Social Media for Teaching and Learning

http://www.mitcholson.co.nz/digital-is-not-just-digital/

Prof. Dr. Yasemin Gülbahar

Ankara University

TURKEY

Agenda

- Digital Age Learning Ecosystem
- Instructional Methods of Teaching with an Online Focus
- Pedagogical Differences between Media
- Models for Social Media Selection
- Usage of Social Media Toolkit
- Implementation Scenarios
- Wrap-Up, Discussion and Conclusion

Main Reference: Bates, T. (2015). Teaching in Digital Age. BC Open Textbooks. http://opentextbc.ca/teachinginadigitalage/

https://byotnetwork.files.wordpress.com/2014/07/dal_ecosystem1.jpg

How “social media” is changing the way we teach?

- When we move to blended learning or e-Learning, we are changing the learning environment.
- Instructors need a strong framework for assessing the value of different technologies.
- Instructors should decide how or when these technologies make sense for them and their students to use.

Instructional Methods of Teaching with an Online Focus

Old wine in new bottles

Designs to Enhance Classroom Models

- Recording Lectures
  - A form of homework or revision
  - Flipped classroom
  - MOOCs
- Learning Management Systems
  - Mostly text based and asynchoronous
  - Flexible enough to be used in powerful ways
  - Still an advance over online design

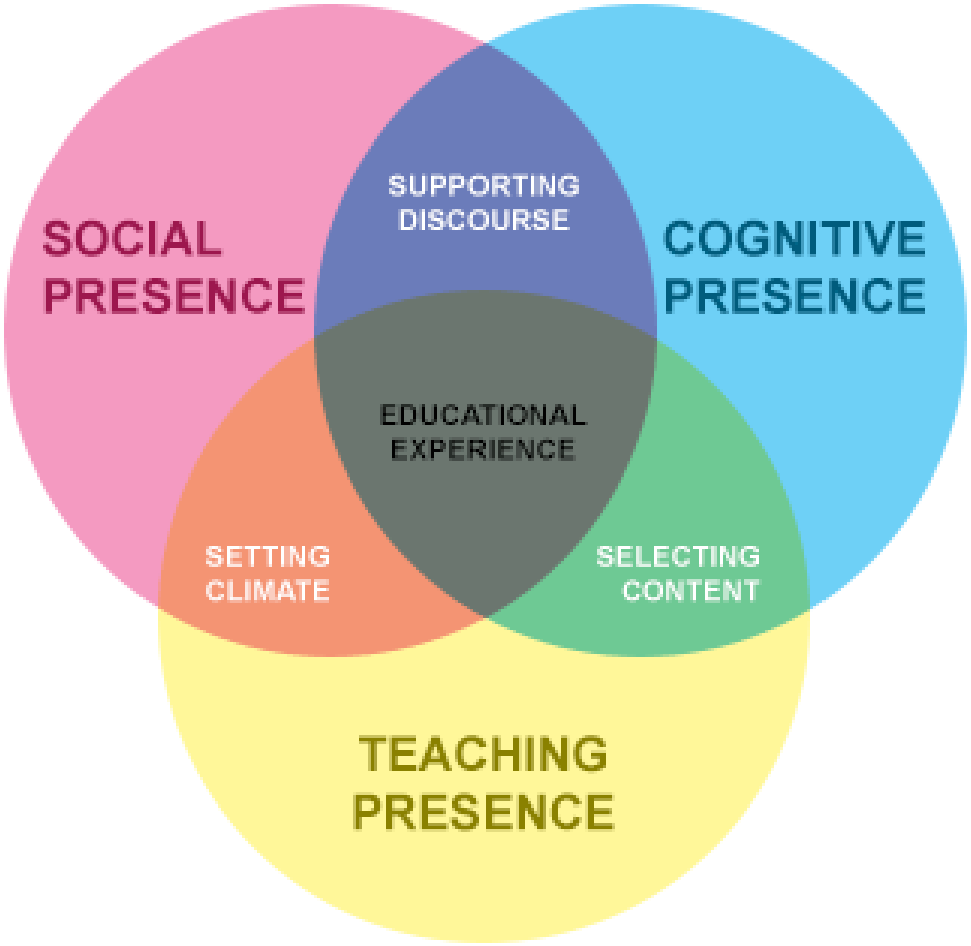
Do you think that classroom design model needs to change for teaching in a digital age?

