How to introduce your ideas to use ICT in (a part of) your course

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How to give ICTedu a proper place in your course

Three possibilities to implement ICT:

1. Use it occasionally.
2. Use it for crucial activities.
3. Blend your course based on Moodle with F2F meetings and other ICTedu-tools.

*Meaningful* is a crucial concept.
Example of Meaningful learning activities

1. Present in the classroom a video-recording of a nurse working with a patient.

2. Video stops at critical event.

3. Students try to analyse the approach of the nurse.
   Was it OK?
   Next step of the nurse and why?

4. The teacher will give her feed back.

5. Self-study and F2F (feed-back)
   Teacher stimulates problem solving, motivates students, etcetera.
Some rules

1. You should always formulate the advantages of using ICTedu.

2. The ICTedu activity(ies) should be given a proper place in your education with clear and relevant relationships with F2F-activities and the test. Certainly you have to leave out some F2F-activities from your course.

3. Do you think you can handle the new F2F and ICTedu-activities? And do you think the students are able to handle them?

4. And don’t forget to check the consequences of your changes for the other courses in the curriculum.
Procedure
“how to introduce your ideas to redesign (a part of) your course”

<table>
<thead>
<tr>
<th>Step</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1.</td>
<td>Formulate to use ICT and the expected benefits</td>
</tr>
<tr>
<td>Step 2.</td>
<td>How to realize the selected ideas to use ICT?</td>
</tr>
<tr>
<td>Step 3</td>
<td>Describe your existing course with the Diamond</td>
</tr>
<tr>
<td>Step 4</td>
<td>Prepare the Route Map and your requirements</td>
</tr>
<tr>
<td>Step 5</td>
<td>Prepare the Blueprint</td>
</tr>
<tr>
<td>Step 6.</td>
<td>Develop your redesigned course</td>
</tr>
</tbody>
</table>
Step 1. Formulate ideas to use ICT and the expected benefits

The teacher answers the following questions:

- What changes do you want to introduce in (a part of) your course?
- Why did you select these changes?
- What are the benefits?
Step 2. How to realize the selected ideas to use ICT?

The teacher:

- Selects 3-6 interesting ICT-learning activities.

Basic quality criteria:
- Efficient
- Effective
- Feasible
- Valued
- Well liked
Step 3 Describe your course with the Diamond

An up-to-date Diamond acts as the foundation for the redesign.

The teacher:
• makes a systematic didactical description.
Step 4 Prepare the Route Map and your requirements

The teacher:
- Prepares the Route Map
- Indicates the requirements that have to be fulfilled for a successful implementation
- Formulates possible (and realistic) solutions?

Requirements are important: to be satisfied or solved otherwise.
The **Route Map** is the outline of a course.

- Main topics and learning activities?
- Sequence topics?
- Where to introduce the ideas for ICTedu-tools?
- Alignment between ICTedu-tool, F2F and self-study?

The **Route Map** reflects:
- The learning process(ses) as thought-up by the teacher.
Blended learning

Beforehand insight in learning objectives, test criteria and learning activities in Moodle

Present Remedial lessons through Moodle

Organize formative and end tests with help of ICT

Tutor video with extra explanation

• ICT offers many possibilities to support the learning
• Realize an optimal blend

Support self-study a group work through the VLE

F2F

ZS

Test

ZS

F2F
Step 5. Prepare the Blueprint

The Blueprint gives you the opportunity:

1. to see if you like your design.
2. to evaluate if the learning process is realistic, motivational for the students and fits the needs of different groups of students and
3. to see if teaching activities are feasible for you and the students.
4. To check your expectations.

The teacher:

• Elaborates the Route map into the Blueprint of the course.

In the Blueprint, a description is given per topics about:

1. the necessary learning of the students
2. the expected learning results
3. the teaching activities
4. the use of ICT, practical exercises and other points.

Check the coherence of the course. (Adapt when necessary your Diamond)
<table>
<thead>
<tr>
<th>Activities Teacher STIKes Medan</th>
<th>Introduction of the program</th>
<th>Possible advantages in specific T/L-situations</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Listen to presentations of JN and ask questions, etc</td>
<td>Evaluation of self study</td>
</tr>
<tr>
<td></td>
<td>Check connection with Moodle, internet, ...</td>
<td>Listen to a presentation JN: How will technology enhance teaching and learning</td>
</tr>
<tr>
<td></td>
<td>Hands-on-experiences: Look up examples of ICTedu-tools and evaluation</td>
<td>Analyse a specific example of a Moodle course and/or some other examples????</td>
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<td></td>
<td>Self study: surf on Internet.</td>
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### Expected results

- **Software is working** *(Moodle, website, PP, Excel, ...)*
- Some insight what we mean with ICTedu-tools

### Activities teacher PUM

- Introduction JN -aanpassen PP and the participants (some activity????)
- Presentation Blended learning plus an view examples (aanpassenPP)
- Check connections Moodle, internet, etc
- Example of use Moodle/Blackboard.
- Introduction practical assignment

### Activities ICTedu support

- Self-study surf on Internet
- Internet should work of local net should work
  - (But the Moodle should be available for the teachers and JN in advance!!!)
Step 6. Develop your redesigned course

The teacher:

• Develops the required learning activities and material: Assignments, Lectures, Power Points, Story boards for video-lectures, Test questions, Project assignments, Case studies, ....

• Uses checklists of design principles

• Discusses with your colleagues and the management effect on the curriculum.

• Organizes a try out or a pilot experiment.