

Create a Learning Object

Objectives:

To create a learning object that explains an open pedagogy topic for the audience of your choice.

Week 2

Who is the audience for your learning object? Consider who you're trying to reach with this information about open pedagogy. Once you know who your audience is you'll be ready to consider what topic they need information about. Some potential audiences are:

- **★** Instructors
- **★** Students
- **★** Administrators
- ★ Librarians
- ★ Instructional Designers

Week 3

Now that you know who your audience is, you'll want to select an open pedagogy topic for your learning object to cover. Spend some time researching your topic and writing down key features you'd like to highlight in your learning object. You might consider one of the following topics or any of your own:

★ Consent in the Classroom

- ★ Scaffolding / Universal Design
- ★ What is Open Pedagogy?
- ★ Renewable Assignments vs. Traditional Assignments
- ★ Creative Commons Licensing
- ★ Student Intellectual Property Policy
- ★ Why Work in the Open?

Week 4

Now that you've decided on a topic and researched some key features you'd like to highlight, write 1-3 learning outcomes for your learning object. For example: After engaging with this learning object, administration will understand how my program defines open pedagogy projects.

Week 5

Consider the format of your learning object: Will it be an infographic? An image for an email? A slide? A video? What tools do you have at your disposal at your institution to make your learning object? Does the tool have some affordance that makes it a better fit for your learning object? Then start building!

Week 6

Finalize your learning object and prepare to share next week in the Learning Circle Show and Tell. This might include designating an open license, finishing up the text on your learning object, or even depositing it in an open repository to make it easy to share out!

Week 7

Showcase your learning object during the Show and Tell portion of this week's Learning Circle.