MODELING HYBRID LEARNING: CORE INSTRUCTION, ACTIVITIES & GAMES FOR ONLINE CLASSROOMS

DATE: TUESDAY, NOVEMBER 10, 2020
TIME: 3:30 PM - 5:00 PM (ET) / 12:30 PM - 2:00 PM (PT)
HYBRID LEARNING:

- Challenges
- Core Instruction
- Activities
- Games
CHALLENGES
CHALLENGES

→ Authoring content
CHALLENGES

- Authoring content
- Engaging students
CHALLENGES

- Authoring content
- Engaging students
- Tracking progress
CHALLENGES

- Authoring content
- Engaging students
- Tracking progress
- Connecting with students
CHALLENGES

- Authoring content
- Engaging students
- Tracking progress
- Connecting with students
- Differentiating instruction
CHALLENGES

- Authoring content
- Engaging students
- Tracking progress
- Connecting with students
- Differentiating instruction
- Fixing technical issues
CORE INSTRUCTION

What elements of face-to-face instruction translate into a hybrid/online format?
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- Delivery of content
CORE INSTRUCTION

What elements of face-to-face instruction translate into a hybrid/online format?

- Delivery of content
- Controlled activities
What elements of face-to-face instruction translate into a hybrid/online format?

- Delivery of content
- Controlled activities
- Rich conversations
What elements of face-to-face instruction translate into a hybrid/online format?

- Delivery of content
- Controlled activities
- Rich conversations
- Pairings/Small groups
Evidence for Inferences

When you make an inference about something, it needs to be backed up with evidence.

Where, in the text, do you get that idea?
What tools are most effective?

→ Content anchor program
CORE INSTRUCTION

What tools are most effective?

- Content anchor program
- Diagnostic reports

Evidence for Inferences

When you make an inference about something, it needs to be backed up with evidence.

Where, in the text, do you get that idea?
What tools are most effective?

- Content anchor program
- Diagnostic reports
- Messaging systems
CORE INSTRUCTION

How do you get started effectively?

- Introductory lesson
- Guided learning
- Scaffolding/Slow release
ACTIVITIES

What are the 3 elements of a good online activity?
ACTIVITIES

What are the 3 elements of a good online activity?

→ Clear assignments
ACTIVITIES

What are the 3 elements of a good online activity?

- Clear assignments
- Tracking mechanism
ACTIVITIES

What are the 3 elements of a good online activity?

→ Clear assignments
→ Tracking mechanism
→ Assessment tool
What are the 3 elements of a good online activity?

- Clear assignments
- Tracking mechanism
- Assessment tool
What “levels” of games are available to teachers?
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→ Quick
GAMES

What “levels” of games are available to teachers?

- Quick
- Planned
GAMES

What “levels” of games are available to teachers?

- Quick
- Planned
- Gamification systems
GAMES

Examples include:

- Description Drawings
- Would You Rather?
- Battleship
- Word Search sponges
- Hollywood Squares

[Link to website] go.essentialed.com/educators/tweed-subscribe
Effective Hybrid Learning happens when the following elements are well-planned and executed:

1. Core Instruction
2. Activities
3. Games

Additional Support:

ESSENTIAL EDUCATION’S TEACHER TOOLKIT

[Link](go.essentialed.com/educators/get-toolkit)

DISTANCE LEARNING SERIES

[Link](go.essentialed.com/educators/distance-learning)
Thank you for all you do.

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Educator Support: 1-800-931-8069