FLIP EDU UP

IO2: Guidelines "Online Learning Community – Innovators Platform"

IO2: PLATFORM DESCRIPTION

The innovators' platform is at the core of the project idea and is expected to be a high impacting output on the overall project. The needs addressed by this platform:

1) The need to improve overall educators' capacity, providing them with knowledge of different tools to implement blended learning method

2) The need to develop educators' digital skills and ability to use technology for organisational communication, collaboration with other educators, planning for and implementing digital devices and resources into the teaching process.
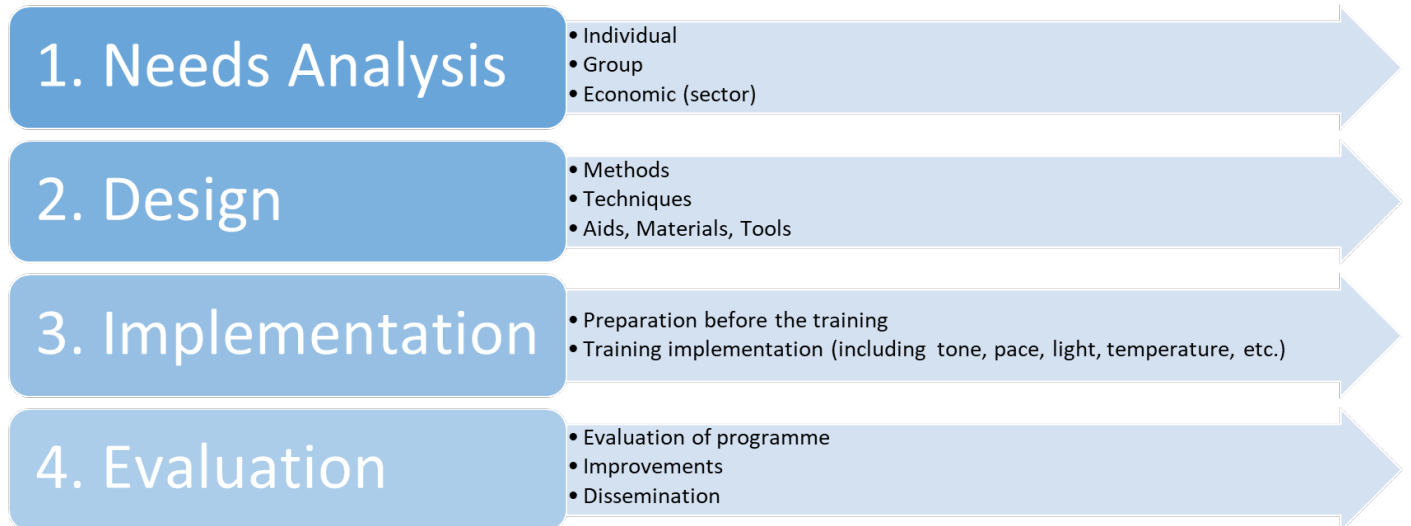
Considering the needs, the web platform will offer 3 big online courses (in multiple languages) that will focus on main training objectives:

1. Improvement of attitude and mindset regarding continuous education and learning.
2. Enrichment of knowledge regarding the method of Blended Learning and Online Security.
3. Upgrading of skills related to the effective implementation of Blended Learning and Online Security as well as teaching in general.

MODULES/TOPICS

Module 1	Responsible partner	Supporting partner
Needs analysis	PL and SI	All partners
Design	PL and SI	All partners
Implementation	PL and SI	All partners
Evaluation	PL and SI	All partners
Module 2	Responsible partner	Supporting partner
Background	DE and IT	All partners
Implementation in practise	DE and IT	All partners
Module 3	Responsible partner	Supporting partner
Gamification	CY	DE

MODULE 1: TRAIN THE TRAINER

1. Needs Analysis
- Individual
- Group
- Economic (sector)

2. Design
- Methods
- Techniques
- Aids, Materials, Tools

3. Implementation
- Preparation before the training
- Training implementation (including tone, pace, light, temperature, etc.)

