

# ELP for final year students: a guide to e-learning projects

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**Final Year Projects: Maximising the Learning** 

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# ELP for final year students

- What are e-learning projects?
- Context for their development
- How we do it: pedagogy + practice
- What are the outcomes?
- A how-to-do-it guide

# What are e-learning projects?

- Students plan, design and construct online resources
  - to support T & L
    - Practicals (preparation, assessment, extension)
    - Tutorials
    - Course units
  - MRI

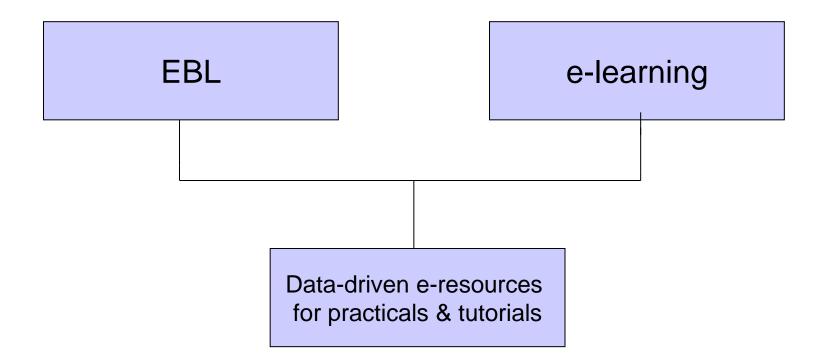
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- Museum activities
- Local schools 6th form



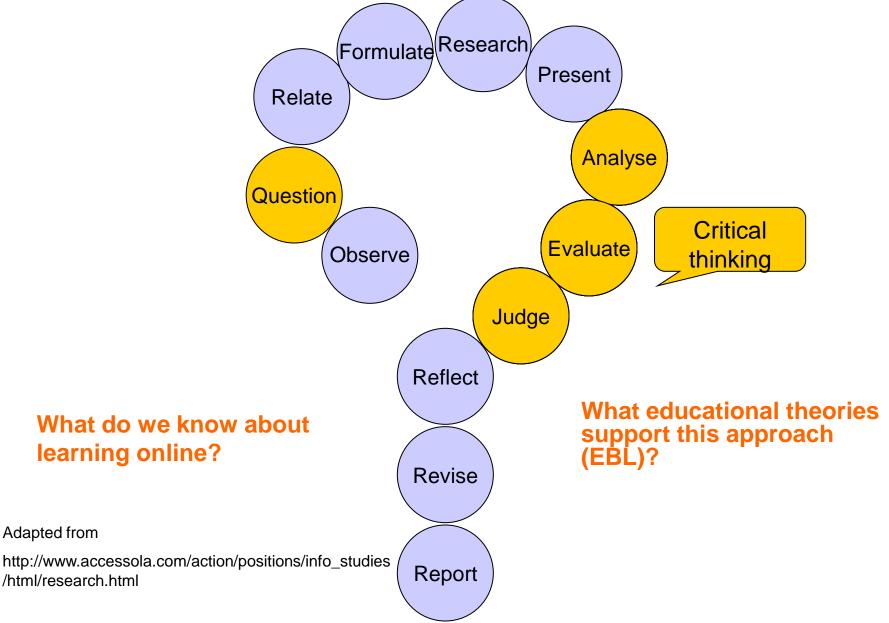
#### Drivers

1. CEEBL Project



2. Feedback from external examiners....

# Mance Provide a The Scientific Method





# Challenge

 Project students to engage in enquiry and the scientific method

Generate e-resources that engage the target group in.....

