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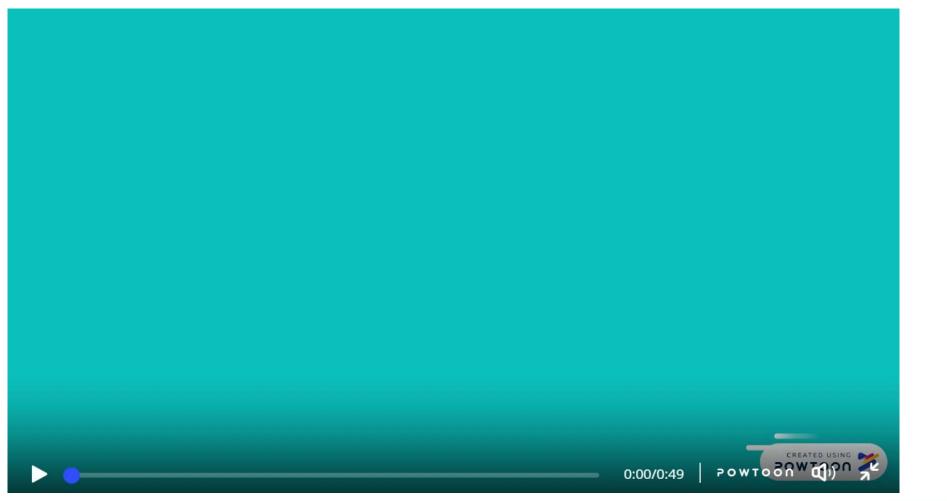
DESIGNING LEARNING SCAFFOLDING FOR ONLINE COURSE

HOCHIMINH CITY UNIVERSITY OF TECHNOLOGY AND EDUCATION













What are teacher's roles & student's roles in learning?

What are student's role in learning?



Start the presentation to see live content. Still no live content? Install the app or get help at PollEv.com/app



What are teacher's roles & student's roles in learning?

What are teacher's role in learning?

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Student' roles first

FMVITFT

- Center, planner, decision maker, creator,...
- Learner: active, autonomy, self-orientation, self-assessment,...

Teacher's roles

- Organizer, helper, facilitator, consultant, motivator, tutor, examiner,....





What is the meaning of learning scaffolding?

...Very important, a good learning scaffolding will help student:

- Attaining learning outcomes;
- Student get active learning; autonomic learning; selfdirected learning; inside motivation;
- Be able to self-developing...



Some features in learning in online course

- Learning everywhere, every time;
- Individual; personal;

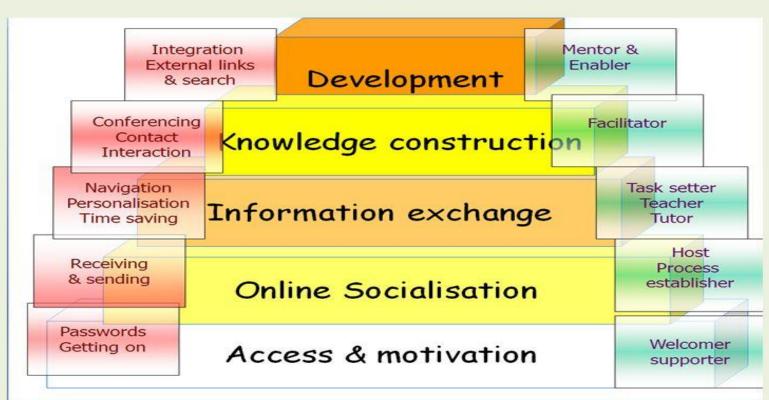
EMVITET

- Update easily & quickly;
- Ability to revisit and replay sections of the course;
- Student-centered learning; Competence-based learning;
- Easily manage and assess for large group of students;
- Learning base learning process and guidance.





Salmon's five-stage model



Gilly Salmon, 2009: http://tinyurl.com/salmon-5stages-uol



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Let's listen Salmon's explanation about model!

SALMON'S MODEL









Some recommendations: Good wifi; directing to be familiar with digital tools; Welcome video;...







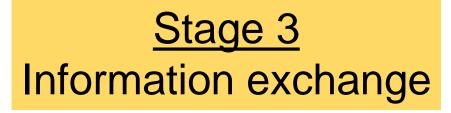


Some recommendations: Making groups; icebreaker

activities; set rules for tasks and collaboration.







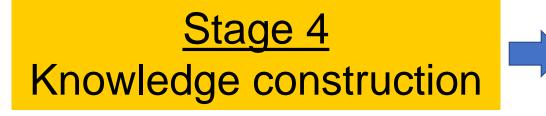


Some recommendations:

Guiding to explore materials







Some recommendations:

Organize discussion activities; helps keep the discussion on track.









Some recommendations: Reflection and assessment tools; implemented and advanced exercises.







A sample of instructional design base on Salmon's Model





- Each groups design one activity for any stage that group like by digital tools

Some suggestion:

Activities

- Screencasting tool _ https://screencast-o-matic.com/
- Powtoon tool _ <u>https://www.powtoon.com/</u>
- Quizzes tool _ https://www.polleverywhere.com/
- Thinglink tool _ https://www.thinglink.com/
- Podcast tool _ <u>https://www.canva.com/vi_vn/thiet-ke/buu-thiep-postcard/</u>





Reflection

What do you recognize after this topic?

https://create.kahoot.it/share/phan-hoi-thiet-kegiang-day-online-theo-mo-hinh-salmon/50c20e0e-99ad-47b7-943f-dcc48d00e3a9





Reference

- Lectures at EMVITET project, (2019), <u>https://drive.google.com/drive/folders/10pDc8t6dPWeYEFygMzPTn9</u> <u>Fi9s2Cc2K7</u>.
- <u>https://www.gillysalmon.com/five-stage-model.html</u>
- <u>https://www.slideshare.net/MariusPienaar/e-learning-blended-learning</u>
- <u>https://leocontent.acu.edu.au/file/ccbe60fc-4a3c-4a2c-a80e-286a4946a9f3/1/html/ote_1_30.html</u>

