



# Technologies and applications for blended and online learning

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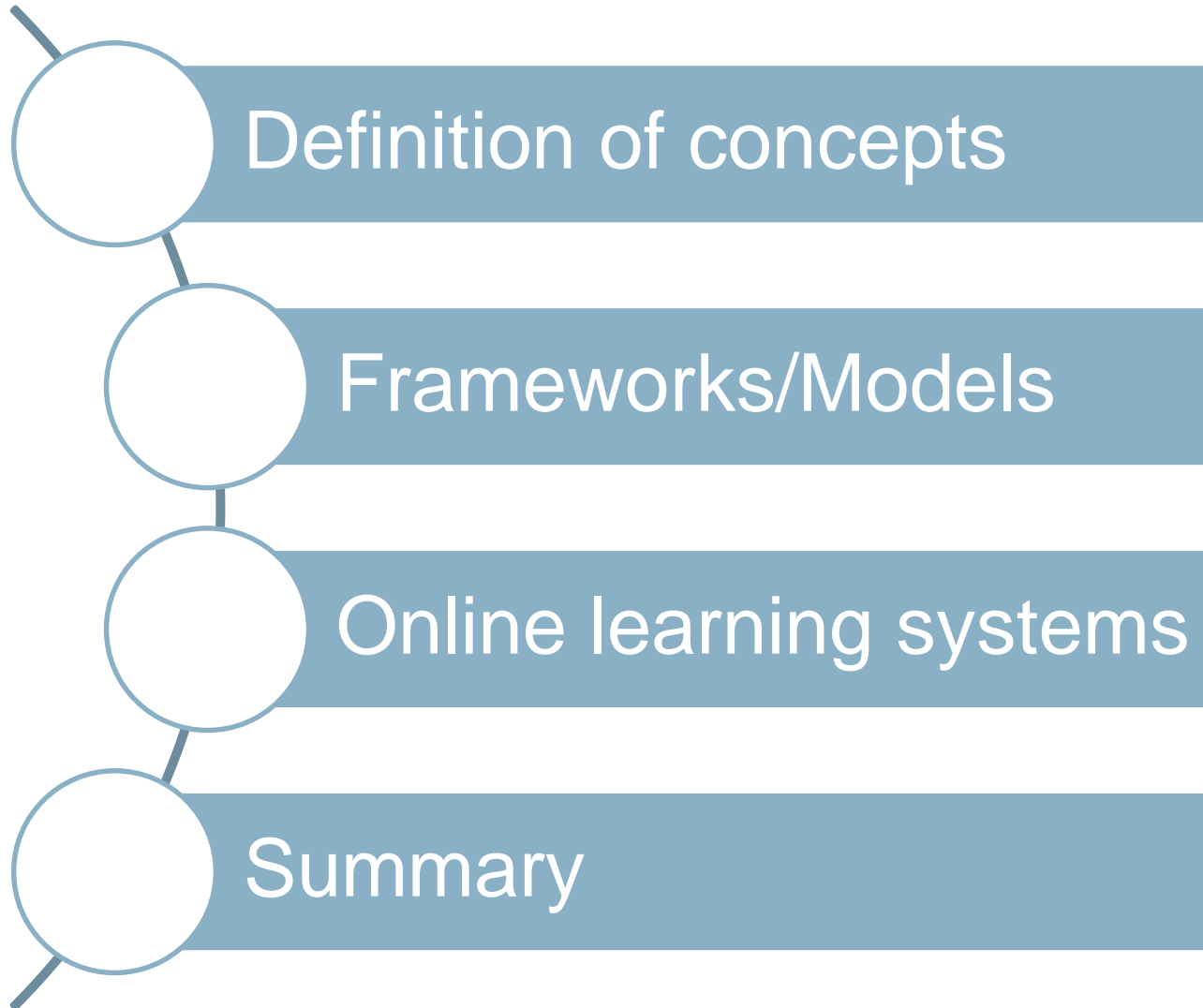
***HEPSSA Workshop, Kampala, Uganda via ZOOM  
on Thursday, 15<sup>th</sup> – 16<sup>th</sup> July 2021***