4. Evaluation
- Evaluation of programme
- Improvements
- Dissemination

MODULE 2: BLENDED LEARNING (FLIPPED CLASSROOM)

1.Background
- History
- What and why?
- Problems & how to overcome them

2. Implementation in practise
- Recording videos
- Sound
- Presentations
- Online tools available, etc.

MODULE 3: GAMIFICATION

Gamification
- Introduction to gamification
- Gamification and blended learning
- Gamification in practise

Below we present the structure of the submodule (example: Needs analysis is a submodule of Module 1: Train the trainer). The required item column consists of items that have to be provided.

Feature	Required Items to be provided to IO2 leader	Description
Announcement	Introductory "Welcome Video Announcement" by Trainer	Create an announcement that welcomes learners to the submodule in a conversational tone, briefly describes the submodule, directs learners to read the syllabus, describes the submodule format, and how it is organized in the LMS, etc. Duration 1 – 2 minutes. See transcript example 1.1
Groups	Each module has a group assigned – 3 groups in total: 1) Train the trainer 2) Blended learning 3) Gamification Opening question for a group discussion.	Discussion forum/group threads for online discussions. These should be organized by course, **one group for each module**, so that the participants are directed to the group from the course. That allows for the exchange of ideas through the use of group feed posts. In order to initiate the communication between participants, the course creator posts **a topic or question for discussion (one per submodule)**. Based upon this first post, participants begin to\ communicate with one another by responding to the original post or to the posts of other participants.
Syllabus	• Syllabus components	• Basic short course description (max 500 Characters) • Course Objectives/goals (max 600 Characters) • Course outline: Lessons *(x lessons per course)*

Lessons	• x lessons created for each of the submodules
	
	Each lesson should have a short title
		The lesson should include the following:
		• Lesson title
		• Lessons consist of:
		   o Video – can be instructor explaining a topic (can be done with the PPT + Trainers Video explanation), interview with the expert, etc.
		   o Transcript of the video for translation
		   o Additional videos from YouTube (not created by partner) if necessary
		   o PPT slides (if developed)
		   o Assignments (*Example: Post in the group what evaluation system you are currently using and why?*)
		
		• *Recommended duration of created videos up to 5 minutes each.*
		
		Suggested total Learning Duration per module: 4 – 5 Hours of total learning (Videos/ Readings/ assignments, quizzes etc.)

Materials	• Linked online material and ready to upload files	Recommended readings and relevant materials are linked and/or uploaded to the Materials section of the site. Link the relevant resources to each lesson. This can be readings (PDF/ DOC/PPT format), links to external websites, games, images, sound recordings, and video.
Quiz	• Quiz with the questions and correct answer(s)	The course should include at least one submodule quiz and 1 final quiz per course. The quiz should include questions (*5-10 questions per quiz)* stating the correct answer or multiple answers or sorting order. **Possible Quiz answers can be:**

		• Single Choice
		• Multiple Choice
		• "Free" Choice
		• ''Sorting" Choice
		• "Matrix Sorting" Choice
		Every answer should have assigned **points** (for example 10; 20 etc. Final Score should be: 100 Points)

Transcript Example 1.1

Welcome announcement example:

Welcome to the course!

My name is Name Surname—I will be the instructor for this submodule. A short introduction of the instructor background, and or experience in the field.

This is an asynchronous online course titled "Submodule title", which means we won't have official face to face learning. Instead, the success of this course depends on you keeping up with the syllabus, your level of involvement with this site and the online activities that I've planned.

Let's get to know one another. If you have not already done so, please post a message in the "Introduce Yourself" group, describing your background, expectations for this course, and any concerns you may have about blended learning or adult education in general.

I am looking forward to the course. Blended learning/adult education/ innovation, etc. is a passion of mine, and I hope it will be a passion of yours as well!

Example of Train the Trainer (module 1) – how it will look on the platform

You can also check it by signing up on the website and opening the course titled "Train the trainer".