Online Collaborative Learning

OCL theory provides a model of learning in which students are encouraged and supported to work together to create knowledge: to invent, to explore ways to innovate, and by so doing, to seek the conceptual knowledge needed to solve problems rather than recite what they think is the right answer (Harasim, 2012)

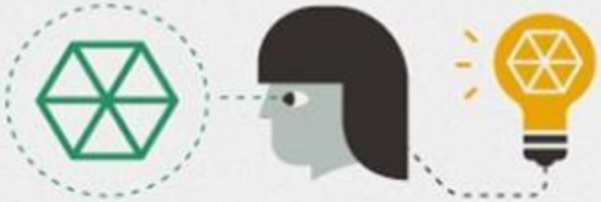
Community of Inquiry (CoI)

An educational community of inquiry is a group of individuals who collaboratively engage in purposeful critical discourse and reflection to construct personal meaning and confirm mutual understanding (Garrison, Anderson and Archer, 2000)



Focusing on differences (if there is any), strenghts and weaknesses of this models, does it really makes sense to apply any of these models to online environments?

Competency-based Learning



Students progress through learning objectives as they demonstrate mastery of content, at their own pace.

It allows them to show what they know, as soon as they know it.

	Competency-Based Education	Traditional Education
CURRICULUM	Variable class structure, testing out of subject matter at different levels	Standardized class structure, regardless of prior knowledge
CLASS COMPLETION	Students finish as they are able	End of term
AVERAGE TIME TO GRADUATE	30 months*	60 months

*Data is only from Western Governor's University

http://www.teachthought.com/learning/what-is-competency-based-learning/

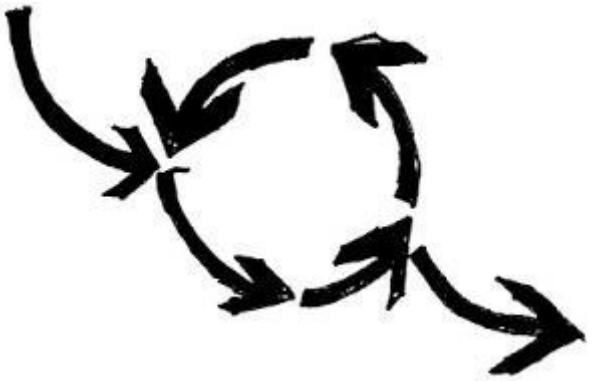
What factors are likely to influence you to adopt a competency-based approach to teaching?

Communities of Practice (CoP)

(Wenger, 2014)

- Design for evolution
- Open a dialogue between inside and outside perspectives
- Encourage and accept different levels of participation
- Develop both public and private community spaces
- Focus on value
- Combine familiarity and excitement
- Create a rhythm for the community

Is there anything special needed for online CoP that would not be necessary in f2f community?



Agile Design:
Flexible designs for learning

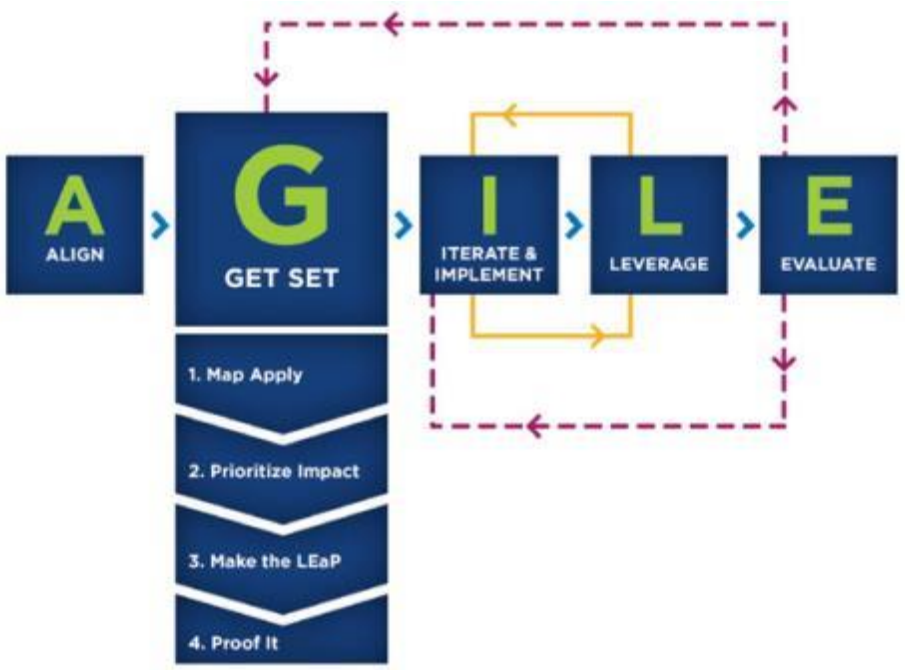
How does a teacher/instructor respond to rapidly developing new content, new technologies or apps being launched on a daily basis, to a constantly changing student base, to pressure to develop the knowledge and skills that are needed in a digital age?

