

Learning Outcome

LINKED LEARNING OUTCOME

Activities

ACTIVITY

Learning

**HOW DOES THIS LEARNING
LINK TO THE ASSESSMENT?**

Instructions

1. Consider the purpose of these lessons and identify how these relate to the course learning outcomes.
2. Look at the 'Planning Considerations' and select three to discuss later after you have completed your plan.
3. Layout the three planning categories in the following order; Classroom (C. In), Bridge, Classroom (C. Out).
4. Select Activity cards* and lay these under the first Classroom (connector IN) session.**
5. Lay the other cards in the following order; Resources*, Feedback, Tools, Student Time, Staff Contact Time.**
5. Add the same for the Bridge (outside the classroom) and the second Classroom session.**
6. Consider how the In and Out Connector areas will help to support the students' learning outside the classroom.**
7. Discuss your planning ideas with a colleague.
8. Reflect on your planning by discussing your choice of 'Planning Considerations'.

* Participants may also write new cards on blanks provided.

** Experiment and discuss your ideas.

Resources

Resources

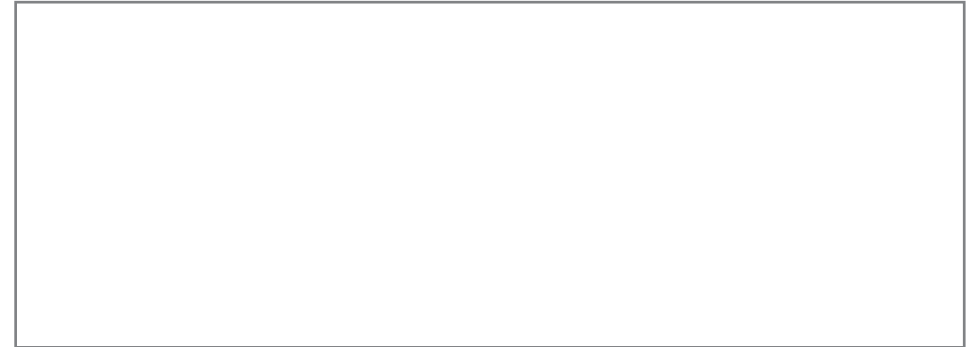
Feedback

FEEDBACK

Planning Categories



Planning Considerations



NILE Tool



Student Time



Contact Time



CLASSROOM

A space where students are set tasks that allow them to develop their learning

CONNECTOR IN

An activity that leads into the learning that takes place outside of the classroom



BRIDGE

Learning that takes place outside of the classroom, students access resources and undertake independent or collaborative activities

CONNECTOR OUT

An activity that builds and reflects on learning that took place outside of the classroom

CLASSROOM

A space where students are set tasks that allow them to develop their learning

**HOW DOES THIS LEARNING
LINK TO THE ASSESSMENT?**

**WHAT ARE THE STUDENTS LEARNING?
(LINKED LEARNING OUTCOME)**



RESOURCES

Students' exposure to content
- video, journal, books, web sites,

CONTACT TIME

The amount of hours contact that a tutor
devotes to two way communication*

*Note. Online communication only counts as contact time if included in the module guide.

ASSESSMENT

A method of checking the students learning,
and the mechanism through which
students receive their award

CONVERSATION

Two way dialogue with students can be useful to
explain the reasons for tasks and assessments,
especially when related to the learning outcomes.

ACTIVITIES

Tasks in which students are 'doing something'
in order to build on their learning

LEARNING OBJECTIVES

The purpose of the learning, that is written
into the module and therefore must be
delivered over the course.

NILE TOOLS

A range of tools that tutors can use to facilitate
technology enhanced learning

LINE OF SIGHT

The consideration & understanding of how this
learning relates to the assessment

RESOURCES

PDF FILES UPLOADED
TO NILE

RESOURCES

LIBRARY BOOKS

RESOURCES

VISIT A PLACE

RESOURCES

JOURNALS - NELSON

RESOURCES

XERTE E-LEARNING

RESOURCES

BOX OF BROADCAST

RESOURCES

OWN RESEARCH

RESOURCES

COMPETITION RULES

RESOURCES

STAFF CREATED
VIDEO RESOURCES

RESOURCES

WIKIPEDIA

RESOURCES

TWITTER

RESOURCES

SHARED EXPERIENCES

RESOURCES

PUBLIC VIDEO RESOURCES
(EG. YouTube)

