Distance Educator- Training Educators of Adults in the digital age

Open Educational Resources - set of practical instructions, presentation of the Curriculum as the OER

**LEADING ORGANIZATION : DANMAR COMPUTERS**

What is OER?

Open Educational Resources (OER) are learning, teaching and research materials in any format and medium that reside in the public domain or are under copyright that have been released under an open license, that permit no-cost access, re-use, re-purpose, adaptation and redistribution by others.

What is MOOC?

A massive open online course (MOOC) is a model for delivering learning content online to any person who wants to take a course, with no limit on attendance.
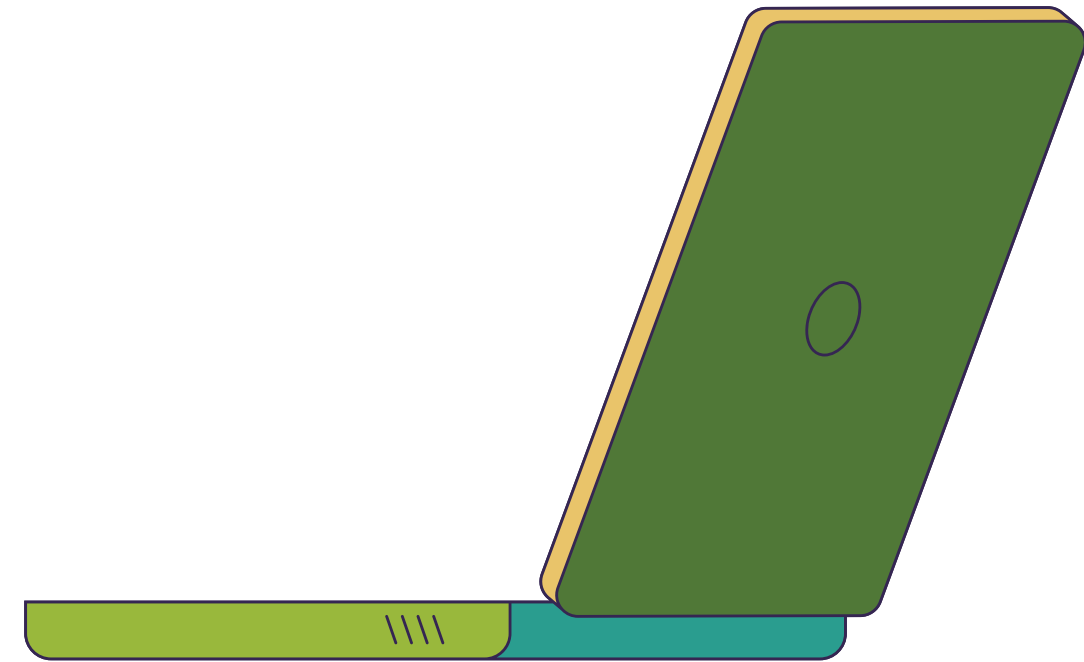
How can we create and formulate good activities on MOOC based on the learning objectives?

→

Defining Learning Objectives for your MOOC

- Learning Objectives is what the learner should know, do and feel by the end of the MOOC
- they help the learner to go through the MOOC as the learner will know what is required of them to complete it
- they willl guide you to select the content and materials in the next steps

Defining Learning Objectives for your MOOC

What should learners should be able to DO by the end of the MOOC?	Learners can make an eductional game in Powerpoint
What should learners should KNOW by the end of the MOOC?	Learners know all the steps how to the game in Powerpoint.
What should learners FEEL by the end of the MOOC?	Learners can positively evaluate all the steps to do the game after they applied all the steps

Bloom's Taxonomy

It is important to try to teach taking learning objectives into account.

If you do not think of the objectives first learners may waste time of acquiring knowledge they do nor really need.

