



Creating and Sharing Information Literacy Learning Designs



Interdisciplinary mix of perspectives

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Pedagogy – Information
Literacy – Computation

Here's what we're going to cover



Adapt - Design - share - Reuse - Critique

1 ... Complete a short survey

2 ... Introduction to the Learning Designer;

3 ... Extension & adapting of a design;

4 ... Reflection & Feedback

5 ... create their own design or adapting one

6 ... Develop a critique of the learning design experience

7 ... Annotate your design with comments;

8 ... Plenary Feedback

vocabulary



TEL: Technology-Enhanced Learning



TLA: Teaching & Learning Activity



Pattern: A model, an element or a method that can be replicated with little or no further alteration.



OER: Open Educational Resources

INTRO

LDSE project: Design tools to support teacher collaboration



Aims



Build on the work of others (BOTWOO)



Develop knowledge of using TEL



Access to existing pedagogical patterns & OER



Patterns and resources structured to reflect their pedagogy

INTRO

LDSE project: Design tools to support teacher collaboration



Format



Interactive tool for teachers to adopt, adapt, analyse, experiment, trial in practice, redesign, and share designs.

Ontology-based set of tools



Behind the scenes

The Learning Designer

Interactive Learning Design Environment

Done loading modules.

Pedagogical Pattern Collector



Welcome

The Pedagogical Patterns Collector suite of tools enables teachers to share their good teaching ideas. It is intended to help a subject teacher see how a particular pedagogic approach can be migrated successfully across different topics. There are sample patterns to browse and edit, or you can design your own from scratch. This is an output from the TLR² TEL research project on a learning design support environment for teachers and lecturers, funded by the ESRC-EPARC.

"PPC Browser"

offers a collection of generic pedagogical patterns, and their associated resources, which you can redesign for your own teaching practice.

Browse

"PPC Designer"

provides the pedagogical pattern template to help you describe your own teaching idea for a session (e.g. student preparation, class activities and homework).

"PPC Animator" is a tool that helps you abstract your teaching ideas, expressed with PPC Designer, into a generic, more reusable form.

Designer

Web Interface

What I liked most...

- 1 Shifted my initial focus from aesthetics to structure while being highly creative.
- 2 Retained focus on the learner during the session's design.
- 3 Aligned anticipated outcomes to learning and assessment for learning (AfL) activities.

What I liked most...

4

Playing with different approaches and being able to see the outcome of them.

5

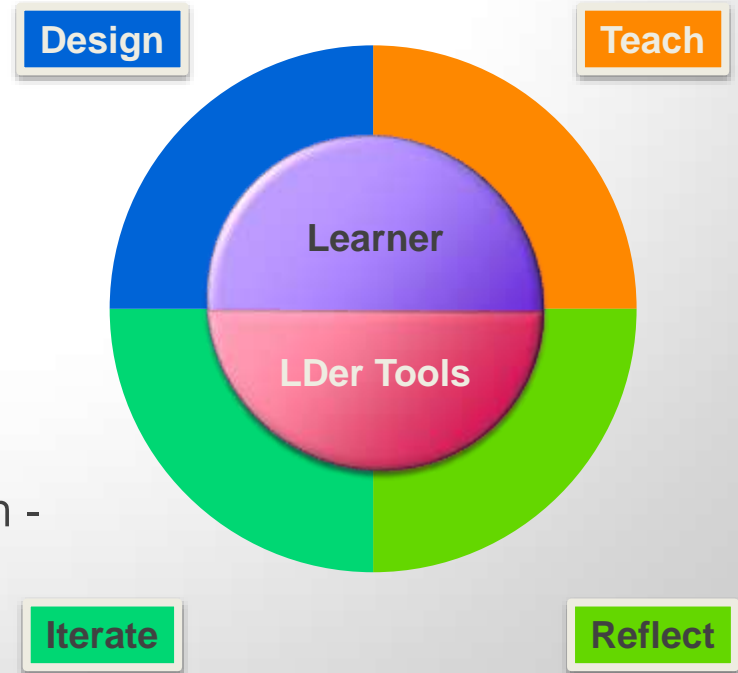
Build confidence in pedagogical design while trying alternative activities.

6

Balancing learning derived from acquisition, inquiry, practice, production and discussion and hence serving many learning styles.

What I liked most...