# Intended Learning Outcomes

By the end of this presentation, you should be able to;

1. Describe the concepts; pedagogy, eLearning, online learning and blended learning
2. Describe pedagogical frameworks or models for online learning
3. Apply affordance analysis methodology for online learning systems
4. Blending tools for effective teaching and learning





# Educational challenge – single skilled graduates

Concepts

Frameworks/  
Models

Online  
learning  
systems

Summary



Multiples bolts to  
loosen and  
tighten



**Akin to multiple  
challenges in the  
field**



Concepts

Frameworks/  
Models

Online  
learning  
systems

Summary

- ❖ Pedagogy
- ❖ Face to Face Teaching
- ❖ eLearning
- ❖ Online learning
- ❖ Blended learning



# What is pedagogy?

## Concepts

- ❖ Pedagogy is the art and science of teaching
  - methods
  - and practices
- ❖ Teaching and learning requires
  - resources (electronic & non electronic)
  - activities
  - Feedback and assessment

## Frameworks/ Models

## Online learning systems

## Summary

A persons learning may be enhanced through engagement with others (Vygotsky, 1978)



# Examples of methods

Concepts

Frameworks/  
Models

Online  
learning  
systems

Summary

- ❖ Reciprocal teaching;
- ❖ Group work;
- ❖ Brainstorming;
- ❖ Panel discussions;
- ❖ Reflective reading;
- ❖ Debates;



Concepts

Frameworks/  
Models

Online  
learning  
systems

Summary

Using menti, define the concepts face to face teaching , eLearning, online learning and blended learning.





# Face to Face Teaching

## Concepts

- ❖ The darling
- ❖ The teacher and learners are usually connected in time and space
- ❖ Terms used
  - ❖ Presential
  - ❖ Traditional
  - ❖ Internal
- ❖ Most common pedagogy
- ❖ Usually teacher-centered

## Frameworks/ Models

## Online learning systems

## Summary





Concepts

Frameworks/  
Models

Online  
learning  
systems

Summary

“... an open and distributed learning environment that utilises pedagogical tools, enabled by Internet and Web-based technologies, to facilitate learning and knowledge building through meaningful action and interaction” (Dabbagh, 2005)





# Blended Learning

## Concepts

The use of traditional classroom teaching methods together with the use of online learning for the same students studying the same content in the same course. It is a “thoughtful fusion of face-to-face and online learning experiences” (Garrison & Vaughan, 2008). There are also blended programmes, in which students study some courses in face-to-face classrooms and other courses are delivered fully online



## Frameworks/ Models

## Online learning systems

## Summary



Concepts

Frameworks/  
Models

Online  
learning  
systems

Summary

Blended learning **involves**;

1. Blending pedagogies

2. **Blending methods**

3. Blending technologies



# Benefits of Blended Learning

## Concepts

❖ **Opportunity for collaboration at a distance:** Individual students work together virtually in an intellectual endeavor as a learning practice.

## Frameworks/ Models

❖ **Increased flexibility:** Technology-enabled learning allows for learning anytime and anywhere, letting students learn without the barriers of time and location but with the possible support of in-person engagement.

## Online learning systems

❖ **Increased interaction:** Blended learning offers a platform to facilitate greater interactivity between students, as well as between students and teachers.

## Summary

❖ **Enhanced learning:** Additional types of learning activities improve engagement and can help students achieve higher and more meaningful levels of learning.

❖ **Learning to be virtual citizens:** Learners practice the ability to project themselves socially and academically in an online community of inquiry. Digital learning skills are becoming essential to be a lifelong learner, and blended courses help learners master the skills for using a variety of technologies.



