# JUMPSTART

December 3 @bonstewart

Community Building in Online Courses



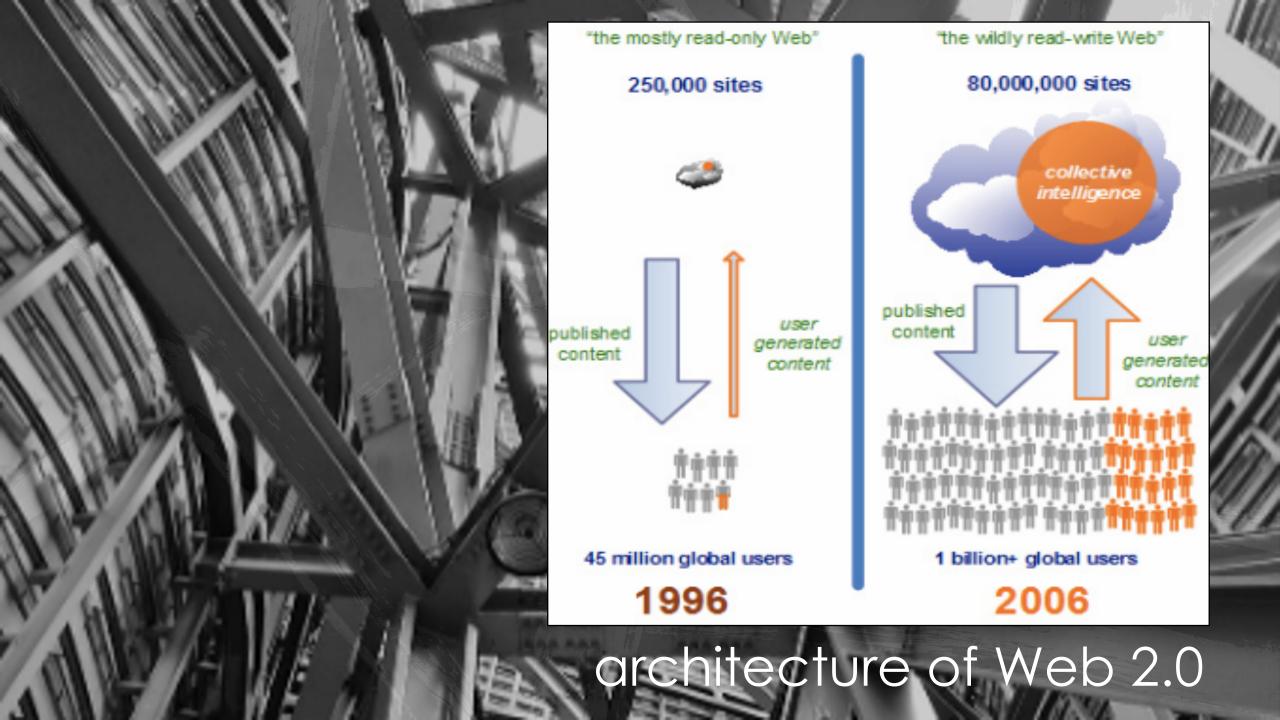
Online community IS actually possible. And matters to students.

