

V-Learn

- online
- In-person
- at a distance
- collaborative
- project based
- problem solving
- critical thinking
- creative
- concrete
- individualized

Distributed Learning: Learner is at a distance from the teacher; technology is used to bridge the gap by providing access to materials, learning community, support/guidance

Distance Learning: Flexible, individual, at a distance (part/whole), technology based (synchronous/asynchronous communication)

Web-based Learning: "e-learning, "virtual" learning, internet learning, computer-assisted learning, "learning objects", "information objects", simple interfaces, web tools (i.e. [bubble.us](#))

Blended Learning: combination of online with classroom learning with the majority supported at a distance; mix of modalities to support the construction of meaning

Open Education: BC's new curriculum, flexible, student-centered, blended, online, "m-learning, digital literacy, public, world-wide access, \$

Zone of proximal development

Goal: to construct meaning

unique, self-directed, self-initiated learning

- opportunity to practice, work in context, connect to mentor/other learners, demonstrate knowledge using intuition, deductive thinking, emotion, social context

How do we prepare learners for the knowledge and skills they will need in today's society?

Instructional Design: Theory informs practice

adjust for student needs/ support, be innovative, "personalization of learning"

need technology skills

Strategies for design:

- work in chunks
- break content into learning objects ("any digital resource that can be re used to achieve a learning outcome")
- project-based
- use simple interfaces
- use active learning strategies (i.e. concept maps, advance organizers, etc.)

