Thriving In a Changing Landscape – Optimizing a Digitally Influenced Work Integrated Learning Model

what lies at the top depends on you

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https://www.youtube.com/watch?v=BgqD3c-v3R0&feature=player_embedded

Who are you and what is changing around you?

https://kahoot.it/#/

https://todaysmeet.com/CACEE2015

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https://todaysmeet.com/CACEE2015

Print

Go back to the room.

This is great!
9:21am, Weds, Jun 10, 2015 by Amy

Loving these resources!
9:22am, Weds, Jun 10, 2015 by Amy

Blackboard
9:22am, Weds, Jun 10, 2015 by Ideasource

BBLearn
9:22am, Weds, Jun 10, 2015 by Doug

twitter
9:22am, Weds, Jun 10, 2015 by Ideasource

LinkedIn
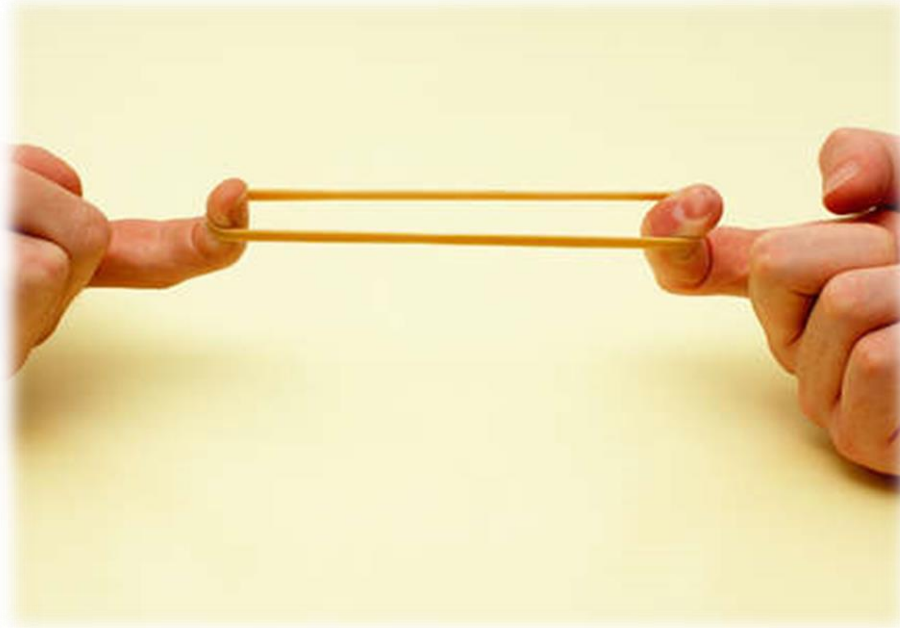9:22am, Weds, Jun 10, 2015 by Ideasource

Orbis for MidTerm Re
9:22am, Weds, Jun 10, 2015

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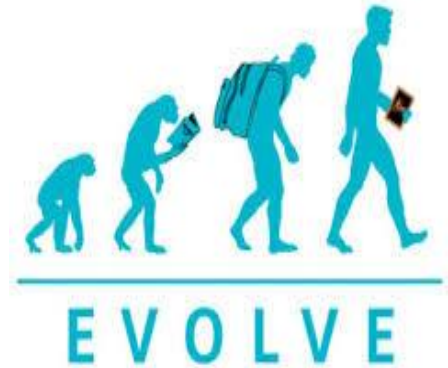changemakers

Jenny Peach

Jean Simpson

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What is changing us?

- Learning - an active, social process

- Digital technology - support self-regulated, collaborative construction of knowledge