0% Complete
Last activity on February 10, 2022

COURSE CONTENT   ⌄ Expand All

NEEDS ANALYSIS

Announcement

Syllabus

Lesson 1

Lesson 2

▶ Lesson 3   1 Quiz

Materials

Start Course

Free

COURSE INCLUDES

📖 24 Lessons

❓ 5 Quizzes

DESIGN

Annoucement

Syllabus

Lesson 1

Lesson 2

▶ Lesson 3   1 Quiz

Materials

IMPLEMENTATION

Announcement

Syllabus

Lesson 1

Start Course

Free

COURSE INCLUDES

📖 24 Lessons

❓ 5 Quizzes

IMPLEMENTATION

Announcement ○

Syllabus ○

Lesson 1 ○

Lesson 2 ○

▶ Lesson 3   1 Quiz ○

Materials ○

EVALUATION

Anouncement ○

Syllabus ○

<   1 OF 2   >

Adobe Illustrator 2021 |UCTOR

Start Course

Free

COURSE INCLUDES

📖 24 Lessons

⑦ 5 Quizzes

0% Complete

Last activity on February 10, 2022

COURSE CONTENT   ∨ Expand All

Lesson 1 ○

Lesson 2 ○

▶ Lesson 3   1 Quiz ○

Materials ○

⑦ FINAL QUIZ ○

<   2 OF 2   >

ABOUT INSTRUCTOR

flipeduup.eu
2 Courses

Start Course

Free

COURSE INCLUDES

📖 24 Lessons

⑦ 5 Quizzes

GROUPS – how it will look on the platform
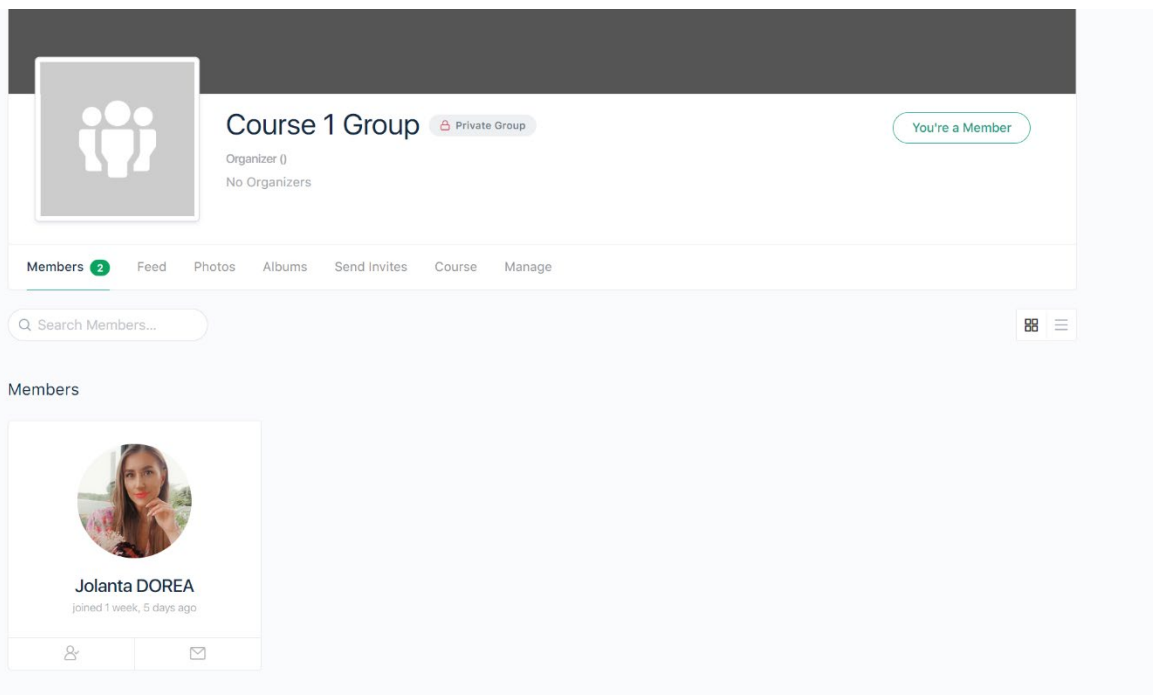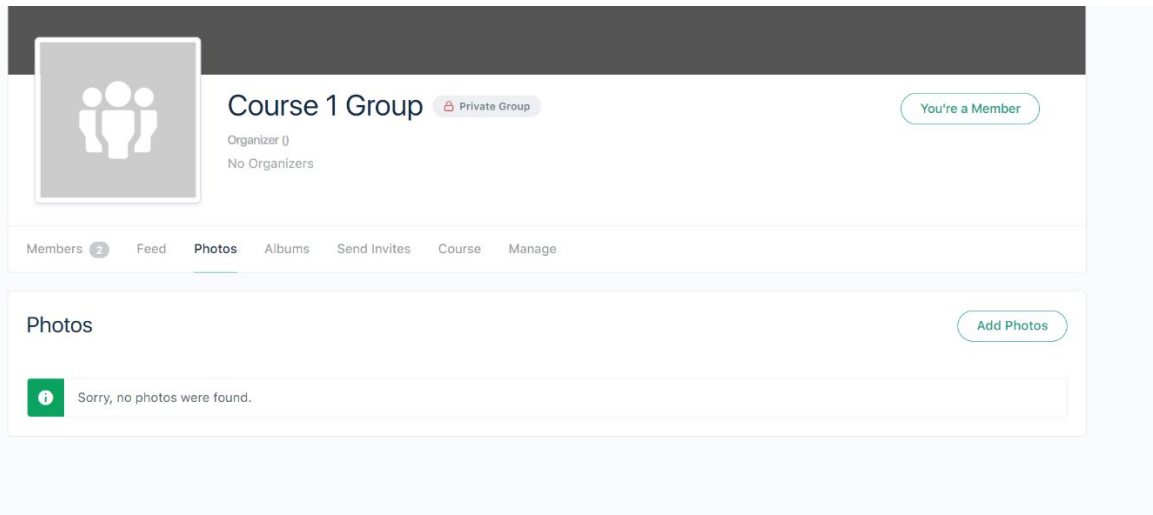
QUIZ QUESTION TYPES

