LIS Pedagogy Chat is a discussion series for library and information science instructors. Our goal is to provide an informal space to ask questions and share ideas about online pedagogy, and to build a community of practice. Each session focuses on a different topic and features a short presentation on best practices followed by a facilitated discussion and a collaborative document of ideas to share. Slides and notes from each session are available in a shared folder. For more information or to propose a topic, contact the organizers: Laura Saunders (laura.saunders@simmons.edu) and Melissa Wong (mawong@illinois.edu).

Tech It Out!

Date: May 22, 2020
Moderator:
Ann Ohms, University of Illinois at Urbana-Champaign

Link to Slides
Shared Wakelet of tech tools:
- Wakelet (https://wakelet.com/): content creation tool Access Code for this session: d2395ad

Presentation

Liz Kolb is a source for strategies for integrating technology in the classroom, and information on technology impacts on learners.

Make sure we center the learner, not the tool/technology

We can use technology to engage students in the learning goals, enhance the learning goals, and extend the learning goals. See Triple "e" Framework:
https://www.tripleeframework.com/about.html

What's the added value of integration technology, or a specific tool?
How can we use technology to help students carry over to their professional/future practice?

Thinking about how technology can support UDL (Universal Design for Learning):
- Alternative ways of participating
- Having transcripts with videos
- Making sure things are accessible
- Online polling to share ideas without feeling singled out
- Personalize pathways to content (Mentimeter is a free app without ads)

Using technology to build community
- Video response introductions (FlipGrid; Yuja)
- Padlet--virtual bulletin board- more visual than a discussion forum (Google Jamboard is a similar tool). Alternatives to discussion posts; way to pool ideas/resources; as an ice-breaker to share why people took the class, etc.: https://padlet.com/annohms2/TechItOut
- Wakelet (https://wakelet.com/): content creation tool Access Code for this session: d2395ad
- Timeline JS (https://timeline.knightlab.com/): Create interact timelines with text, images, videos, photos, google maps etc. Built on a spreadsheet-- add points and links to data. The platform provides a spreadsheet template-- don't have to use all the data points, but offers guidance, emphasizes good citation practice.
- Tips: Dates don't have to be in order; Can't have blank lines-- must delete any blank lines

"In-class activity"-- collaborative spreadsheet access on pop culture: https://docs.google.com/spreadsheets/d/1TUD33YpJPEvo3apVEsLWpkYfBNyXKiRACBUreQ6bHjA/edit#gid=0

Finished timeline: https://cdn.knightlab.com/libs/timeline3/latest/embed/index.html?source=1TUD33YpJPEvo3apVEsLWpkYfBNyXKiRACBUreQ6bHjA&font=Default&lang=en&initial_zoom=2&height=650

Discussion

Share one way you've successfully integrated tech in support of student learning?

Padlet-- in the beginning have students post question or concern about research. At end add biggest take-away/what they learned. Done anonymously. Send Padlet to faculty member to address any additional questions after class.

Padlet as a diagnostic tool-- identify "bumps," misconceptions, etc. to address

Google Docs for collaborative note-taking, also box note
Google Doc lesson plan successfully many times:
https://www.projectcora.org/assignment/exploring-databases-google-docs

Kahoot-- offers gamification. Used to introduce citation styles

WeVideo for digital storytelling

What learner considerations should we acknowledge re: new technologies?
- Access/ Equity of access to the technology
- ADA compliance
- Ease of use
- Privacy
- Learning curve
- Crossing platforms
- Contributing the learning process or distracting?
- Time constraints
- Multiple types of delivery for students with learning difficulties (text and sound, for example)
- Ensuring results are shareable
- Anonymous responses

How can technology support community-building?
- Zoom breakout rooms so students can interact with each other directly
- Peer-to-peer teaching
- Mentimeter or PollEverywhere for immediate feedback-- PINGO is another app for polls (https://pingo.coactum.de/)
- Anything that has students "do"-- engage rather than being passive
- Collaborative brainstorming

How technology support assessment of student learning?
- Google form as "exit ticket"
- Mentimeter and Kahoot email results to instructor for review
- Online forms via Google Forms
- Students choose own tech tool to create a product that displays their learning with a short reflection
- Canva to create infographics
- Qualtrics for a pre-assignment
- Peardeck
- Trello