The need for more agile design models

- Instructors' work with ever new, emerging technologies, very diverse students, and a rapidly changing external world that puts pressure on institutions to change.
- Students need to develop the key knowledge management skills of knowing where to find relevant information, how to assess, evaluate and appropriately apply such information.
- This means providing students with the skills, practice and feedback to assess and evaluate such knowledge, then apply that to solving real world problems.
- Thus, learning environments need to be created that are rich and constantly changing, but which at the same time enable students to develop and practice the skills and acquire the knowledge they will need in a volatile, uncertain, complex and ambiguous world.

Core Features of Agile Design Models

- Light and nimble
- Content, learner activities, tools used and assessment vary, according to the changing environment
- The design attempts to exploit the affordances of either existing or emerging technologies
- Sound, pedagogical principles guide the overall design of a course – to a point
- Experiential, open and applied learning



1. Do you think a ‘agile’/flexible design approach will increase or undermine academic excellence? What are your reasons?

2. Would you like to try something like this in your own teaching (or are you already doing something like this)? What would be the risks and benefits in your subject area of doing this?

Pedagogical Differences between Media

Thinking about the pedagogical differences of media

The six key building blocks of media are:

1. face-to-face teaching
2. text
3. graphics
4. audio
5. video
6. computing (including animation, simulations and virtual reality)

