Hey, I am

Melisa

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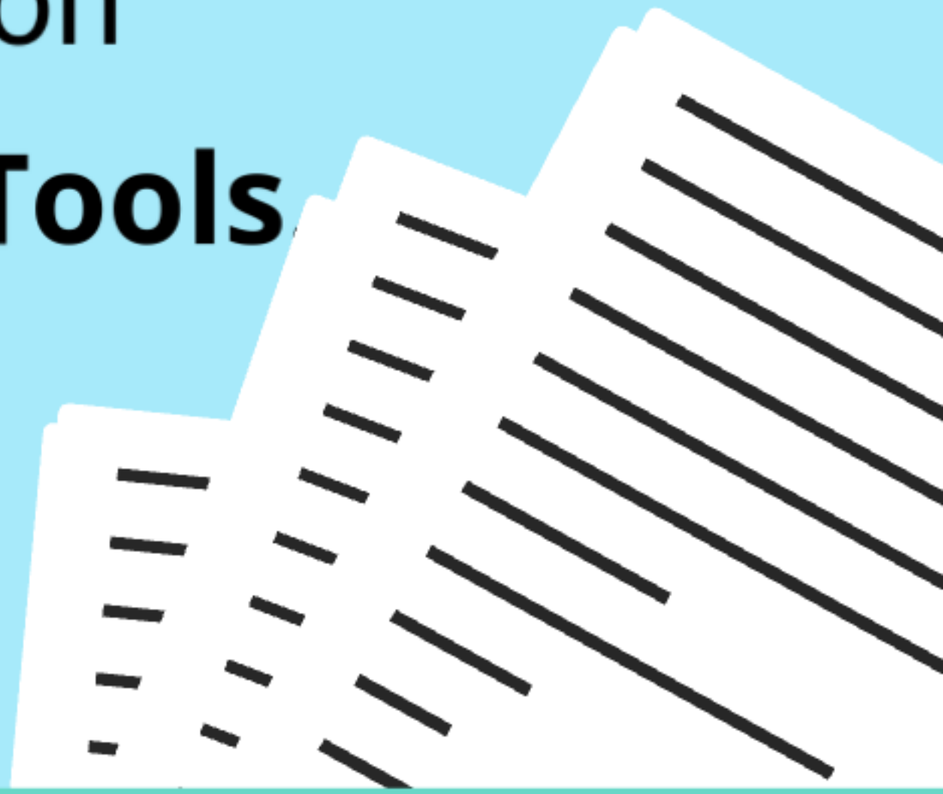
This is my presentation of my exploration of digital solution

through Asynchronous Tools.



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Exploring Digital Solutions - Asynchronous Tools.

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ASYNCHRONOUS TOOLS

Asynchronous digital technologies are ones that allow some form of teaching and learning interaction that is independent of time and location. They allow teachers and students to communicate, collaborate, and share information without a need to be available at the same time, or in the same space.

