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# Using Virtual-Classroom Techniques in the Physical and Blended Classroom

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### **Ground rules for Participation**

- Contribute to the discussion by typing in Chat and responding to Polls
- OK to Tweet. Use hashtag #elguild
- Please resist distractions

	<ul> <li>If distracted, set status to Stepp</li> </ul>	ped Away				
Poll 1: Which technique(s) are you most interested in learning?						
	Ground rules and Agreements Polling Compelling PPTs Short sessions + independent work		Handouts Guest Speaker Share demonstration Collaboration			
Ground	d rules for the modern classroom:					
•	Type questions anytime in Yammer, Google Install tools in advance Complete pre-work Respond to my questions Keep your focus on the session Step away to take calls Use "indicators" to provide feedback Be prepared to be called on Help me stay on time Participate!	e Hangout, II	M, Skype			
Ask for  •  •  •	feedback  Don't rely on just reading body language Establish "indicators" (colored cards, set na Ask questions and tell participants how to r Use "Polls" for quizzes Request interim evaluations		end)			
What p	ooll questions might you include?					
Respor Respor Respor Respor	on:	  				
Respon	nse 4:nse 4:					

Where can you source better graphics?						
Microsoft Clipart Gallery online						
Ask yourself: which aspects of your training can only be delivered live?						
Modern approach to handouts						
What is really important to print and write on?  Work sheets, job aids. Fill in the blanks activities.						
What is better as a searchable, online site?  Software help, policy-type info.						
What works as a "read me" file?  Conceptual information, background information						
What needs to be editable and customizable?  Checklists, templates						
What will be used for review? Slides, recording, pdfs, worksheets, job aids, searchable site.						
Transfer files electronically						
<ul> <li>Email</li> <li>LMS</li> <li>FTP transfer</li> <li>Editable pdfs</li> </ul>						
What are your favorite collaborative tools that can support physical and online training activities?						

# **Techniques Comparison Table**

### Which method best suits your learning objective?

Туре	Virtual classroom	Physical classroom	Additional tools
Lecture	☐ Lecture	☐ Lecture	☐ 140 character blogs
Paired activity	☐ Start private chat with neighbor	☐ Turn to your neighbor	☐ Direct tweets
Up-close demo	☐ Application share	☐ Large screen projection	☐ Link to recordings of demos
Binary poll	☐ Poll, ✓ or X, Hand raise	☐ Raise your hand if	☐ Poll Everywhere
Multi-response poll	☐ Quiz or test	Repeat above or use cards or clickers	☐ Survey Monkey
Open-ended question	☐ Respond verbally or type in Chat	☐ Respond verbally	☐ Skype
Participant demo	☐ Receive temporary controls	☐ Come up and control teacher's PC	☐ Any webinar tool
Guest speaker	☐ Speaker dials in or sends recording	☐ Speaker travels to site	☐ Tweet in, link to recording
Small group	☐ Move to breakout rooms	☐ Rearrange seats	☐ Hash tag group tweets
Scenarios	☐ Read, act or play recording	☐ Read, act or play recording	☐ Record and link
Individual assignment	☐ Complete anytime, local or vm activity, post assignment.	☐ Complete in session	☐ Complete anytime, local or vm activity, post assignment.
Written	☐ Blog, Word or editable pdf	☐ Worksheet	☐ 140 characters or post to blog or Word file
Annotation	☐ Assign to anyone	One at a time in one location	☐ Assign to anyone
Test	□ Poll or tests	□ Test	☐ Survey Monkey
Video	☐ Recording files	□ Video	☐ Recording files

## Checklists. What would you add?

Trainer	Participants		
Understand learners' needs	Understand requirements		
Script message	Set up technology Confirm learning readiness		
Rehearse			
Determine ground rules	Download materials		
Master the tools	Accountable for learning		
Software	Content		
	Identify learning objectives		
Create activities	Write questions and consider responses		
Send login details	Develop analogies and examples		
Upload files	Chunk content into bite-sized pieces Assemble materials		
Settings	Update visual aids		
<del></del>	Prepare session interactions		
<del></del>	Provide clear instructions		
	Determine plan B alternatives		
Why choose live training?			
<ul><li>☐ To build motivation and excitement</li><li>☐ When it makes sense to set aside a specific t</li></ul>	ime to learn		
☐ When live support is needed			
☐ When there is value in learning from others			
☐ To process learners' own situations			
☐ For "connecting" with people			
☐ When a quick response is needed			
☐ To allow geographically dispersed learners to	o interact		

"The results of this review replicate hundreds of media comparison studies concluding that when the same lesson is delivered in two different media, there are no real differences in learning. The reason?

It's not the media that cause learning. Rather, it's how the media are used. In other words, it's the instructional methods — things like graphics, examples, and practice exercises — that lead to better or poorer learning, not the medium through which the lessons are delivered. The trick to successful use of any delivery medium, electronic or traditional, is to exploit the features of that medium in ways that lead to learning!"

-Dr. Ruth Clark

### Resources

Clark, Ruth. "Four Steps to Effective Virtual Classroom Training." <a href="Learning Solutions Magazine"><u>Learning Solutions Magazine.</u></a> May 16, 2005 <a href="http://www.learningsolutionsmag.com/articles/266/four-steps-to-effective-virtual-classroom-training">http://www.learningsolutionsmag.com/articles/266/four-steps-to-effective-virtual-classroom-training</a>
Shank, Patti. (June 2010) Getting Started with e-Learning: Synchronous e-Learning. The eLearning Guild Research Report. <a href="http://www.elearningguild.com/research/archives/index.cfm?id=143&action=viewonly">http://www.elearningguild.com/research/archives/index.cfm?id=143&action=viewonly</a>
Compare virtual tools on Wikipedia: <a href="http://en.wikipedia.org/wiki/Comparison">http://en.wikipedia.org/wiki/Comparison</a> of <a href="web-conferencing-software-www.AnyMeeting.com">www.AnyMeeting.com</a>
Free virtual classroom.

www.CoSketch.com Shared whiteboard.

Login to sample here: <a href="http://www.cosketch.com/Rooms/jtxodcq">http://www.cosketch.com/Rooms/jtxodcq</a>

drive.google.com Cloud-based storage for any file. Can be viewed and edited by multiple users.

www.google.com/hangouts Voip audio, video and text chat.

www.HootSuite.com Dashboard for multiple SoMe accounts.

www.Mindmeister.com Online mind mapping tool.

<u>www.PollEverywhere.com</u> Online polling tool. Respond via text chat, website or Twitter.

Respond to sample poll here: www.PollEv.com/karenhyder

www.Qwizdom.com Audience response system. "Clickers."

www.Skype.com Voip audio, video and text chat. Can also dial land line phones for fee.

<u>www.SurveyMonkey.com</u> Online survey tool.

Respond to sample survey here: www.surveymonkey.com/s/QWJV29K

www.TurningTechnologies.com Audience response system. "Clickers"

www.Twitter.com 140-character blogs.

<u>www.TweetDeck.com</u> Keep track of multiple Twitter feeds on one screen.

www.Yammer.com Internal/corporate social network.

Notes	