Five Critical Questions to Select & Use Appropriate Media/Technologies

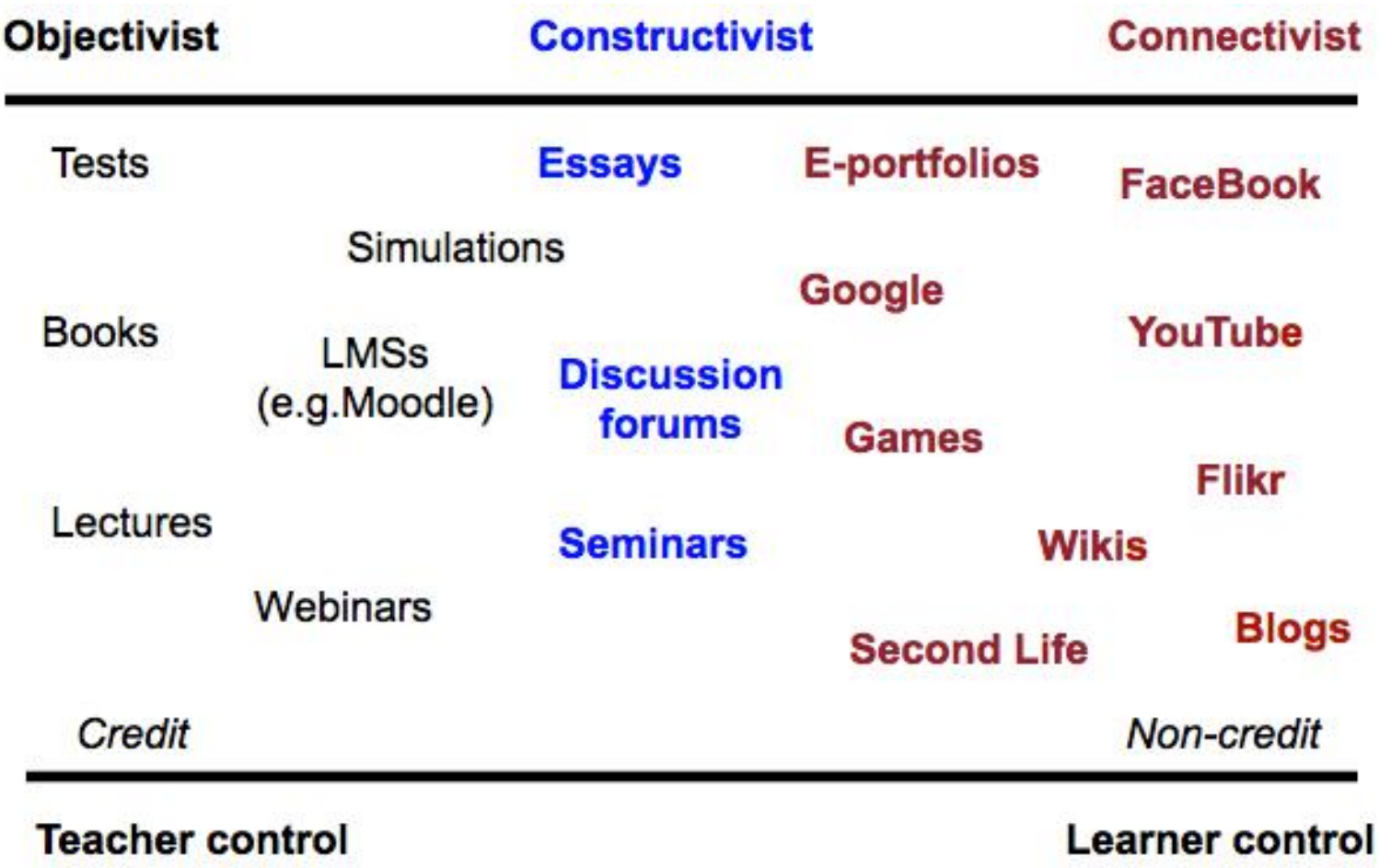
1. What is my underlying epistemological position about knowledge and teaching?
2. What are the desired learning outcomes from the teaching?
3. What teaching methods will be employed to facilitate the learning outcomes?