 Provide project students with an experience equivalent to (but different from) the lab experience

# A pedagogy for online enquiry

#### Learning environment

 Blended delivery: to engage, motivate, challenge, provide social interaction & scaffolding for support & feedback

#### Learning context

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 Project work: experiential, active and learner-centred course, draw on prior experience, provide resources & assessment opportunities

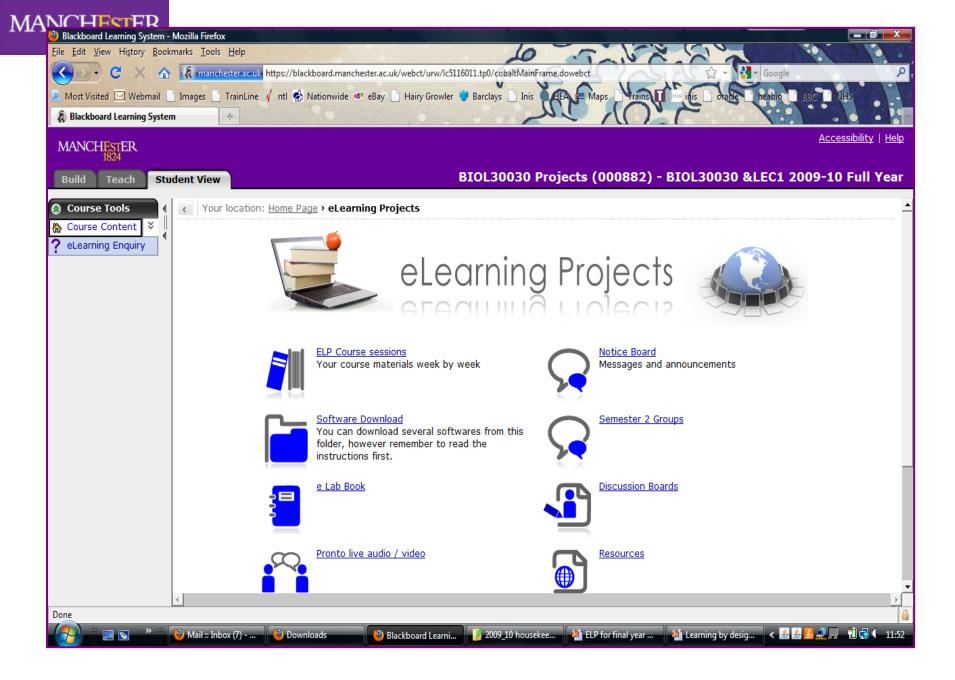
#### Learning experiences

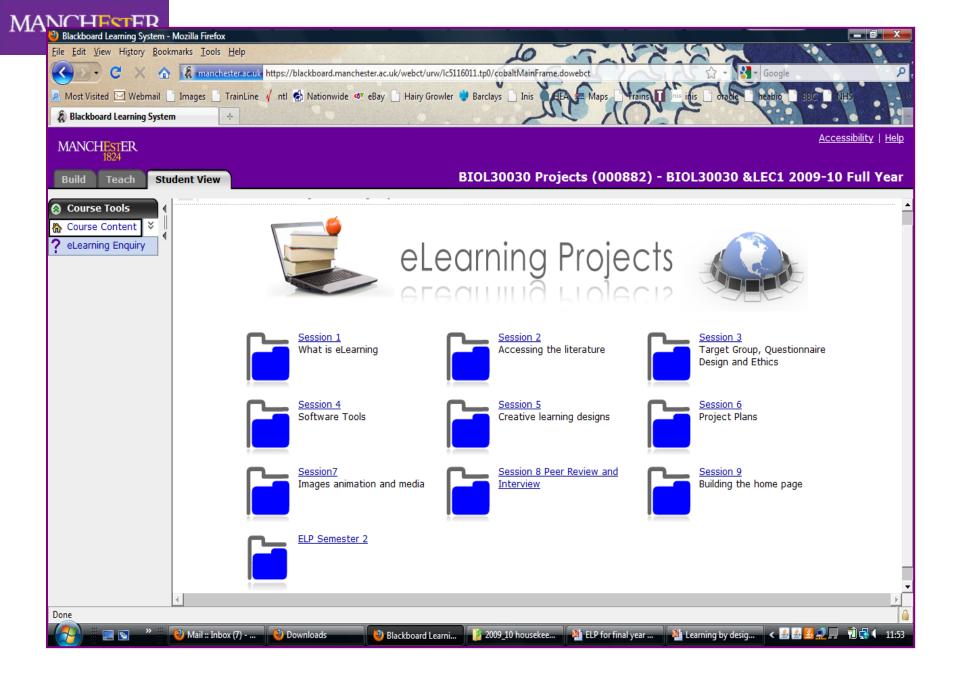
- Enquiry
  - Boud D. & Prosser M. (2002); Justice, C., Warry, W., Cuneo, C. et al (2002)
- Critical thinking
  - Garrison D. R., Anderson T. and Archer W. (2000)
- Creativity
  - Creativity sites: http://www.mycoted.com/Category:Creativity\_Techniques