## A few premises:

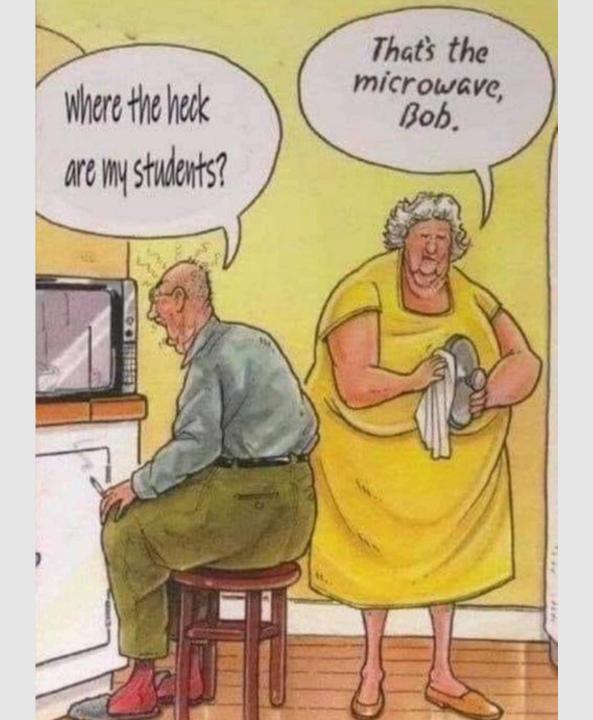


- teaching ≠ contentsharing
  - learning is social & networked

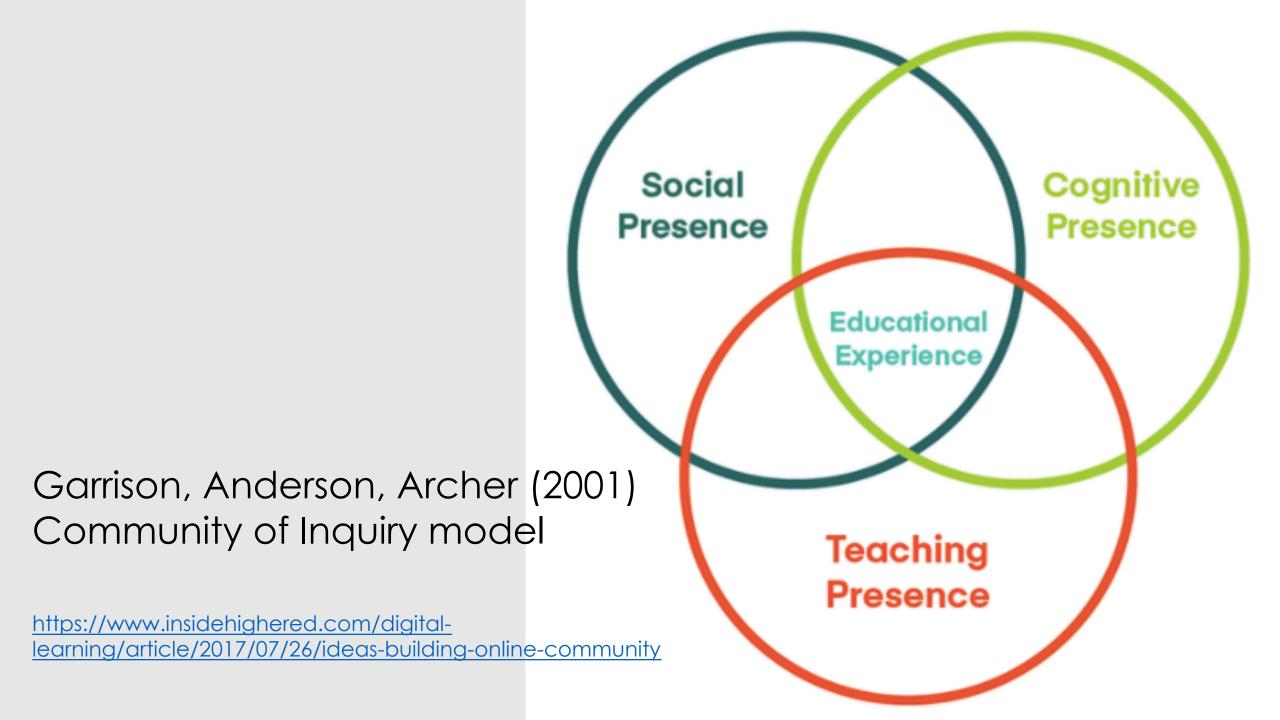




2020 hasn't been the community most of us are used to.



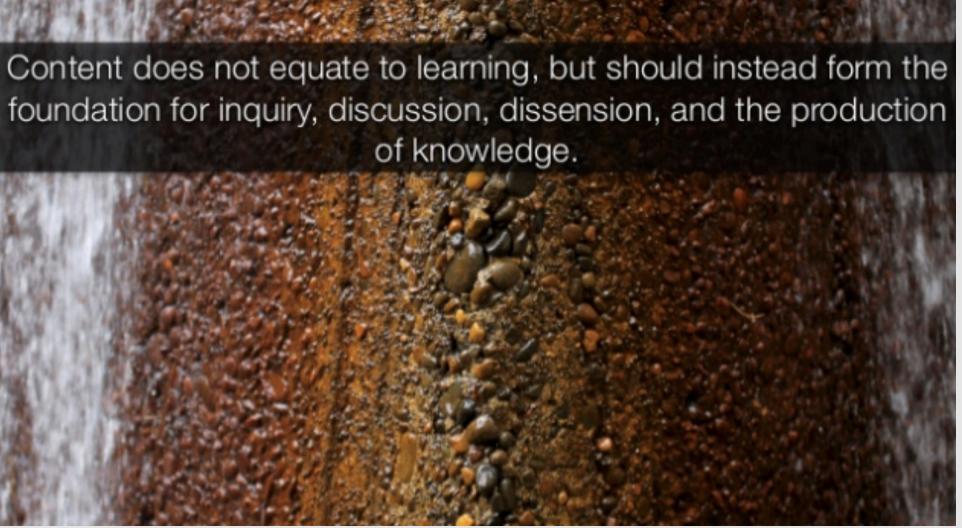
# KEY MESSAGE: community is built via presence.