- Authentic assessment - engage learners and promote transfer of knowledge

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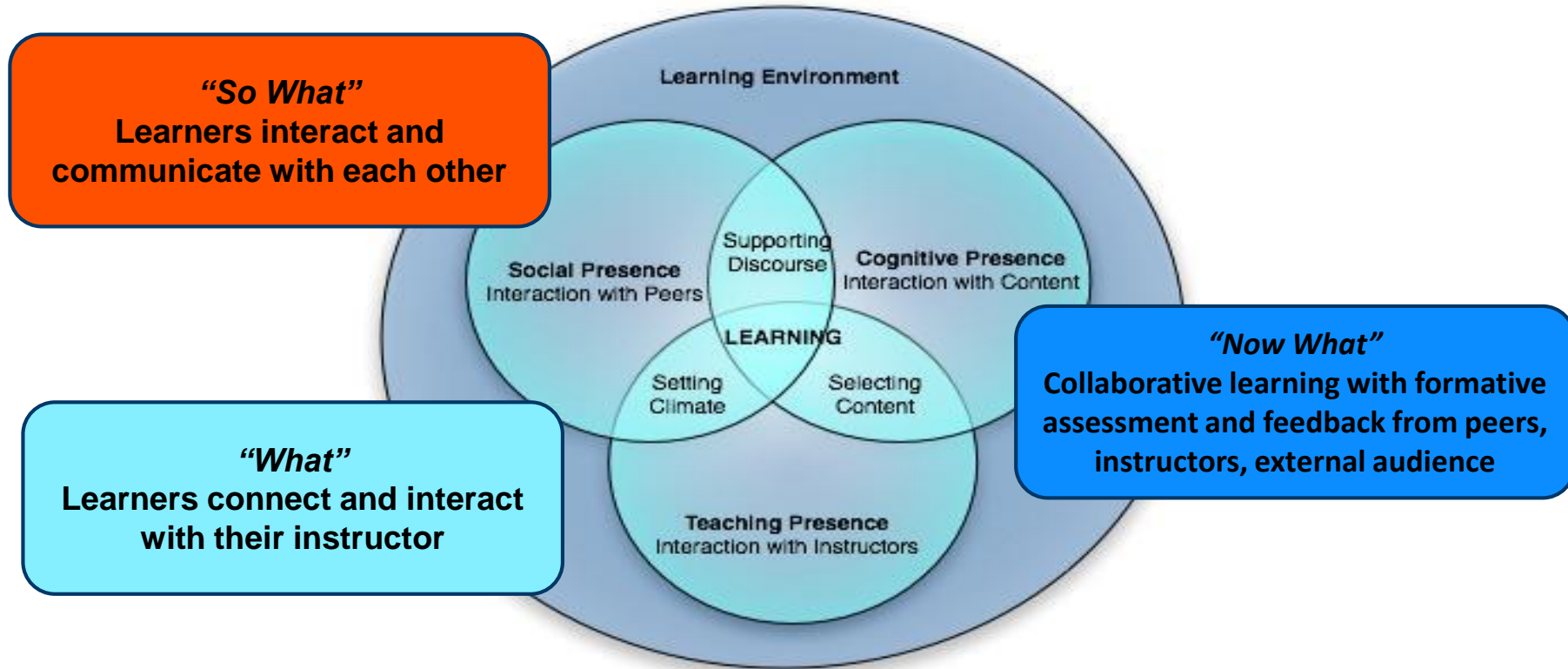
Community of Inquiry

Figure adapted from R. Garrison, T. Anderson, L. Rourke et al Community of Inquiry Model [2007]

"So What"
Learners interact and communicate with each other

"What"
Learners connect and interact with their instructor

"Now What"
Collaborative learning with formative assessment and feedback from peers, instructors, external audience

Learning Environment

Social Presence
Interaction with Peers

Cognitive Presence
Interaction with Content

Supporting Discourse

LEARNING

Setting Climate

Selecting Content

Teaching Presence
Interaction with Instructors

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21st Century Learning

"What"
Social Presence

"So What"
Co-Construction of Knowledge

"Now What"
Authentic Assessment

"What"
Social Presence

Student Digital Showcase

- choice

- relevance

- peer assessment

- self-assessment

- timely and specific feedback

Q8

Creativity

Answered: 32   Skipped: 0

5 - Continually...

4 - Frequently suggests new...

3 - Has average amou...

2 - Occasionally...

1 - Rarely has new idea; is...

