

ABC Learning Design

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The 2018 ABC LD Toolkit part-supported by HEFCE



ABC Learning Design workshop by Clive Young and Nataša Perović, UCL. Learning types, Laurillard, D. (2012).
Resources available from <https://blogs.ucl.ac.uk/abc-ld/>

ABC Learning Design

The ABC curriculum design method is an effective and engaging hands-on, card-based approach to curriculum design.

- student centered rapid curriculum development engaging academics in informed dialogue about the learning design or a review of programmes and modules
- addresses need to develop
 - richer learning designs for blended learning
 - includes elements of the Connected Curriculum
- it is built on curriculum design research from the JISC* (Viewpoints) and Diana Laurillard's learning types (UCL IoE)** and adapted for UCL

* [Viewpoints project \(2008-2013\)](#),

**Laurillard, D. (2012). *Teaching as a Design Science: Building Pedagogical Patterns for Learning and Technology*. New York and London: Routledge.

Blended learning

- 1 - a combination of face-to-face and online teaching
 - 2 - a combination of technologies
 - 3 - a combination of methodologies
- Sharma P (2010)



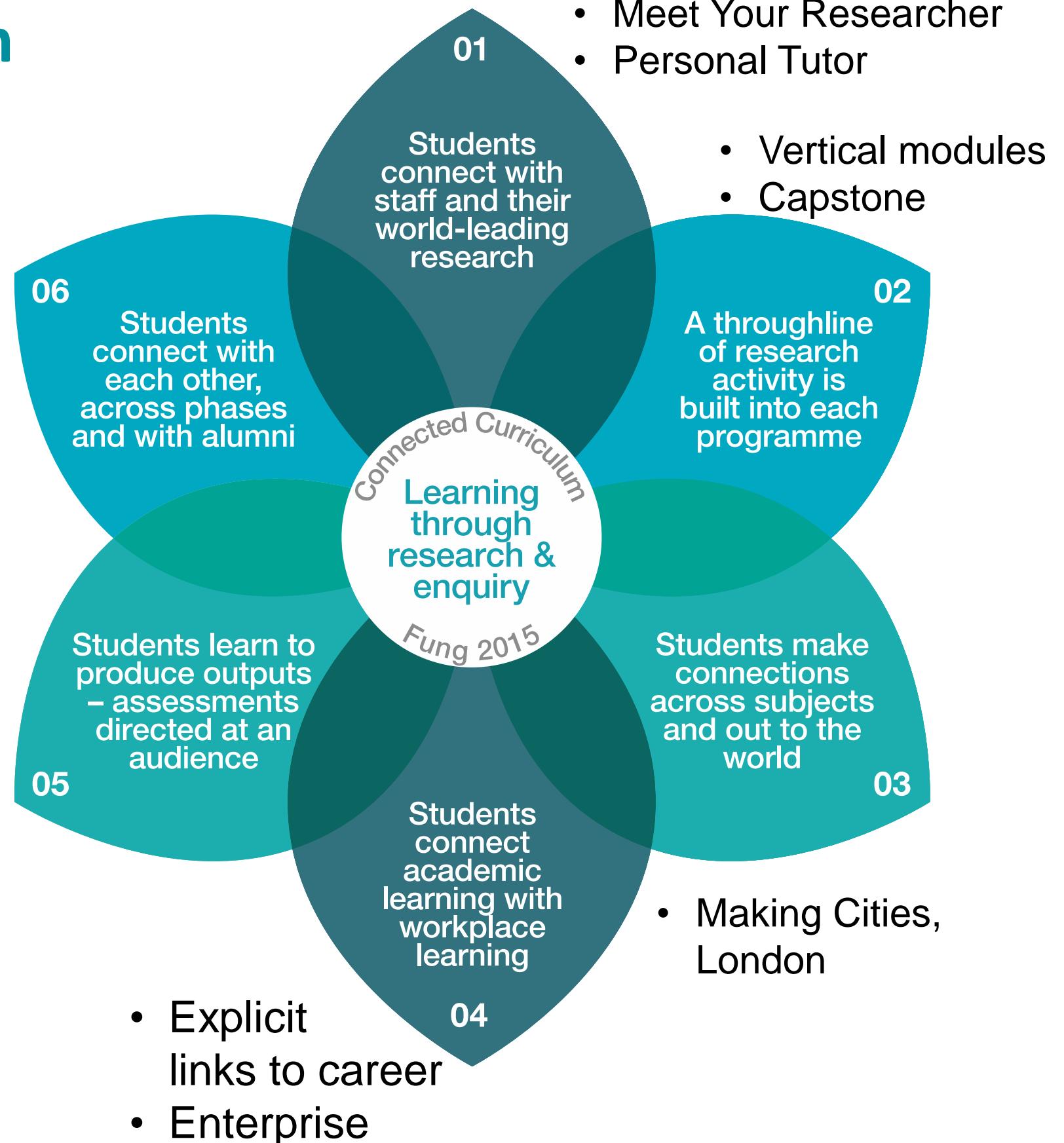
ABC Learning Design

Connected Curriculum

A framework for diverse & good curriculum design

- Being part of a community
- Peer mentoring

- Articles, blogs, exhibitions, presentations, videos



ABC Learning Design

Learning types cards (front)

Learning type: Acquisition

Learning through acquisition is what learners are doing when they are listening to a lecture or podcast, reading from books or websites, and watching demos or videos



Learning type: Collaboration

Learning through collaboration embraces mainly discussion, practice, and production. Building on investigations and acquisition it is about taking part in the process of knowledge building itself



Learning type: Discussion

Learning through discussion requires the learner to articulate their ideas and questions, and to challenge and respond to the ideas and questions from the teacher, and/or from their peers



Learning type: Investigation

Learning through investigation guides the learner to explore, compare and critique the texts, documents and resources that reflect the concepts and ideas being taught



Learning type: Practice

Learning through practice enables the learner to adapt their actions to the task goal, and use the feedback to improve their next action. Feedback may come from self-reflection, from peers, from the teacher, or from the activity itself, if it shows them how to improve the result of their action in relation to the goal



Learning type: Production

Learning through production is the way the teacher motivates the learner to consolidate what they have learned by articulating their current conceptual understanding and how they used it in practice



learning activity types on one side and examples of activities on the other

ABC Learning Design

Learning types cards (back)

| Learning type: Acquisition | |
|--|--|
| Conventional method | Digital technology |
| <input type="checkbox"/> reading books, papers | <input type="checkbox"/> reading multimedia, websites, digital documents and resources |
| <input type="checkbox"/> listening to teacher presentations face-to-face, lectures | <input type="checkbox"/> listening to podcasts, webcasts |
| <input type="checkbox"/> watching demonstrations, master classes | <input type="checkbox"/> watching animations, videos |
| <input type="checkbox"/> | <input type="checkbox"/> |

| Learning type: Collaboration | |
|---|---|
| Conventional method | Digital technology |
| <input type="checkbox"/> small group project | <input type="checkbox"/> small group projects using online forums, wikis, chat rooms, etc. for discussing others' outputs |
| <input type="checkbox"/> discussing others' outputs | <input type="checkbox"/> building a joint digital output |
| <input type="checkbox"/> building joint output | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> |

