

Learning Designer and Cost Modelling Workshop

The workshop is collaboration with Learning Designer Community, MirandaNet, Hands-on ICT and Creative Digital Solutions.

Date: Wednesday 15^h October from 10:00-16:30

Location: London Knowledge Lab

[Workshop sign-up](#)

Outline about the workshop follows

You are invited to attend this workshop on building teaching community knowledge to make best use of learning technologies. As taking courses and activities online is now expected of most of us involved in Education we will also explore how to understand the impact of taking teaching and learning activities online.

The aim is to provide ways of describing and sharing most effective teaching ideas, especially those that illustrate 'pedagogically purposeful uses of technology for learning'.

The workshop will introduce the Learning Designer, a simple web interface that enables the user to *browse* learning designs for selected learning outcomes, topics and activities. It is possible to search for designs, review designs and adapt designs and create your own design. The designs created will be internationally shareable and maybe used during the Third International Learning Design Challenge, which will be collaborating with phase III of the Hands On ICT project. The focus of the learning designs will be around technology, in particular activity designs that make better use of their VLEs, learning designs for delivering online learning experiences and teaching ICT in a broad sense e.g. digital literacies, IT, Computer Science and e-safety. The workshop gives all participants hands-on access to the design tool, with guided activities in browsing, designing and sharing designs.

During the workshop there will be opportunities for participants to comment on the design and CRAM tool to make suggestions for changes, critique existing designs, and develop their own designs and experiment with resources and cost modelling when moving from face-to-face to online teaching.

The project team would like to make use of all these inputs as research data, to improve the quality of the tool and the workshop. Participants will be given consent forms at the start, and will be able to agree to or decline the use of the different types of data by signing the consent form at the end. All data will be anonymised, but for agreed use, you may choose to be identified.

If the designs are made public on the Learning Designer website members of the learning designer community will be able to use the designs as well.

Workshop Programme

10.00 Introductions

10.20 Demo – What makes for a good design

Walk-through of the Learning Designer tool.

A rubric as a guide for providing peer-feedback about designs.

Q&A

10:45-11:15 Activity 1:

Participants work in pairs to critique and annotate the representation of learning designs. The rubric can be used as a guide to reflect about the designs (although designs will be provided the participants can choose other designs to use during the session).

Discussion

11.15-12:15 Activity 2: Developing your own design

Working in pairs or small groups

Participants work in project groups/pairs to begin development of their own Learning Designs. They can continue to work on the design and modify this or start from their own design.

12:15 – 12:45 Exchange designs

Exchange designs for peer feedback: Using the rubric as a guide to provide some initial feedback about one design

12.45- 1:15 Updating your design

Make some final updates and modifications to your design

1:15 – 1:30 Discussion

13.30 LUNCH

14.00- 14:15 CRAM overview

Overview of the activities and setting the scene – what about time and costs?

14:15 – 14:30 working in pairs to discuss activity

In small groups you will discuss the potential impact on learning benefits and teaching costs of moving teaching from face to face to online and scaling up from 20 to 100 students.

Plenary Q&A

14.30 – 14.45 Introduction to using the CRAM tool

Walk-through of the tool to see what it shows you

14:45-15:30 Using the CRAM tool and making changes on an example

You will get the opportunity to explore the tool and try out some changes.

15:30 -16:00 Discussion about experience, Feedback Q&A

16:00 --16.30 Joining the International Learning Designer Challenge as part of the Hands-ON ICT Phase 3

What's planned and how to join and take some of your ideas today further.

For more information contact Patricia.Charlton@pobox.com

Learning Designer Community <http://buildingcommunityknowledge.wordpress.com>

MirandaNet <http://www.mirandanet.ac.uk/>

Hands On ICT <http://handsonict.eu/project/>

Learning Designer tool <http://learningdesigner.org>

CRAM Tool <http://web.lkldev.ioe.ac.uk/cram/index.html>