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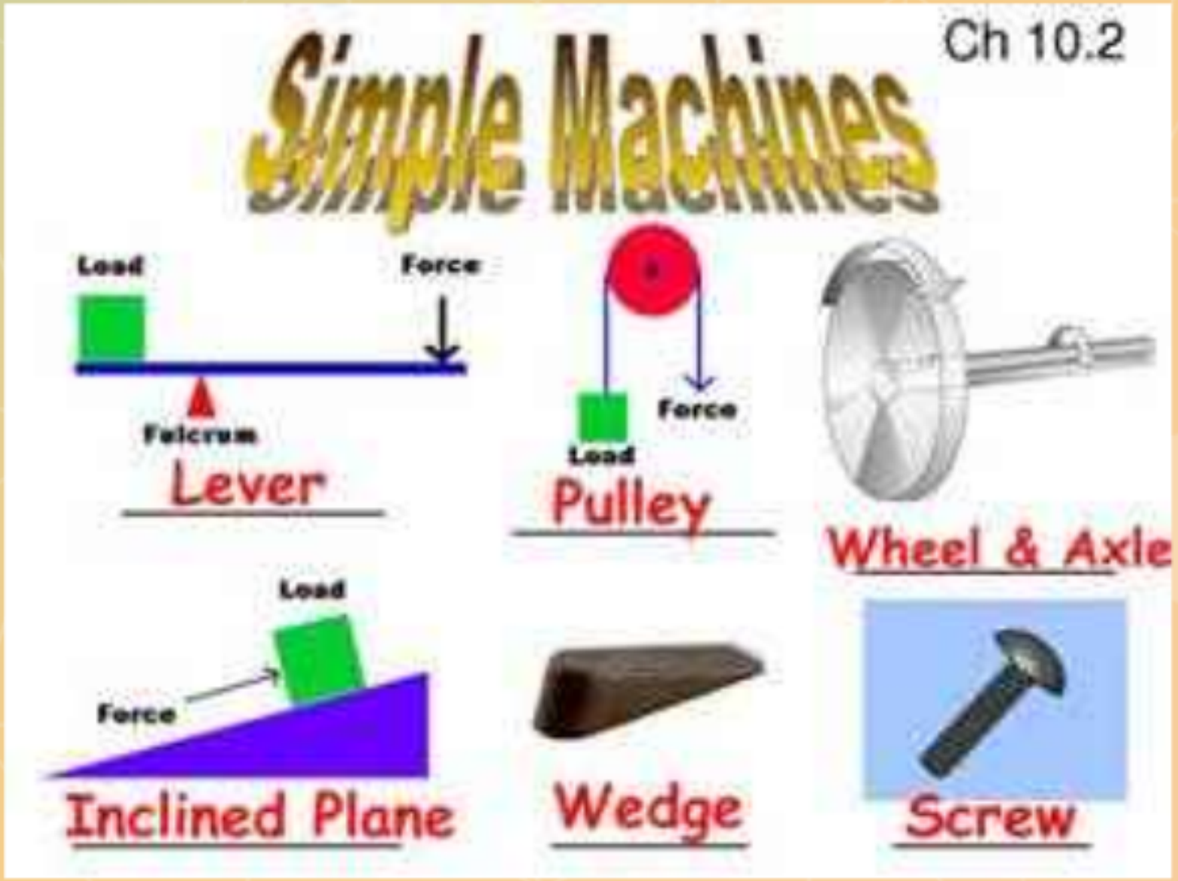
Grade 4 - Simple Machines



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Here are my

Technologies for Integration

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1

Flipped Classroom

Flipped learning is a pedagogical approach in which the conventional notion of classroom-based learning is inverted. This setting introduces students to the learning material before class. By doing so, classroom time can be used to deepen understanding through discussion with peers which promotes deeper cognitive thinking and problem-solving activities facilitated by teachers. Students acquire knowledge in a classroom context and can synthesis, analyse and evaluate this after the class within a traditional learning environment. In the flipped classroom, students acquire knowledge before the class and use classroom time to practice and apply concepts and ideas through interaction with peers and teachers. After the class, students reflect upon the feedback they have received and use this to further their learning.

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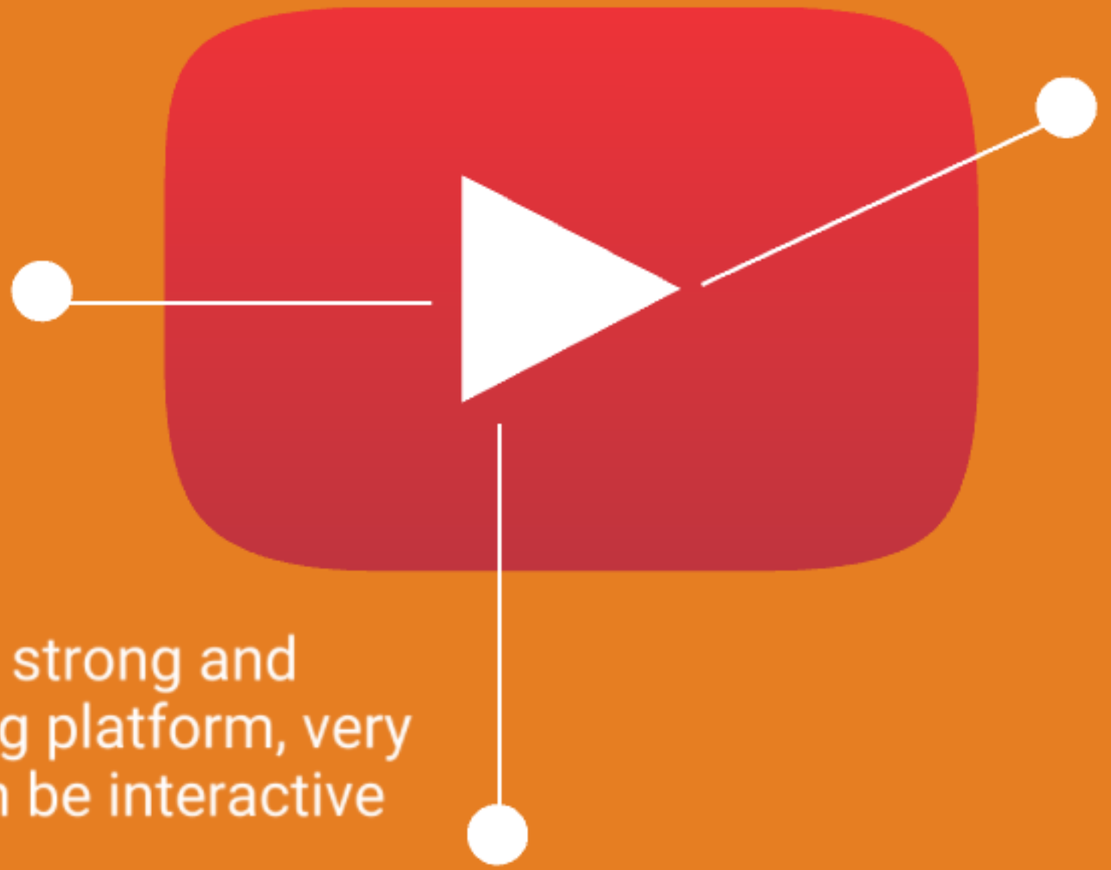
2