| Learning type: Discussion | |
|--|---|
| Conventional method | Digital technology |
| <input type="checkbox"/> tutorials | <input type="checkbox"/> online tutorials |
| <input type="checkbox"/> seminars | <input type="checkbox"/> seminars |
| <input type="checkbox"/> discussion groups | <input type="checkbox"/> email discussions |
| <input type="checkbox"/> class discussions | <input type="checkbox"/> discussion groups |
| <input type="checkbox"/> | <input type="checkbox"/> discussion forums |
| <input type="checkbox"/> | <input type="checkbox"/> web-conferencing tools |
| <input type="checkbox"/> | <input type="checkbox"/> synchronous and asynchronous |
| <input type="checkbox"/> | <input type="checkbox"/> |

| Learning type: Investigation | |
|---|---|
| Conventional method | Digital technology |
| <input type="checkbox"/> using text-based study guides | <input type="checkbox"/> using online advice and guidance |
| <input type="checkbox"/> <u>analysing</u> the ideas and information in a range of materials and resources | <input type="checkbox"/> <u>analysing</u> the ideas and information in a range of digital resources |
| <input type="checkbox"/> using conventional methods to collect and <u>analyse</u> data | <input type="checkbox"/> using digital tools to collect and <u>analyse</u> data |
| <input type="checkbox"/> comparing texts | <input type="checkbox"/> comparing digital texts |
| <input type="checkbox"/> searching and evaluating information and ideas | <input type="checkbox"/> using digital tools for searching and evaluating information and ideas |
| <input type="checkbox"/> | <input type="checkbox"/> |

| Learning type: Practice | |
|--|---|
| Conventional method | Digital technology |
| <input type="checkbox"/> practising exercises | <input type="checkbox"/> using models |
| <input type="checkbox"/> doing practice-based projects | <input type="checkbox"/> simulations |
| <input type="checkbox"/> labs | <input type="checkbox"/> <u>microworlds</u> |
| <input type="checkbox"/> field trips | <input type="checkbox"/> virtual labs and field trips |
| <input type="checkbox"/> face-to-face role-play activities | <input type="checkbox"/> online role play activities |
| <input type="checkbox"/> | <input type="checkbox"/> |

| Learning type: Production | |
|---------------------------------------|--|
| Conventional method | Digital technology |
| producing articulations using: | <input type="checkbox"/> producing and storing digital documents |
| <input type="checkbox"/> statements | <input type="checkbox"/> representations of designs |
| <input type="checkbox"/> essays | <input type="checkbox"/> performances, artefacts |
| <input type="checkbox"/> reports | <input type="checkbox"/> animations |
| <input type="checkbox"/> accounts | <input type="checkbox"/> models |
| <input type="checkbox"/> designs | <input type="checkbox"/> resources |
| <input type="checkbox"/> performances | <input type="checkbox"/> slideshows |
| <input type="checkbox"/> artefacts | <input type="checkbox"/> photos |
| <input type="checkbox"/> animations | <input type="checkbox"/> videos |
| <input type="checkbox"/> models | <input type="checkbox"/> blogs |
| <input type="checkbox"/> videos | <input type="checkbox"/> e-portfolios. |
| <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> |

learning activity types on one side and examples of activities on the other

https://www.youtube.com/watch?time_continue=59&v=wnERkQBqSGM

ABC Learning Design

Learning types cards (front and back)

| Learning type: Production | |
|---------------------------------------|--|
| Conventional method | Digital technology |
| producing articulations using: | <input type="checkbox"/> producing and storing digital documents |
| <input type="checkbox"/> statements | <input type="checkbox"/> representations of designs |
| <input type="checkbox"/> essays | <input type="checkbox"/> performances, artefacts |
| <input type="checkbox"/> reports | <input type="checkbox"/> animations |
| <input type="checkbox"/> accounts | <input type="checkbox"/> models |
| <input type="checkbox"/> designs | <input type="checkbox"/> resources |
| <input type="checkbox"/> performances | <input type="checkbox"/> slideshows |
| <input type="checkbox"/> artefacts | <input type="checkbox"/> photos |
| <input type="checkbox"/> animations | <input type="checkbox"/> videos |
| <input type="checkbox"/> models | <input type="checkbox"/> blogs |
| <input type="checkbox"/> videos | <input type="checkbox"/> e-portfolios. |
| <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | |

Learning types activities , V- Visible learning A - can be assessed (F or S)

Investigation

Web search (forum, wiki) V
OER resources (external)
Literature reviews and critiques (forum/blog/wiki/RSS) V
Field/lab observations (media/blog/wiki) V
Action research V
Authentic research / data analysis – write a paper V
Lead a group project V

Practice

MCQs - formative with automatic feedback V/A
Online role play (forum, virtual classroom)
Reflective tasks – group or individual (forum) V/A
Case studies (forum, lesson) V/A
Rapid-fire exam questions (forum) V/A
Advanced role play – you are the consultant etc. V

Production

Interview an expert (video/forum/chat) V
Literature reviews and critiques (forum/blog/wiki/RSS) V/A
MCQs - formative with automatic feedback V/A
Develop a shared resource library (database/glossary/wiki) V/A
Shows/demonstrates learning (displays, posters, presentations) V/A
Portfolios (MyPortfolio) V/A
Case studies (forum, lesson) V/A
Summarisation tasks (upload texts – individual or group) V/A
Rapid-fire exam questions (forum) V/A
Concept mapping (external) V
Create video of performance (media) V/A
Audio commentary of performance (media) V/A
Skype or virtual classroom 'viva' V/A
Make and give a presentation (external) V/A
Video blog (external) V/A
Write a report (external) V/A
Make an analysis (external) V/A
Case studies V/A
Advanced role play – you are the consultant etc. V
Action plan for workplace V/A
Action plan for further study V/A
Authentic research / data analysis – write a paper V/A
Prepare professional briefing V/A
Create, make a case (study) V/A
Create podcast (media) V/A
Work assignment (blog/report) V/A
Interview professional colleagues V/A
Lead a group project V/A

Acquisition

Guided readings (library resources)
OER resources (external)
Podcast (media) V if students do it
Webinars (virtual classroom) V
Q&A forum (forum, where teachers answer student questions) V
Video lectures (webcast),
YouTube videos (external)
Field/lab observations (media/blog/wiki) V
MCQs - formative with automatic feedback V
Portfolios (MyPortfolio) V

Collaboration

Collaborative wiki - what do we know about ...? V/A
Develop a shared resource library (database/glossary/wiki) V
Social networking – participate (external) V
Special interest groups - share on a topic (forum) V
Mentor other learners V

Discussion

Interview an expert (forum/chat) V
Webinars (virtual classroom) V
Model answers/examples of previous work (forum)
Analyse chat text (in course or uploaded) V
Job/professional reflections (blog) V/A
Group discussions on the topic, problem, reading (chat/blog/wiki) V/A
Social networking – participate (external) V
Reflective tasks – group or individual (forum) V/A
Special interest groups - share on a topic (forum) V
Lead a group project V/A



ABC Learning Design



ABC Learning Design

Workshop schedule:

1. Module info and graphs sheet

- **Tweet your module** – tweet size description of your module
- **Module shape (Learning types activities graph)** distribution of learning types
- **Blend** – (blended graph)

2. Storyboard sheet

- **Storyboard** – learning types sequences and activities
- **Assessment** – align activities and assessment

3. Module info and graphs sheet

- **Review the graphs** – what has changed? Why?

