# Learning Design Framework

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# **ABC Learning Type Flip Cards**

Digital Education Education Development



# Acquisition

Where learners consume information without further actions or application (e.g. listening to a lecture or podcast, reading from books or websites, watching demos or videos).





# Acquisition

### **Conventional method**

- Reading books, papers
- Listening to teacher presentations face-toface, lectures
- Watching demonstrations, master classes

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# **Digital technology**

**Reading digital documents and resources** *via Reading list, Primo....* 

**Learning from interactive content** via H5P, interactive content tools on DLE.

 Watching animations, videos, lecture
recordings via DLE, Panopto, Zoom, Box of Broadcasts....

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# Collaboration

Where learners work together, challenging each other's' ideas and negotiating solutions, to produce a shared output (e.g. a report, diagram, presentation).





# Collaboration

### **Conventional method**

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- Small group project.
- Discussing others' outputs.
- Building joint output.

# **Digital technology**

**Small group projects** using DLE groups, DLE forums, DLE wiki

**Building joint digital outputs** *using DLE databases, glossaries, wikis, blogs, creating videos ...* 

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Guides are available at URL

# Discussion

Where learners articulate their own ideas and questions, and respond to ideas and questions from instructors and/or peers.



Adapted from ABC Learning Design method Clive Young and Natasa Perovic, UCL.



# **Discussion**

### **Conventional method**

- **Tutorials**.
- Seminars.
- Discussion groups.
- Class discussions.

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### **Digital technology**

- Online tutorials, seminars with Zoom, Team's or Panopto
- Synchronous chats via DLE Chat, Skype, Zoom, Teams

Asynchronous discussion via DLE forums,

MS Team's, Emails.

#### Student presentations & discussion with

Zoom, TurningPoint, Mentimeter.

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# Inquiry

Where learners independently locate and/or explore information (e.g. from the library, internet, subject experts) to address selfidentified questions and build overall knowledge. Learners' grasp of new information is not formally probed.





# Inquiry

### **Conventional method**

- Using text-based study guides
- Analysing the ideas and information in a range of materials and resources
- Using conventional methods to collect and analyse data
- Comparing texts
- Searching and evaluating information and ideas



### **Digital technology**

- Analysing and ideas and information gathered via DLE database or glossary.
- Comparing digital texts in DLE forum, DLE Workshop
- **Asking questions** *via DLE Forums*.
- Reflecting via DLE Journal, Panopto captures, DLE Quizzes.

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# Practice

Where learners seek to accomplish a task or goal, using repetition, self-reflection, and feedback from instructors/ peers to refine performance.



Adapted from ABC Learning Design method Clive Young and Natasa Perovic, UCL.



# Practice

### **Conventional method**

- Practising exercises.
- Doing practice-based projects.
- Labs.
- Field trips.
- Face-to-face role-play activities.



# **Digital technology**

Online tests using DLE quizzes, H5P interactive content, SpeedWell

**Virtual labs and models** using content created with Articulate or H5P interactive content, Labster etc.

- Virtual field trips with embedded H5P interactive content, DLE Media videos, VR<sup>-</sup>
- Online presentations by students using DLE Media, Zoom/Teams.
- Assessments via Turnitin.

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# Production

Where students create something for the instructor to formally evaluate (e.g. some form of coursework).



Adapted from ABC Learning Design method Clive Young and Natasa Perovic, UCL.



# **Production**

# **Conventional method**

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producing articulations using:

- statements.
- 🗆 essays.
- reports.
- accounts.
- 🗌 designs.
- performances.
- artefacts.
- animations.
- models.
- videos.

# **Digital technology**

- Producing shared digital documents in DLE discussion forums, Wiki
- Performances captured on video and shared via Team, DLE Media
- **Final assessments** submitted via DLE Assignments, Turnitin, (Speedwell/New online assessment system and proctoring).
- Images, videos, animations, other artefacts shared in databases, glossaries, DLE..
- E-portfolios using PepbblePad

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