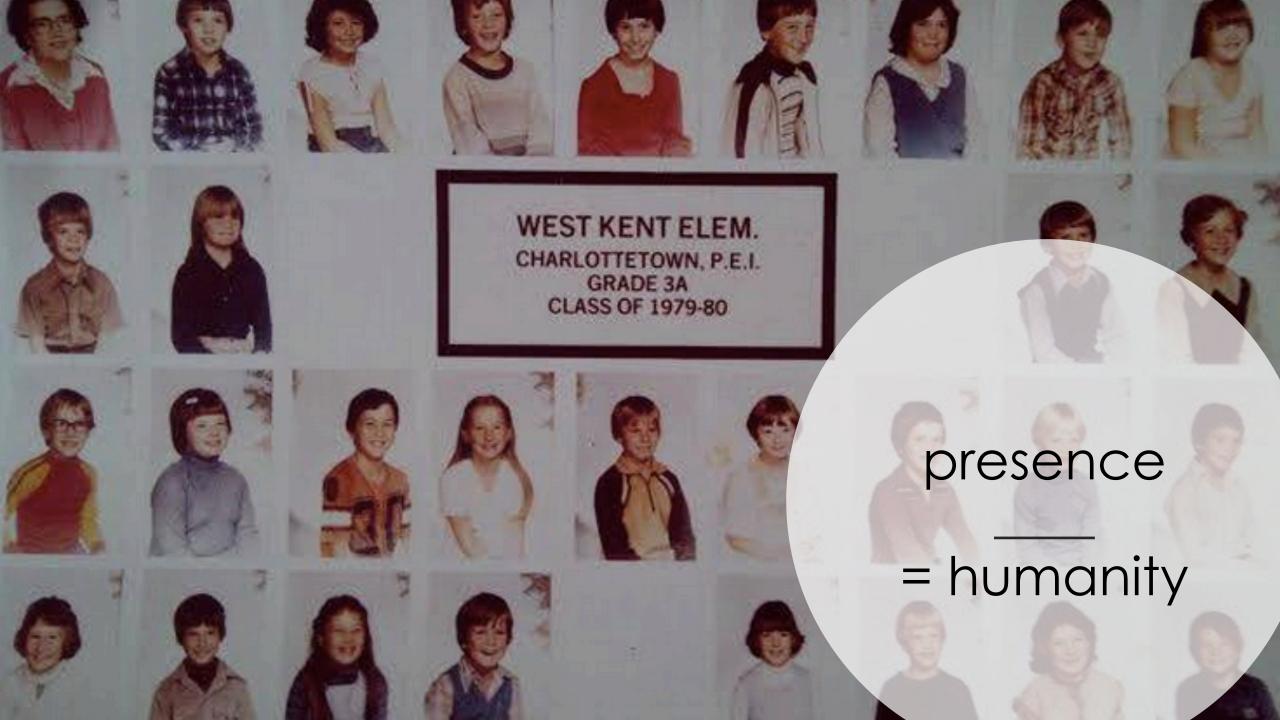
## Very little the web enables is actually new



# It's easy in online courses to prioritize content / cognitive presence



http://www.slideshare.net/SeanMichaelMorris/the-Ims-as-portal-digital-pedagogy-labcairo





https://www.flickr.com/photos/76345608@N00/3633789400

To establish presence, we need to be able to communicate our experiences & understandings

# Not easy to do in an LMS

creating • communities			Advanced search
○ Board index < Main Topic < Fist part of topic			~A~
EUser Control Panel (0 new messages) + View your posts			@FAQ & Members @ Logout [ 7ghost ]
[Moderator Control Panel ]			
Fist part of topic			
NEWTOPIC* Q. Search this forum Search			Mark topics read + 6 topics + Page 1 of 1
TOPICS	REPLIES	VIEWS	LAST POST
Topics are also known as threads (this has a report) W by 7ghost on Sun Sep 14, 2008 10:07 am	э	7	by User 01 G on Sun Sep 14, 2008 10:34 am
A thread with a poll     by 7ghost on Sun Sep 14, 2008 10:12 am	0	2	by <b>7ghost</b> G on Sun Sep 14, 2008 10:12 am
Other topic 00 (part II)     by 7ghost on Sun Sep 14, 2008 10:10 am	0	1	by <b>7ghost</b> G on Sun Sep 14, 2008 10:10 am
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fou can post new topics in this forum			



https://www.flickr.com/photos/39908901@N06/7028125619/

# where teacher authority & student compliance are already baked in.

## Teacher presence is about trust & connection.



### SET EXPECTATIONS. INVITE FEEDBACK. GIVE FEEDBACK.

### ED 5332: DIGITAL TECHNOLOGIES & SOCIAL MEDIA

Tech Studies Cohort, August 4-27, 2020



### Tuesdays & Thursdays 9:30 am to noon.

SYNC CLASS SESSIONS

#### ASSIGNMENTS:

Blackboard Reflection #1 August 5th RI<mark>SE feedb</mark>ack August 6th

Hypothes.is Annotation August 11th

Choice Board August 14th RISE feedback August 15th

Tools in Schools Workshop August 20th RISE + GIF feedback August 21st

Blackboard Reflection #2 August 24th RISE feedback August 25th

> Multimedia Artifact August 28th

INSTRUCTOR: Dr. Bonnie Stewart EMAIL: bstewart@uwindsor.ca TWITTER: @bonstewart

## My teacher presence:

send out syllabus a week early
 include visual syllabus w/key dates
 include a short (terrible!) intro video
 emphasize formats/times to
 best reach me

# What I tell students:

If you don't know what to do, msg me. (in a live class, msg a peer) If the tech fails, log back in. Save your work & your passwords.

Keep trying. You got this.