4. What are the unique educational characteristics of each medium/technology, and how well do these match the learning and teaching requirements?
5. What resources are available?

Identifying the unique educational characteristics of a medium

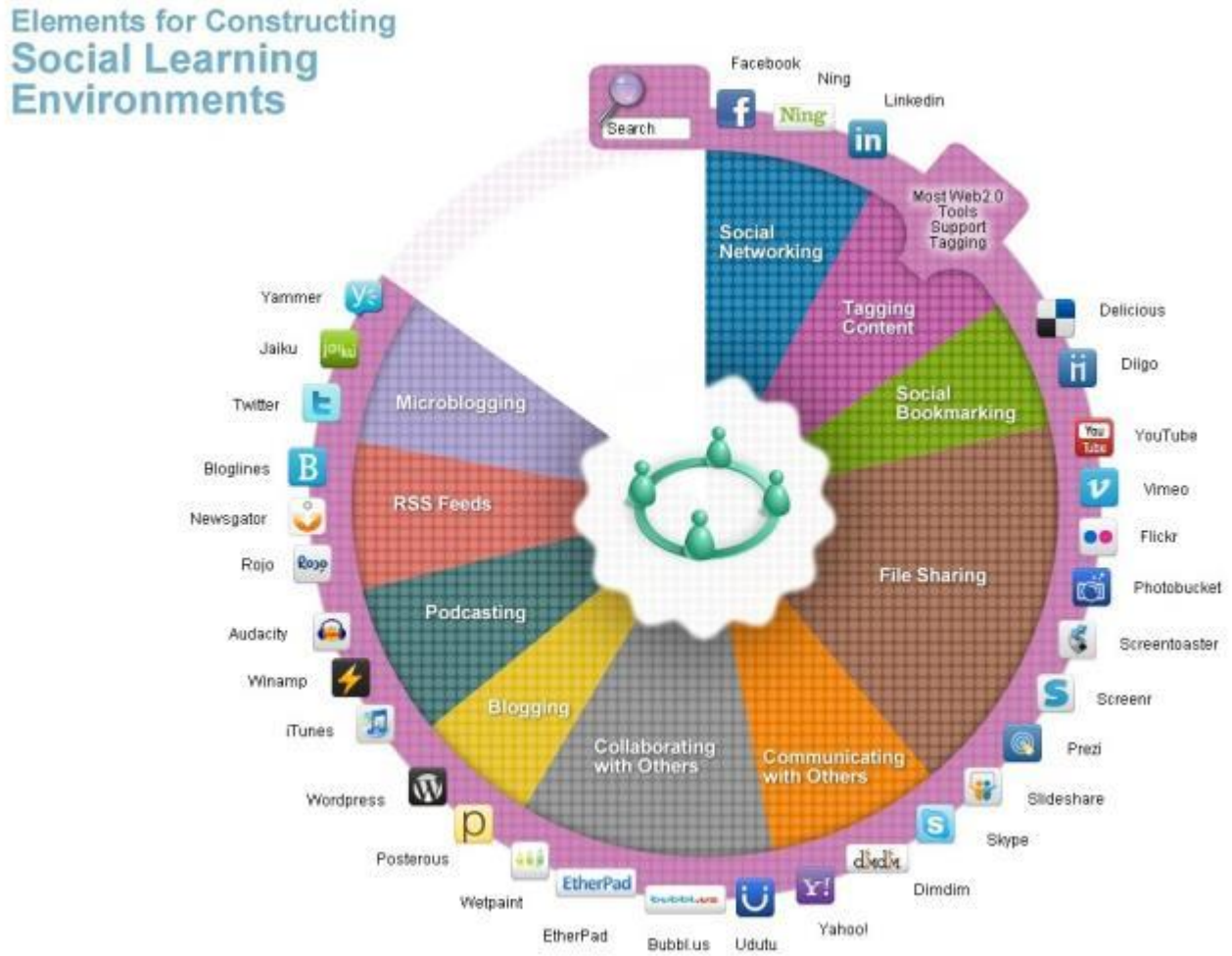
- There are three core elements that need to be considered when deciding what media to use:
  - content;
  - content structure; and
  - skills.

