IO3A5

Use guidelines for reusing IO3A6 Blending Your Education course resources

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Lead author	Naomi Wahls
Other authors	Martijn Ouwehand
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Blending your Education

In 2022 TU Delft offered the first run of the course **Blending your Education.** This course is about how to design and develop blended education and teaching (a deliberate combination of online and offline learning activities). Based on what we've learned from COVID Teaching and in the [EMBED project](#) learners apply concepts to adapt to a more inclusive and engaging blended learning experience, through guidelines and pedagogies leading to mature and high-quality education.

By the end of the course you will be able to:

- Design, develop, and offer a blended course for campus students, incorporating best practices, experiences, and learning theories

- Redesign courses to be more inclusive and engaging based on what we learned from COVID experiences in teaching

- Implement blended learning solutions for your own situation using the EMBED model

- Evaluate your course and create a course improvement plan

The course has a modular structure and will be designed in alignment with the needs of universities, strong educational concepts and relevant learning objectives.

The course will cover different themes in 7 modules with a range of videos, articles, quizzes, discussions, synchronous sessions and other interactive activities. Any module can be taken independently, although we advise you to follow the course sequence.

Watch this video to get an impression of the course: https://youtu.be/smJ_gT-5hB4

1. Overview Modules
Getting Started In the first module of this course, you will learn the definition of Blended Teaching and learning, when Blended Learning is an added value, how Blended Learning fits in a course design and what the differences are between a traditional face-to-face (F2F) setting and Blended Learning.
2. Is your course ready to be blended? After getting adjusted to the course and having met your peers, you will analyse barriers and possibilities for blended education in your own institution. The EMBED model will be introduced with its four different dimensions. You will start with a course improvement plan based on the EMBED model, analyzing the needs of students, knowing and setting expectations, exploring the environment (Multi campus Education, International Collaboration) and exploring the facilities available to you.
3. Plan your Course Design **Based on your course improvement plan, you will learn how to determine Learning Objectives (LOs) using constructive alignment, plan media based on learning objectives, determine assessments connected to the learning objectives and you will be able to decide between synchronous and asynchronous delivery in your learning activities.** The Course Design Process dimension in the EMBED model will be used as a basis for creating your course improvement plan.
4. Prepare and teach your course In this module you will learn how to engage and motivate students. You will explore options such as game-based learning and storytelling. Additionally, you will be guided into making deliberate choices in designing inclusive learning activities and learning experiences. You will also focus on student readiness, student learning, study load, student engagement, motivation and supporting students in overcoming failure. The Course experience dimension in the EMBED model will be highlighted in this module.
5. Build your blended course After you complete your course design, you will then begin to build your course inside a course shell within your own Learning Management System (LMS). During this stage, you will find and create and/or reuse (openly licensed) content, consider how to make your content interactive, and decide which tools to utilize according to situations that arise (See Selection of tools in EMBED Model. The Course Flexibility dimension in the EMBED model will be highlighted in this module.
6. Teach your blended course By now you are feeling prepared to teach your course. This module focuses on how to deliver the content, specifically how you will communicate with learners and encourage them to participate and complete your course. Common challenges that you can be faced with when offering a new course in new ways will be explored. You will learn what you can do if you need to adjust your course on the fly based on learner input. The Course Interaction dimension in the EMBED model will be highlighted in this module.
7. Evaluate and improve your course In this final module you will focus on how to evaluate and improve your course. You will make a plan of what you need to change or edit for future course runs. This module wraps up the course by relooking at what you've learned thus far and considering what and how you will implement what you've learned in your own settings. Beyond your course, you can begin to consider how to encourage Blended Learning at your own institute.

How to rerun the course in your own context

The **course resources**, **additional supportive documents** and **use guidelines** are available on the Digitel Pro website (https://digitelpro.eadtu.eu/course-programmes/blended-education) and aim to support teaching staff, learners involved in course and curriculum development, and leaders who direct these processes in higher education in reusing the course (resources) in other contexts.

Get access to the course contents and course export package

The course resources are available as **OpenEdX course export package**, including all the contents as offered in the OpenEdX course platform used to offer the first run of the CPD course Blending your Education. The OpenEdX course export package can only be imported as is into an open edX platform, which can be downloaded and deployed as open source platform. Read the teacher manual to learn how to import the course export package in your OpenEdX platform or rebuild the course in your local LMS manually

- **SurfDrive Folder link**: https://surfdrive.surf.nl/files/index.php/s/QIZy9y9rc9yEq2E
  Surfdrive files contain the OpenEdX export package and also all webpages of the actual course with html coding and suggestions around activities for a developer to rebuild the course if the package isn't an option for them.
- **Documents and Tools Link**: https://surfdrive.surf.nl/files/index.php/s/LMRqwx7yIUfokz0
  These are all the documents and tools that are within the course
- Blended Teaching Toolkit: https://surfdrive.surf.nl/files/index.php/s/PpliYNYMqGuFFCf
  This is the main course design tool that learners use in this course.
- **Images link**: https://surfdrive.surf.nl/files/index.php/s/ZuNx88rSS1eJy3e
  These are all the images from the course
- **Video files** we used in the initial first run of Blending your Edcucation are all found in the surfdrive folder above. The pages in SurfDrive state which video to use/embed for each page.
- **Course Export package**: https://surfdrive.surf.nl/files/index.php/s/27CASZ71AhcO4Tb
  This export package is best utilized in open edx, but it is possible to have an instructional designer or learning developer assist with this export package for a different platform OR they can use the course files found in the SurfDrive.

For Learners: Get a realistic impression of the course via TU Delft OpenCourseWare

The course can also be found as **TU Delft OpenCourseWare** (https://ocw.tudelft.nl). Where the course export package offers the rough course contents focused on the option to rebuild the course in a separate course platform, opencourseware displays the course content for learners or teachers who are not able to rebuild the course themselves. TU Delft OpenCourseWare however does not provide interaction with the contents or teaching staff, but rather offers users a realistic impression of the course for reference.

- Visit TU Delft OpenCourseWare via https://ocw.tudelft.nl
- [Download the Blended Teaching Toolkit](#)

For Educators: Learn how to reuse, rebuild and teach the course

The **teacher manual** contains references where to find the resources, how to create a course from the resources, how to teach the course, how to run the webinars connected to the course, how to grade participants and how to cope with local certification of the course when adopting this course in your institutional context or personal situation.

- Download the teacher manual via https://digitelpro.eadtu.eu/course-programmes/blended-education

For Researchers: Learn from literature research into blended learning during Covid-times

An initial literature review was conducted on blended learning during COVID times, resulting in guidelines for support for emergency educational shifts. These insights are shared via an article and the CPD course Blending Your Education.

- Download the article via https://digitelpro.eadtu.eu/course-programmes/blended-education

For support staff and educators: Compendium of selected best practice training materials and/or resources for CPD for blended teaching and learning

The Digitel Pro report IO3A2 lists a selection of existing best practice training materials and resources for continuous professional development for COVID 19-proof blended teaching and learning in the partnership. Point of departure are materials already used during the emergency period and from training events for the EMBED project, including the FutureLearn MOOC "Making blended learning work". All are related to maturity dimensions, eg activating learning, interaction, flexibility, inclusiveness and the student experience

In different categories resources are listed and each resource contains a description of the resource (what is it) and of the value of the resource for Covid 19-proof teaching (how can it be used).

- Download the Compendium via https://digitelpro.eadtu.eu/course-programmes/blended-education