

CONTACT NORTH Online Learning
NORTH Apprentissage en ligne March 26, 2020 What the World Needs Now is Love Students at the Boston Conservatory at Berkiee created a social distancing rendition of 'What the World Needs Now is Love' s://www.youtube.com/watch?v=qv7jI5ACHCw 2:33 (video): http://curtbonk.com/wtwnn.html

CONTACT NORTH Online Learning Apprentissage en ligne Poll #1: What time is it there? a. Early morning and I'm hungry! b. Late morning

- c. Lunch time
- d. Afternoon e. Early evening
- f. Late night
- g. Late late (I should be in bed sleeping but I wanted to see
- Dr. Bonk)



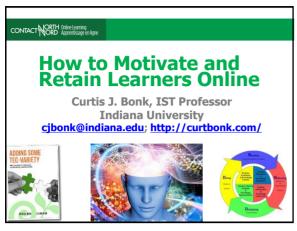
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CONTACT NORTH Online Learning
ORD Apprentissage en ligne Poll #3: Have you seen Dr. Bonk speak before? a. Yes more than once. b. Yes once. c. Not sure. d. No, but I am here now. e. No, and I prefer it that way. He's rather boring.

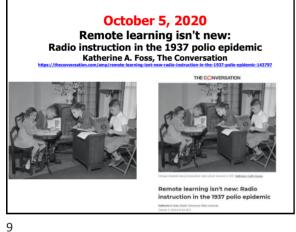
CONTACT NORTH Online Learning Apprentissage en ligne Poll #2: Have you ever been to Canada? a. Yes many times. b. Yes, once or twice. c. No, but I want to go. d. No, I don't understand the language. e. No. And I am not going to go.

CONTACT NORTH Online Learning Apprentissage en ligne Poll #4: Have you ever taught a fully online course? a. Yes, many. b. Yes, just a couple. c. No, but I taught one or more blended ones. a. No but I am willing to try. b. No and I like it that way.

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February 2, 2016 1960's PLATO Computer System –
Computer Aided Learning CAI CBT CDC Control Data Educational

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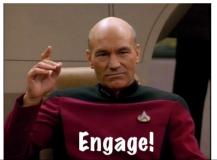
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Bonk's 20 "Last" Principles of Instruction (LAST = Learning Activation System Template) Choice and Option Flexibility Inspiration Organization Relevance and Meaningfulness Collegiality Sharing Trial and Error (i.e., it is ok to High Expectations Purpose and Vision **Expanded Resources** ectedness #20 ??? Empowerment and Autonomy Cognitive Apprenticeship

14





Motivation Research Highlights

(Jere Brophy, Michigan State University)

- 1. Supportive, appropriate challenge, meaningful, moderation/optimal.
- 2. Teach goal setting and self-reinforcement.
- 3. Offer rewards for good/improved performance.
- 4. Novelty, variety, choice, adaptable to interests.
- 5. Game-like, fun, fantasy, curiosity, suspense, active.
- 6. Higher levels, divergence, dissonance, peer interaction.
- 7. Allow to create finished products.
- 8. Provide immediate feedback, advance organizers.
- 9. Show intensity, enthusiasm, interest, minimize anxiety.
- 10. Make content personal, concrete, familiar.



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Intrinsic Motivation

"...innate propensity to engage one's interests and exercise one's capabilities, and, in doing so, to seek out and master optimal challenges

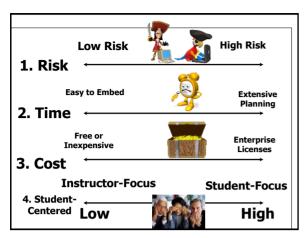
(i.e., it emerges from needs, inner strivings, and personal curiosity for growth)

> See: Deci, E. L., & Ryan, R. M. (1985). Intrinsic motivation and self-determination in human behavior. NY: Plenum Press.