http://www.swb.ca/purpose/

A Framework for Analsing the Pedagogical Characteristics of Educational Media



Social Media

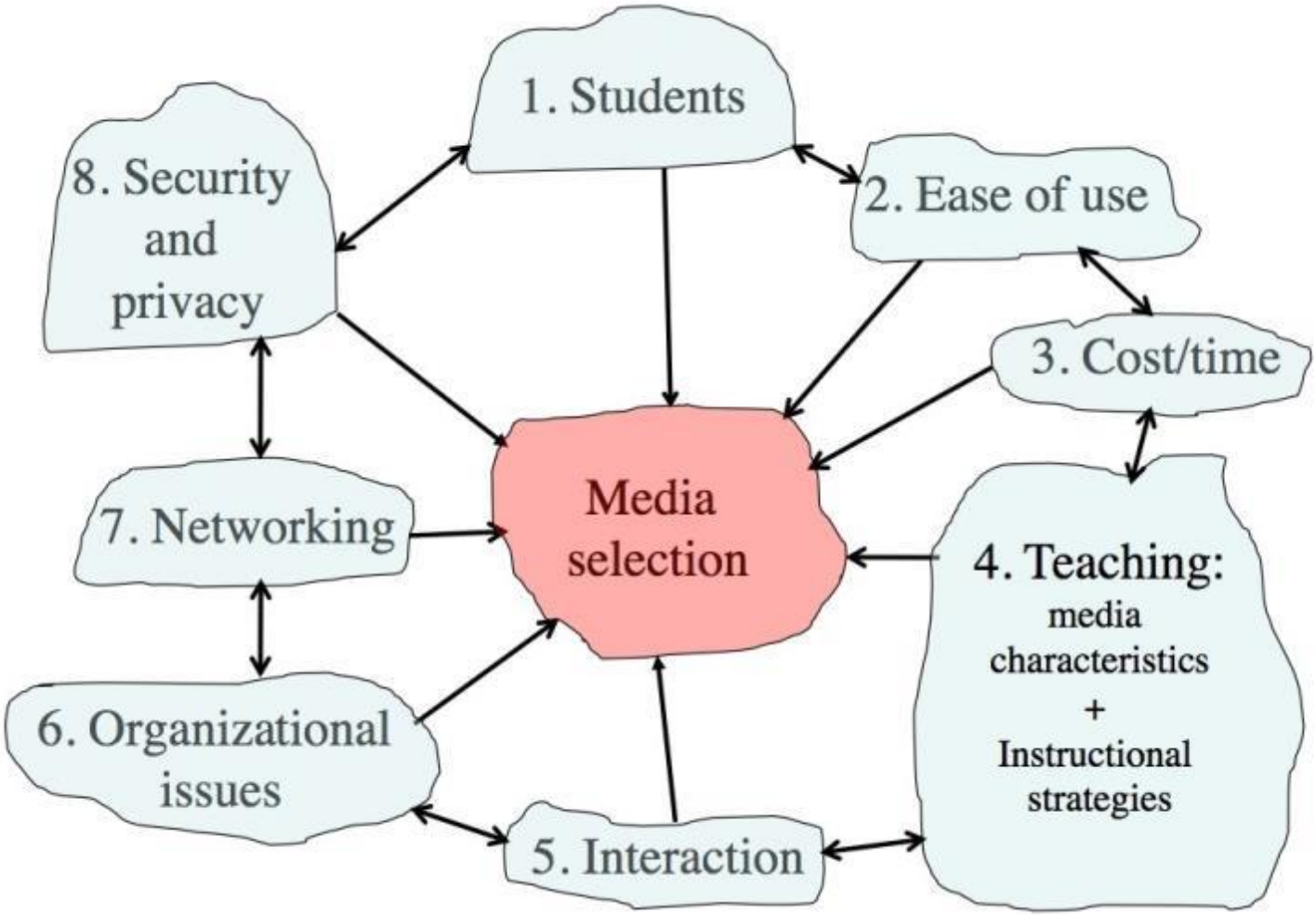


Licensed under Creative Commons

As a group work, identify and discuss Pedagogical Characteristics of Social Media for a Teaching Module/Course

Models for Social Media Selection

Media Selection



Social Media Suggestion

Do you think that these aspects are sufficient for the right decision about which media to choose and why?

Hands-on Practice
Let us use «Social Media Toolkit»

http://socialmediaforeducation.org/

Implementation Scenarios

Classification of Social Media

Social Networks

•Contacting/sharing info, experience, thoughts with friends and other individuals through personal profiles.

Social Bookmarking

•Managing, saving and organising web sites and respources online.

Research Services

•Conducting research and academic studies.

Media Sharing Tools

•Uploading/sharing various types of media (e.g. Audio, video, still pictures) and creating/sharing animations/simulations

File Sharing Services

•Uploading/storing/sharing different types of files

Live Communication Services

•Live audio-visual communication

Collaboration-Based Services

•Conducting collaborative and group work with different partners

Blogs and Micro-Blogs

•Broadcasting periodical posts or discussions on a specific theme

Social Media

Social Networking Services	Media Sharing Services	Document Sharing Services	Live-Communication Services	Collaboration Services	Blogging & Microblogging Services
Bridging and sharing any information for people in similar interest for all social interest.	Uploading and sharing media such as video, audio, photo, and also preparing and sharing animation and simulation	Uploading and sharing documents in different formats	Lived-communication	Working as a group and studying collaboratively	Focusing on a topic and discussing with short updates
Facebook Google+ LinkedIn	Youtube/Vimeo Flickr/Picasa Pinterest Glogster Animoto/goAnimate/Xtranorma	Slideshare Prezi Dropbox Google Drive Webspiration Ustream	Hangout Skype Viber Dimdim	Wiki Google Drive Zoho	Tumblr Edublogs Twitter Wordpress Blogger Scoop.it

Social Networking Sites: Facebook

Facebook is a social platform or social networking site that connects people all over the world.

Educational Features

- Encourages student participation and engagement in a relaxed, friendly and inviting environment
- Promotes a feeling of comfort and relaxation during learning
- Fosters collaboration, communication and social interchange among students
- Engages learning outside the classroom