- 7 Incorporating Technology-Enhanced Learning (TEL) activities
- 5 Engage in discussions with other educators.
- 6 Design - Teach - Reflect - Iterate - Design - Teach - Reflect - Iterate





...many librarians suggested that being able to see someone's teaching materials, their lesson plan and the activities they undertook in a session was the most useful part of releasing resources as OERs. ”

(Secker, J., & Madjarevic, N. ,2012).

7

Contribute to finding a solution in closing a gap in sharing lesson plans!

It's time to get your hands dirty



Time: 15min





<http://bit.ly/infolit-design>

Complete the preliminary survey

Extension and adapting of a simple design



Time: 40min



tinyurl.com/ppcollector3



Pedagogical Pattern Collector



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A blank canvas to start creating your own pattern

A library of patterns to browse, both generic and specific versions

[click here for
Browser](#)

[click here for
Designer](#)



Click on “Show user generated patterns” button

Click on any pattern in the list to start

PPC Inbuilt Collection of Patterns:

Effects of System Input on Outputs
Evaluate Multiple Interpretations
Predict Observe Explain
Guess my X - Process-Object relationship
Teach to Learn

▼ More options to narrow your search

Refine by Learning Outcome categories:

- ☐ Knowledge ☐ Comprehension
☐ Application ☐ Synthesis
☐ Analysis ☐ Evaluation

Reset

Refine by keyword/keyphrase:

Show user generated patterns



Preview and test the abstracted pattern

Select filter...

NFC for Language Learners
Improving reading strategies and expand
Brew the perfect cuppa
Digital footprint

Reset FilterDelete selected...

GenericInstance

Proceed to Adapt this pattern

Comments about this pattern

This design is for the ECIL workshop.

Proceed to adapt this pattern

To What End: 1. You will know what a "digital footprint" is, how is linked with your digital Identity along with ways other people may use this information.

2. You will discover what the Internet knows about YOU and Reflect on your findings

3. You will start constructing a strategy on managing your online reputation by relating theoretical knowledge to practice (optional Assessment)

By what Means: «e-voting activity», Teacher presentation - Passive & Active Digital Footprint is explained, «What the Internet Knows about You», Guided Reflection, "e-voting activity", Teacher presentation - Flickr Examples of children, "e-voting activity", Teacher presentation - Employability and Digital Footprint, Setting up Alerts for managing online reputation, Completion of the Reflection worksheet, Final class Discussion, Optional Assessment,

Total session time: 120 minutes.

TLA 1: «e-voting activity» time allotted =10 minutes

- Mock Question: What's your favorite drink? Coffee, tea, water, beer, spirits (*Investigate* - 7 minutes)
- Do you consider your online activity safe? (*Investigate* - 3 minutes)


Notes - «activity_type» : Technology-based check for learning

TLA 2: Teacher presentation - Passive & Active Digital Footprint is explained time allotted =10 minutes

- Instructor:

1. You will know what a "digital footprint" is, how is linked with your digital Identity along with ways other people may use this information.

Total session time
120 minutes



«e-voting activity»

Investigate

Group size	30	Duration	7
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Mock Question: What's your favorite drink? Coffee, tea, water, beer, spirits

Investigate

Group size	1	Duration	3
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Do you consider your online activity safe?

Teacher presentation - Passive & Active Digital Footprints

Read Watch Listen

Group size 30

Duration 10 min

Instructor:
Explains what a digital footprint is by showing a YouTube video and reinforces the idea of an active and passive digital footprint.

«What the Internet Knows about You»

Investigate

▼ Group

Size: 30 Duration:

Learners are given a link to visit an online platform where I have saved a collection of websites for them to start searching their online identity and footprint.

Guided Reflection

Discuss

▼ Group size :

Students discuss their findings and to think and record the questions i

Practice

▼ Group size

Add link to an OER, e.g. a digital tool for practice

Read, Watch, Listen

Investigate

Discuss

Practice

Share

Produce teacher as

present or not

port to
LDnet

Adjust the type of learning activity.
Edit the instructions.

Check the feedback on the overall distribution of learning activity

Adopt – Adapt – Import resources – Test and re-design – Share what works



DISCUSIÓN

Feedback



Time: 20min

Experiment to create your own design



Time: 45min





Discussion

Feedback



Time: 15min

Get in contact with us.



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Laurillard, D., (2012) "Teaching as a Design Science", Building Pedagogical Patterns for Learning and Technology, New York, NY, Routledge

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“Hands with paint” has derived from the original work, courtesy of *Amaterasu-Sun-God* (@MangoEnFango).<http://amaterasu-sun-god.deviantart.com/art/Hands-with-paint-264147917>