Single Choice

Single choice means there is **only one correct answer**. This is the most common question format for standardized tests. You should also use this question type for **True or False** questions.

- There is no limit to the number of incorrect answers you provide
- Choose the correct answer by selecting the radio button for "Correct"
- Check the "Allow HTML" box if you'd like to use HTML in your answer
- Add images or other media by clicking the "Add Media" button
- Delete an answer by clicking the "Delete answer" button
- Add a new answer by clicking the "Add new answer" button
- Move answers around by long-pressing the "Move" button and dragging the answer up or down

Setting up a single choice question in the admin area looks like this:

Answers (required)

Options	Answer
○ Correct ☐ Allow HTML	Incorrect

Delete answer   Add Media   Move

Options	Answer
⦿ Correct ☐ Allow HTML	Correct

Delete answer   Add Media   Move

Add new answer

Here's an example of what the user will see.

A **"single choice"** question

○ Incorrect

⦿ Correct

Multiple Choice

Multiple choice questions **support multiple correct answers**. In order for the question to be marked correct, users must select **ALL** of the correct answers. If they only select some correct answers, then the question is marked incorrect.

- There is no limit to the number of correct or incorrect answers you provide
- The rest of the setup options are the same as single choice questions

Setting up a multiple-choice question in the admin area looks like this:

Answers (required)

Options	Answer
☑ Correct ☐ Allow HTML	Dogs barking

Delete answer | Add Media | Move

Options	Answer
☑ Correct ☐ Allow HTML	Elephants

Delete answer | Add Media | Move

Options	Answer
☐ Correct ☐ Allow HTML	Piano

Here's an example of what the user will see.