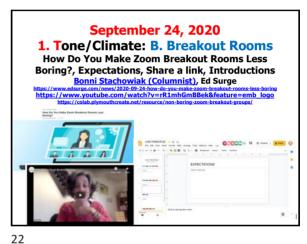
Part 1: **Introducing the TEC-VARIETY Model** (Motto: It's better than the "TEC-MONOTONY" Model) http://tec-variety.com/ http://tec-variety.com/TEC-VARIETY-Chinese.pdf 在线学习动机与激励: TEC-VARIETY 模型

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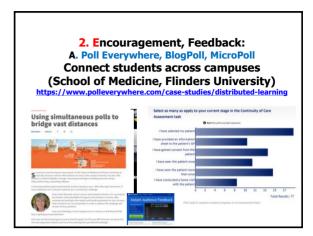
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2. Encouragement, Feedback:
C. Online Practice Tests and Interactive Flash Cards (e.g., Pharmacy, OT, etc.) http://quizlet.com/.

**The Flash Cards (reg. of Pharmacy) | Pharmacy | Pharmac

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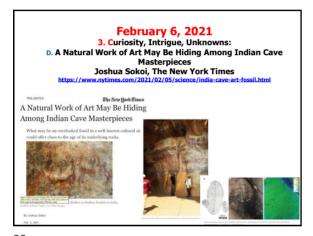




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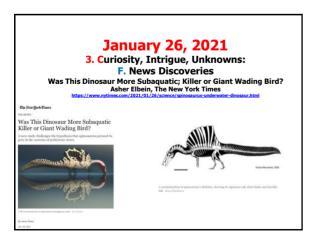








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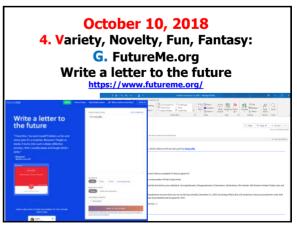




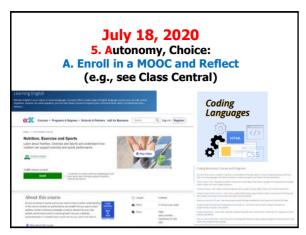


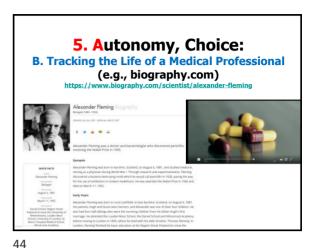


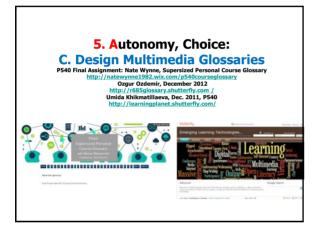




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Poll #5: Any light bulbs going off in you head so far?

a. Yes definitely...many of them...pop...pop!
b. Yes, several times.
c. Yes maybe!
d. Not yet (but hopefully soon...)
e. Nope. Darn it my brain is not working today.
f. There's no hope with this idiot presenting.

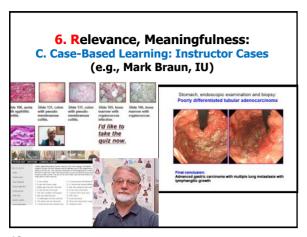
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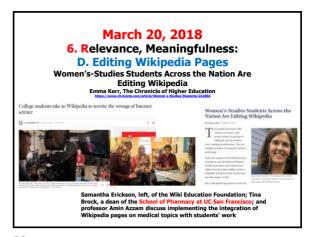
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7. Interactive, Collaborative:

B. Negotiate Meanings Online

(e.g., PiratePad: http://meetingwords.com/)

http://bose.don.edu/technology/fe-collaborative-withs-papications-for-group-rejects-or-paper/.