4. Actions – what next for team?

Arena Blended Connected (ABC) curriculum design workshop

Programme: *Arena digital*
 Module name: *use of videos in teaching*
 new module / *module review*
 Academics: *Anna Moore, Jon Grabol*
 ELE workshop facilitators: *CY, NP*
 Workshop date: *5th June 2015*

Module summary (tweet size description of your module):

All you need to know about use of videos in 21st century teaching

@ABC_ID

Learning types activities graph

How do you envisage your module will look on the graph above? (in red - at the beginning of the workshop)
 Your module activity graph at the end of the workshop (in blue)

online | 1 | face to face

blended graph

Where do you want to be on the scale (in red)
 What is your position at the end of the workshop (in blue)

UCL Arena | blended learning | Connected Curriculum

Learning types, Diana Laurillard, IoE 2012 | Connected Curriculum, Oilly Fung, CAET, 2014 | ABC curriculum design workshop and resources, Clive Yung and Njatas Perovic, ELE, 2015 | UCL

ABC curriculum design

ABC (Arena Blended Connected) curriculum design

Your module - may look like this

Week 1-4

- Learning type: Collaboration
- Learning type: Discussion
- Learning type: Practice
- Learning type: Discussion
- Learning type: Investigation

Week 5-8

- Learning type: Acquisition
- Learning type: Investigation
- Learning type: Discussion
- Learning type: Production

Project reflection

- Learning type: Collaboration
- Learning type: Production

Connected curriculum dimensions and comments, action plans

ABC curriculum design
 Workshop action plan



| | |
|-----------------------------|--|
| Objectives | |
| E.g. pre entry or induction | |

ABC Learning Design

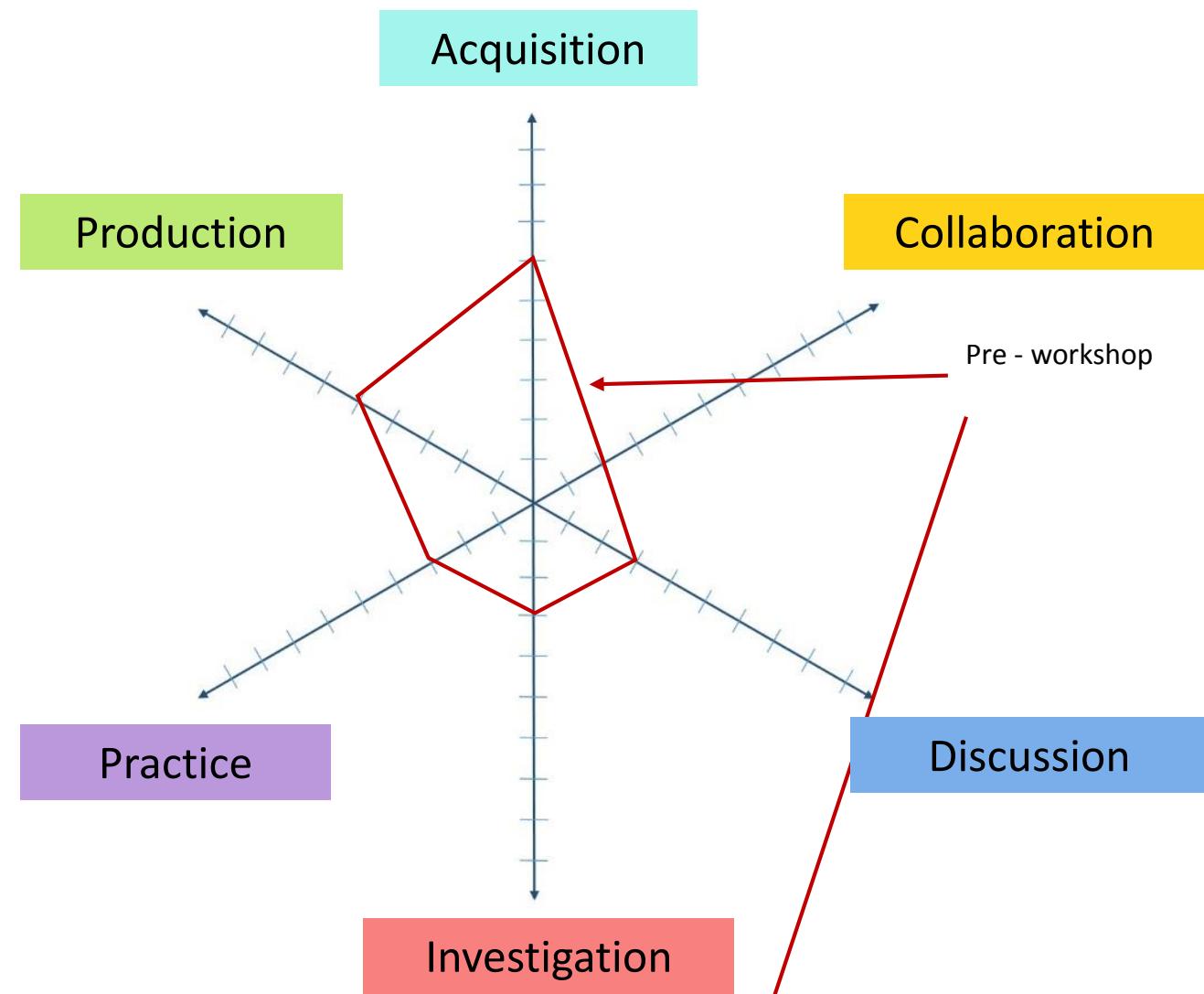
Programme *Arena digital*
 Module name *Use of videos in teaching*
 new module / module review
 Academics *Anna Moore, Jon Grabol*
 ELE workshop facilitators *CY, NP*
 Workshop date *5th June 2015*

Module summary (tweet size description of your module):

All you need to know about use of videos in 21st century teaching



@ABC_LD



Learning types activities graph

How do you envisage your module will look on the graph above? (in red - at the beginning of the workshop)
 Your module activity graph at the end of the workshop (in blue)



Blended graph

Where do you want to be on the scale (in red)
 What is your position at the end of the workshop (in blue)



ABC Learning Design

ABC (Arena Blended Connected) curriculum design



Programme: UCL workshop facilitator Learning outcomes:
 Module: Finish up data case module / module review
 Location:
 Learning timeline (programme or module perspective):



E.g. 1st year or first few weeks

Week 1-4

Learning type: Acquisition

Learning through acquisition is what learners are doing when they are listening to a lecture or podcast, reading from books or websites, and watching demos or videos

Learning type: Practice

Learning through practice enables the learner to adapt their actions to the task goal, and use the feedback to improve their next action. Feedback may come from self-reflection, from peers, from the teacher, or from the activity itself, if it shows them how to improve the result of their action in relation to the goal

Learning type: Discussion

Learning through discussion requires the learner to articulate their ideas and questions, and to challenge and respond to the ideas and questions from the teacher, and/or from their peers

Learning type: Production

Learning through production is the way the teacher motivates the learner to consolidate what they have learned by articulating their current conceptual understanding and how they used it in practice

E.g. 2nd year or mid semester

Week 5-8

Learning type: Acquisition

Learning through acquisition is what learners are doing when they are listening to a lecture or podcast, reading from books or websites, and watching demos or videos