To clarify your instructional goals use **Bloom's Taxonomy.**

What is Bloom's Taxonomy

A MODEL TO CLASSIFY LEARNING OBJECTIVES WITH APPROPRIATE VERBS

It's idea is that the learning is a consecutive process from remembering facts to forming new ideas based on the gained knowledge.
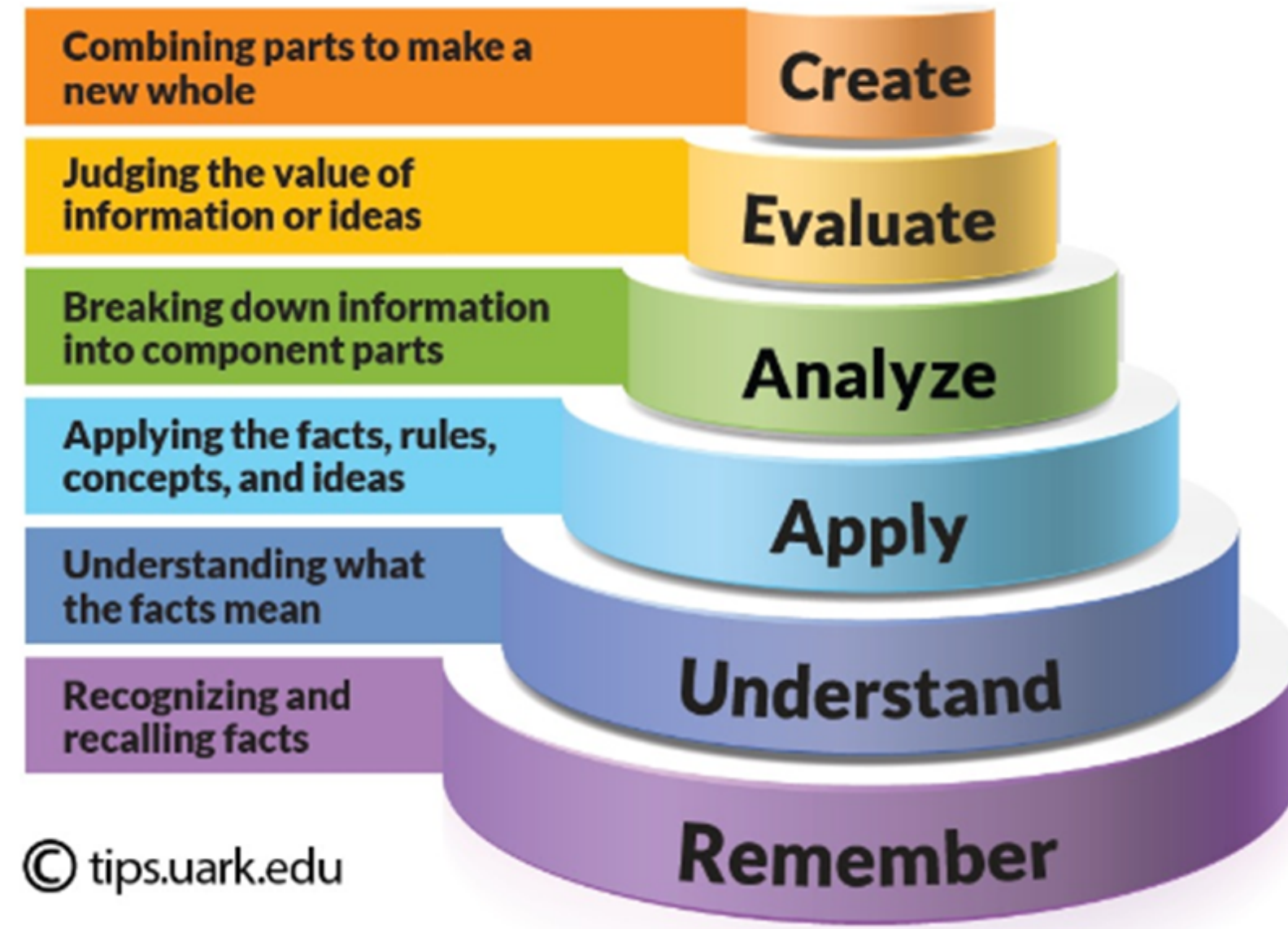
To apply the concept in real life ------> understand

Before we understand it --------> remember all the facts related to it.

It was originally first described in 1956 in the book „Taxonomy of educational objectives" by Benjamin Bloom, an educational psychologist.