MeetingWords, Google Docs, NowComment, MixedInk

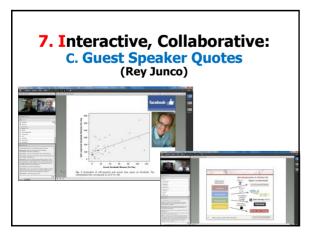
Interactive Meaning Words, Google Docs, MixedInk

Interactive Meaning Words, Google Docs, Google Docs, MixedInk

Interactive Meaning Words, Google Docs, MixedInk

Interactive Mean

51 52





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8. Engagement, Involvement:
A. Healthcare Scenarios and Simulations

55 56

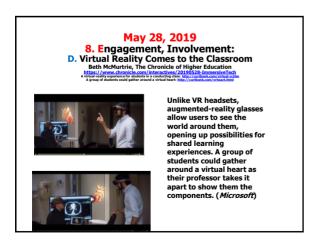


May 28, 2019
8. Engagement, Involvement:
C. Virtual Reality Comes to the Classroom
Beth McMurtrie, The Chronicle of Higher Education
https://www.chronicle.som/interactives/20190528-immersive/fech

Using a special recording system, Hamilton
College created a virtual-reality experience
for students in a conducting class. Heather
Buchman, a music professor, first recorded
a performance using 3-D audio and video.
(Andrew Graft)

Students later practiced conducting the
virtual orchestra by wearing a special
headset through which the sound of the
orchestra changes as they turn their head.
(Ben Salzman)

57 58





59 60







May 11, 2020

9. Tension, Challenge, Controversy, etc.:
B. What is smileUP & How to use it?
SMILE, Stanford
https://www.youtube.com/watch?v=pblU8sSALWo

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April 29, 2020

10. Yields Products, Goals:

E. Wikibook Chapters

Part IV: Environments and Tools: Online Learning Communities R678- Emerging Learning Technologies

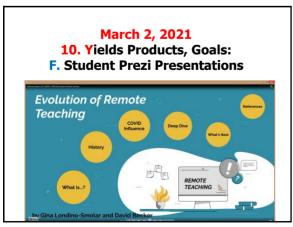
Amanda Zwirecki and Ashia Williams

https://en.wikibooks.org/wi/index.php?tille=Web_2.0_and_Emerging_Learning_Technologies/Online_Learning_Communities

With 2.0 and Emerging Learning Technologies/Online_Learning_Communities

Fig. 1. The Communities of the Challenge of the Challenge

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Make Commitments:
Stop and Share in Chat Window:
Which principle(s) of TEC-VARIETY will you use?
Tone/Climate
Encouragement, Feedback
Curiosity

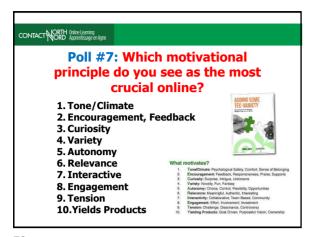
Variety
Autonomy
Relevance
Interactive
Engagement
Tension
Yields Products

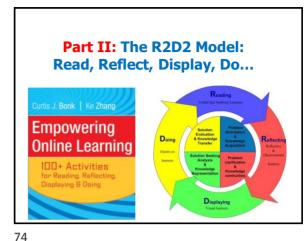
Make Commitments:
Stop and Share in Chat Window:
What motivates?

What motivates?

Autonomy
1. ToneClimate: Psychological Safety, Confort. Series of Belonging
2. Encouragement: Feedback, Responsivenees, Praise, Supports
3. Curiosity, Sulprise, Intigue, Uninovaria
4. Variety Prober, Far. Facility, Coloratoria Community
Bengagement
Tension
Yields Products

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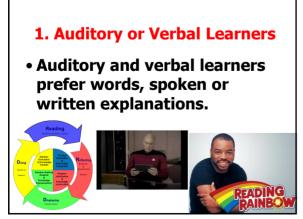


The R2D2 Model

1. Read (Auditory and Verbal Learners)
2. Reflect (Reflective Learners)
3. Display (Visual Learners)
4. Do (Tactile, Kinesthetic, Exploratory Learners)

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Read 1c. Twitter Fed Class Discussions (e.g., OT: https://twitter.com/glenbourneteam)