Learning type: Practice

Learning through practice enables the learner to adapt their actions to the task goal, and use the feedback to improve their next action. Feedback may come from self-reflection, from peers, from the teacher, or from the activity itself, if it shows them how to improve the result of their action in relation to the goal

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Learning through discussion requires the learner to articulate their ideas and questions, and to challenge and respond to the ideas and questions from the teacher, and/or from their peers

Learning type: Production

Learning through production is the way the teacher motivates the learner to consolidate what they have learned by articulating their current conceptual understanding and how they used it in practice

E.g. 3rd year or final phase

project

Learning type: Acquisition

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Learning type: Production

Learning through production is the way the teacher motivates the learner to consolidate what they have learned by articulating their current conceptual understanding and how they used it in practice



ABC Learning Design

ABC (Arena Blended Connected) curriculum design



Programme: UCL knowledge facilitator Learning outcomes:

Module: 20 weeks up to 40 hours (module / module review)

Assessment:

Learning timeline (using semester or module perspective)

E.g. semester or induction

Induction



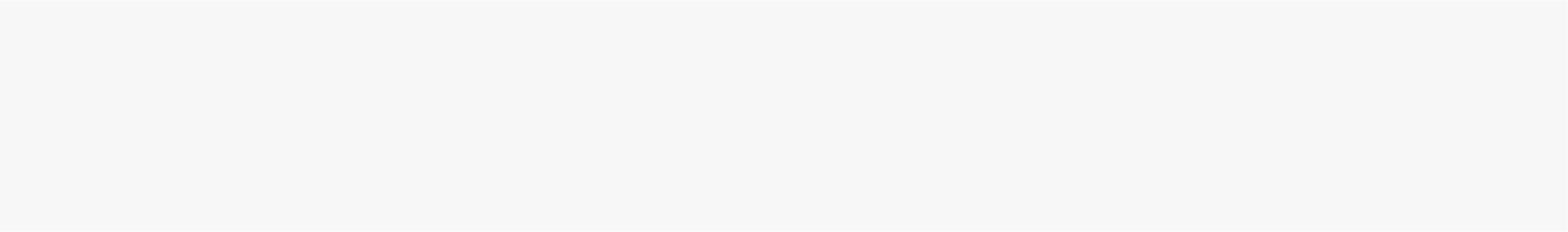
E.g. 1st year or first few weeks

Topic 1



E.g. 2nd year or mid semester

Topic 2



E.g. 3rd year or final phase

Learning type: Acquisition

Learning through acquisition is what learners experience when they are listening to a lecture or watching a video, reading from books or websites, and watching demos or videos

Learning type: Collaboration

Learning through collaboration embraces mainly discussion, practice, and production. Building on investigations and acquisition it is about taking part in the process of knowledge building itself

Learning type: Discussion

Learning through discussion requires the learner to articulate their ideas and questions, and to challenge and respond to the ideas and questions from the teacher, and/or from their peers

Learning type: Investigation

Learning through investigation guides the learner to explore, compare and critique the texts, documents and resources that reflect the concepts and ideas being taught

Learning type: Practice

Learning through practice enables the learner to adapt their actions to the task goal, and use the feedback to improve their next action. Feedback may come from self-reflection, from peers, from the teacher, or from the activity itself, if it shows them how to improve the result of their action in relation to the goal

Learning type: Production

Learning through production is the way that a teacher motivates the learner to consolidate what they have learned by articulating their current conceptual understanding and how they have used it in practice



ABC Learning Design

ABC (Arena Blended Connected) curriculum design



Programme: UCL workshop facilitator Learning outcomes
 Module: Rethink up 4 education module / module review
 Location: Your module may look like this

Learning timeline (programme or module progression)

Week 1-4

E.g. pre-entry or induction

| | | | | |
|---|--|--|--|--|
| <p>Learning type: Acquisition</p> | <p>Learning type: Discussion</p> | <p>Learning type: Practice</p> <p>Learning through practice enables the learner to adapt their actions to the task goal, and use the feedback to improve their next action. Feedback may come from self-reflection, from peers, from the teacher, or from the activity itself, if it shows them how to improve the result of their action in relation to the goal</p> | <p>Learning type: Discussion</p> <p>Learning through discussion requires the learner to articulate their ideas and questions, and to challenge and respond to the ideas and questions from the teacher, and/or from their peers</p> | <p>Learning type: Investigation</p> <p>Learning through investigation guides the learner to explore, compare and critique the texts, documents and resources that reflect the concepts and ideas being taught</p> |
| <p>Learning type: Collaboration</p> <p>Learning through collaboration embraces mainly discussion, practice, and production. Building on investigations and acquisition it is about taking part in the process of knowledge building itself</p> | <p>Learning type: Production</p> | | | |
| | <p>Learning type: Investigation</p> <p>Learning through investigation guides the learner to explore, compare and critique the texts, documents and resources that reflect the concepts and ideas being taught</p> | | | |

E.g. 1st year or first few weeks

E.g. 2nd year or mid semester

Week 5-8

| | | | |
|---|--|--|---|
| <p>Learning type: Acquisition</p> <p>Learning through acquisition is what learners are doing when they are listening to a lecture or podcast, reading from books or websites, and watching demos or videos</p> | <p>Learning type: Investigation</p> <p>Learning through investigation guides the learner to explore, compare and critique the texts, documents and resources that reflect the concepts and ideas being taught</p> | <p>Learning type: Discussion</p> <p>Learning through discussion requires the learner to articulate their ideas and questions, and to challenge and respond to the ideas and questions from the teacher, and/or from their peers</p> | <p>Learning type: Production</p> <p>Learning through production is the way the teacher motivates the learner to consolidate what they have learned by articulating their current conceptual understanding and how they used it in practice</p> |
|---|--|--|---|

E.g. 3rd year or final phase

project

| | |
|---|---|
| <p>Learning type: Collaboration</p> <p>Learning through collaboration embraces mainly discussion, practice, and production. Building on investigations and acquisition it is about taking part in the process of knowledge building itself</p> | <p>Learning type: Production</p> <p>Learning through production is the way the teacher motivates the learner to consolidate what they have learned by articulating their current conceptual understanding and how they used it in practice</p> |
|---|---|

Connected curriculum dimensions and comments, action plan

reflection

ABC Learning Design

ABC (Arena Blended Connected) curriculum design



Programme: UCL workshop facilitator Learning outcomes

Module: Rethink up of education module / module review

Session 1: Your module may look like this

Learning timeline (programme or module progression)

Week 1-4

E.g. pre-entry or induction

| | | | | |
|--|--|--|--|--|
| <p>Learning type: Acquisition</p> <p>Learning type: Collaboration</p> <p>Learning through collaboration embraces mainly discussion, practice, and production. Building on investigations and acquisition it is about taking part in the process of knowledge building itself</p> | <p>Learning type: Discussion</p> <p>Learning type: Production</p> <p>Learning type: Investigation</p> <p>Learning through investigation guides the learner to explore, compare and critique the texts, documents and resources that reflect the concepts and ideas being taught</p> | <p>Learning type: Practice</p> <p>Learning through practice enables the learner to adapt their actions to the task goal, and use the feedback to improve their next action. Feedback may come from self-reflection, from peers, from the teacher, or from the activity itself, if it shows them how to improve the result of their action in relation to the goal</p> | <p>Learning type: Discussion</p> <p>Learning through discussion requires the learner to articulate their ideas and questions, and to challenge and respond to the ideas and questions from the teacher, and/or from their peers</p> | <p>Learning type: Investigation</p> <p>Learning through investigation guides the learner to explore, compare and critique the texts, documents and resources that reflect the concepts and ideas being taught</p> |
|--|--|--|--|--|

