Adaptive Learning during COVID

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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?

- Loneliness: 20%
- Not being able to unplug: 18%
- Distractions at home: 12%
- Being in a different timezone than teammates: 10%
- Staying motivated: 7%
- Taking vacation time: 5%
- Finding reliable wifi: 3%
- Other: 5%

Source: Statista, 2021
The COVID-19 Pandemic: Shocks to Education and Policy Response Infographic
Canvas LMS

INSTRUCTOR

TECHNOLOGY

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

Sharing our experiences is the best resource!
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
SLO for Everyone Can Create

Drawing
• Create a variety of block letters
• Sketch with emoji
• Create expressive word art

Music
• Create own musical piece
• Modify tempo of song
• Add loops to personalize a template

Video
• Trim and arrange clips
• Add posters, stickers, emoji, and your own photos
• Use filters and music to enhance mood
<table>
<thead>
<tr>
<th>Facilitating Interactions in a Blended Environment</th>
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</thead>
</table>
| **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. |
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


Managing the Chat in Online Teaching

<table>
<thead>
<tr>
<th>Example: Colorful Canvas</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hex code</td>
</tr>
<tr>
<td>GIF’s/Pictures</td>
</tr>
<tr>
<td>Screen recording</td>
</tr>
<tr>
<td>Animate</td>
</tr>
<tr>
<td>• Vyond</td>
</tr>
<tr>
<td>• Go-animate</td>
</tr>
<tr>
<td>Introduction Video</td>
</tr>
<tr>
<td>Keynote</td>
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<td>• Magic move</td>
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<td>• Animate</td>
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Example: Digital Breakout

**Digital Breakout Rooms**
- The Template
  - [https://sites.google.com/site/digitalbreakoutthetemplate/](https://sites.google.com/site/digitalbreakoutthetemplate/)
  - [https://sites.google.com/view/digitalbreakouttemplate](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**
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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