YouTube



This can be a powerful teaching tool when used to enhance students' learning in the classroom

YouTube is free, offers a strong and established video sharing platform, very easy to navigate and can be interactive between its users.

Some of the tools that can be accessed through YouTube are media clips to keep students up to date on the world around them, tutorials for showing students how to perform a particular task such as a science experiment, opinion pieces that can be used to engage students in a debating issue and event media.

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3

Digital Library/Resources

A digital library is an online database of digital objects that can include text, still images, audio, video, or other digital media formats.

Objects can consist of digitized content like print or photographs, as well as originally produced digital content like word processor files or social media posts.

In addition to storing content, digital libraries provide means for organizing, searching, and retrieving the content contained in the collection.

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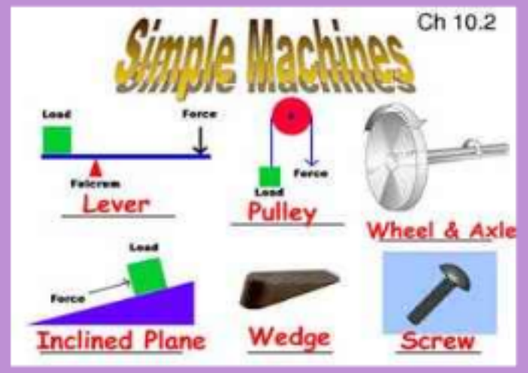

Rationale - What is aimed at being accomplished?

Selecting these technological tools will allow me to expose the students to planned content before as well as after the class session so as to guide students on what will be focused on during the session and/or reinforce content be taught. The use of videos via YouTube is a great way to show the students the types of machine that belong to each group of simple machines and to evoke interest in the topic. Digital Library/Resources will build on the students skills such as knowledge of usage, navigation and communication while completing required task for the lesson.

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Instructional Benefits

Flipped Classroom

Gain a basic level of knowledge and understanding before class. Classroom time can be used to deepen learning and develop higher-level cognitive skills. Moves students away from passive learning and towards active learning where students engage in collaborative activity, peer learning and problem-based learning. Teacher's role shifts towards that of facilitator and coach by empowering students to take control of their own learning. Promotes skills that are essential for 21st-century learning (e.g. digital literacies).

YouTube

Supports flipped instruction. Provides supplemental information. Promotes self-directed learning. Classroom enhancers. Videos are interesting and engaging. A wealth of resources from experts. Visual and audible means of learning. Watchable anytime and place. Easily shared. Student can contribute themselves.

Digital Library/Resources

No physical boundary. 24 hours availability. Multiple access. Information retrieval. Storage space. Easily accessible.

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Technical Considerations

Since my 3 technological tools are inter-related, these are the common technical consideration to keep in mind.

1. Consistent, accessible, secure video storage.
2. Support for recording video from any location.
3. The ability to capture anything and everything in a single video.
4. Watching videos anytime, anywhere, on any device.
5. Searching video files for specific content.
6. Copyright.
7. Interface design.
8. Information organization.
9. Internet access and speed.