E.g. 1st year or first few weeks

Once happy with your module design, turn the cards to the other side and select learning activities

Week 5-8

E.g. 2nd year or mid semester

| | | | |
|---|--|--|---|
| <p>Learning type: Acquisition</p> <p>Learning through acquisition is what learners are doing when they are listening to a lecture or podcast, reading from books or websites, and watching demos or videos</p> | <p>Learning type: Investigation</p> <p>Learning through investigation guides the learner to explore, compare and critique the texts, documents and resources that reflect the concepts and ideas being taught</p> | <p>Learning type: Discussion</p> <p>Learning through discussion requires the learner to articulate their ideas and questions, and to challenge and respond to the ideas and questions from the teacher, and/or from their peers</p> | <p>Learning type: Production</p> <p>Learning through production is the way the teacher motivates the learner to consolidate what they have learned by articulating their current conceptual understanding and how they used it in practice</p> |
|---|--|--|---|

project

E.g. 3rd year or final phase

| | |
|---|---|
| <p>Learning type: Collaboration</p> <p>Learning through collaboration embraces mainly discussion, practice, and production. Building on investigations and acquisition it is about taking part in the process of knowledge building itself</p> | <p>Learning type: Production</p> <p>Learning through production is the way the teacher motivates the learner to consolidate what they have learned by articulating their current conceptual understanding and how they used it in practice</p> |
|---|---|

Connected curriculum dimensions and comments, action plan

reflection

ABC Learning Design

ABC (Arena Blended Connected) curriculum design



Programme: *UCL workshop facilitator* Learning outcomes: *to build up a set across modules / modules across*

Module: *to build up a set across modules / modules across*

Session: *to build up a set across modules / modules across*

Your module may look like this

Learning timeline (e.g. across a semester / programme)

E.g. pre-entry or induction

Week 1-4

| Learning type: Acquisition | | Learning type: Discussion | | Learning type: Practice | | Learning type: Discussion | | Learning type: Investigation | |
|---|---|---|---|---|---|---|---|---|---|
| Conventional method | Digital technology | Conventional method | Digital technology | Conventional method | Digital technology | Conventional method | Digital technology | Conventional method | Digital technology |
| <ul style="list-style-type: none"> reading books, papers listening to teacher presentations face-to-face, lectures watching demonstrations, master classes | <ul style="list-style-type: none"> reading multimedia, websites, digital documents and resources listening to podcasts, webcasts watching animations, videos | <ul style="list-style-type: none"> tutorials seminars discussion groups class discussions | <ul style="list-style-type: none"> online tutorials seminars email discussions discussion groups discussion forums web-conferencing tools synchronous and asynchronous | <ul style="list-style-type: none"> practising exercises doing practice-based projects labs field trips face-to-face role-play activities | <ul style="list-style-type: none"> using models simulations microworlds virtual labs and field trips online role play activities | <ul style="list-style-type: none"> tutorials seminars discussion groups class discussions | <ul style="list-style-type: none"> online tutorials seminars email discussions discussion groups discussion forums web-conferencing tools synchronous and asynchronous | <ul style="list-style-type: none"> using text-based study guides analysing the ideas and information in a range of materials and resources using conventional methods to collect and analyse data comparing texts searching and evaluating information and ideas | <ul style="list-style-type: none"> using online advice and guidance analysing the ideas and information in a range of digital resources using digital tools to collect and analyse data comparing digital texts using digital tools for searching and evaluating information and ideas |

E.g. 1st year or first few weeks

| Learning type: Collaboration | | Learning type: Investigation | | Learning type: Production | |
|--|---|---|---|---|---|
| Conventional method | Digital technology | Conventional method | Digital technology | Conventional method | Digital technology |
| <ul style="list-style-type: none"> small group project discussing others' outputs building joint output | <ul style="list-style-type: none"> small group projects using online forums, wikis, chat rooms, etc. for discussing others' outputs building a joint digital output | <ul style="list-style-type: none"> using text-based study guides analysing the ideas and information in a range of materials and resources using conventional methods to collect and analyse data comparing texts searching and evaluating information and ideas | <ul style="list-style-type: none"> using online advice and guidance analysing the ideas and information in a range of digital resources using digital tools to collect and analyse data comparing digital texts using digital tools for searching and evaluating information and ideas | <ul style="list-style-type: none"> producing articulations using: <ul style="list-style-type: none"> statements essays reports accounts designs performances artefacts animations models videos | <ul style="list-style-type: none"> producing and storing digital documents representations of designs performances, artefacts animations models resources slideshows photos videos blogs e-portfolios. |

E.g. 2nd year or mid semester

| Learning type: Acquisition | | Learning type: Investigation | | Learning type: Discussion | | Learning type: Production | |
|---|---|---|---|---|---|---|---|
| Conventional method | Digital technology | Conventional method | Digital technology | Conventional method | Digital technology | Conventional method | Digital technology |
| <ul style="list-style-type: none"> reading books, papers listening to teacher presentations face-to-face, lectures watching demonstrations, master classes | <ul style="list-style-type: none"> reading multimedia, websites, digital documents and resources listening to podcasts, webcasts watching animations, videos | <ul style="list-style-type: none"> using text-based study guides analysing the ideas and information in a range of materials and resources using conventional methods to collect and analyse data comparing texts searching and evaluating information and ideas | <ul style="list-style-type: none"> using online advice and guidance analysing the ideas and information in a range of digital resources using digital tools to collect and analyse data comparing digital texts using digital tools for searching and evaluating information and ideas | <ul style="list-style-type: none"> tutorials seminars discussion groups class discussions | <ul style="list-style-type: none"> online tutorials seminars email discussions discussion groups discussion forums web-conferencing tools synchronous and asynchronous | <ul style="list-style-type: none"> producing articulations using: <ul style="list-style-type: none"> statements essays reports accounts designs performances artefacts animations models videos | <ul style="list-style-type: none"> producing and storing digital documents representations of designs performances, artefacts animations models resources slideshows photos videos blogs e-portfolios. |

Week 5-8

| Learning type: Collaboration | | Learning type: Production | |
|--|---|---|---|
| Conventional method | Digital technology | Conventional method | Digital technology |
| <ul style="list-style-type: none"> small group project discussing others' outputs building joint output | <ul style="list-style-type: none"> small group projects using online forums, wikis, chat rooms, etc. for discussing others' outputs building a joint digital output | <ul style="list-style-type: none"> producing articulations using: <ul style="list-style-type: none"> statements essays reports accounts designs performances artefacts animations models videos | <ul style="list-style-type: none"> producing and storing digital documents representations of designs performances, artefacts animations models resources slideshows photos videos blogs e-portfolios. |