# Pedagogical frameworks or models

Concepts

Frameworks/  
Models

- ❖ Constructive alignment framework
- ❖ Gilly's Five stage model of online teaching and learning
- ❖ Affordances Analysis e-Learning Design Methodology

Online  
learning  
systems

Summary



# Constructive alignment framework

Concepts

Frameworks/  
Models

Online  
learning  
systems

Summary

What can students  
do at the end of the  
course?

What learning activities  
will help students  
achieve these learning  
outcomes?

INTENDED LEARNING  
OUTCOMES

LEARNING  
ACTIVITIES

ASSESSMENT  
AND FEEDBACK

How do you know if a  
student has achieved  
these outcomes?



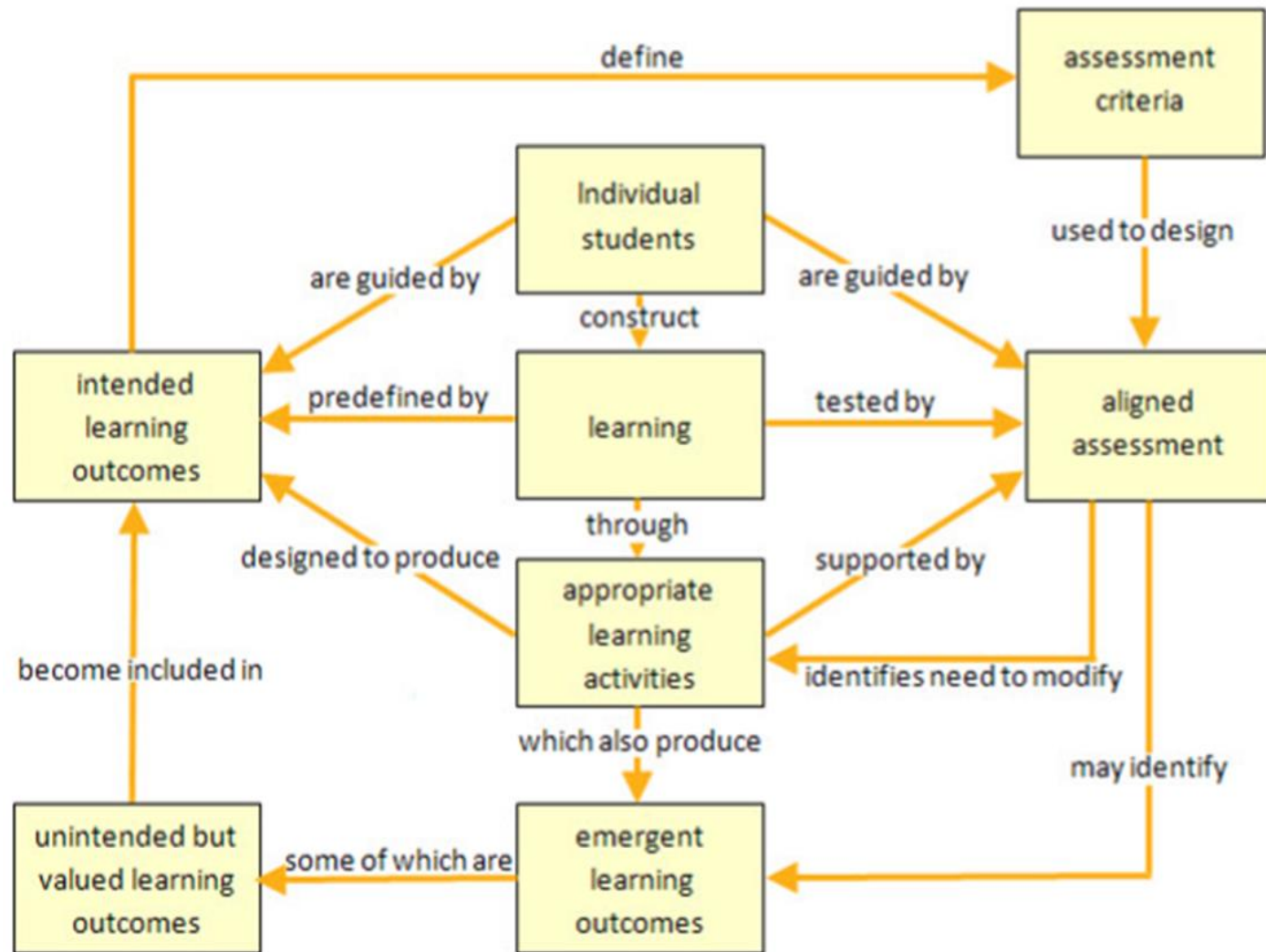
# Constructive alignment framework

Concepts

Frameworks/  
Models

Online  
learning  
systems

Summary







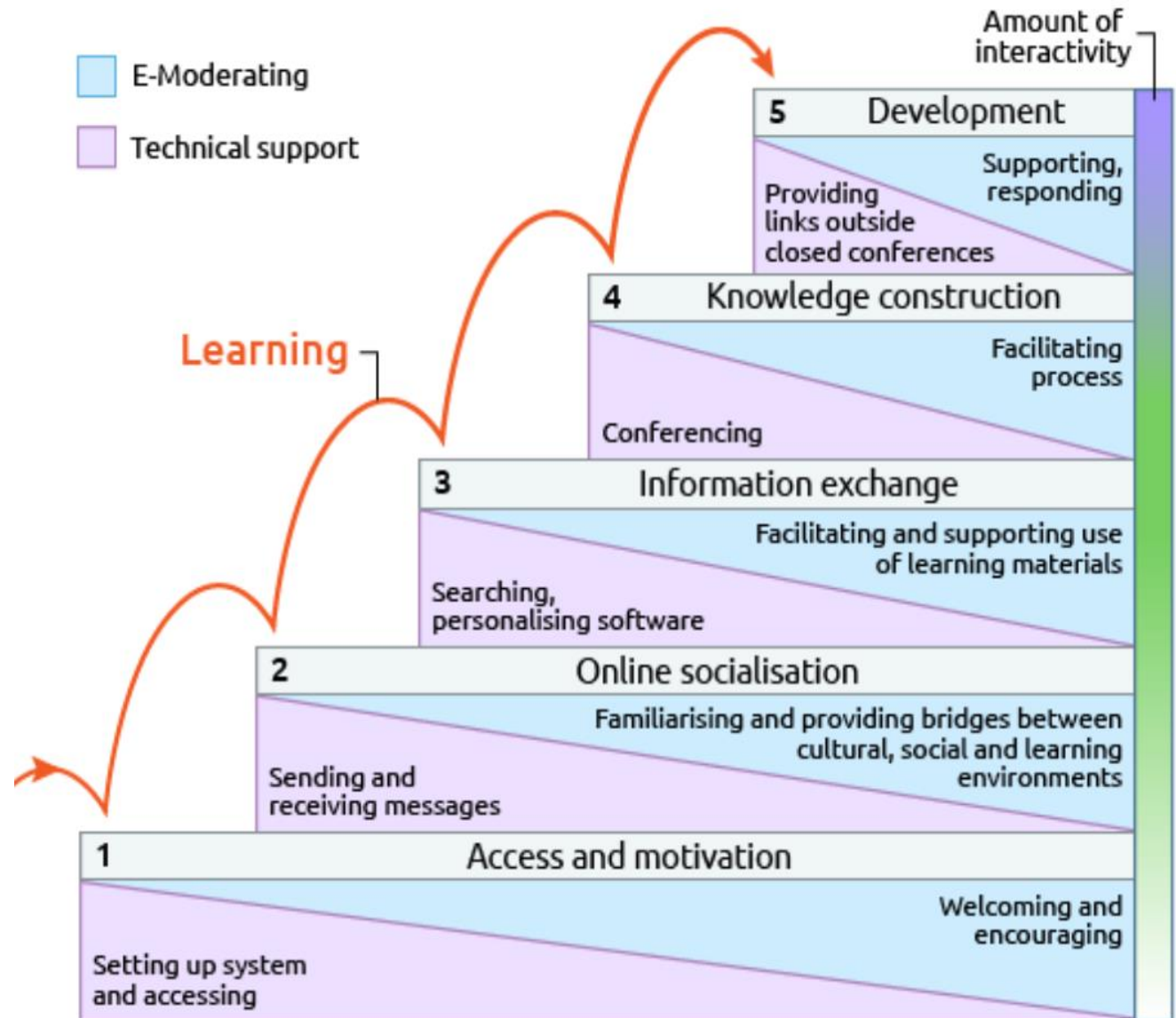
# Gilly Five Stage Model of online teaching and learning

