

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

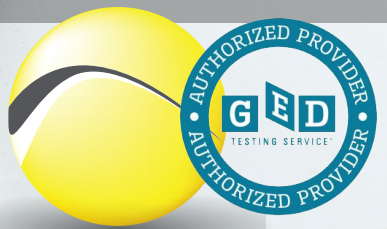
DATE: TUESDAY, NOVEMBER 10, 2020

TIME: 3:30 PM - 5:00 PM (ET) / 12:30 PM - 2:00 PM (PT)

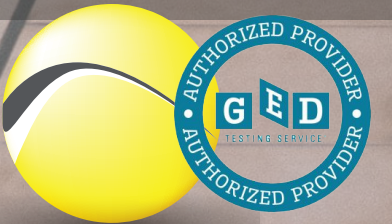


HYBRID LEARNING:

- Challenges
- Core Instruction
- Activities
- Games

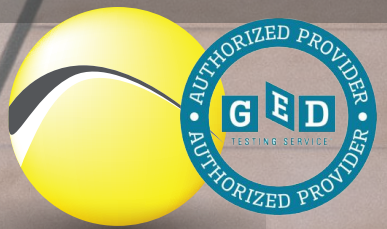


CHALLENGES



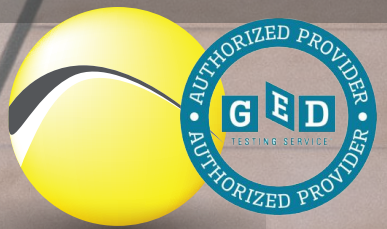
CHALLENGES

→ Authoring content



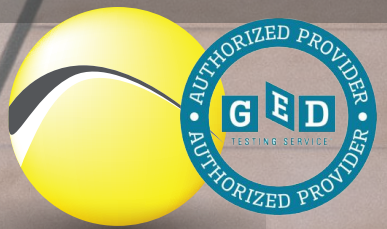
CHALLENGES

- Authoring content
- Engaging students



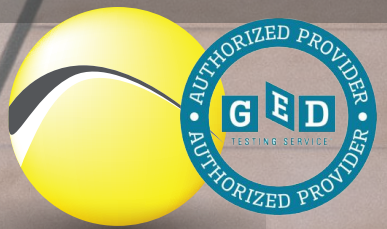
CHALLENGES

- Authoring content
- Engaging students
- Tracking progress



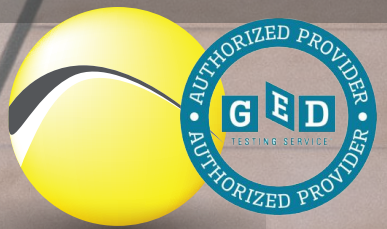
CHALLENGES

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



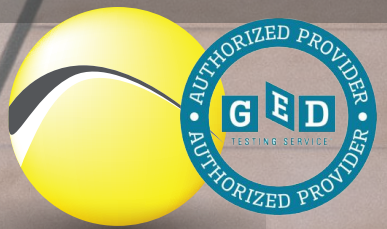
CHALLENGES

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



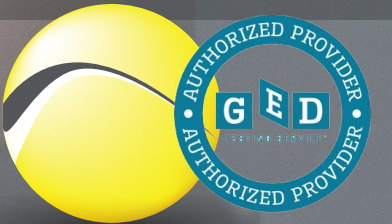
CHALLENGES

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



CORE INSTRUCTION

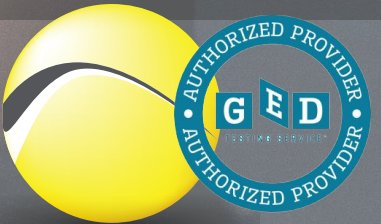
What elements of face-to-face instruction translate into a hybrid/online format?



