

Adaptive Learning during COVID

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Background

Discover your inner creativity to bridge the generational gap between students and instructors, using various applications to ignite successful student learning outcomes.

Join us in an adaptive learning workshop on the key strategies for developing collaboration, interactivity, and engaging with students during the remote learning phase.

**Situation
Pronounced -
2020**

Blended environment

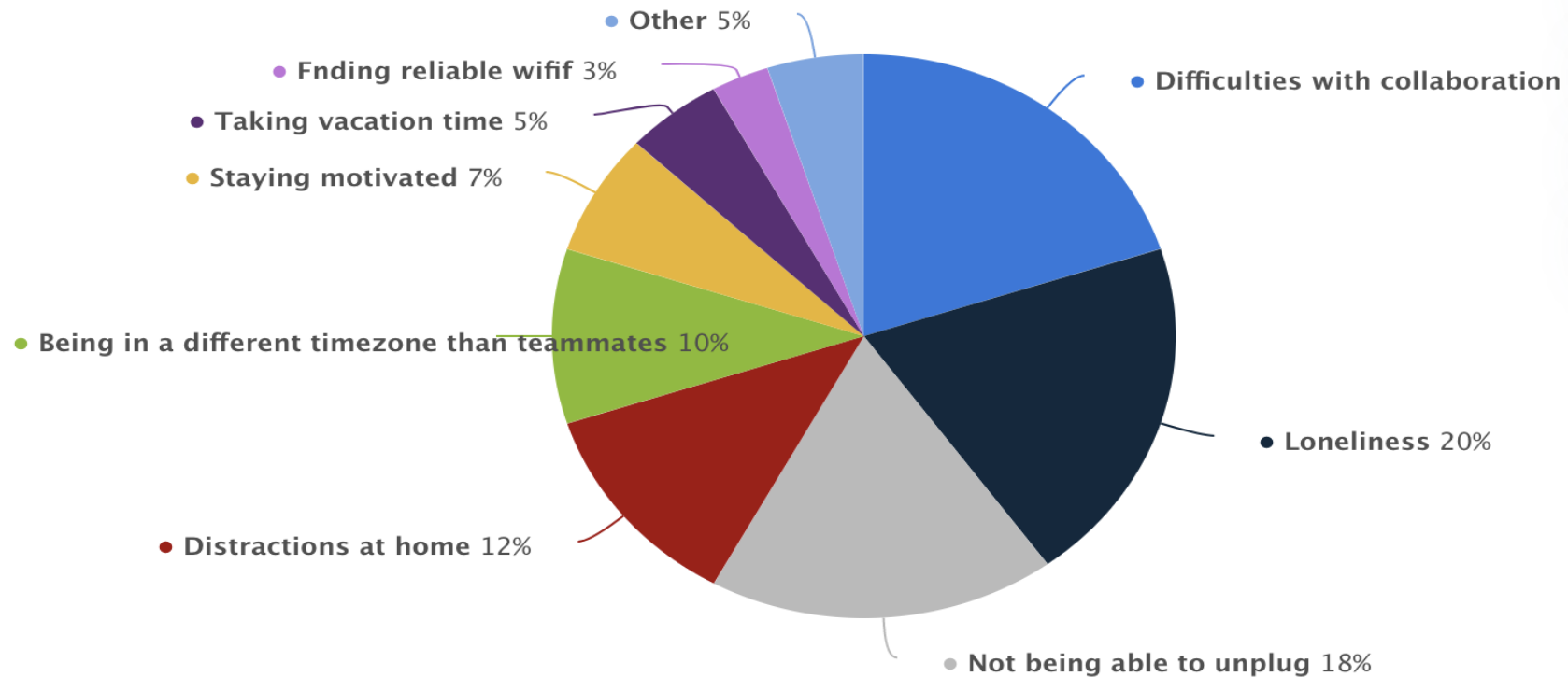
Engagement

Student Learning
Outcomes



Bridging the Gap

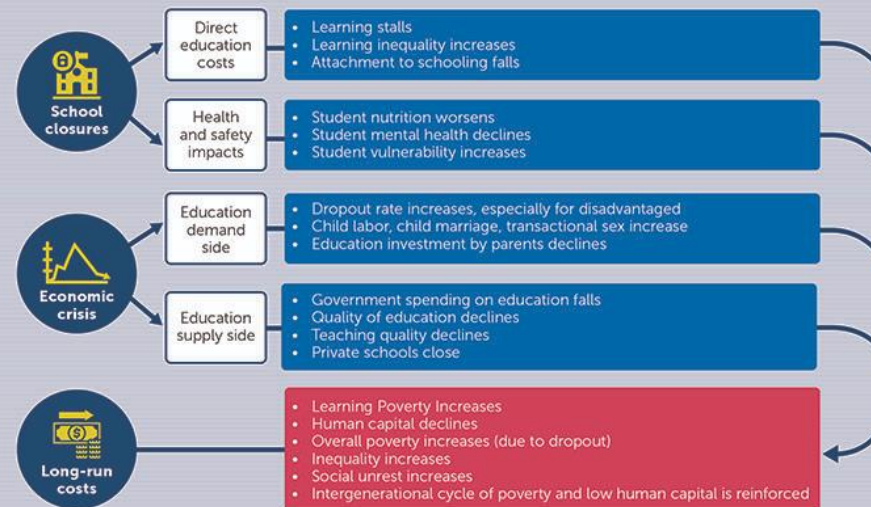
What's your biggest struggle with working remotely?