Concepts

Frameworks/  
Models

Online  
learning  
systems

Summary





Concepts

Frameworks/  
Models

Online  
learning  
systems

Summary

**a) Identify  
educational goal/s**

*Experience of  
designers*

**b) Postulate suitable tasks**

*Appreciation of affordances  
to support tasks*

**c) Determine affordance  
requirements of the tasks**

**E-learning tools (input)**

*Considered resources*

**c) Determine the affordances  
available (given)**

*Synergistic consideration of available  
and required affordances*

**d) E-learning task  
design**

**Pedagogy should drive technology**

- Bower 2008



Concepts

❖ Systems that enable students to learn through the internet from anywhere anytime

- Learning management systems
- social media platforms
- conferencing facilities

Frameworks/  
Models



Online  
learning  
systems



Summary



# Example – teaching research methodology at a distance

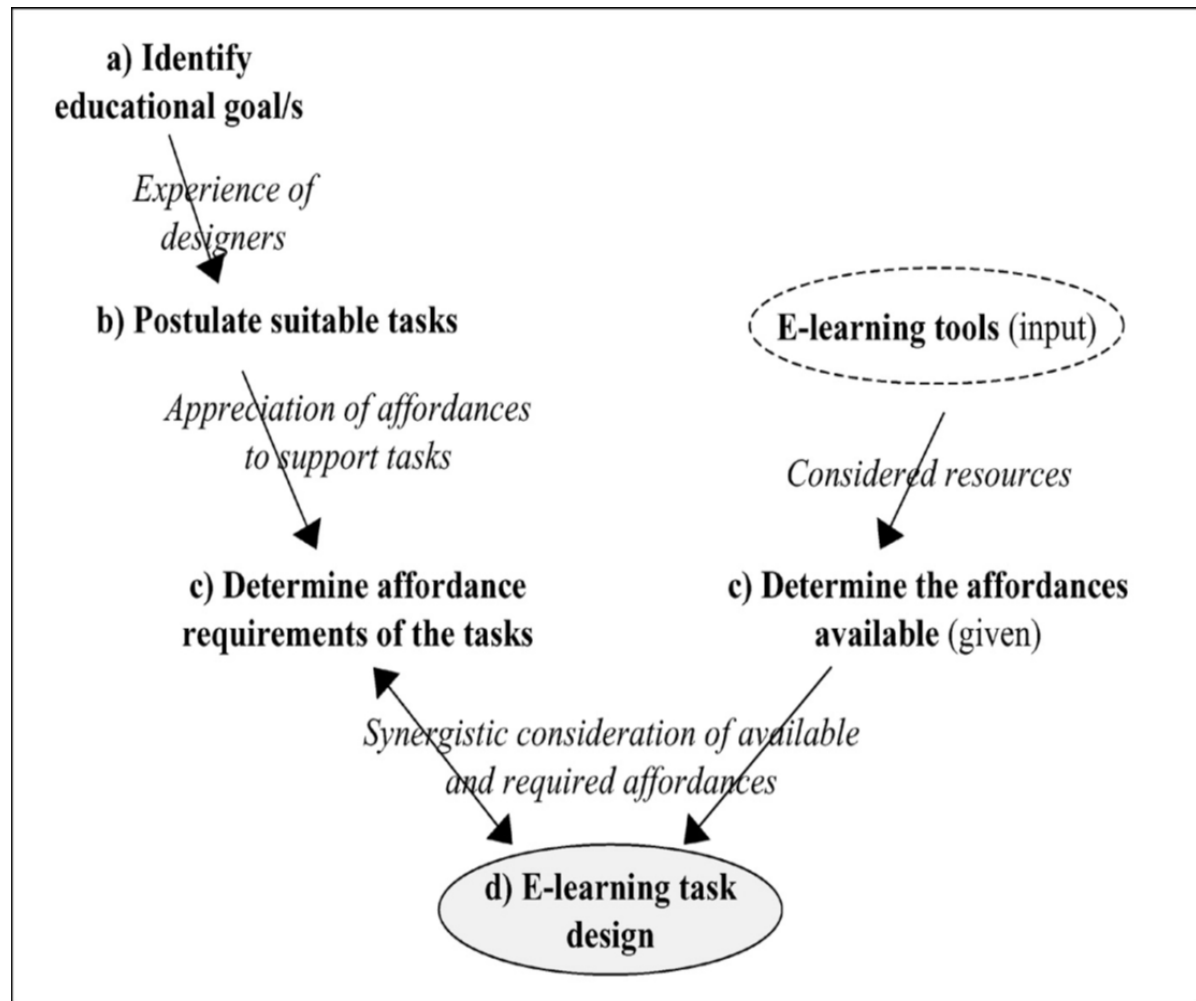
Concepts

Frameworks/  
Models

Online  
learning  
systems

Summary

Mayende, G., Isabwe, G. M. N., Muyinda, P. B., & Prinz, A. (2015). *Peer Assessment Based Assignment to Enhance Interactions in Online Learning Groups*. Paper presented at the International Conference on Interactive Collaborative Learning (ICL), 20-24 September 2015, Florence, Italy.





Concepts

## **Educational challenge**

- ❖ Distance learning programme
- ❖ non participation by individual group members in group activities.

Frameworks/  
Models

## **Identify educational goal**

- ❖ Goal: enhance interactions among students in learning groups

Online  
learning  
systems

Summary



Concepts

Frameworks/  
Models

Online  
learning  
systems

Summary

- ❖ Arrange Self-created groups
- ❖ Identify paper and submit for approval
- ❖ Critically discuss the methodology used, identifying gaps and suggesting possibilities with references with the groups.
- ❖ Submit the initial answer to the group activity
- ❖ Provide Peer feedback to submissions
- ❖ Submit the final group assignment