## ELP course design

- 30 40 students per year opt for e-learning projects
- 12 week training course spanning Semesters 5 and 6 (Blackboard)
- Semester 5 for training & Lit Review; Semester 6 for constructing
- 2 x 2h sessions per week dedicated PC cluster
- Blended delivery: virtual laboratory environment
- e-Lab book for reflection & to record progress & ideas
- Content based on pedagogy and technology delivered in parallel
- Online tasks complemented by online discussion forums encourage enquiry & creativity (Semester 5)
- Peer review of project materials in online groups (Sem 6) critical thinking







# Assessment [subject to change]

- 10 credit lit review + 30 credit project
- 20% project performance (soon to be 10%)
  Contributions to peer review & elab book
- 20% e-learning resource
  - Learning design & content
- 60% project report
  - Analysis and evaluation of resource in relation to the literature

# What students do

- Attend the course sessions to gain skills compulsory
- Participate in online discussions
- Complete an e-lab book

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- Write lit review & define project aims & outcomes
- Identify a target group
- Undertake a needs analysis
- Formulate a hypothesis & set up experiment
- Submit an ethical approval form
- Plan and storyboard resource content knowledge & skills (Sem 5)
- Select software toolkit (Sem 5)
- Construct resource components animations, quizzes... (Sem 6)
- Peer review in groups
- Test hypothesis using online assessments and questionnaires
- Analyse and evaluate feedback data
- Write project report

# Tools for creative thinking

Visual prompts	To draw on experiences	
Lateral thinking activities	Encourage creativity	
Brainstorming, random	Generate ideas -inspiration	
words etc. (groups)	(divergent thinking)	
Mind-mapping, storyboarding	Take ideas forward, incubate ideas – <i>distillation, clarification</i>	
(individual)	(convergent thinking)	
<b>Focused questioning</b> (F-2-F) (SCAMPER, attribute listing)	Renew ideas - evolution	
	(divergent thinking)	
Peer evaluation and review	Reflect, modify and improve –	
	evaluation	
	(convergent thinking)	



## **EBL** e-resources

- Scenario-based resources: case histories (problembased resources – medical); resources with different roles (e.g. different ethical stances, patients)
- Data-driven resources (data-analysis problems algorithmic, stats)
- Problem-solving resources (e.g. use decision trees to select experimental methods, virtual experiments, exploration of data banks identify of phyla)
- Individual activities (interactive tools quizzes, animations, MCQs etc)



#### Examples

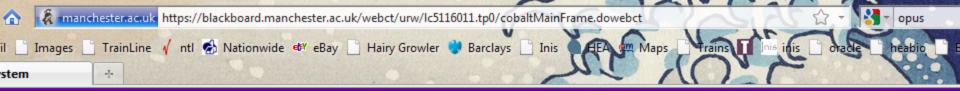
http://www.ls.manchester.ac.uk/undergraduate/teachingandlearningresources/elearning/elearningprojects





# Software

- Web authoring: Opus, Wimba Create, Dreamweaver.
  - Opus is particularly useful for interactive activities such as drag and drop, mouse-overs and quizzes.
- Assessments and evaluation: Surveynet, Blackboard
  - data can be compiled and analysed.
- Roles: Webquest
  - create different roles (routes) that the user can adopt
- Stories: Scenario-Based Learning interactive (SBLi)
  - designed for branched and multi-path problems (permits the path followed by the user to be tracked)
- **Animations**: Powerpoint and Ispring (to convert to flash movies)
- Audio and video technology