Revised Bloom's Taxonomy

Combining parts to make a new whole — **Create**

Judging the value of information or ideas — **Evaluate**

Breaking down information into component parts — **Analyze**

Applying the facts, rules, concepts, and ideas — **Apply**

Understanding what the facts mean — **Understand**

Recognizing and recalling facts — **Remember**

© tips.uark.edu

Select the content

Select the contect that the learner need to know to reach the learning objectives

Choose the right methods

To deliver content you can choose the appropriate methods like: Videos, Presentations, Case studies, Webinars, Checklists depending on the type of content you'd like to present and what's the best way to do it for the learners

Use mix of methods- heps the learner to interact with the content in different ways

| Presenting new information	Asking learners to apply their knowledge	Connecting learners to share knowledge and collaborate
Presentations Webinars Case studies Podcasts Demonstrations Interactive activities	Assignments Learning games Quizzes Checklists	Peer- review Discussions Shared documents

*Videos can be used to tell a story

*Learning games can be a great way to check the knowledge of learners
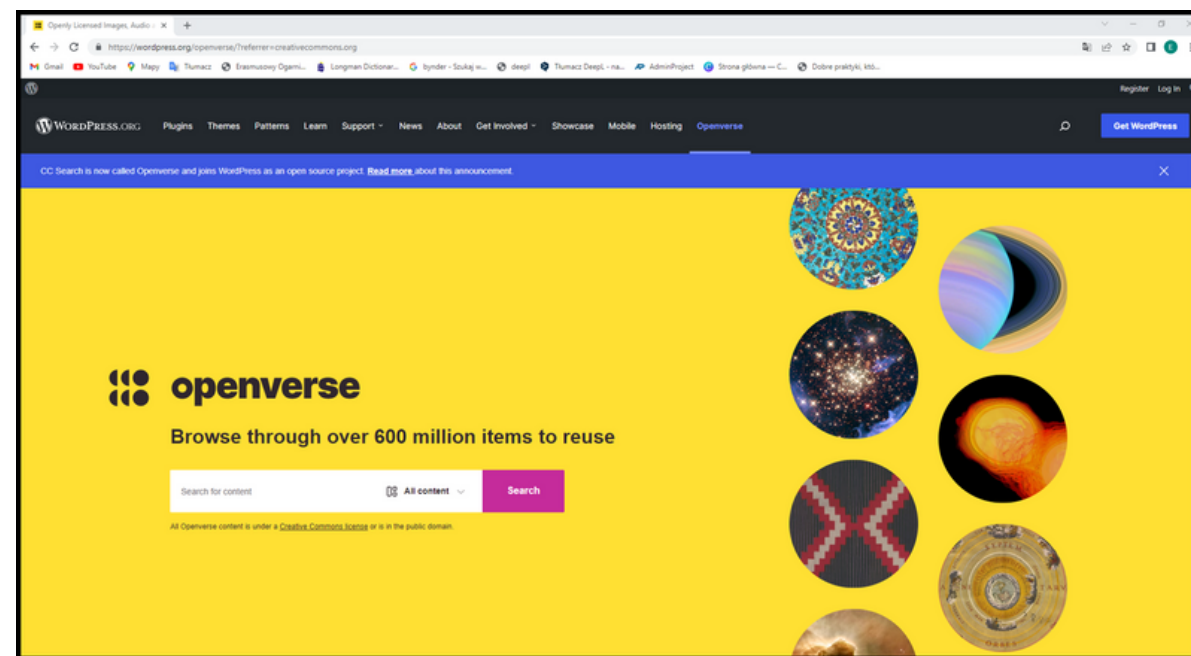
Research for content