0 - Not Applicable

0%   10%   20%   30%   40%   50%   60%
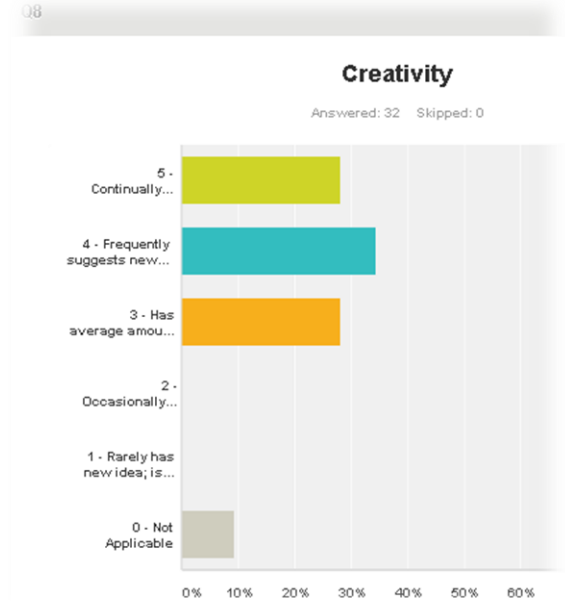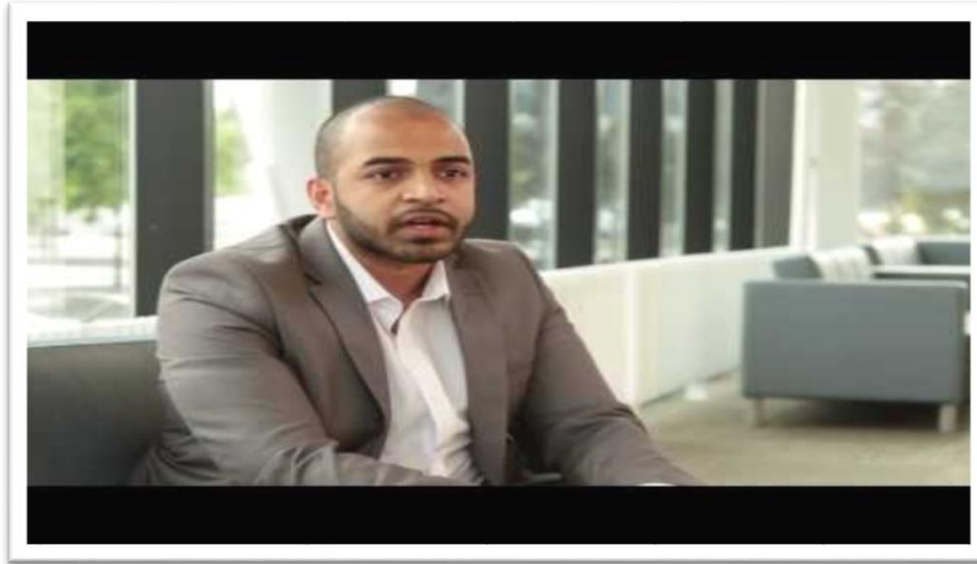
https://youtu.be/bog_in77_1A?list=PLLfaI-bjW-_wwb7PltFy3NzD44MuuOV6C

Exploring Digital Resources

Background Theories

Kolb's Experiential Education
Driscoll's What? Model of Structured Reflection

The Experiential Learning Cycle

Experiencing
The activity phase

Now What?

Applying
Planning effective
use of learning

Sharing
Exchanging reactions and
observations

What?

Generalizing
Developing real-world
principles

Processing
Discussing patterns
and dynamics

So What?

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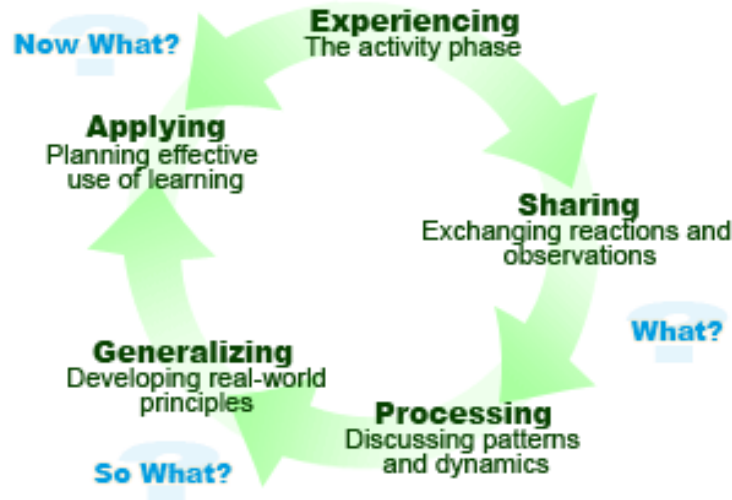
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Questions?

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