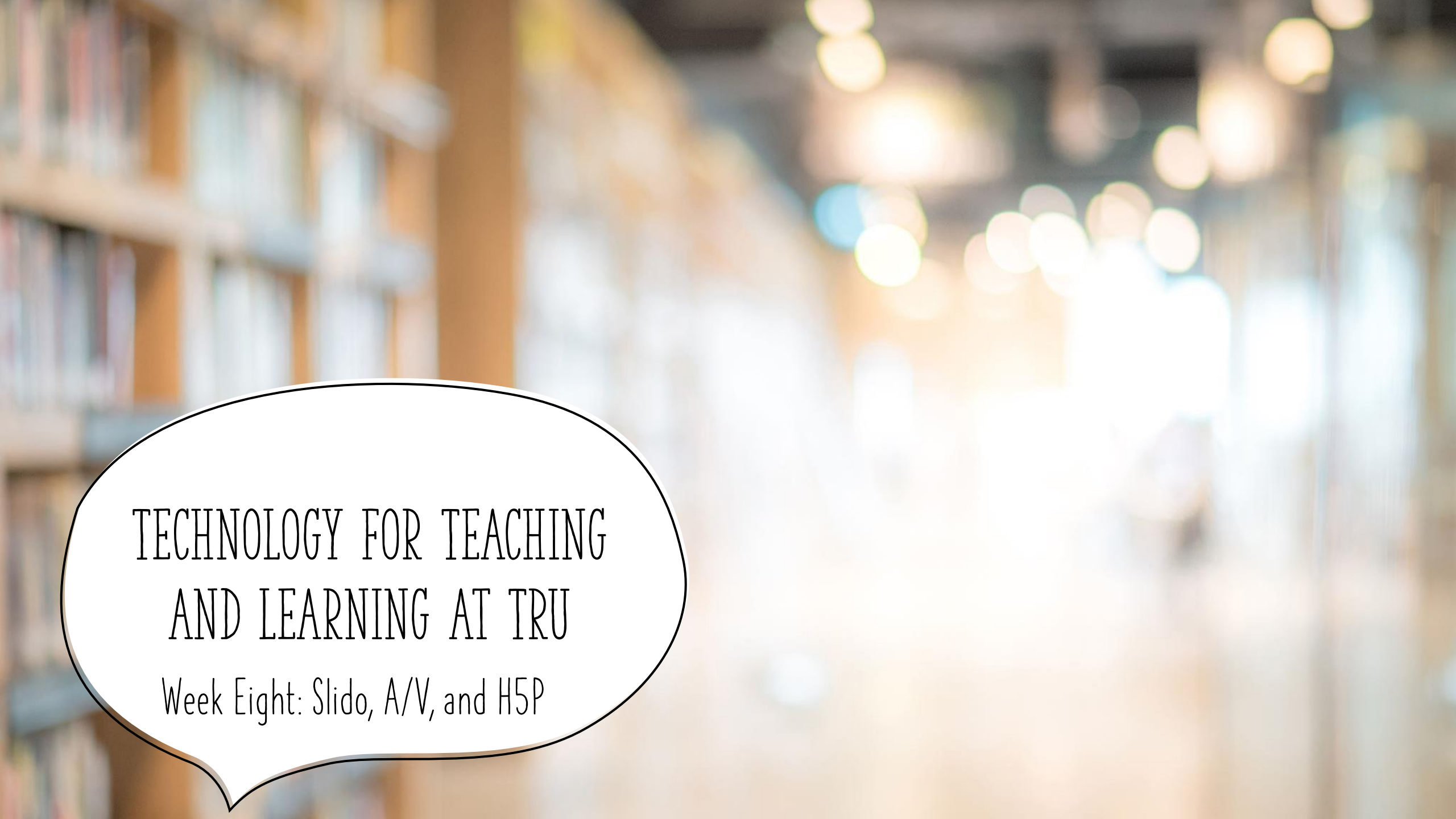


TECHNOLOGY FOR TEACHING AND LEARNING AT TRU

Week Eight: Slido, A/V, and H5P

TODAY'S AGENDA

- Housekeeping.
- Why use engagement technologies?
- Classroom polling (+ Slido how-to).
- Using audio and video for feedback in Moodle.
- Learning objects and formative feedback (+H5P how-to).
- Questions!

Due last week:	Teaching Philosophy (you can still submit if you haven't yet)
Looking Ahead:	Portfolios! Let's review what you should be starting to work on now by checking out the assignment prompts on the website!

