Practical ideas *to support teaching and learning using online tools and spaces*

Complexity ▶ ▶ ▶   ▶ ▶ ▶

Accessing resources
Students access assessment overviews, exemplars, links and homework from a Learning Pathway with a shared Access Key.
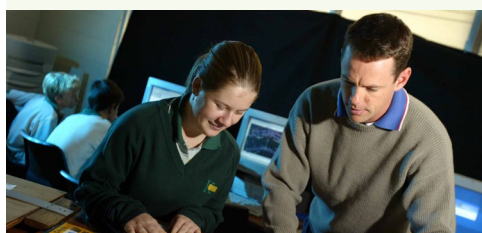
Subscribing
Students subscribe to RSS feeds to keep up-to-date with curriculum-related news and information using Internet Explorer .

Recording and sharing
Students record a podcast or reflection in Audacity to inspire, inform, persuade or demonstrate and upload to edTube to share with an authentic audience.

Producing
Students use edStudio to design and create a mock Facebook profile for a character or historical figure.

Reverse teaching
Students take on the role of teacher by constructing a tutorial demonstrating a curriculum concept using Microsoft PowerPoint ®, saving as a video and publishing to edTube for viewing by peers.

Organising ideas
Students construct a concept map of ideas using Bubbl.us, and save by taking a screenshot with the Snipping Tool.
http://www.bubbl.us/

Gathering feedback
Students upload their work to an edStudio for peer and teacher feedback using the Discussion component as part of monitoring assessment for feedback.
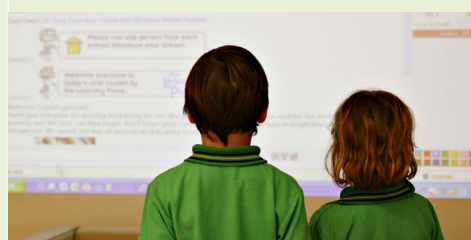
Inventing
Students create a multimodal product by creating images of digital characters using Clay Yourself and adding to Microsoft PowerPoint ® or MovieMaker with narration.
http://www.clayyourself.com/

Communicating
Students chat with experts or collaborate with peers in real-time using iConnect web conferencing.

Reflecting
Students create, maintain and share a digital portfolio of their work with annotation and recorded reflections using edTube and edStudio.

Researching and evaluating
Students conduct internet searches and critically analyse results for usefulness, credibility, relevance and accuracy.

Developing and consolidating
Students consolidate understandings of key concepts by engaging with Learning Objects linked from a Learning Pathway, edStudio or Virtual Classroom.

Discussing
Students use an edStudio or Virtual Classroom Discussion Board to share, compare and clarify ideas.

Self-paced learning
Students self-pace their work through core content using a Virtual Classroom with 'checkpoint' quizzes with Adaptive Release.

Creating and sharing
Students create an interactive poster with edStudio to demonstrate understanding of a concept with embedded rich content, for example Google Maps or edTube images, audio or video.

Searching
Students search for relevant quality-assured and digital content from their personalised Learning Place Student Space.

Comprehending
Students develop understanding of key curriculum concepts through engagement in online, ready-to-go Student Courses.

Collecting data
Students collect data individually or in groups and share by recording in a wiki in a Virtual Classroom or in real-time using a network-shared Microsoft OneNote ® notebook.

Demonstrating
Students demonstrate their knowledge by completing an online assessment in a Virtual Classroom or a quiz in an iConnect web conference.

Contributing
Students collaboratively make notes or post questions in real-time in response to an instructional video using Wallwisher.
http://www.wallwisher.com/

Peer reviewing
Students constructively respond to other students' blogs from the Learning Place Student Space using protocols demonstrating appropriate online behaviours and communication.

Presenting
Students demonstrate their understanding by creating a talking avatar with Voki and embedding within a blog, edStudio or Virtual Classroom wiki.
http://www.voki.com/

Debating
Students contribute to an online, cross-school debate to develop and share opinions using the blog tools in the Learning Place Student Space.

Collaborating
Students work in teams to design products or artefacts and share across schools using an edStudio.

Personalising
Students create an appropriate online identity using the avatar creation tools from their personalised Learning Place Student Space demonstrating appropriate online behaviours.

Analysing and inferring
Students analyse word frequency in a text to draw conclusions about author intent using Wordle.
http://www.wordle.net/

Reflecting
Students develop a learning journal using the blog tool in their personalised Learning Place Student Space or recording a video / audio blog and uploading to edTube.

Collecting primary data
Students create a poll and share with peers or community members to collect or gauge opinions or understanding of a topic to support a position or argument.
http://www.polleverywhere.com/

Peer reviewing
As part of a Socratic circle, a student presents an idea or topic with students in an inside circle asking questions while students in an outside circle leave comments and feedback in an edStudio discussion board.

Staff need to consider relevant department procedures including ICT-PR-004 and ICT-PR-006 when using online tools with students http://education.qld.gov.au/strategic/eppr

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▼ Practical ideas for teaching online

Connected learning offers new opportunities and challenges for teachers. Teachers facilitating learning in connected environments need to combine digital pedagogy with classroom management strategies to enable rich and productive environments and to keep students safe.