E.g. 3rd year or final phase

project



Select learning activities and add your own activities

Connected curriculum dimensions and comments, action plan

reflection

ABC Learning Design

Selecting activities and assessment

| Learning type: Practice | |
|--|--|
| Conventional method | Digital technology |
| <input type="checkbox"/> practising exercises | <input type="checkbox"/> using models |
| <input type="checkbox"/> doing practice-based projects | <input type="checkbox"/> simulations |
| <input checked="" type="checkbox"/> labs ★ | <input type="checkbox"/> <u>microworlds</u> |
| <input type="checkbox"/> field trips | <input checked="" type="checkbox"/> virtual labs and field trips ★ |
| <input type="checkbox"/> face-to-face role-play activities | <input type="checkbox"/> online role play activities |
| <input type="checkbox"/> | <input type="checkbox"/> |

Select formative (★) and summative assessment (★)

ABC Learning Design

Selecting activities and assessment

| Learning type: Production | |
|---------------------------------------|--|
| Conventional method | Digital technology |
| producing articulations using: | <input type="checkbox"/> producing and storing digital documents |
| <input type="checkbox"/> statements | <input type="checkbox"/> representations of designs |
| <input type="checkbox"/> essays | <input type="checkbox"/> performances, artefacts |
| <input type="checkbox"/> reports | <input type="checkbox"/> animations |
| <input type="checkbox"/> accounts | <input type="checkbox"/> models |
| <input type="checkbox"/> designs | <input checked="" type="checkbox"/> resources |
| <input type="checkbox"/> performances | <input type="checkbox"/> slideshows |
| <input type="checkbox"/> artefacts | <input type="checkbox"/> photos |
| <input type="checkbox"/> animations | <input type="checkbox"/> videos |
| <input type="checkbox"/> models | <input type="checkbox"/> blogs |
| <input type="checkbox"/> videos | <input type="checkbox"/> e-portfolios |
| | <input type="checkbox"/> |

Handwritten notes:

- Star next to 'models' in the Conventional method column.
- Handwritten note: [Flexible Co. ITs or staff 50%]
- Handwritten note: 50%.
- Handwritten note: Supporting one 50%.

ABC Learning Design

ABC (Arena Blended Connected) Curriculum Design



Programme: ELL workshop facilitators
 Module: Workshop date new module / module
 Academics: ELL workshop facilitators
 Learning outcomes: Learning outcomes

Learning timeline (programme or module perspective)
 E.g. pre-entry or induction

| Learning type: Acquisition | | Learning type: Production | | Learning type: Discussion | |
|--|---|---|---|--|---|
| Conventional method | Digital technology | Conventional method | Digital technology | Conventional method | Digital technology |
| <input checked="" type="checkbox"/> reading books, papers | <input checked="" type="checkbox"/> reading multimedia, websites, digital documents and resources | <input type="checkbox"/> producing articulations using: statements, essays, reports, accounts, designs, performances, artefacts, animations, models, videos, infographics | <input checked="" type="checkbox"/> producing and storing digital documents | <input type="checkbox"/> tutorials | <input type="checkbox"/> online tutorials |
| <input type="checkbox"/> listening to teacher presentations | <input type="checkbox"/> listening to podcasts, webcasts | <input type="checkbox"/> statements | <input type="checkbox"/> representations of designs | <input type="checkbox"/> seminars | <input type="checkbox"/> small discussions |
| <input type="checkbox"/> watching demonstrations, master classes | <input type="checkbox"/> watching animations, videos | <input type="checkbox"/> essays | <input type="checkbox"/> performances, artefacts | <input type="checkbox"/> discussion groups | <input type="checkbox"/> discussion forums |
| | | <input type="checkbox"/> accounts | <input type="checkbox"/> animations | <input type="checkbox"/> class discussions | <input type="checkbox"/> web-conferencing tools |
| | | <input type="checkbox"/> designs | <input type="checkbox"/> resources | | <input type="checkbox"/> synchronous and asynchronous |
| | | <input type="checkbox"/> performances | <input type="checkbox"/> models | | |
| | | <input type="checkbox"/> artefacts | <input type="checkbox"/> photos | | |
| | | <input type="checkbox"/> animations | <input type="checkbox"/> videos | | |
| | | <input type="checkbox"/> models | <input type="checkbox"/> infographics | | |
| | | <input type="checkbox"/> videos | <input type="checkbox"/> e-portfolios | | |
| | | <input type="checkbox"/> infographics | | | |
| | | <input type="checkbox"/> e-portfolios | | | |

E.g. 1st year or first few weeks
 Week 1 →
 ↓
 9-6

| Learning type: Acquisition | | Learning type: Investigation | | Learning type: Production | |
|---|---|--|--|---|---|
| Conventional method | Digital technology | Conventional method | Digital technology | Conventional method | Digital technology |
| <input checked="" type="checkbox"/> reading books, papers | <input checked="" type="checkbox"/> reading multimedia, websites, digital documents and resources | <input type="checkbox"/> using text-based study guides | <input checked="" type="checkbox"/> using online advice and guidance | <input type="checkbox"/> producing articulations using: statements, essays, reports, accounts, designs, performances, artefacts, animations, models, videos, infographics | <input checked="" type="checkbox"/> producing and storing digital documents |
| <input checked="" type="checkbox"/> listening to teacher presentations | <input checked="" type="checkbox"/> listening to podcasts, webcasts | <input type="checkbox"/> analysing the ideas and information in a range of materials and resources | <input checked="" type="checkbox"/> analysing the ideas and information in a range of digital resources | <input type="checkbox"/> statements | <input type="checkbox"/> representations of designs |
| <input checked="" type="checkbox"/> watching demonstrations, master classes | <input checked="" type="checkbox"/> watching animations, videos | <input type="checkbox"/> using conventional methods to collect and analyse data | <input checked="" type="checkbox"/> using digital tools to collect and analyse data | <input type="checkbox"/> essays | <input type="checkbox"/> performances, artefacts |
| | | <input type="checkbox"/> comparing texts | <input checked="" type="checkbox"/> comparing digital texts | <input type="checkbox"/> accounts | <input type="checkbox"/> animations |
| | | <input type="checkbox"/> searching and evaluating information and ideas | <input checked="" type="checkbox"/> using digital tools for searching and evaluating information and ideas | <input type="checkbox"/> designs | <input type="checkbox"/> resources |
| | | | | <input type="checkbox"/> performances | <input type="checkbox"/> models |
| | | | | <input type="checkbox"/> artefacts | <input type="checkbox"/> photos |
| | | | | <input type="checkbox"/> animations | <input type="checkbox"/> videos |
| | | | | <input type="checkbox"/> models | <input type="checkbox"/> infographics |
| | | | | <input type="checkbox"/> videos | <input type="checkbox"/> e-portfolios |
| | | | | | |
| | | | | | |

Feedback - thanks
 *3 →
 week 49
 week 46
 week 43
 I iterate // building upon previous weeks/products

E.g. 2nd year or mid semester

| Learning type: Collaboration | | Learning type: Discussion | |
|---|--|---|---|
| Conventional method | Digital technology | Conventional method | Digital technology |
| <input checked="" type="checkbox"/> small group project | <input checked="" type="checkbox"/> small group projects using online forums, wikis, chat rooms, etc. for discussing others' outputs | <input type="checkbox"/> tutorials | <input type="checkbox"/> online tutorials |
| <input type="checkbox"/> discussing others' outputs | <input type="checkbox"/> building a joint digital output | <input checked="" type="checkbox"/> discussion groups | <input type="checkbox"/> seminars |
| <input type="checkbox"/> building joint output | | <input type="checkbox"/> class discussions | <input checked="" type="checkbox"/> small discussions |
| | | | <input type="checkbox"/> discussion groups |
| | | | <input checked="" type="checkbox"/> discussion forums |
| | | | <input type="checkbox"/> web-conferencing tools |
| | | | <input type="checkbox"/> synchronous and asynchronous |