- Use existing materials, e.g. from your organisation
- use platform like https://kayaconnect.org/
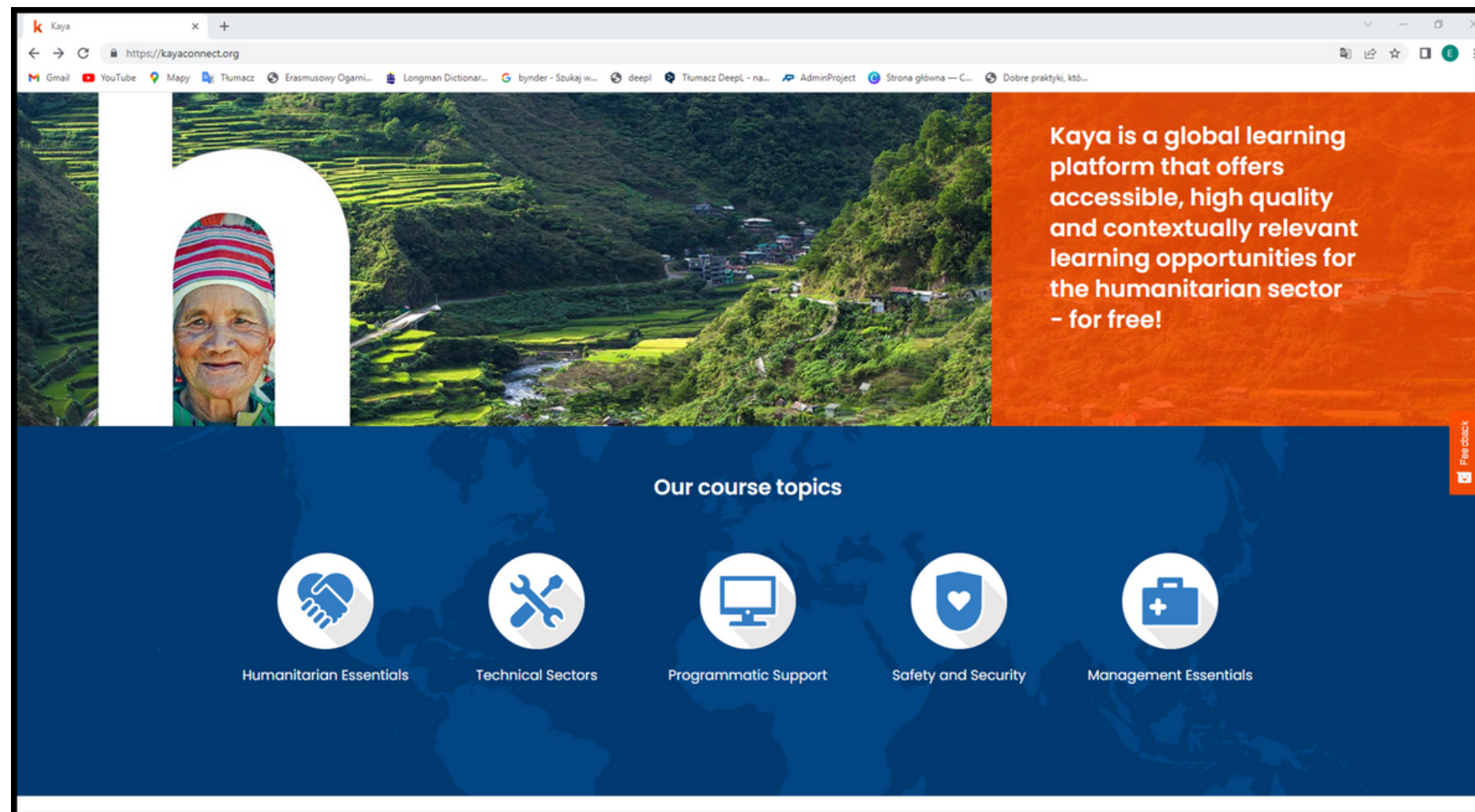
Remember about the copyright when using learning material like videos, photos or resources

The Creative Common licence system is a great way of using copyright free media

https://wordpress.org/openverse/?referrer=creativecommons.org

Planning learning activities

- ✅ Consider what types of activities learners will engage in

- ✅ Show the intended learning outcomes

- ✅ Think of how to form activities so that they will provide learners with experiences that will enable them to engage, practice and gain feedback on specific outcomes

- ✅ Think of how much time activities take

- ✅ Think of strategies to check the understanding

How to design a good learning activity

Use clear language in instructions for an activity

Make it relevant to what they need to learn, e.g. where can use H5P exercises in the existing content my module?

Do a knowledge check

Brainstorm all possible activities

Think on choosing the best learning experience

Designing the activities

- What will motivate learners to take part in an activity

- How can learners understand the topic

- Provide them with real-life examples

- What learners need to do to practice and demonstrate the knowledge of the topic

Why is it helpful?

➡️ Helps educator to map learning course

➡️ Helps identifying instructional goals

➡️ Useful for evaluating learners correctly

➡️ Helps educators to determine what progress learners have made

→

Examples of Open Educational Resources

- [SUSTRAINY](#)

- [Schools Go Green](#)

- [RETAIL](#)

- [2Teach2Touch](#)