## DON'T PANIC.

Presence as a site of...pedagogy

# IF YOU FEAR CHANGEL, LEAVE IT HERE!

https://www.flickr.com/photos/7304209@N02/16515490143

## **One-to-many** communications

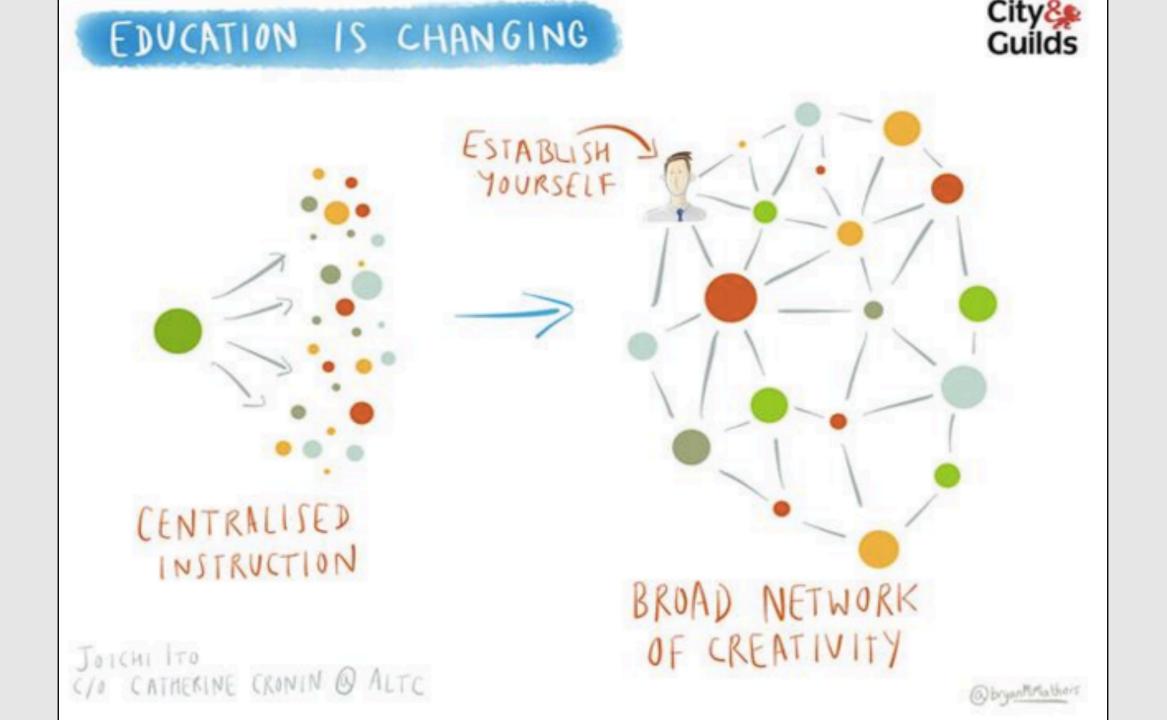


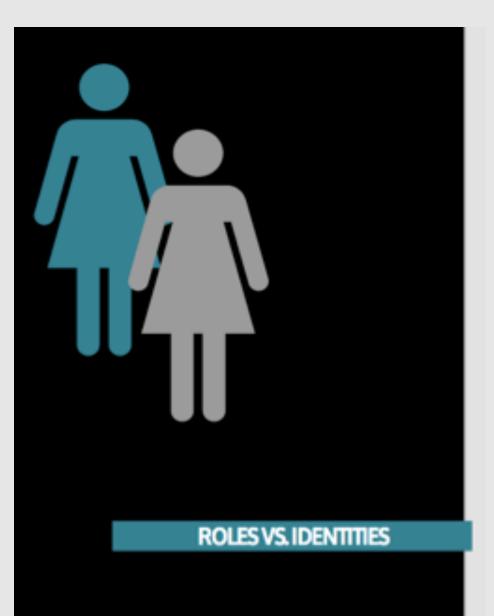
http://upload.wikimedia.org/wikipedia/it/thumb/d/d8/Do\_Not\_Adjust\_Your\_Set.jpg/280px-Do\_Not\_Adjust\_Your\_Set.jpg

## Many-to-many communications



https://www.flickr.com/photos/peppysis/6255473523/





## In institutional structures, an individual has a role.

In a networked culture, an individual has an identity, which it is his/her job to differentiate.

## This is where social presence comes in:



Students share anonymously using live slides



Students collaborate in breakout groups



Students respond to each others' discussion board posts (RISE model for structure)



Students use tools like hypothes.is for shared annotation / silent discussion



Students present or teach new ideas to the class



contribution builds visibility & helps people build networks.

## Also possible...

- Twitter chats
- Syllabus scavenger hunts
- Online water cooler spaces
- Flipgrid video discussions
- Student-built assignments (ie video case studies designed by Group 1, solved by Group 2)
- Anything 'evented' BUT CONSIDER TIME & ENGAGEMENT FACTOR

### **FACULTY OF EDUCATION:** A 2020 'Going Online' Guide

2

The pandemic creates new learning curves & stresses for faculty & students. Keep course design:



# Online, keep things...

- •SIMPLE
- •EQUITABLE
- •ENGAGING

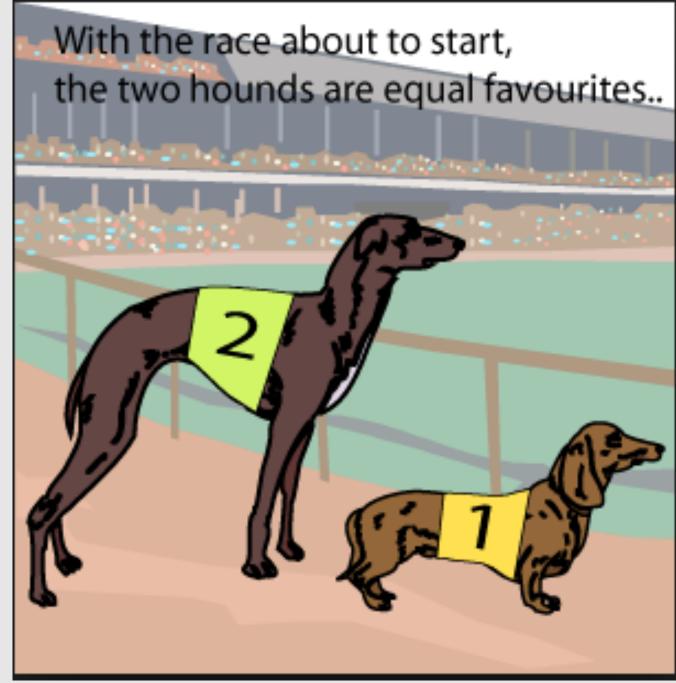
# We are ALL living at work / school.

My student's kitchen. WHILE he presented to the class.



# SO.

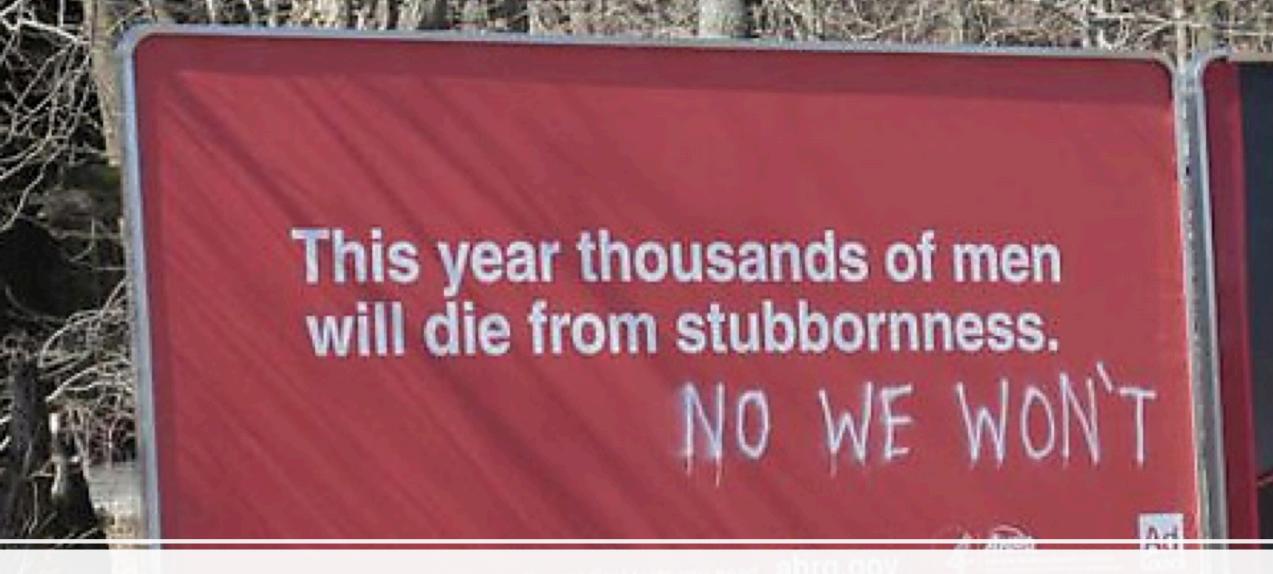
## design for equity.



tech does NOT always support equity.

educators need to understand these biases.

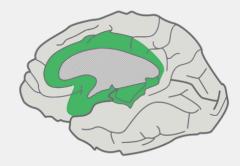
Solve the set of t



## but...also confront our own.

## students cannot build presence or community without meaningful connection to their learning experiences.

#### AFFECTIVE NETWORKS: THE WHY OF LEARNING



### Engagement

For purposeful, motivated learners, stimulate interest and motivation for learning.

#### RECOGNITION NETWORKS: THE WHAT OF LEARNING



### Representation

For resourceful, knowledgeable learners, present information and content in different ways.