Making literature real

Visiting museums

Joining online communities

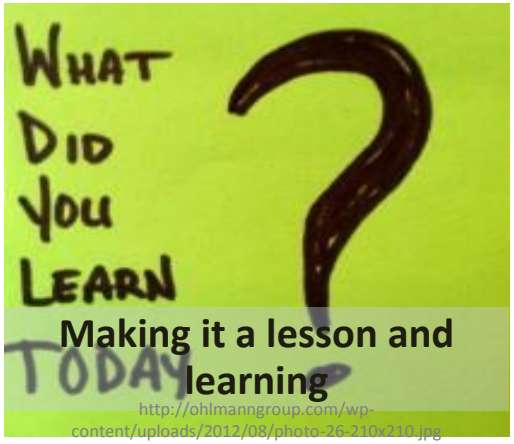
Modeling online constructive behaviours

https://chadhyams.files.wordpress.com/2012/08/business-man-with-superman-shadow.jpg

Creating groups

Using apps

http://cdn2.hubspot.net/hub/176530/file-18533345-jpg/images/facebook-apps.jpg



Making it a lesson and learning

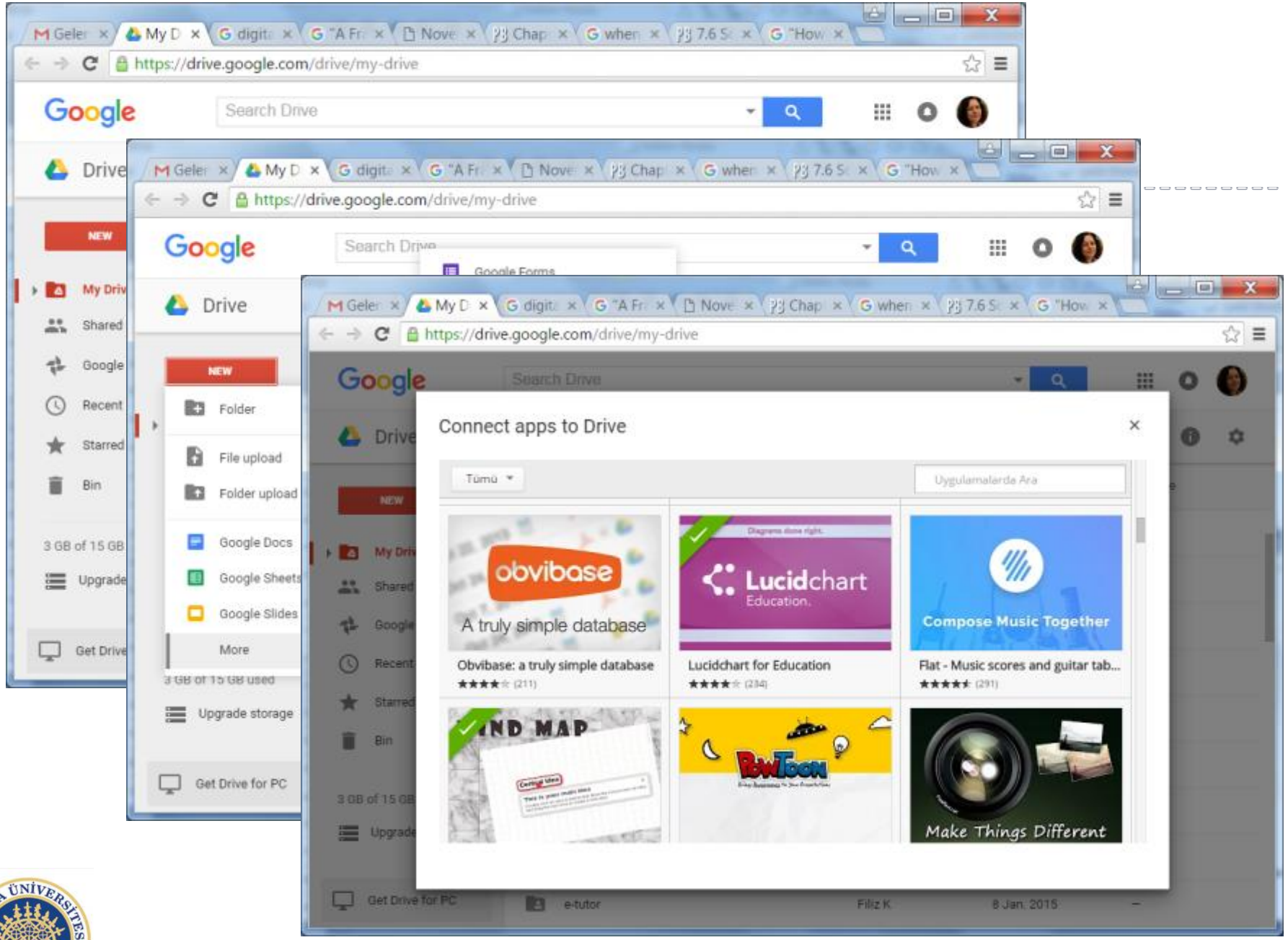
http://ohlmanngroup.com/wp-content/uploads/2012/08/photo-26-210x210.jpg

Document Sharing: Google Drive

Google Drive is a file sharing and synchronization service provided by Google. It is a personal cloud storage system where storage is online, not on your computer, and access is possible from anywhere with an internet connection. People can also work on documents together.