CORE INSTRUCTION

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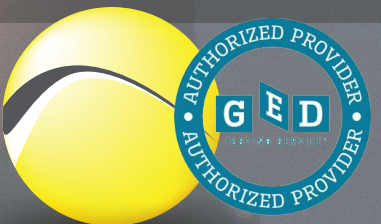
→ Delivery of content



CORE INSTRUCTION

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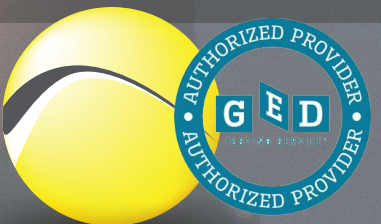
- Delivery of content
- Controlled activities



CORE INSTRUCTION

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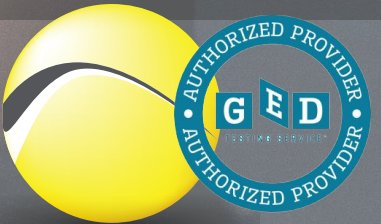
- Delivery of content
- Controlled activities
- Rich conversations



CORE INSTRUCTION

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

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



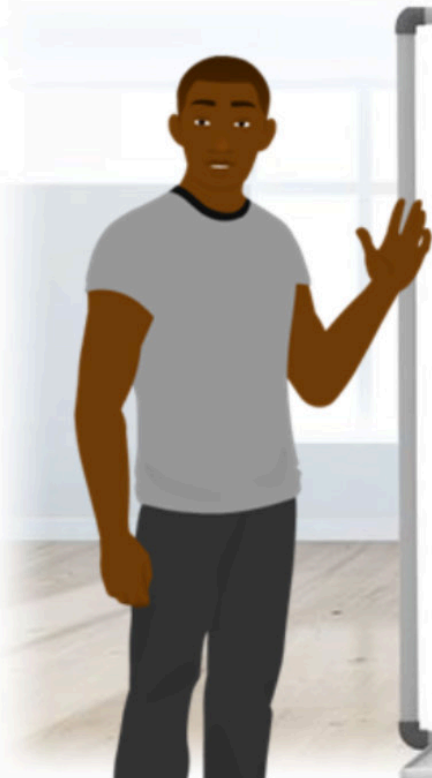
CORE INSTRUCTION

What tools are most effective?

Evidence for Inferences

VOCABULARY | TRANSCRIPT | MENU

Introduction



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?

Speaker icon, Chat icon, Play icon, Progress bar, Refresh icon, NEXT >



CORE INSTRUCTION

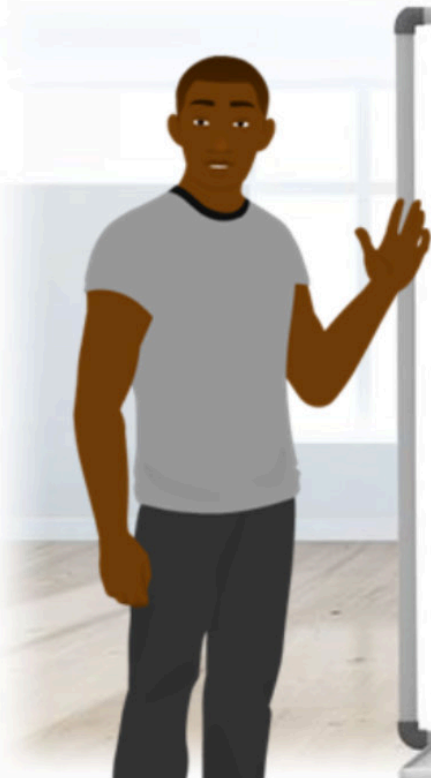
What tools are most effective?

→ Content anchor program

Evidence for Inferences

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CORE INSTRUCTION

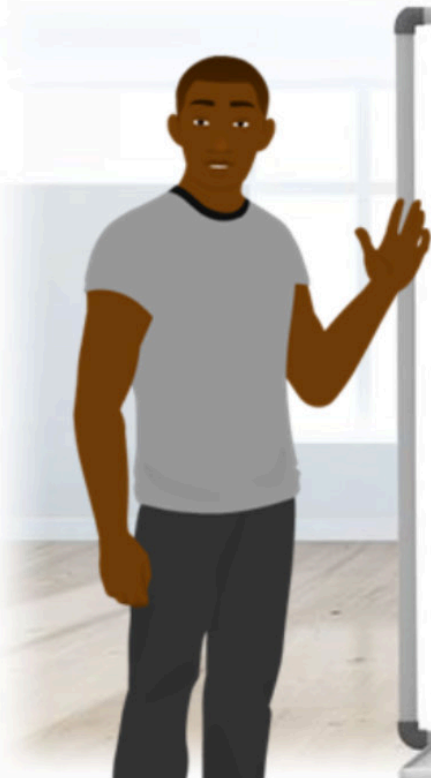
What tools are most effective?