#### STRATEGIC NETWORKS: THE HOW OF LEARNING

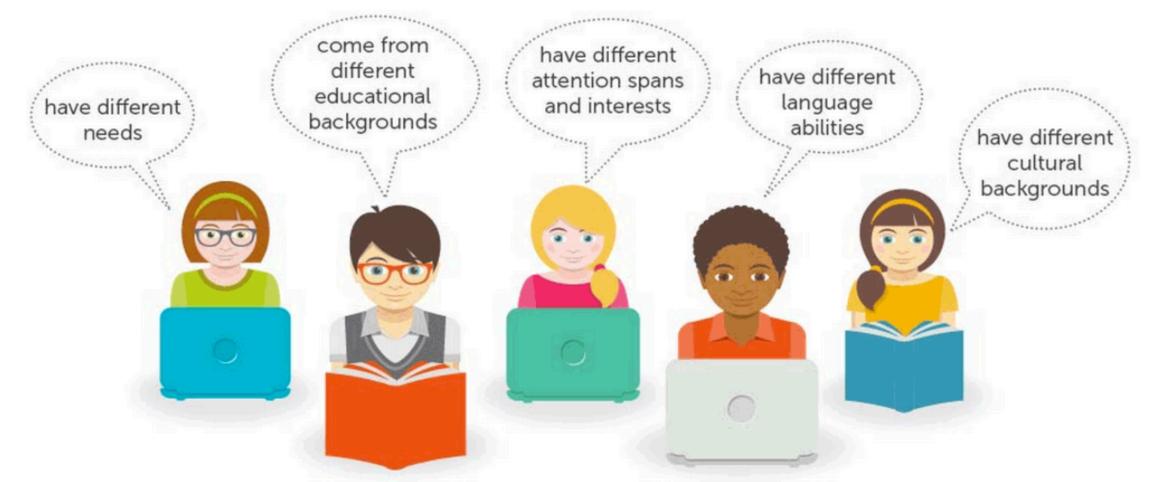


### **Action & Expression**

For strategic, goal-directed learners, differentiate the ways that students can express what they know.

### WHY UNIVERSAL DESIGN FOR LEARNING?

### Classrooms are filled with students who:

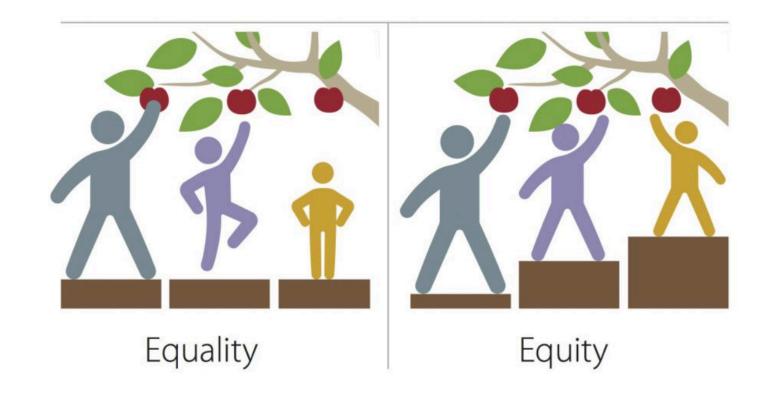


Universal Design for Learning (UDL) ASSUMES difference in learners.

#### Technology Integration & Equitable Online Pedagogy 📀

When learners engage with many sources of knowledge rather than one authoritative source, learning becomes a **synthesis** of multiple ways of knowing. This is important in approaching both technology integration and broader issues of inclusion and equity.

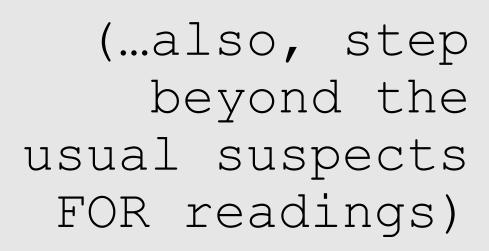
In 21st century learning, learners can be **contributors as well as consumers within a context of knowledge abundance**. However, when learning communities encourage participation and contribution, they also need to address issues of **power** and **equity**. Not all bodies and voices are heard equally in our society - even where we intend to be inclusive and welcoming, human societies and classrooms are always stratified by a variety of **factors that confer power on certain groups over others**. These vary from place to place and over time, but include identifying markers such as race, gender, physical ability, language facility, class, heteronormativity, and neurotypicality, among others. Individuals who fall into **dominant groups along those axes of identity** are more likely to be heard and validated in a participatory setting than those who do not, and efforts to "even the playing field" do not necessarily create equity of opportunity for all participants in a learning community.

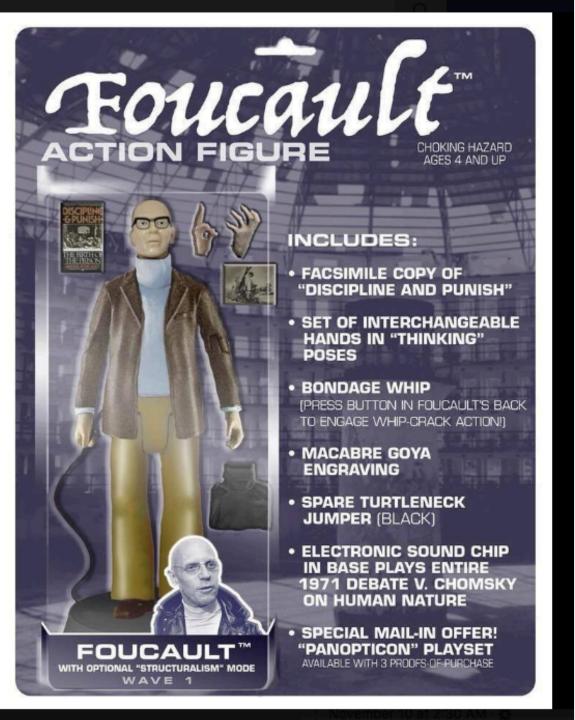


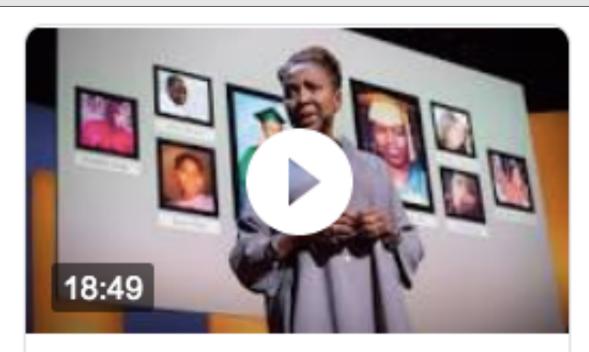
visuals & video instead of \*just\* readings