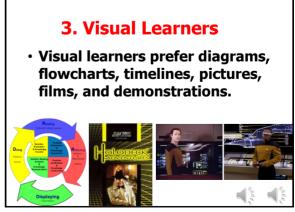
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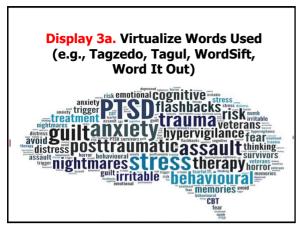
April 13, 2016 Reflect 2a. Interpreting Interactive **Graphs and Infographics** How much rainforest in that chocolate bar?
Tech billionaire announces \$250 million in cancer immunotherapy funding Jayne O'Donnell, USA Today Land-Use Change Emissions in Miles Driven 2,000 Ha 1.5B **** ****

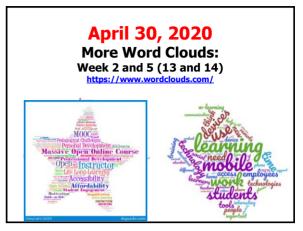
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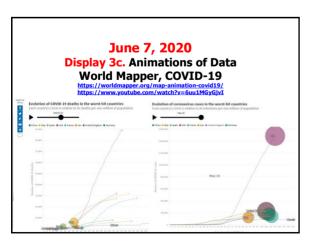








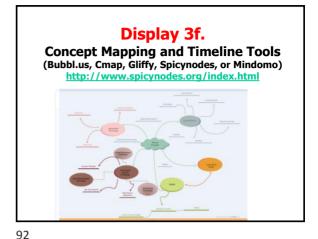
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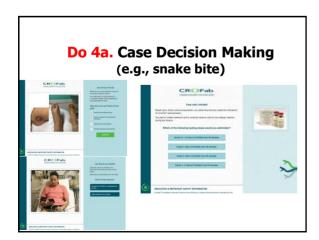






4. Tactile/Kinesthetic Learners · Tactile/kinesthetic senses can be engaged in the learning process are role play, dramatization, cooperative games, simulations, creative movement and dance, multi-sensory activities, manipulatives and hands-on projects.

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Do 4b. Sample Student Work e.g., Interactive Archive/Gallery of best work (e.g., physical therapy, SDSU)

95 96

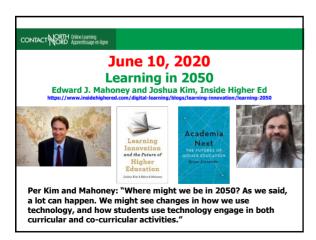






CONTACT NORTH Online Learning Apprentissage en ligne Poll 7: How many ideas did you get from this talk? 1. 0 if I am lucky. 2. Just 1. 3. 2, yes, 2...just 2! 4. Do I hear 3? 3!!!! 5. 4-5. 6. 5-10. 7. More than 10. **BRAINY IDEAS**

100



CONTACT NORTH Online Learning Apprentissage en ligne Poll 8: Which pedagogical model or framework do you prefer? a. TEC-VARIETY b. R2D2 c. Neither d. Both e. I will try to create some unique combo of the two.

102 101

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Apprentissage en ligne

Poll #9: Are you excited to try anything out that you heard today?

- a. Yes definitely...many of them...
- b. Yes, several of them.
- c. Yes maybe one!
- d. Not yet (but hopefully soon...)
- e. Nope. My brain is simply not working today.
- f. No...I am having Internet connection issues.



Poll #10: Does all this stuff that you heard give you a headache?

The World is Open for you now...!

- a. Yes, but I am still excited to try things out.
- b. Yes, and I need some medicine and a break.
- c. Not sure.

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- d. No, let's go all day.
- e. No, let's go another hour.
- f. No, it was just right.



103

104



Poll 11: Would you attend a Part 2 follow-up session?

- a. Definitely, Definitely, Definitely...
- b. Probably, Probably,
- c. Maybe, Maybe, Maybe
- d. You got to be kidding...NO!



105







107