Instructional Strategies within technology & Learning

IDET 6301

2021

Topic introduction

Unit 1

Books, degree programs, groups, departments, websites, and more have been dedicated to improving instructional strategies within technology and learning. What are instructional strategies and why are they important? This unit aims to help you understand the answer to these questions and provide resources to help you implement various instructional strategies within your technology and learning environments.

Personal Learning Networks

Particularly with the ever changing world of technology, it is difficult to keep up with the latest technologies which could impact your instructional strategies. Personal Learning Networks (PLNs) are a great way to leverage resources and expertise to keep up with the latest technologies and instructional strategies. PLNs are identified, hyperlinked, and briefly described below.

1. Teaching and Learning In Higher Education (LinkedIn) This group focuses on instructional strategies in higher education.
2. Google Educator Group of South Texas (GEG-SOUTX) This group focuses on implementing and sharing strategies using Google applications, not limited to higher education.
    a. Slack
    b. Youtube
    c. Twitter
    d. Facebook
3. TxDLA Texas Distance Learning Network $35/yr includes membership to USDLA (United States Distance Learning Association). This membership gives

access to free webinars, networking, job boards, and more in the online/distance learning field.

SUGGESTED INQUIRY-BASED LEARNING QUESTION DRIVERS

Here are some suggested question probes for your individual learning journey for this topic:

- How can I increase Learner Engagement (LinkedIn)
- How can I adapt a lecture based unit to include student engagement?

INDIVIDUAL, DEEPER EXPLORATIONS

JOURNAL ENTRIES

- What are instructional strategies?
- Does using technology in a lesson count as an instructional strategy?
- How can I get started planning my lessons for some of these instructional strategies?

PORTFOLIO ARTIFACT

- Lesson Plan using Social Interdependence Theory & High Quality Learning Experiences Design (work in progress)
- https://www.tinavillarrealcooper.com/blog (work in progress)

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RELEVANT ARTICLES

DEEP WEB

Below are the titles and key summative points of 3-4 related *deep* web articles; current within four years:

- Instructional Strategies for Online Teaching in COVID-19 Pandemic - Online study sessions, student feedback, flexible learning and assessment policies, recorded lectures, and teaching assistant support are strategies are all discussed to help enhance student learning during the pandemic.

- Facilitating Learning of Community-based Rehabilitation through Problem-Based Learning in Higher Education - This study shows how problem based learning involves active learning, critical thinking, and problem-solving skills.
- The Convergence of Gaming and Learning: Higher Education Should Pivot to a Game-Based Instruction Model - This journal article discusses how gaming improves critical thinking skills, excites natural curiosity, encourages collaboration, and the beauty behind learning and gaming.

SURFACE WEB

Below are the titles and key summative points of 5-7 related *surface* web resources; current within four years:

- What are Instructional Strategies - This resource defines and describes instructional strategies.
- Active Learning Strategies - This webpage gives six examples of active learning strategies and their definitions including discussions, short cases/scenarios, think-pair-share, brainstorming, one minute papers, in-class demonstrations, and Q&A techniques.
- Game Design - Games and simulations can positively impact student learning outcomes, particularly in regard to cognitive, behavioural, and affective learning processes.
- Problem Based Learning - This resource provides the definition and includes visuals along with how to orchestrate a problem based activity, and the roles of teacher and students.
- Contemporary Learning Environment - In short, this time of environment encourages learners to take the lead for their own learning experiences.

ADDITIONAL SUMMARIES

REISER, DEMPSEY CHAPTER SUMMARIES

Chapter 32 Social Interdependence Theory and the Design of High-Quality Learning Experiences

Chapter 33 Problem-Based Learning: Essential Design Characteristics

Chapter 35 Keep It Real: The Benefits of Authentic Tasks in Contemporary Learning Environments

REFERENCES

Use an APA generator, such as Scribbr, Citation Machine, etc.

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