**KEY IDEAS**:

Differentiated Learning Universal Design for Learning (UDL) SAMR







Kimberlé Crenshaw: The urgency of intersectionality



6:10 / 22:55

We're building a dystopia just to make people click on ads | Zeynep Tufekci



Bb Reflection #1: What Not to Leave Out

### video feedback (eep!)



offer alternative means of showing learning



Megan Hacholski

@megan\_hacholski

#### Replying to @MrMac\_Walker

100%. I have a girl who didn't say a word for the first three months of school. Introduced @Flipgrid, she started talking through that tool, and now she actually raises her hand in class. Boom. #fearlessedchat #122edchat

6:24 PM - 6 Dec 2017





Reframe rubrics so learners can produce artifacts that make sense for their fields (including a gang sign tattoo .ppt from an officer training instructor)



https://www.flickr.com/photos/stevendepolo/4129400323

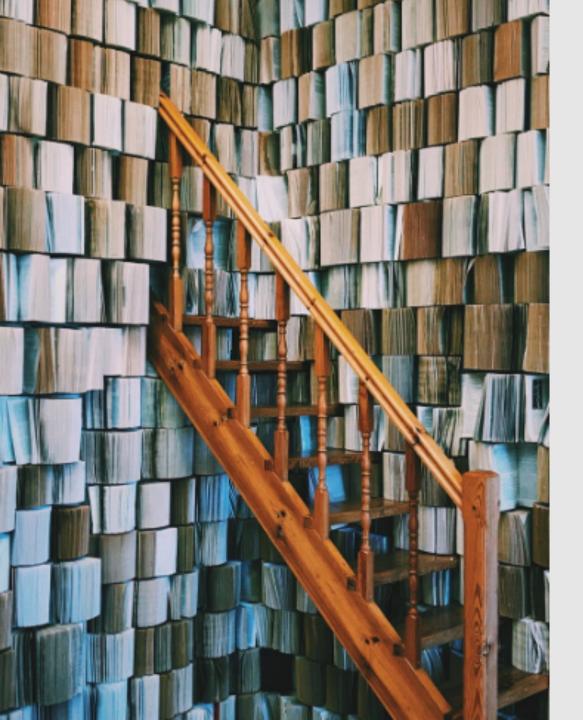


The <u>Technologist</u> module starts off with a <u>video</u> displaying a scenario where "Terry" is struggling incorporate technology in a way that best support his learners. This is where the Technologist module comes into play. The module starts with an explanation of digital literacies, and how th can be defined in multiple ways. <u>JISC's Guide to Developing Digital Literacies</u>, defines Digital Literacy as "...capabilities which fit an individual for living, learning and working in digital soc The module stresses that digital literacy is developed over time, and is an ongoing process. module then talks about the design-thinking approach, which focuses on designing things strategically and with purpose in mind. The design-thinking approach is outlined as six step Empathize, Define, Ideate, Prototype, Connect and Test. The module goes into detail about the steps, and provides resources on how to help implement them.

### authentic audiences FEB 23 2019 DESIGNING A BETTER FUTURE FOR OUR STUDENTS For my final artifact, I decided to try my hand at a <u>twitter essay</u>. This was actually one of experiences with Twitter (other than our in-class task). I actually found it much more suite style than some of the more visual multimedia choices. As I tend to be a more verbose pe being able to articulate my thoughts in words (with pictures as an enhancement) was far e there were certainly challenges. Having to parse your thoughts into 300 character snip its i certainly a challenge. However, I would certainly attempt to try this form of media again and even see myself utilising this as an assignment for my future students. Mr Sparks @MrSparks93 · Feb 22, 2019 1. Once an educator believes that they no longer need to improve on their teaching, they have failed their students. We as educators need to be constantly improving our pedagogical practice. Join me as we look Come with me and you'll be in a world of pure imagination. Mr Sparks @MrSparks93 2. As an educator in the 21st century, we are striving every day to make sure that every single student can receive the best education possible. One facet to this is to differentiate your lessons to allow all different learners to succeed. #uwindig #ontarioextend