RESOURCES

INFO GRAPHIC

RESOURCES

E-BOOK

RESOURCES

PEARSONS RESOURCES

RESOURCES

POWERPOINT

RESOURCES

IMAGES

RESOURCES

PODCAST

RESOURCES

OPEN EDUCATIONAL
RESOURCES

RESOURCES



COLLABORATIVE
DOCUMENTS

RESOURCES



WIKI

RESOURCES



VIRTUAL CLASSROOM

RESOURCES



BESPOKE VIDEO CONTENT

RESOURCES



JOURNAL

RESOURCES



PORTFOLIO / BLOG

RESOURCES



DISCUSSION BOARD

RESOURCES



DISCUSSION BOARD

RESOURCES



POST BOARD

RESOURCES







QUIZ

RESOURCES



THINGLINK



ACTIVITY <hr/>	ACTIVITY <hr/>	ACTIVITY <hr/>	ACTIVITY <hr/>
ACTIVITY <hr/>	ACTIVITY <hr/>	ACTIVITY <hr/>	ACTIVITY <hr/>
FEEDBACK <div></div>	FEEDBACK <div></div>		
FEEDBACK <div></div>	FEEDBACK <div></div>		

VIDEO Kaltura / Youtube Embedded	E-LEARNING XERTE / LEARNING UNITS / NILE	VIRTUAL CLASSROOM Collaborate	PRESENTATION Kaltura recording / File Upload
Research shows that students learn best when videos are under 6 minutes in length.	Open source tools staff to build E-learning content for students. Can be deployed within NILE.	Real-time shared desktops, video and audio, with facility to chat and record sessions. (similar to Skype & Hangouts)	Our answer to Youtube, students can upload video and record themselves with CaptureSpace
WIKIS NILE	COLLABORATIVE DOCUMENTS Google Docs 365	FILE UPLOAD NILE Assignment	QUIZ Blackboard / Kahoot / Socrates
Students can contribute and modify pages of course related materials.	Commonly used collaborative tools that do not require students to set up personal accounts.	Any file can be uploaded to NILE via the assessment tool, however staff will have to download them to view.	NILE has an inbuilt quiz tool, however some staff have found other online quizzes more engaging.
DISCUSSION BOARD Blackboard	JOURNAL Blackboard	POST BOARD Padlet	STORY BOARD Popplet / Storyboard That
These can be extremely effective for collaborative student e-tivities but require regular tutor moderation.	An individual area where students can write, that's easy to read and add feedback. Can be assessed.	An easy to use virtual post it board that accepts images, video and comments. Can be embedded with HTML code.	Popplet: free mind mapping tool that's easy to use. SEB: cartoon like storyboard creation tool.
BLOG / WEBSITE Edublog / NILE	REPORT / ESSAY Turnitin	PORTFOLIO Edublog Blogs	GROUPS NILE Tools
Edublog blog sites are more visual than NILE ones, and can be set up either individually or for a class.	Turnitin submissions are checked for Plagiarism, but are for individual submissions only.	Edublog sites are based on the platform of Wordpress and allow for highly customisable portfolios	Groups are set up within NILE, students can share files, emails, discussion boards, journals and blogs.

<div>ACTIVITY</div> <div>Mark an old assignment</div>	<div>ACTIVITY</div> <div>Add an audio commentary</div>	<div>ACTIVITY</div> <div>Comment on the news</div>	<div>ACTIVITY</div> <div>Record a diary</div>
<div>ACTIVITY</div> <div>Compare examples and report on their quality</div>	<div>ACTIVITY</div> <div>Write a review</div>	<div>ACTIVITY</div> <div>Make a quiz</div>	<div>ACTIVITY</div> <div>Take a picture</div>
<div>ACTIVITY</div> <div>Research a topic</div>	<div>ACTIVITY</div> <div>Storyboard a process</div>	<div>ACTIVITY</div> <div>Report on two opposing views</div>	<div>ACTIVITY</div> <div>Structure an argument</div>
<div>ACTIVITY</div> <div>Identify key sources</div>	<div>ACTIVITY</div> <div>Devise a game</div>	<div>ACTIVITY</div> <div>Comment on your peers' work</div>	<div>ACTIVITY</div> <div>Document your progress</div>

<div>ACTIVITY</div> <div>Submit a project proposal</div>	<div>ACTIVITY</div> <div>Write a blog post</div>	<div>ACTIVITY</div> <div>Enter a class competition</div>	<div>ACTIVITY</div> <div>Write a script</div>
<div>ACTIVITY</div> <div>Plan a film</div>	<div>ACTIVITY</div> <div>Write a review</div>	<div>ACTIVITY</div> <div>Create an info-graphic</div>	<div>ACTIVITY</div> <div>Debate with the class</div>
<div>ACTIVITY</div> <div>Challenge an idea</div>	<div>ACTIVITY</div> <div>Give feedback to someone in your group</div>	<div>ACTIVITY</div> <div>Observe and report</div>	<div>ACTIVITY</div> <div>Argue if something is fair</div>
<div>ACTIVITY</div> <div>Pose five key questions</div>	<div>ACTIVITY</div> <div>Interview an expert</div>	<div>ACTIVITY</div> <div>Share your strengths and weaknesses</div>	<div>ACTIVITY</div> <div>Reflect on your learning achievements</div>