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# I02 – Induction to Pedagogy for NGO staff

## Module 4 - Blended Learning in NGEnvironment

### Part 3: Be able to provide feedback in blended learning courses

Prepared by EPEK/Acrosslimits



NGEnvironment

ERASMUS+ Programme – Strategic Partnership  
Agreement No.  
2018-1-DE02-KA204-005014

Foster European Active Citizenship and Sustainability  
Through Ecological Thinking by NGO's

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# Agenda

## 1. What is meant by blended learning?

### 1.1 Modules of blended learning

## 2. Which are the benefits and challenges of blended learning for teachers and adult learners?

### 2.1 Advantages of Blended Learning for teachers

### 2.2 Advantages of Blended Learning for adult learners

### 2.3 The NGEnvironment online course platform

## 3. Is it able to provide feedback in blended learning courses and online tests and tasks?

### 3.1 Feedback structures

### 3.2 Online tasks versus classroom tasks

### 3.3 Online tools vs classroom tools

### 3.4 Task

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# Overview on Module 4: Blended Learning in NGEnvironment

Module/Unit	Learning Outcomes – The Learner will:	Indicative Content
Blended Learning Environment	<ul style="list-style-type: none"><li>• Be able to provide feedback in blended learning courses</li><li>• Be able to provide online tests and tasks</li></ul>	<ul style="list-style-type: none"><li>• Feedback structures</li><li>• Feedback rules</li><li>• Test creation</li><li>• Online tasks versus classroom tasks</li></ul>



## 3.1 Feedback structures

Feedback structures are the systems put in place by the educator so that learners can provide feedback on their experience.

- ❖ The credibility of education requires that this structure is followed up by concrete interventions in necessary areas identified by learners.

Source: Hummel (2016)

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## 3.1 Feedback structures

- ❖ Feedback structures for blended learning courses must include, at minimum:
  - a way to measure information sourced from learners;
  - a system to diagnose this data according to a set of criteria/standards;
  - selecting and providing interventions where necessary.

Source: Hummel (2016)

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## 3.1 Feedback rules

To source feedback, educators can make use of a number of do's and don't, or rules:

- ❖ DO encourage learners to speak freely, providing different means to do so (face to face, online, anonymously etc.).
- ❖ DO make clear the results of feedback received.
- ❖ DO use open-ended questions and discussion where closed-ended feedback structures do not return the desired result.
- ❖ DON'T press learners to provide feedback where they seem uncomfortable doing so.

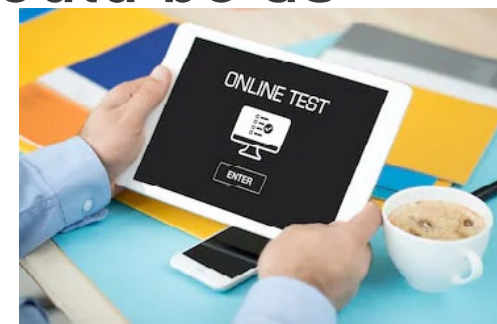
Source: Omer/ Abdularhim (2017)

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## 3.2 Test creation

- ❖ Tests are important as they give trainers an clear indication of how much the learners have understood the content provided.
- ❖ To further motivate the learners, tests should be as interesting and engaging as possible.
- ❖ The edutainment model ensures motivation and engagement.



Source: <https://news.careers360.com/mah-cet-2019-mba-exam-date-announced-registration-began-january-10>

Source: OECD (2019)

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## 3.2 Test creation

Some ideas for test creation are:

### ❖ Games

Crosswords, word search, odd one out, matching, sort in order

### ❖ Quizzes

Multiple choice questions with timer, drag & drop, fill in the blanks, true or false, jumble the sentence

### ❖ Assignment

Task such as a presentation, research report or a write up on the subject

Sources: Conference: International Technology, Education and Development Conference At: <https://library.iated.org/view/RIZOMAESTRE2017STU>  
[https://www.researchgate.net/publication/315352183\\_STUDENTS'\\_PERCEPTION\\_OF\\_CONTINUOUS\\_ASSESSMENT\\_WITH\\_ONLINE\\_QUIZ](https://www.researchgate.net/publication/315352183_STUDENTS'_PERCEPTION_OF_CONTINUOUS_ASSESSMENT_WITH_ONLINE_QUIZ)

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## 3.3 Online tasks versus classroom tasks

Blended learning is an approach to learning that combines online educational materials and opportunities for interaction online with traditional place-based classroom methods.

- ❖ All formats of games & quizzes can be conducted and even remotely corrected online, which enables the learner to get the results in real time.
- ❖ Assignments such as research reports, write ups and presentations are discussed in a f2f environment and the trainer physically corrects the work.
- ❖ Classroom tasks include group work, discussions and role play.



## Task 3.1: Test creation

Please, think about possible tasks for blended learning. Create your own online tasks:

- 1) You have to register on the website h5p ([www.h5p.org](http://www.h5p.org)).
- 2) Get an overview about all different task types. Which type do you prefer?
- 3) Please create at least 2 online types via h5p.



## Task 3.2: Test creation

Educaplay is a platform to allow teachers to create their own multimedia teaching activities. It is a website from Spain, but is available in English.

- 1) You have to register with a free account on Educaplay (<https://www.educaplay.com/>).
- 2) Get an overview about all different task types. Which type do you prefer?
- 3) Please build a quiz by using tools from Educaplay.



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# Thank you very much for your attention!

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**Websites:**

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