



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”

PROBLEM

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



2

MANAGING



APPS AND TOOLS

3

POLLING



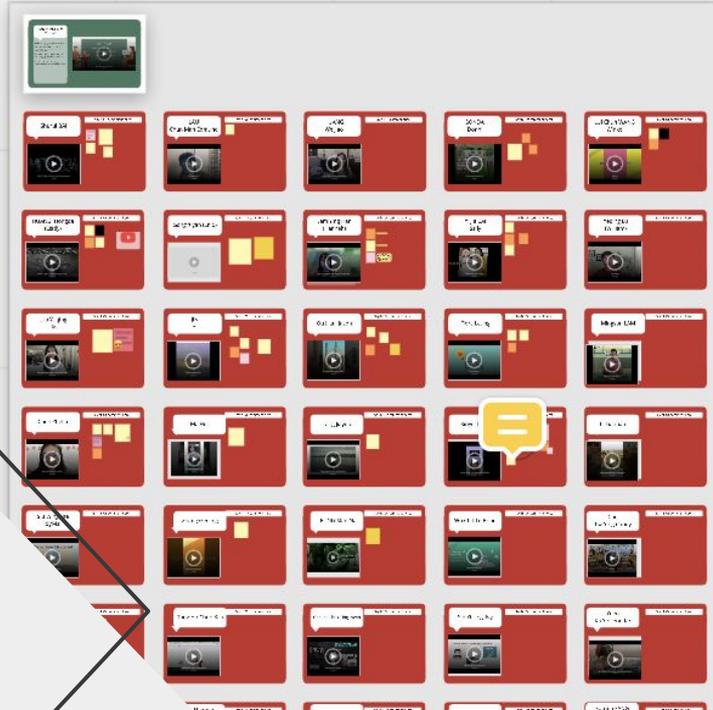
4

PRESENTING



WEEK 0 ONBOARDING

Self Introduction



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?

SUGGESTED ANSWER

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



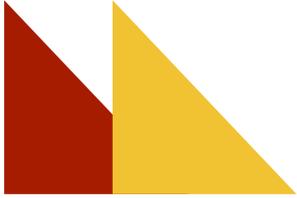
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Human Bingo!		Name:	
I like Chinese food	I like Superhero movies	I like watching TV series	I like doing research
I can play an instrument	I can read a tongue twister	I can speak cantonese	I can edit a video
I can drive a car	I can write with my left hand	I can sing in front of a crowd	I can teach a topic
I have a pet	I have at least 2 siblings	I have at least 3 smart gadgets	I have been to at least 4 different countries

Human Bingo!

Group 1					
Group 2					
Group 3					
Group 4					
Group 5					

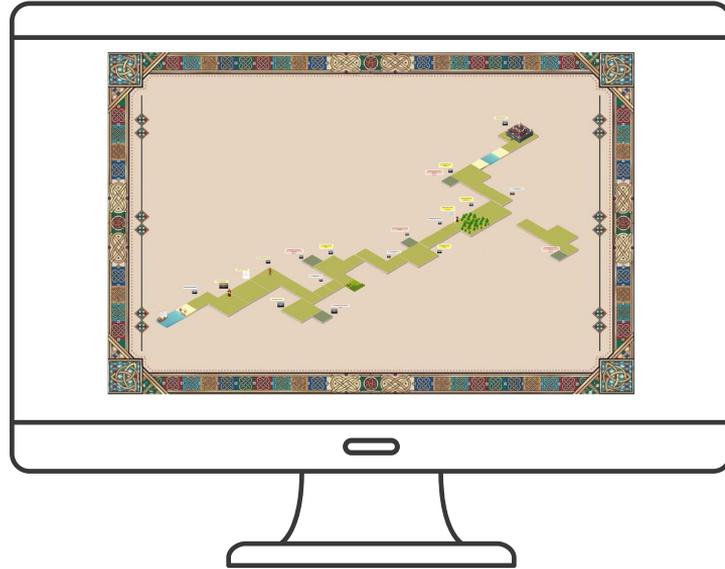


TIP NO. 2

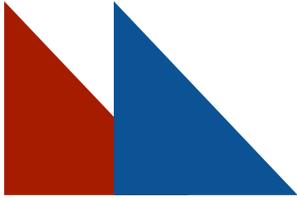
Give team and
individual
challenges



Google Forms



Sample Board



TIP NO. 3

Provide
continuity for
students' work

 moodle

+



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 Mentimeter

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...