☑ Dogs barking

☑ Elephants

☐ Piano

Subtract Points for Incorrect Answer

You can choose to subtract points when the user selects an incorrect answer. Note that negative scoring is calculated on a per-question basis.

1. In the **Points** box, enable the option for "Different points for each answer"
2. Provide a number of points (only positive numbers are supported) for the incorrect answer
3. This value will then be subtracted from the question's total points

Free Choice

Free choice questions give the user an input field where they must type the correct answer.

- You can choose to accept only one answer or multiple possible answers
- Answers may be one word or multiple words
- Capitalization does **not** matter. BLUE, Blue and blue are all scored the same.

Example: If you ask "What colour is the sun?", you can choose to accept yellow, orange or white. If the user enters any one of these answers, the question is marked correct.

Setting up a free choice question in the admin area looks like this:

Here's an example of what the user will see.

What color is the sun?

Sorting Choice

Sorting choice questions ask the user to place a series of answers in the correct order. When creating the question, the order of the answers in the backend will be considered the correct order.

Setting up a sorting choice question in the admin area looks like this:

Answers (required)   ▲

Please sort the answers in right order with the "Move" – Button. The answers will be displayed randomly.

Options	Answer
☐ Allow HTML	1

[Delete answer] [Add Media] [Move]

Options	Answer
☐ Allow HTML	2

[Delete answer] [Add Media] [Move]

Options	Answer
☐ Allow HTML	3

Here's an example of what the user will see.

A **"sorting"** question: Sort the numbers from lowest to highest.

≣ 3

≣ 1

≣ 4   ✥

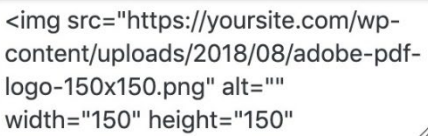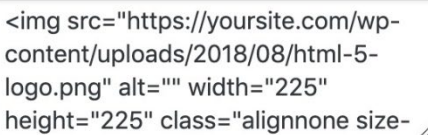≣ 2

≣ 5

Matrix Sorting Choice (Matching)

Matrix sorting questions should be used when you want the user to match two items together. There are two parts to a matrix sorting question:

- **Criterion:** These are static & cannot be moved.
- **Sort elements:** These are what users will drag & drop to the correct criterion.

Each sort of element must be unique, and only one-to-one associations are supported.

Your answer area will be set up like a table, with the criterion on the left, and an open area to drag & drop sort elements on the right. You have the option to set a percentage width for the criterion column.

Setting up a matrix sorting choice question in the admin area looks like this (the example uses images for the criterion):

Options	Criterion	Sort elements
	`<img src="https://yoursite.com/wp-content/uploads/2018/08/adobe-pdf-logo-150x150.png" alt="" width="150" height="150"`	PDF
	☑ Allow HTML	☐ Allow HTML

Delete answer   Add Media   Move

Options	Criterion	Sort elements
	`<img src="https://yoursite.com/wp-content/uploads/2018/08/html-5-logo.png" alt="" width="225" height="225" class="alignnone size-`	HTML
	☑ Allow HTML	☐ Allow HTML

Delete answer   Add Media   Move

Options	Criterion	Sort elements
	`<img src="https://yoursite.com/wp-content/uploads/2018/08/css-3-logo-213x300.png" alt="" width="213" height="300"`	CSS
	☑ Allow HTML	☐ Allow HTML

Delete answer   Add Media   Move

Here's an example of what the user will see.

Sort elements

CSS   HTML

PDF

Gamification Features

Points

Points types automatically award users for interacting with the site.

There is the possibility to automatically award a user with an amount of a points type (credits on this example when the learner activates the account/ updates his profile picture/ sends a friendship request to another user/ publishes an activity post) when the user performs some actions through the Points Awards.

There is an option to weave the points system into the Achievement or Rank system, by awarding badges based on the total number of points earned.

Achievements

Achievement types to award users for completing all the requirements, sequentially or otherwise.

Ranks

Rank types to let your users climb through the ranks by completing all the rank requirements. (For example: Beginner/ Intermediate/etc.