From Principles to Strategies to Practice: A Series on Online Course Design for Better Learning Experience

Using an Instructional Design Model to Enhance Moodle Learning Experience

10 Feb (Thu) 12:30 - 1:45pm via zoom

Speaker
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Details and registration
www.cetl.hku.hk/coursedesign22
At the end of this workshop...

- List the different elements of a good instructional design
- Experience various Moodle layouts
- Identify the Moodle functions that will facilitate a good design
Some reminders...

● Don’t sit on the fence... **participate**!
● I do not have all the answer... but collectively, **we can find it together**
● If you have any questions, **raise your hand or post it in chat**
In Zoom chat, can you let me know if you like using (and why?) or do not like using (any alternative?)
5E model

Let’s design a better Moodle experience
5E Model

- Roger Bybee, 1987
- Biological Sciences Curriculum Study
- Originally for Science discipline
- Based on Atkins and Karplus learning cycle
Engage

- Activity that is place-based or problem-based
- **Promotes curiosity** and elicits current knowledge

*Video, Reading, Picture, with Forum*
Explore

- Activities which **connects prior with new knowledge**
- Use prior knowledge to **generate new ideas**
- This can serve as formative assessments

*Group activity, Miro, Forum*
Explain

- Focuses students’ attention on particular aspects of their engagement and exploration
- **Guide learners toward a deeper understanding**

*PDF, explanatory/demonstration videos, peer and teacher feedback,*
Elaborate

- Activities **challenge and extend students’ understanding** and skills
- Focus on knowledge and skill transfer

*Summative assessment, group projects*
Evaluate

● Assessing students understanding
● Progress toward achieving the learning outcomes

*Summative assessments
Engage (Scenario video + Forum)
Explore (Web-based activity)

Practice makes perfect! Try to create your own learning objective by using this simple Learning Objective Generator Tool.

[WHO] will be able to + [verb] + [goal] + [condition]

Who is the learner?

Describe your audience in as much detail as possible

Example: Performance Consultant
Explain (In-class activity, Miro)
Elaborate (Google Docs)

Course Design Plan: Basic Information

*Why do this:* This activity will help conceptualize your final Moodle course project. However, it is worth noting that this document is not part of the official marking and will not be graded. Instead, your group will get feedback upon submission of this document. You can also use this document as a point of discussion during the consultation session or during your group meeting.

*Read me:* Kindly go through the Moodle [Student-led Teaching] Details and Moodle [Group Assessment, 40 points] documents before starting to work on this document.

**Group Details:**

*Add your group details below*

Group name:

Members:
- SURNAME, Name

**Scenario:**

*Choose a scenario by marking an "X" in the box*

- Education Setting
- Corporate Setting

**Learning Outcomes and Objectives:**

Fill in the box by identifying your course's outcomes and objectives. You may add or delete rows as needed. A sample is provided to guide you. You may also refer to our slide SS-01 or watch the pre-class video on the ABCD model.
Onboarding Session: Welcome

Welcome to our course: How to deal with angry customers at the counter

This course will show you, as a front-line staff, how to deal with angry customers by (1) knowing the customers’ needs, (2) identifying the angry customer type, and (3) handling the case with the procedures at the counter in a corporate bank.
How will you use 5E model in your Moodle course?
Moodle Functions

Improving our Moodle learning environment one item at a time
Level 1: Labels, Descriptions, and Indent

- No code
- Easiest to do
- Can be applied directly to your current format
Level 2: Book resource and Embedding

- No code (Book Resource)
- Low code/ Copy and paste (Embedding)
- Need slight modification and rearrangement

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1. Pre-class
   1.1. Learning Strategies
   1.2. ABCD Model
   1.3. LO Generator
2. In-class
   2.1. Session Slides
   2.2. Food
   2.3. Action Verbs
3. Post-class
   3.1. Food Activity
What’s next?

After updating your Moodle course, how can we further improve?
Level 3: Bootstrap and HTML Editing

- Low code
- Best to do during summer/ holidays
Gamification

- No/ Low code
- Can increase engagement
Thanks!

Any questions?

You can find me at:
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