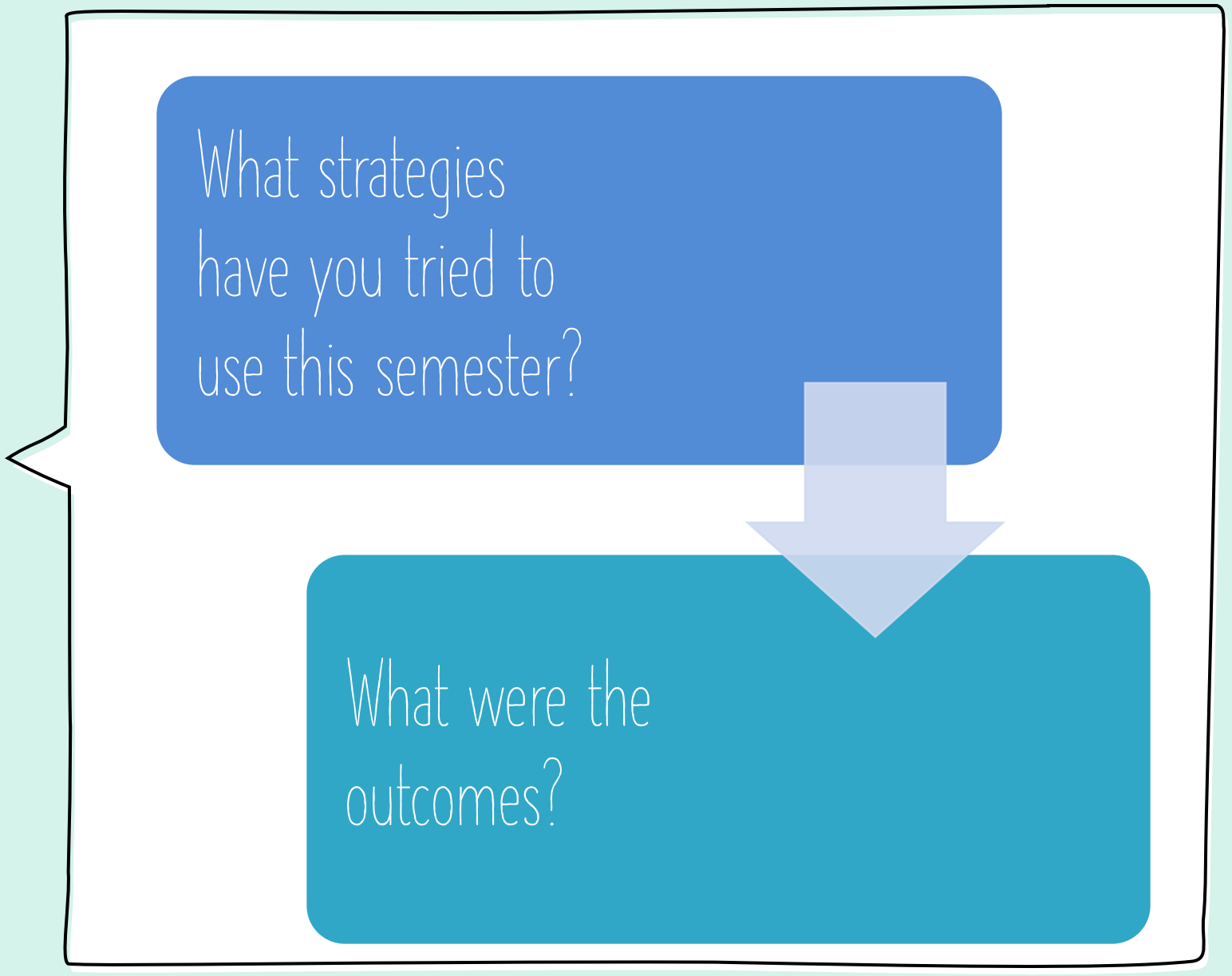
Reminder: November 15th is our portfolio working period. We'll be spending the two hours working on your portfolios and answering questions that arise. Come prepared to play!

ONLY FOUR SESSIONS REMAINING!

WHY USE ENGAGEMENT TECHNOLOGIES?

- UDL: multiple means of representation.
- Reinforcing key concepts.
- Getting feedback on how students are doing.

WHAT'S WORKING FOR YOU, ENGAGEMENT-WISE?



LET'S START WITH SLI.DO!

Head to sli.do in your web browser and use the code #PIDP.

01

Check understanding.

02

Solicit feedback.

03

Allow students to "upvote" questions to be addressed.

04

Break up long lectures with interactivity.

WHY CLASSROOM POLLING?

AND WHY SLI.DO AND NOT KAHOOT OR TOPHAT OR SOMETHING ELSE?

Sli.do has passed a PIA.

It collects a minimum amount of data and students don't need accounts.

We can support it from our office!

USING AUDIO AND VIDEO FOR FEEDBACK

Can enhance instructor's social presence in the course.

Can humanize difficult feedback.

Can break up your marking pile.

** Remember, it's not accessible for all learners. Consider offering it by choice.

LET'S LOOK AT HOW TO DO THIS IN MOODLE.

It's already built in everywhere!

STILL THINKING ABOUT THESE AUDIO AND VIDEO TOOLS?

Keep in mind, there are additional considerations...

LET'S LOOK AT H5P!

(It stands for HTML 5 Package, but you don't need to know that.)

WHAT IS H5P?

Learning objects - discrete units that can be applied to different course contexts in a modular way.

Formative - designed to give students "just-in-time" feedback.

Offers students a change of modality.

Perfect for reinforcing key concepts and checking in on understanding.

LET'S EXPLORE THE ACTIVITY TYPES!
And then, let's build some H5P objects!

SEE YOU NEXT WEEK!