Educational Features

- Sharing any type of document easily with your students
- Improving collaborative working in real-time
- Improving the writing process of individuals and as a group
- Giving ongoing and simultaneous feedback to the students in an easy way


https://drive.google.com/drive/my-drive
Google
Search Drive
Drive
NEW
My Drive
Shared
Google
Recent
Starred
Bin
3 GB of 15 GB
Upgrade
Get Drive
Folder
File upload
Folder upload
Google Docs
Google Sheets
Google Slides
More
Upgrade storage
Get Drive for PC
Connect apps to Drive
Tümü
Uygulamalarda Ara
obvibase
A truly simple database
Obvibase: a truly simple database
Lucidchart
Education.
Lucidchart for Education
Compose Music Together
Flat - Music scores and guitar tab...
Make Things Different
e-tutor
Filiz K
8 Jan. 2015

Blogging and Micro Blogging Services: Tumblr

Tumblr is a microblogging platform and social networking website. The service allows users to post multimedia and other content to a short-form blog. Users can follow other users' blogs, as well as make their blogs private. Much of the website's features are accessed from the "dashboard" interface, where the option to post content and posts of followed blogs appear.

Educational Features

- Enhancing students discussion and critical thinking levels
- Promoting students' participation
- Promoting collaboration, communication and social interchange among students
- Getting engaged about learning outside the classroom

edutech4teachers.edublogs.org

http://www.mrswatersenglish.com/

Media Sharing Sites: Glogster

Glogster is a creative multimedia platform and media sharing site, designed to offer creative, secure and adaptive learning situations for students and instructors.

Educational Features

- Provides students with options to demonstrate what they know
- Collaborating students can create products using writing, media and visual literacy skills
- Increases motivation by providing a learning environment with an element of fun
- Engages students, inspires curiosity and creative problem solving for any project or lesson
- Motivates students to have fun while being more effective
- Connects everything between school and home
- Say goodbye to boring old PowerPoint!

Social Studies
World History

Waterloo 200 - The battle tha
by Manana18

No category
No topic

Data Stage 1
by dmoore25

Science
Animals

Caribbean Coral Reef
by suckqx26s

Science
Animals

American Aligator
by madtech

Social Studies
Historical biographies

Matthew Henson Top the Wor
by MiguelLar12

Science
Planets

[2014] Jessie Johnson: Mars
by HomeConnection

Health & Fitness
Culinary Arts

Milton Hershey: Chocolate
by P3KomisarskiJ

Science
Inventors and Inventions

Thomas Edison
by lukekawczynski

http://edu.glogster.com/glogpedia

Live-Communication Services: Google Hangout

Google Hangouts is an instant messaging and video chat platform developed by Google. Hangouts allows users to hold conversations between two or more users. The service can be accessed online through the Gmail or Google+ websites, or through mobile apps available for Android and iOS.

Educational Features

- Increases class participation.
- Lets students chat, Tweet or share their feedback without fear of being put on the spot.
- Every class lecture or discussion is archived and available on the YouTube Channel for asynchronous learning.
- Improving class engagement and satisfaction

Source: http://hangouts.en.softonic.com/

Collaboration: Wiki Spaces

Wiki Spaces is a free web hosting service where people can write and discuss on a web page either individually or collaboratively.

Educational Features

- Improving students' outcomes by immediate, relevant, and direct insight into student engagement and contribution.
- Improving student engagement with the chance of quick and flexible communication as individuals and groups.
- Obtaining a deeper knowledge of the subjects
- Students work by active and engaged learning.
- Easier monitoring of students' performance on discussions and writing.

Collaborate…

Wrap-Up, Discussion and Conclusion