Student View

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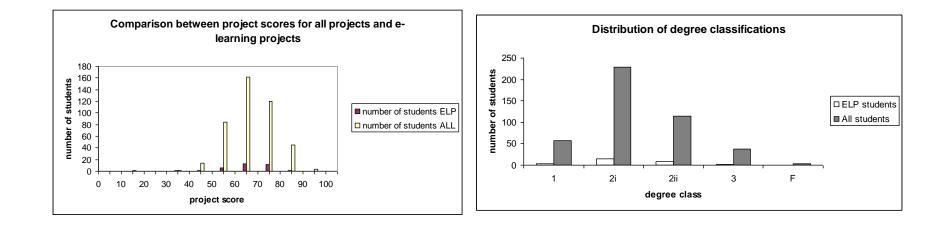
Your location: <u>Home Page</u> > <u>eLearning Projects</u> > **Resources** 

#### Software Applications

Office Applications	Wimba Create tutorial	Macromedia Contribute tutorial	Video Convertors	
<u>Dreamweaver</u>	Opus Pro 6	<u>Sblinteractive</u>	Movie Maker	
podcasting	Podcasting tutorial	<u>Flash</u>	Google Sites	
Adobe Presenter	Ispring	<u>Webinaria</u>	<u>Audacity</u>	
<u>Raptivity</u>	<u>Softchalk</u>	Wimba Classroom Suite	<u>WavPad</u>	
Corel Suite	Photoshop	PaintShop Pro	Hot Potatoes	toc   return to top   previo
<u>Captivate</u>	<u>Camtasia</u>	Mindgenius tutorial	Survey Net	
Pdrives	Turning Point and PRS	Poll Everywhere		



### Outcomes Project scores





#### Peer review

I really like your use of a button to take you to references.

When you get into the detail with the heart I think the font should be a little bigger (currently looking at the right ventricle, presume the rest is the same).

I don't think the 'next' button works on the Chordae Tendenae page. I just got stuck :(

The magnifying glass on the Left Ventricle page is really hard to pick up, its seems to only be responsive if I take it from a particular part of the glass – don't know why that is but take a look.

On the same page you say "there are 3 areas to do" could that be changed to "3 areas to look at"? Also – when I scroll over the heart I could only find 1 – the Chordae Tendinae.



## Peer Support

I think your resource is amazing, the animations are brilliant, and really explain what's going on much better than text would.

I like all the mini assessments you've got throughout the resource, it makes it really interactive and means users have to pay attention!

I couldn't get the crossword to work, but it sounds like thats a microlab problem! but well done, i think its brilliant!



# E-Lab book

- Notes from class
- Record of progress tasks, meetings
- To-do
- Ideas

Best method to view heart and components. Scenario e.g. need to find the mitral valve, what to look for? choose correct picture? heart cut up into lots of pieces by first year student not paying good attention, and you want to identify each section? Asking male v female?



# How to do it guide

- Transparent aims, outcomes and assessment for projects
- Nominate e-learning team student support
- Get staff on board supervisors for 1-2-1 support
- Market projects to students transferable skills
- Timetable training sessions seminars & workshops
- Make attendance compulsory
- Dedicated microlab space project environment
- Online materials presentations, links, IT guides
- Online groups peer support & peer review (troubleshooting)
- Submit plan and storyboard before software selection
- Limit software options
- Use the resources that students create



# Anticipate problems

- Hardware & software issues
- Supervisors need to be on board what is their incentive?
- Students need a target group for evaluation – the more project students, the more groups are needed!
- Don't let students be over-ambitious
- Verification & hosting of good projects



## What next

- More students.....more ELPs
- Develop e-lab book for monitoring progress NVivo text analysis
- Match learning designs to types of problem or enquiry that students use for a more systematic approach to learning designs
- Populate searchable database of projects
- SBLi used in OER
- Training materials used for staff

# A selection of references

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#### Thank you for your attention

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