Ideas for working and learning digitally

Teaching and learning with ICT offers new opportunities for working and learning digitally where teachers should consider

- Facilitating student group work to encourage collaboration and minimise bandwidth usage
- Differentiating activities where students work on high-bandwidth activities at different times
- Facilitating student access to digital tutorials including Atomic Learning demonstrations to develop digital literacy
- Using screen-sharing software to deprivatise learning
- Changing the physical learning space to allow for collaboration, facilitate student access to data points, increase student and teacher mobility depending on learning tasks and allow for maximum visibility of students' work to encourage on-task behaviours
- Explicitly teaching students internet search skills to make research more efficient and reduce internet bandwidth use
- Encouraging students to use Microsoft OneNote ® Workbooks to organise their work and notes and structure their research, including using the 'Send to OneNote' printer to save texts to deconstruct while off-line
- Requiring students to turn their laptop wireless switch off when they're working on focused creative or writing projects to minimise distraction and conserve battery
- Emailing students learning tasks to add to their Microsoft Outlook ® Calendar and Task Lists

Ideas for accessing and managing digital content

Effectively sharing and managing digital content in connected learning spaces can be achieved by

- Creating an edStudio, Learning Pathway or Virtual Classroom to organise and store digital content for 24/7 student access
- Sharing content via a school network drive, intranet or by emailing students with attachments
- Requiring students submit work using a Drop Box in an edStudio or Virtual Classroom
- Compressing large images in a Microsoft PowerPoint or Word ® document before sharing to reduce file size
- Using PDFCreator to print and save documents as a PDF before sharing to reduce file size and prevent changes
- Promoting the correct attribution and referencing conventions when using digital content and using Creative Commons–licenced material where appropriate
- If planning on using a web resource outside the Learning Place, use the MIS Filtering Check to ensure that it is accessible to students https://mis.eq.edu.au/
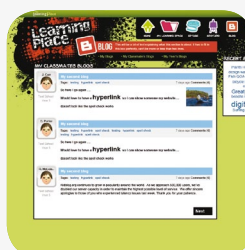
Ideas for developing digital citizenship

In connected environments, teachers can promote the ethical, safe and legal use of digital resources, tools and environments by

- Using the tools and spaces provided at the Learning Place to ensure a safe and secure environment
- Understanding the risks associated with using online services which ask for students' personal information and by becoming familiar with relevant DET procedures including ICT-PR-004 and ICT-PR-006
- Explicitly teaching students cybersafe practices including an understanding of appropriate levels of personal information to disclose in specific online environments
- Modelling safe practices and agreed communication conventions, protocols and netiquette when communicating in online spaces including with a password protected identity

▼ *Your guide to the Learning Place Spaces*

The Learning Place

The Learning Place offers a variety of safe and secure spaces for students to access, create and publish digital content, participate in online learning, communicate with peers, teachers and experts and collaborate on rich projects.

Personalised student space

The Learning Place Student Space is a customisable space where students can create their own avatar and select a theme, write blogs and access resources.
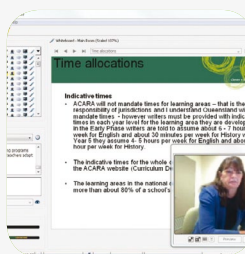
Good for students to access Learning Pathways setup by their teacher, write a reflective blog and to use as a gateway to the Learning Place.

edTube

edTube is a multimedia sharing gallery where you and your students can discover, create and share educational video, audio and images. Rich media is compressed for easy access at home and at school. Students can publish digital content to edTube albums with their teachers' permission.
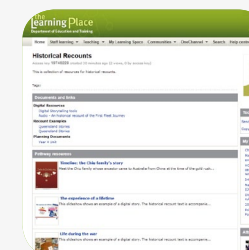
Good for storing audio and visual texts for students, searching for media uploaded by others and providing an opportunity for students to publish and showcase their illustrations, photographs, visual art, interviews, podcasts, videos, demonstrations, tutorials and digital stories.

iConnect

iConnect is DET's web conferencing system that provides an online learning environment for staff and students to communicate securely in real-time. iConnect sessions can be created by staff who have completed the iConnect Moderator training.
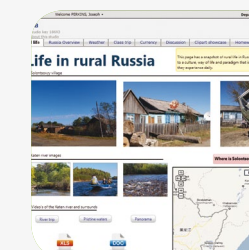
Good for connecting with outside experts, after school tutoring or revision sessions or collaboration across schools in real-time.

Learning Pathways

A Learning Pathway is a focused and structured sequence of digital resources. Teachers collate resources from the Learning Place or other educational resources to support student learning. Publically-viewable Learning Pathways can be copied and modified by other teachers to suit their context.

Good for creating targeted learning sequences for your class or groups of students relating to a particularly topic, unit or subject and for collating all of your digital resources in a single space.

edStudio

edStudio is an online authoring space where you and your students can create, publish, collaborate and learn. Text, images, digital files, links, quality-assured Learning Place resources and edTube media can all be added to an edStudio. While edStudios are generally private spaces for groups of students and teachers, publically-viewable Studios can be copied and modified by other teachers to suit their context.
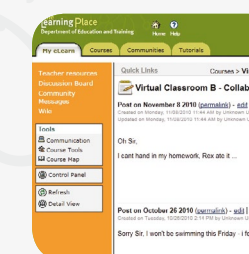
Good for a safe, secure and collaborative space for students to access and publish digital content related to a topic, unit or subject. Suitable for students from Prep through to senior school.

Student Courses

Student courses are ready-to-go curriculum-based courses where students work through subject-specific content or modules.

Good for providing students access to pre-packaged content related to a curriculum area and for encouraging self-paced learning.

Virtual Classrooms

Virtual classrooms are private and secure online spaces that can be used for lesson activities, units of work, assessment, homework, projects, discussions and collaboration.

Good for storing and categorising digital content, conducting online discussions, setting online summative assessments and using Gradebook features. Best for students in the middle and senior years of school.

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