E.g. 3rd year or final
 Production
 Part 1-6
 assign

| Learning type: Practice | | Learning type: Collaboration | | Learning type: Investigation | |
|---|---|--|---|--|--|
| Conventional method | Digital technology | Conventional method | Digital technology | Conventional method | Digital technology |
| <input checked="" type="checkbox"/> practicing exercises | <input checked="" type="checkbox"/> using models | <input checked="" type="checkbox"/> small group projects using online forums, wikis, chat rooms, etc. for discussing others' outputs | <input checked="" type="checkbox"/> building a joint digital output | <input type="checkbox"/> using text-based study guides | <input checked="" type="checkbox"/> using online advice and guidance |
| <input type="checkbox"/> doing practice-based projects | <input type="checkbox"/> simulations | <input type="checkbox"/> discussing others' outputs | <input type="checkbox"/> building joint output | <input type="checkbox"/> analysing the ideas and information in a range of materials and resources | <input checked="" type="checkbox"/> analysing the ideas and information in a range of digital resources |
| <input type="checkbox"/> labs | <input type="checkbox"/> microworlds | <input checked="" type="checkbox"/> building joint output | | <input type="checkbox"/> using conventional methods to collect and analyse data | <input checked="" type="checkbox"/> using digital tools to collect and analyse data |
| <input type="checkbox"/> field trips | <input type="checkbox"/> virtual labs and field trips | | | <input type="checkbox"/> comparing texts | <input checked="" type="checkbox"/> comparing digital texts |
| <input type="checkbox"/> face-to-face role-play activities | <input type="checkbox"/> online role-play activities | | | <input type="checkbox"/> searching and evaluating information and ideas | <input checked="" type="checkbox"/> using digital tools for searching and evaluating information and ideas |
| <input checked="" type="checkbox"/> role-play/presentations | <input type="checkbox"/> role-play/presentations | | | | |

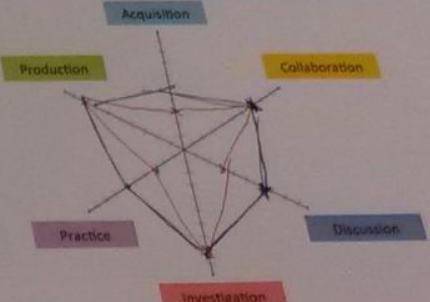
X Submiss
 + Part 1-6
 Overview

| Learning type: Production | |
|---|---|
| Conventional method | Digital technology |
| <input type="checkbox"/> producing articulations using: statements, essays, reports, accounts, designs, performances, artefacts, animations, models, videos, infographics | <input checked="" type="checkbox"/> producing and storing digital documents |
| <input type="checkbox"/> statements | <input checked="" type="checkbox"/> representations of designs |
| <input type="checkbox"/> essays | <input checked="" type="checkbox"/> performances, artefacts |
| <input type="checkbox"/> reports | <input checked="" type="checkbox"/> animations |
| <input type="checkbox"/> accounts | <input checked="" type="checkbox"/> models |
| <input type="checkbox"/> designs | <input checked="" type="checkbox"/> resources |
| <input type="checkbox"/> performances | <input checked="" type="checkbox"/> slideshows |
| <input type="checkbox"/> artefacts | <input checked="" type="checkbox"/> photos |
| <input type="checkbox"/> animations | <input checked="" type="checkbox"/> videos |
| <input type="checkbox"/> models | <input checked="" type="checkbox"/> blogs |
| <input type="checkbox"/> videos | <input checked="" type="checkbox"/> e-portfolios |

Arena Blended Connected (ABC) curriculum design workshop

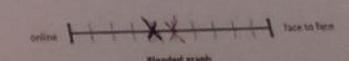
Programme: PROFILE COURSE
 Module name: WEB COMMUNICATION
 new module / module review
 Academics: M. CLABS TOFT, CHR. BECH
 ELL workshop facilitators
 Workshop date: JUNE 10th, 2016

Module summary (tweet size description of your module):
 FIND A DYSFUNCTIONAL WEB DESIGN. QUALIFY A SOLUTION. SUGGEST A REDESIGN. REITERATE



Learning types activities graph

How do you envisage your module will look on the graph above? (in red) at the beginning of the workshop
 Four module activity graph at the end of the workshop (in blue)



Where do you want to be on the scale (in red)
 What is your position at the end of the workshop (in blue)



ABC Learning Design

Learning type: Production

Conventional method

producing articulations using:

- statements
- essays
- reports
- accounts
- designs
- performances
- artefacts
- animations
- models
- videos

Digital technology

- producing and storing digital documents
- representations of designs
- performances, artefacts
- animations
- models
- resources
- slideshows
- photos
- videos
- blogs
- e-portfolios.

Learning type: Investigation

Conventional method

- using text-based study guides
- analysing the ideas and information in a range of materials
- using conventional methods and analyse data
- comparing texts
- searching and evaluating information and ideas
- mark assign

Digital technology

- using online advice and guidance

Learning type: Collaboration

Conventional method

- small group project
- discussing others' outputs
- building joint output

Digital technology

- small group projects using online forums, wikis, chat rooms, etc. for discussing others' outputs
- building a joint digital output

Assessment ↗

Learning type: Collaboration

Conventional method

- small group project
- discussing others' outputs
- building joint output
- work-based project

Digital technology

- small group projects using online forums, wikis, chat rooms, etc. for discussing others' outputs
- building a joint digital output

Learning type: Investigation

Conventional method

- using text-based study guides
- analysing the ideas and information in a range of materials and resources

Digital technology

- using online advice and guidance
- analysing the ideas and information in a range of digital resources

Learning type: Production

Conventional method

- producing articulations using:
- statements
- essays
- reports

Digital technology

- producing and storing digital documents
- representations of designs
- performances, artefacts