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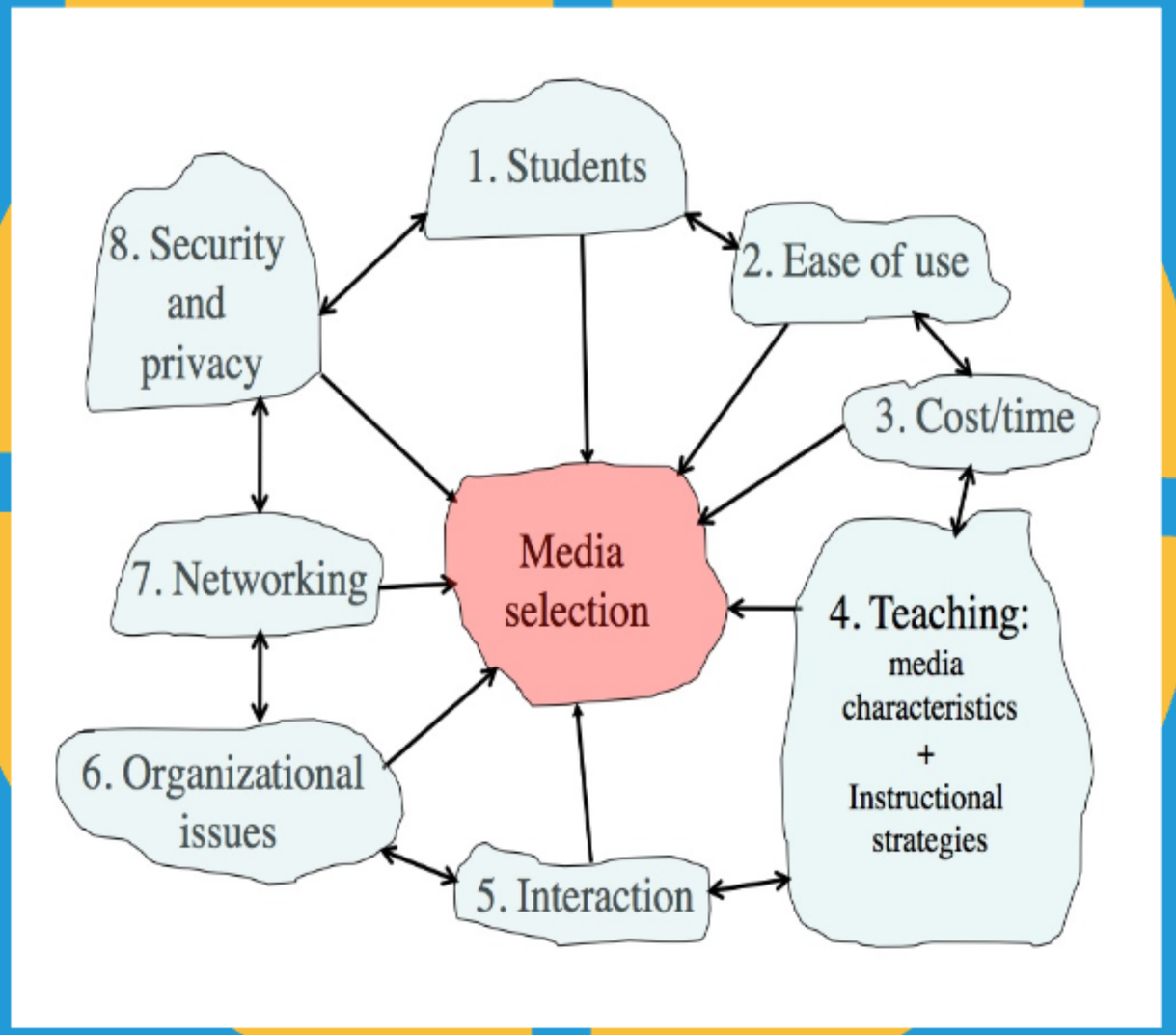
Checklist/Rubric for Evaluating My Tools



"Media selection does not happen in a vacuum. There are many other factors to consider when designing teaching. There are a wide range of factors influencing media selection and use, an inductive or intuitive approach to decision-making, informed by a careful analysis of all the criteria in the SECTIONS framework, is one practical way to approach decision-making about media and technologies for teaching and learning." (Bates, A. W. 2015)

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CONCLUSION

Problem-solving and critical thinking are two of the most important skills students learn in school. Having students engaged in hands-on activities science gives students the critical thinking skills they need in everyday life and situations. As a result, asynchronous technologies afford students the opportunity to maximize this skill independently as well as through guia d and discovery learning. Flipped classroom, YouTube and Digital Library/Resources are great tools to engages students as active learners, while testing the skills in applying knowledge through individual inquiry and collaboration.

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THANKS
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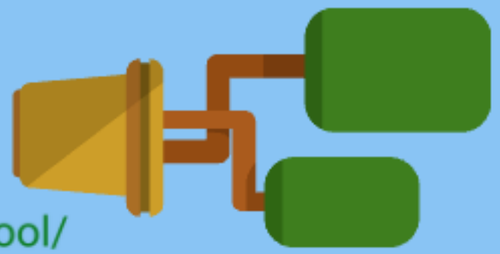

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EDDL5101 - Assignment 3

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