AN INSTRUCTIONAL DESIGNER’S GUIDE TO ENGAGE AND CONNECT WITH YOUR STUDENTS

Three easy-to-use tips to improve your teaching
AT THE END OF THIS SESSION

- Identify four commonly use tools and app, and be able to combine them to improve students’ learning experiences
- Apply the concepts of self-determination theory in using tools and apps in your teaching
AND WE ARE BACK!

A year of learning from “e-learning”
This coming semester, do we return to 2019 BC (before COVID) teaching practices?
POSSIBLE ANSWER

Most likely we won’t, unless your class promotes active learning.
PROBLEM

How can we better engage our students?
POSSIBLE ANSWER

Give them **autonomy**, make them **competent**, and let them **relate**
Self-determination Theory

- to engage optimal challenges and experience mastery in the physical and social worlds (**competence**);  
- to seek attachments and experience feelings of security, belongingness, and intimacy with others (**relatedness**); and  
- to self-organize and regulate one’s own behavior (**autonomy**)

(Deci & Ryan, 2000)
The Challenge

Using technology to add value in your teaching
PROBLEM

Do we need to learn another app?
POSSIBLE ANSWER
Not really, unless there's an added value when you use it
1. Collaborating
   - miro
   - Lucidspark
   - MURAL
   - Gather
   - Conceptboard

2. Managing
   - moodle
   - OPEN edX
   - CANVAS
   - Blackboard

3. Polling
   - Mentimeter
   - slido
   - Kahoot!
   - Poll Everywhere
   - Google Forms

4. Presenting
   - miro
   - Gather
   - Mentimeter
   - slido
PEDAGOGY OVER TECHNOLOGY

MOODLE
- ★ Upload videos
- ★ Give comments or feedback
- ❏ Easily comment on multiple videos

MIRO
- ★ Upload videos
- ★ Give comments or feedback
- ★ Easily comment on multiple videos
PROBLEM

Again, do we need to learn another app?
How can we streamline the tools we know and we use to improve students learning experience
HOW TO IMPLEMENT?

The added value of technology in your teaching
Tip NO. 1

Connect with your students

Mentimeter

miro
<table>
<thead>
<tr>
<th>Human Bingo!</th>
<th>Name:</th>
</tr>
</thead>
<tbody>
<tr>
<td>I like Chinese food</td>
<td>I like Superhero movies</td>
</tr>
<tr>
<td>I can play an instrument</td>
<td>I can speak cantonese</td>
</tr>
<tr>
<td>I can drive a car</td>
<td>I can edit a video</td>
</tr>
<tr>
<td>I have a pet</td>
<td>I can write with my left hand</td>
</tr>
<tr>
<td></td>
<td>I can sing in front of a crowd</td>
</tr>
<tr>
<td></td>
<td>I can teach a topic</td>
</tr>
<tr>
<td>I have at least 2 siblings</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>I have at least 3 smart gadgets</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>I have been to at least 4 different</td>
<td></td>
</tr>
<tr>
<td>countries</td>
<td></td>
</tr>
</tbody>
</table>

**Group 1**

**Group 2**

**Group 3**

**Group 4**

**Group 5**
Tip No. 2

Give team and individual challenges
miro + Google Forms

Sample Board
Tip No. 3

Provide continuity for students’ work
BREAKOUT ROOM QUESTIONS

● What tools did you use in your teaching last year, and how do you seamlessly integrate them into students’ learning experience?
● What other teaching challenges that you have? And can we solve it using technology?
LOOKING FORWARD TO SEEING YOUR COURSES

Do you have any question?

Let’s continue the conversation...