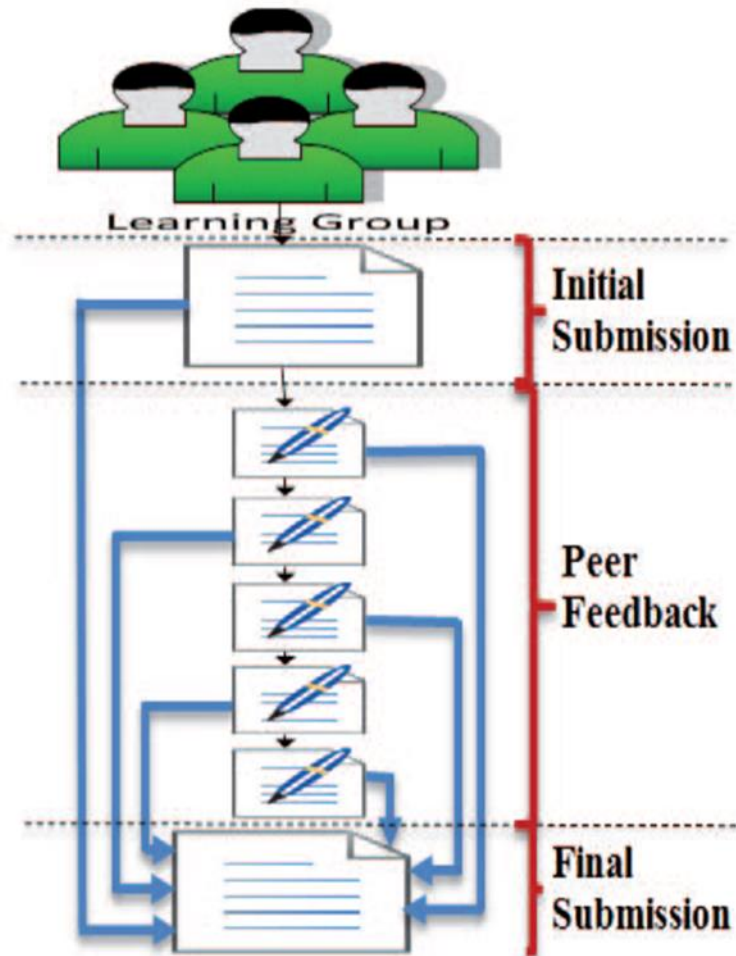


Concepts

Frameworks/  
Models

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learning  
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Summary





# Example – Determine affordance requirements of the tasks and tools

Concepts

Frameworks/  
Models

Online  
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systems

Summary

Affordances		Affordance required by the Task	Affordances provided by the tool
		Enhancing Interaction	Facebook
Read-ability	Text		
View-ability	Image		
Listen-ability	Audio		
Watch-ability	Video		
Write-ability	Text		
Draw-ability	Images		
Speak-ability	Audio		
Video-produce-ability	Video		
Resize-ability	Increase and reduce size of elements		
Move-ability	Moving elements from one place to another		
Playback-ability	Played back		
Accessibility	Any time any where		





# Example 2 – Determine affordance requirements of the tasks and tools

Concepts

Frameworks/  
Models

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Summary

		Affordance required by the Task	Affordances provided by the tool
<b>Affordances of the requirements of the task</b>		<b>Enhancing Interaction</b>	<b>Facebook</b>
Record-ability	Recording		
Synchronous-ability	Synchronous versus asynchronous		
Browse-ability	Move back and forward		
Search-ability	Searching		
Data-manipulation-ability	Sort and sequence		
Link-ability	Connecting to other pages		
Highlight-ability	Highlight aspects of a resources		
Focus-ability	Direct attention of text		
Combine-ability	Combining tools together		
Integrate-ability	Integrating		
Permission-ability	Capacity to allow or deny		
Share-ability	Collaboration – one-one, one-many, many-many		



Concepts

Using Affordance Analysis e-Learning Design Methodology and based on the example I have illustrated above.

Frameworks/  
Models

1. Work in groups of ....
2. Identify one educational challenge.
3. Identify the educational goal.

Online  
learning  
systems

4. Postulate suitable tasks
5. Determine the affordance requirements for the task and tool.
6. Use the google link provided in the chat and type the answers in there.

Summary



Concepts

Frameworks/  
Models

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learning  
systems

Summary





# Reference

- ❖ Bower, M. (2008). Affordance analysis–matching learning tasks with learning technologies. *Educational Media International*, 45(1), 3-15.
- ❖ Biggs, J. (2003). *Aligning teaching for constructing learning*. Higher Education Academy, 1(4).
- ❖ Vygotsky, L. S. (1978). *Mind in society: the development of higher psychological processes*. Cambridge:: Harvard University Press.



Concepts

**Need for multi-skilled learners**

To solve different challenges in the field of work

Frameworks/  
Models

Online  
learning  
systems

Summary





Concepts

Frameworks/  
Models

Online  
learning  
systems

Summary

Using menti, mention any three concepts you learnt today.



## Concepts

## Frameworks/ Models

## Online learning systems

## Summary

- ❖ Pedagogy should drive technology
- ❖ The pedagogical considerations come up with requirements for the technology, while the technology comes with possibilities.
- ❖ The role of facilitation is also instrumental for effectively teaching and learning.
- ❖ Covid-19 has availed possibilities of testing blended / and online learning.