

Assignment 2: Interactive Learning Resource Peer Review; Group B reviews Group I

https://docs.google.com/document/d/1kpl7IZdVoewgk3ObuqY_vXH8n34MGBfx2lbYPr8jipE/edit?tab=t.0

To the members of Group I,

We appreciate the chance to review your interactive learning resource on digital health literacy. This feedback reflects our collective thoughts and aims to provide constructive insights to refine and enhance your educational materials. Thank you for your efforts and for considering our suggestions.

1. Overview

General Appreciation

The topic you chose for your Interactive Learning Resource was very enjoyable; it is a very relevant and growing topic in our society that is commonly misconceived.

2. Learning Context & Learners

Content Addition Suggestions

Looking further into your interactive learning activities, you may want to consider providing a small amount of content before getting learners to take the quiz and do the discussion; this way, learners will have the information necessary to decipher the differences between whether a health article demonstrates fake or real information. For example, potentially adding what cues or aspects of different articles to look out for when reading and analyzing articles, you mention having learners evaluate the sources based on credibility factors such as 'author, credentials, citation, bias detection, etc.' Having a short description of the content explaining what to look out for and how to assess this may be helpful for the learner. I know, especially for myself, that sometimes I forget what I should and shouldn't look for in evaluating articles. Therefore, others may have similar experiences, so a refresher on what to assess for within the different articles may be beneficial.

3. Learning Theory Rationale

Constructivism Learning Theory

Your interactive activities are practical and relevant. The quiz on misinformation, the exploration of health apps, and the data-based decision-making case study are all excellent applications of experiential learning.

Rationale

The alignment between your learning theory and your instructional strategies is strong. Your use of experiential learning nicely complements the constructivist framework, encouraging learners to reflect on real-world situations. It might be helpful to clarify how reflection is supported in each activity. For

example, are there specific prompts or questions provided to guide the reflective process? Including this would ensure that learners engage more deeply with each phase of Kolb's experiential learning cycle.

4. Technology Choices & Rationale

Use of Brightspace Platform

Your decision to use Brightspace as the hosting platform is logical, given its accessibility features and integration capabilities. However, providing a visual representation or workflow of how students will navigate the platform could enhance clarity. For instance, a brief overview of a sample module with screenshots or a step-by-step guide on how to access key features (quizzes, discussions, resources) would help ensure that students can fully utilize the platform's capabilities.

5. Designing for Inclusion

In terms of inclusivity, your application of Universal Design for Learning (UDL) principles is commendable. Offering multiple means of engagement, representation, and expression reflects a strong commitment to accessible learning. You might consider providing a few examples of how learner choice will be implemented in assessments. For instance, will learners select from a menu of tasks, or are they able to propose their own method of demonstrating understanding?

6. Conclusion and Summary

Overall, well done! Your interactive learning resource is well-structured, thoughtfully designed, and aligned with relevant learning theories. Hopefully, the comments above help you achieve excellence.

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