- Content anchor program
- Diagnostic reports

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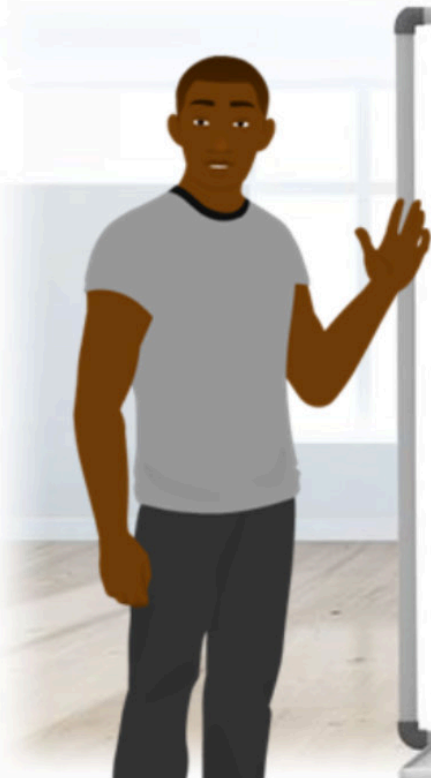
What tools are most effective?

- Content anchor program
- Diagnostic reports
- Messaging systems

Evidence for Inferences

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Evidence for Inferences

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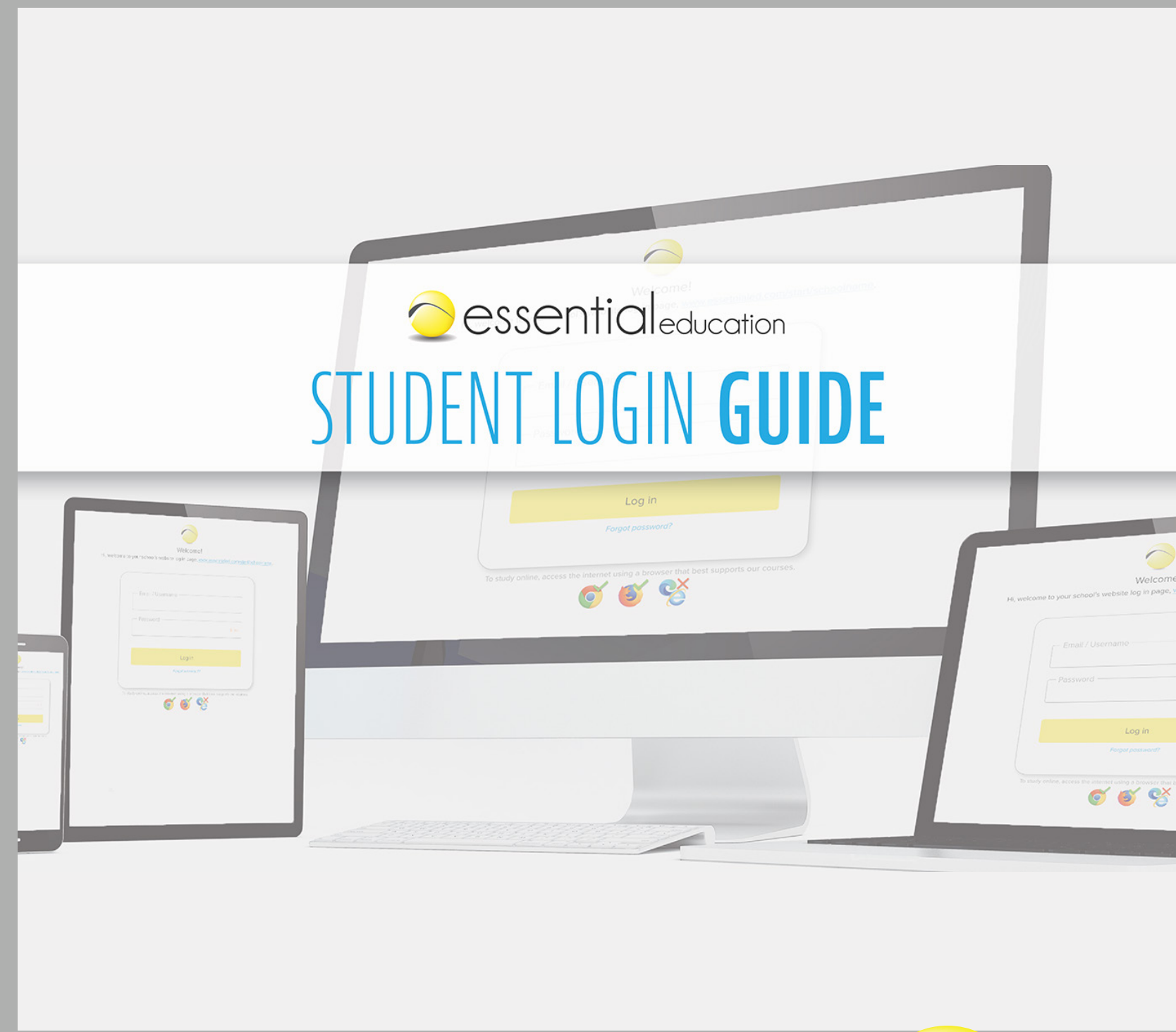
Where, in the text, do you get that idea?