ABC Learning Design

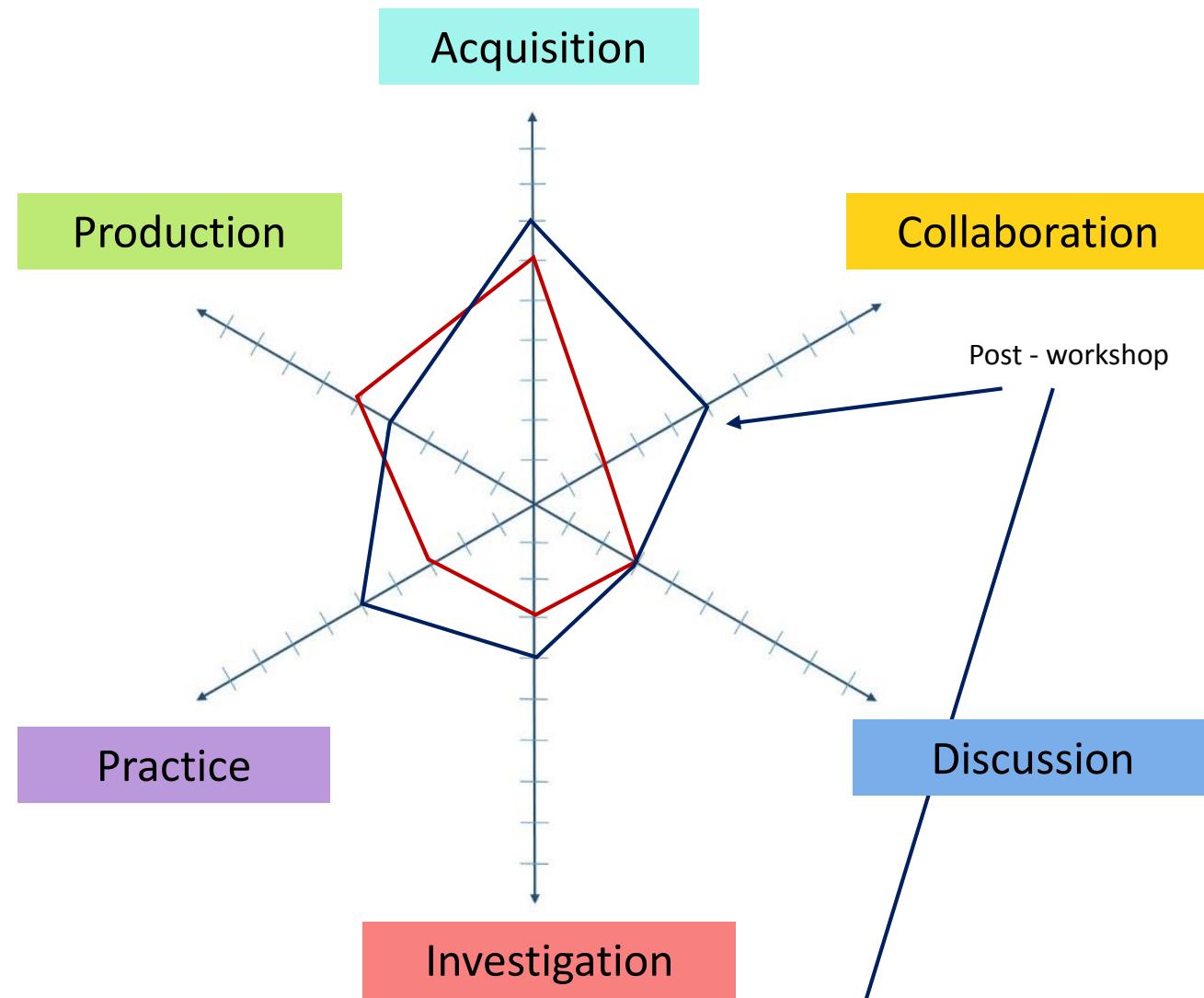
Programme *Arena digital*
 Module name *Use of videos in teaching*
 new module / module review
 Academics *Anna Moore, Jon Grabol*
 ELE workshop facilitators *CY, NP*
 Workshop date *5th June 2015*

Module summary (tweet size description of your module):

All you need to know about use of videos in 21st century teaching



@ABC_LD



Learning types activities graph

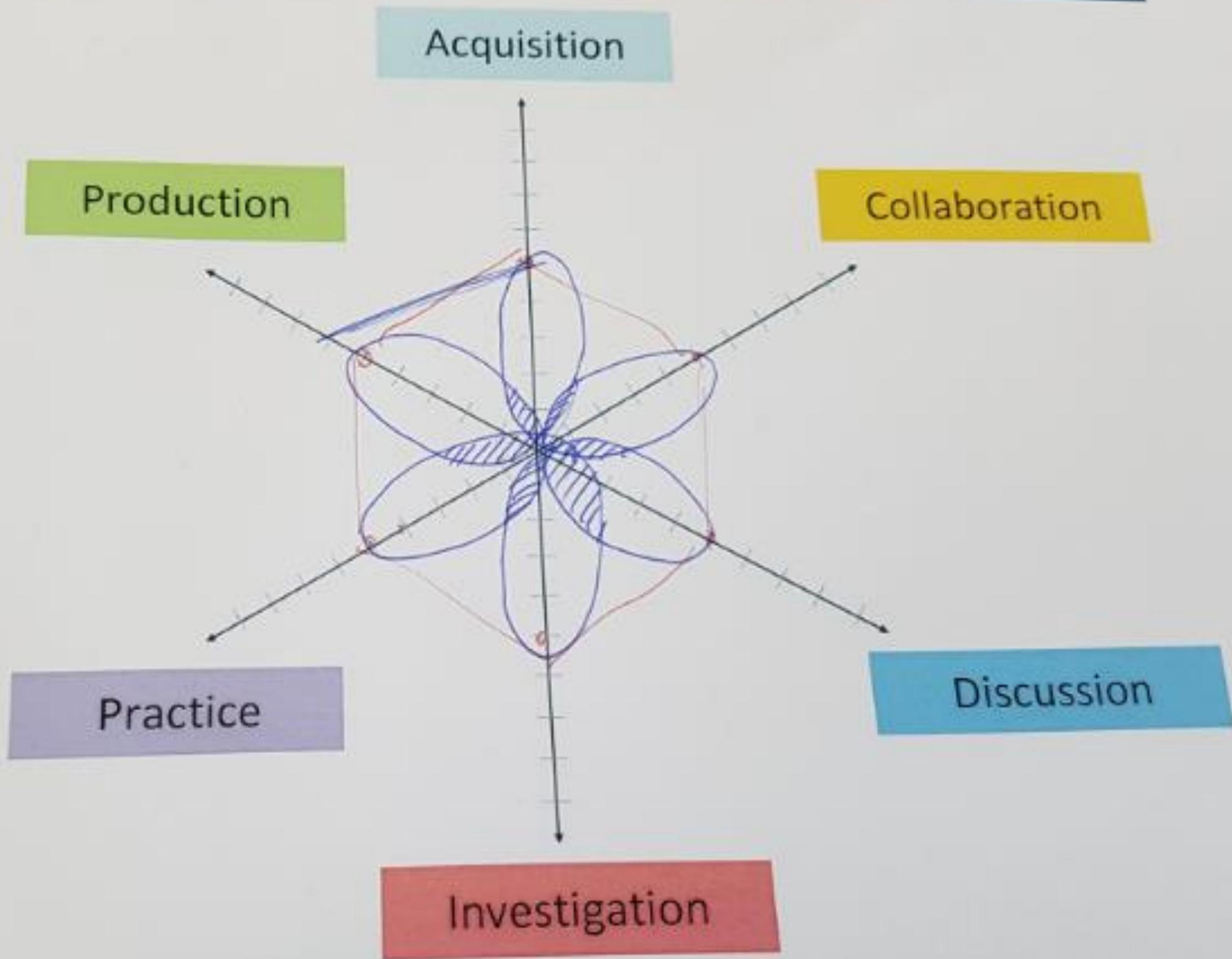
How do you envisage your module will look on the graph above? (in red - at the beginning of the workshop)
 Your module activity graph at the end of the workshop (in blue)



Blended graph

Where do you want to be on the scale (in red)
 What is your position at the end of the workshop (in blue)





Learning types activities graph

odule):

ling:

ollow

elab.

... on the graph above? (in red - at the beginning of the workshop)

ABC Learning Design

Action plan

Arena Blended Connected (ABC) Learning Design workshop action plan

| Action plan | Who/when |
|-------------|----------|
| | |
| | |
| | |
| | |