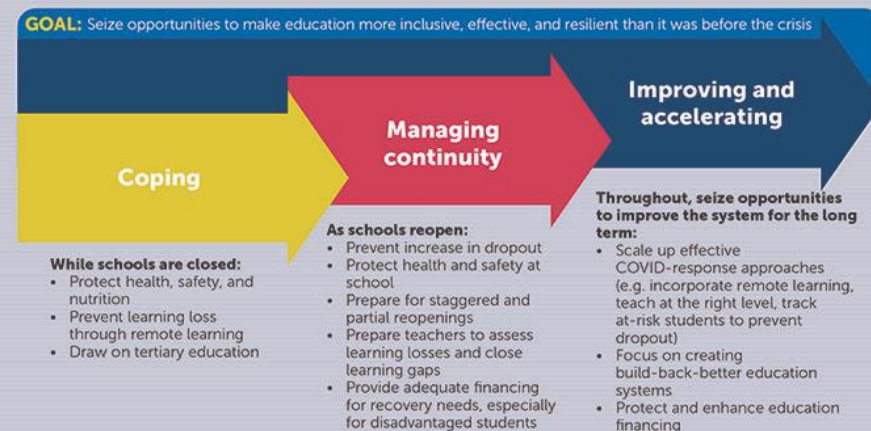
The COVID-19 Pandemic: Shocks to Education and Policy Response Infographic

The Covid-19 Pandemic: Shocks to Education and Policy Responses

Shocks to education



The three overlapping phases of the education response



Canvas LMS



INSTRUCTOR



TECHNOLOGY



STUDENT



Q & A

**Please share any questions
via chat room or raise your hand.**

Sharing our experiences is the best resource!



Everyone Can Create!

SLO for Everyone Can Create

Before we begin:

- Run the iOS Update
- Download Apple Apps
 - Tayasui Sketches School
 - Pages
 - Keynote
 - Clips
 - GarageBand
- Download the Everyone Can Create guides
 - Drawing
 - Photo
 - Music
 - Video
- *Teachers guide*

<https://books.apple.com/us/book/everyone-can-create-teacher-guide/id1357353934>

SLO for Everyone Can Create

Drawing

- Create a variety of block letters
- Sketch with emoji
- Create expressive word art
- <https://books.apple.com/us/book/everyone-can-create-drawing/id1357353820>

Music

- Create own musical piece
- Modify tempo of song
- Add loops to personalize a template
- <https://books.apple.com/us/book/everyone-can-create-music/id1434741739>

Video

- Trim and arrange clips
- Add posters, stickers, emoji, and your own photos
- Use filters and music to enhance mood
- <https://books.apple.com/us/book/everyone-can-create-video/id1434350922>

Facilitating Interactions in a Blended Environment

Guest Speakers

Great value to classroom learning
Compliments the instruction and provide a real-world perspective to students through their experience and stories

Case Studies

Boost learning by facilitating conversation and development of higher thinking skills
Case study for each study and empowering students to critically think and analyze a concept

Break-out rooms

Encourage interaction in Zoom classes is to use real-world applications
Empower student learning is to use real world applications- in the 15 minutes time, students must connect the concept to a (latest) worldly application and share their thoughts to the class.

Feedback Loop

Canvas provides efficient tools for feedback – typing, writing, and highlighting. Traditionally, written feedback is the best way to share thoughts and educate students on improvements. Using constructive words can promote a healthy learning for students. The way the information is presented to students is crucial!

Feed-forward is an innovative strategy to encourage learning. Setting the expectation ahead of time for major assignments (final paper, projects, presentation) can be very supportive to students while they are working on assignment(s).

Feedback Loop Resources

<https://www.miamioh.edu/regionals/eccoe/news/2020/03/instructor-feedback-in-canvas.html>

<https://www.edweek.org/teaching-learning/opinion-how-does-a-feedback-loop-encourage-a-culture-of-learning-conversation-in-the-classroom/2018/07>

<https://www.thetechedvocate.org/using-feedback-loops-to-impact-student-learning/>

Managing the Chat in Online Teaching

<https://www.facultyfocus.com/articles/online-education/online-course-delivery-and-instruction/managing-the-chat-in-online-teaching-what-we-can-learn-from-live-streamers/>

Example: Colorful Canvas

Hex code

GIF's/Pictures

Screen recording

Animate

- Vyond
- Go-animate

Introduction Video

Keynote

- Magic move
- Animate

Example: Digital Breakout

Digital Breakout Rooms

- **The Template**
- <https://sites.google.com/site/digitalbreakoutthetemplate/>
- <https://sites.google.com/view/digitalbreakouttemplate>

Possible use for a Virtual Escape Room

- Ice-breaker
- Communication between students
- Team Building
- Introduce a Topic
- Have students visit specific sites for information related to SLOs

Other resources to create your own Digital Breakout Room

- <https://sites.google.com/edtechcreative.com/digital-breakouts-guide/home>



Q & A

Any Zoom experiences
that might help the group please share!



Thank you!

We appreciate your time and working with us on
this Breakout Room!

Let us
connect!

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References

- Buffer. (February 28, 2020). What's your biggest struggle with working remotely? [Graph]. In *Statista*. Retrieved March 06, 2021, from <https://lynn-lang.student.lynn.edu:2093/statistics/1111316/biggest-struggles-to-remote-work/>
- The World Bank. (2020). The COVID-19 Pandemic: Shocks to Education and Policy Response Infographic. Retrieved from <https://www.worldbank.org/en/news/infographic/2020/05/06/covid-19-pandemic-shocks-to-education-and-policy-response-infographic>