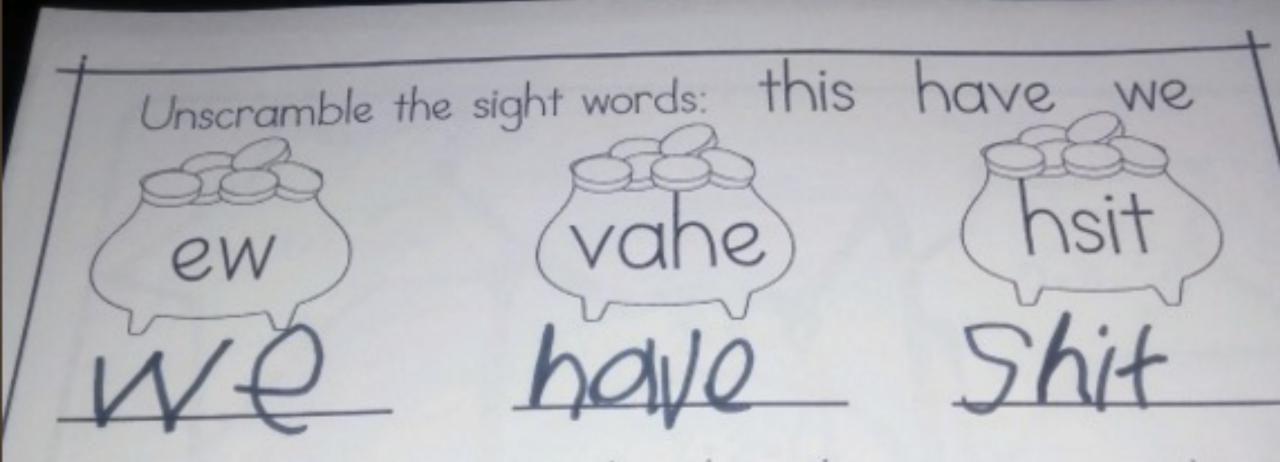


make evaluation more formative & peer-based

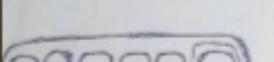


## focus = CHOICE

if we say there's only one way to learn, we create a staircase to nowhere.



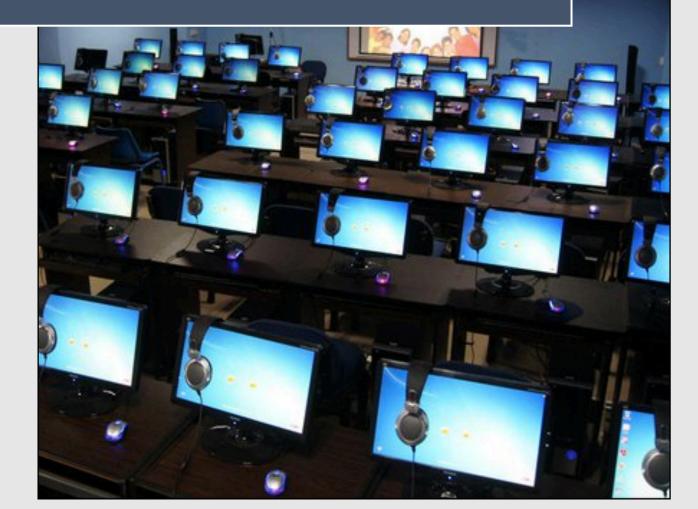
### transactional work teaches compliance, not community



As educators, we need to think about how the infrastructure of the web can be a **gate** rather than a **barrier**.... and for whom.

STAGE \*DOOR "Nothing could be more absurd than an experiment in which computers are placed in a classroom where nothing else is changed."

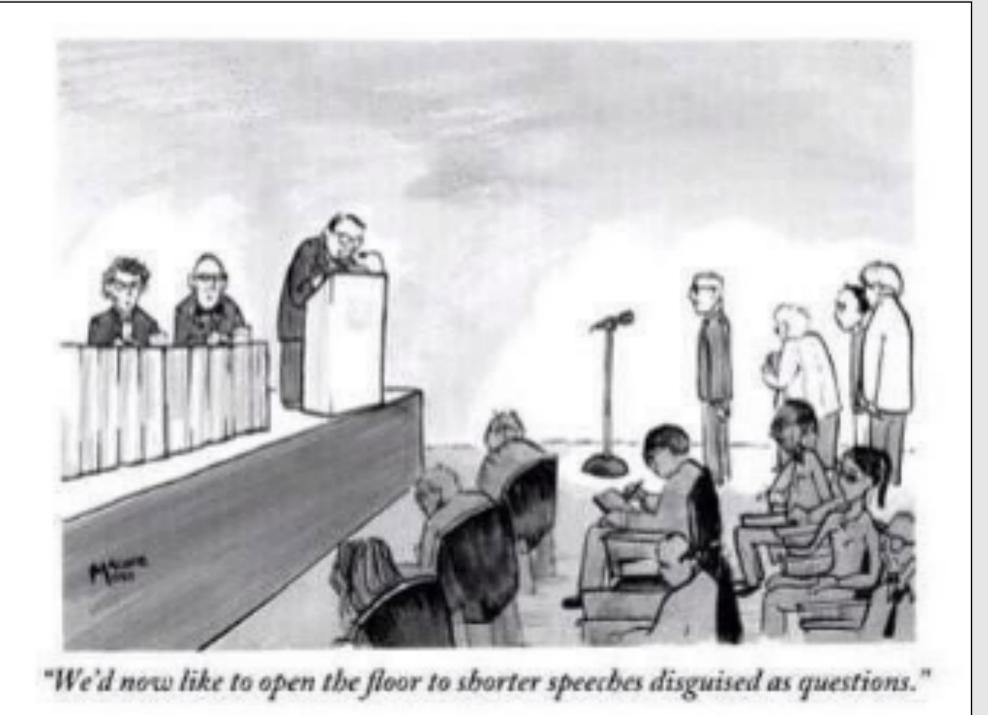
- Seymour Papert, 1993





...but presence & community can emerge from authentic ways to BE together on the web.

https://californiapixie.com/2013/05/10/old-school-fisher-price-style/



# Thank you.@bonstewart