CORE INSTRUCTION

How do you get started effectively?

- Introductory lesson
- Guided learning
- Scaffolding/Slow release



ACTIVITIES

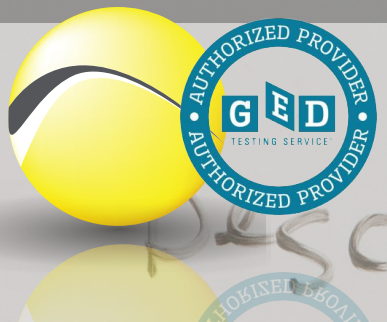
What are the 3 elements of a good online activity?



ACTIVITIES

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→ Clear assignments



ACTIVITIES

What are the 3 elements of a good online activity?

- Clear assignments
- Tracking mechanism



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- Tracking mechanism
- Assessment tool



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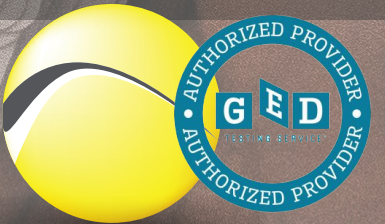
ESSENTIAL EDUCATION'S TEACHER TOOLKIT

<https://go.essentialled.com/educators/get-toolkit>



GAMES

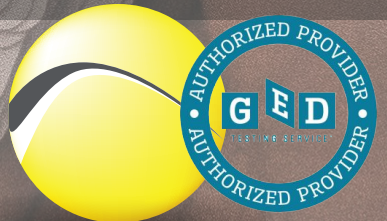
What “levels” of games are available to teachers?



GAMES

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→ Quick



GAMES

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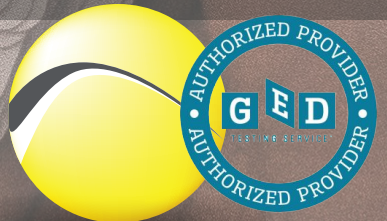
- Quick
- Planned



GAMES

What “levels” of games are available to teachers?

- Quick
- Planned
- Gamification systems

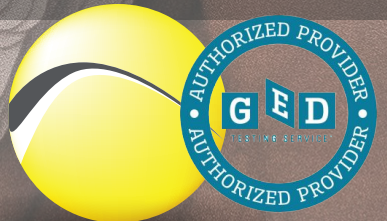


GAMES

Examples include:

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

go.essentialed.com/educators/tweed-subscribe



SUMMARY

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

go.essential.com/educators/get-toolkit

DISTANCE LEARNING SERIES

go.essential.com/educators/distance-learning



THANK YOU



Thank you for all you do.

Dan Griffith

dan@essentialed.com

Educator Support: 1-800-931-8069