Experimenter Module-Extend Activity

Which three experimenter activities did you choose to complete and why? Include links to your Activity Bank responses.

In line with the purpose and nature of this module I wanted to experiment with activities that were new to me. I have had the opportunity to complete 4 other Ontario Extend modules and attend other workshops focused on online learning over the past two years. As a result, I was already familiar with or had used some of the tools.

In addition, I wanted to learn tools that would help me make my course sites/teaching material more visually attractive. So far, I have been focused on learning and adopting tools that facilitate and encourage student engagement during synchronous sessions as well as group assignments. Enhancing students' engagement with the content by using visual tools has been an area for improvement. For these reasons, I chose GIFs and Infographics.

I chose the "Polls" category and specifically Menti for the activity completed using a mobile device. I find menti a very effective tool for student engagement. It offers students the opportunity to contribute to class discussions and brainstorming sessions anonymously. I usually ask an open-ended question at the beginning of the class to capture previous knowledge on the topic and refer to it during the class to help students connect the new information with what they already know. Please see below links to the activities I completed for this module:

GIFs: GIPHY:

https://media.giphy.com/media/iqAHSgiYqZced2re5N/giphy.gif

https://media.giphy.com/media/9ldgKMjIMYZ8S6cbft/giphy.gif

Infographics: Canva

https://www.canva.com/design/DAE2OOqeoYM/0mda2CA8Kgxpw26u8reNKQ/view?utm_content=DAE2OOqeoYM&utm_campaign=designshare&utm_medium=link&utm_source=shareyourdesignpanel

Polls: Menti

https://www.menti.com/ygd1xvv47z

Identify and explain three overall lessons learned from experimenting with these three activities. How might you use these activities going forward in your teaching practice?

I learned that adopting the experimenter mentality can help me to go past the initial unconscious hesitancy and resistance to go out of my comfort zone and use new teaching tools. I also feel more comfortable telling students that this is the first time I am using a tool. I still do my best to

practice and prepare in advance but the real test is always in class and I am learning to be vulnerable and invite students to participate in experiments.

One very helpful tip I received from Ontario Extend facilitators is to pick and use one new tool each semester.

I will use GIFs in course modules and Infographics for assignment instructions among other things. Polls are very effective for enhancing engagement during online classes and also for receiving ongoing feedback and input. Each semester around Week 4 or 5, I invite students to share their ideas and suggestions on how I can better support them in their learning journey and anonymous polls are good tools for collecting feedback.

You were asked to complete at least one experimenter activity on a tablet or a smartphone. Identify the activity completed and on what type of mobile device? Then, identify and explain the advantages and challenges of using this technology tool on a mobile device. Comment on how you might plan for an upcoming assignment to be completed on a tablet or a smartphone. Explain the steps you might take in making access to these devices available to all students.

I know that many students use their mobile devices for joining online classes and even completing assignments. Therefore, I wanted to experience it from their perspectives. Moving forward, I would like to challenge myself to design more activities for mobile devices. Many students are on their cell phones during the classes anyhow, so there is an opportunity to turn a device that is causing distraction to a device that enhances the learning experience. This can also be very useful when we go back to face-to-face teaching.

Use a mobile device, camera, or screencasting software (Online lecture toolkit) to create a short 2-3 minute video of yourself illustrating how, when designing learning experiences in the future, you will use the technologies, ideas, formats, and/or approaches that you experimented with in this module.

Please see below the link to Zoom Video (Passcode: 6M*Yx!sE). In addition to the three activities I chose for this Module I also demonstrate examples of H5P and Padlet. I learned how to use these tools in previous Modules and now use them frequently.

https://fanshawec-ca.zoom.us/rec/share/W_eS_D0CdI8z32_F4WiDDc8dIZ0WKt3Xd6f7YvRuSM DovwsRtkD3QDEpgdW_IXNc.7q8YLdxWoCOPi5dy?startTime=1644094807000