Online Experiential Learning: Coordinating Community Placements in an Online Class
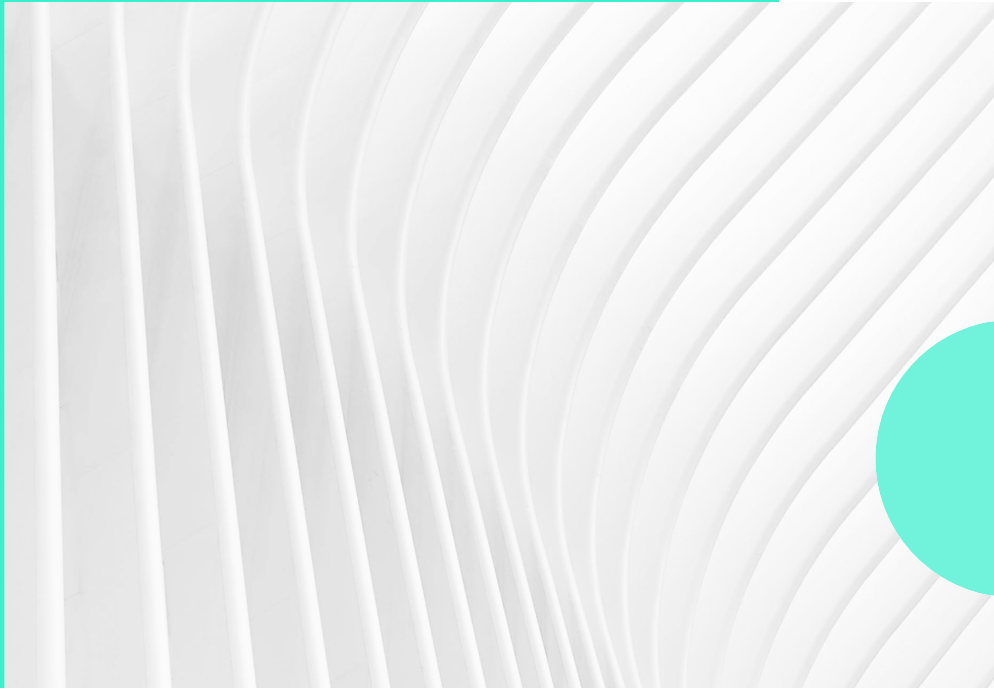
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AGENDA

BASICS: COMMUNITY-BASED EL ONLINE

PROJECT IDEAS

ENSURING QUALITY PLACEMENTS

HELPFUL TOOLS

CHALLENGES

How do we enable hands-on learning in online classes?

How do we adapt innovative pedagogies like SL and EL to online environment?

COMMUNITY-BASED LEARNING

Basic definition:

Analyzing and solving problems in the community

Good preparation for citizenship, work, and life

21ST CENTURY SKILLS

Learning and Innovation:

- Creativity
- Critical thinking and problem solving,
- Communications and collaboration and technology

Information, media, and technology skills

- Apply technology, create media, assess information

Life and career skills

- Flexibility and adaptability
- Initiative and self-direction
- Social and cross-cultural skills
- Productivity and accountability
- Leadership and responsibility

IDEAS FOR COMMUNITY-BASED EXPERIENTIAL LEARNING

DIRECT	INDIRECT	RESEARCH	ADVOCACY
Directly impacting others	**Focusing on broad issues of significance that affect many**	**Gathers and presents information on areas of interest or need**	**Educating others about topics of public interest**
e.g.	Compiling history	Environmental studies (water testing)	Planning and putting on public forums
Tutoring	Restoring or constructing structures	Mapping	Conducting public information campaigns
Conducting lessons	Preserving environment	Monitoring flora/fauna	Creating disaster or crisis preparation or response plans
Presentations		Conducting surveys, studies, evaluations, experiments, interviews,	
General assistance		Analyzing and compiling publicly available data	

(E)XTREME EXPERIENTIAL LEARNING

Online Instruction, Online Experiential Learning

Often client-based courses where students create a tangible and well-defined product.

Relies on virtual communication with partner.

Examples:

- Updating technical writing or guides (e.g. HR manual)

- Designing web awareness campaign around any issue (e.g. gerontology class does PR on senior fall prevention)

- Developing peer mentoring strategy for rural teachers (education students)

- Creating a zero-based budget for local county health department (finance students)

- Conducting best practices research for local government (e.g. addressing health disparities, or youth violence)

TYPE 1:

ONLINE INSTRUCTION, IN-PERSON EXPERIENTIAL LEARNING
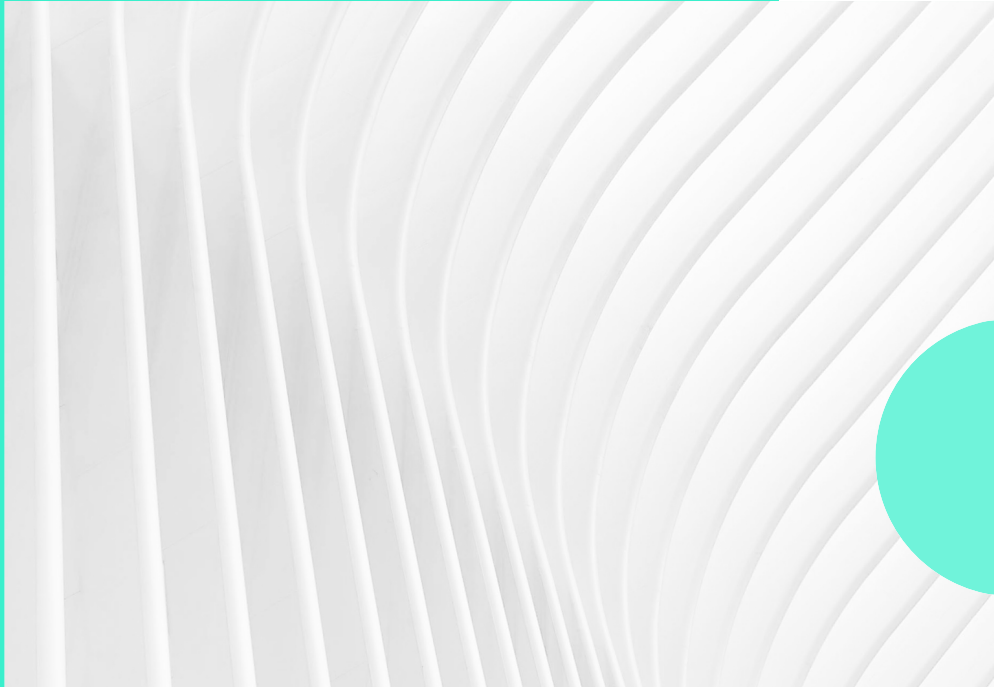
Examples

- Recording digital oral history projects for online or local repositories

- Working with local schools or associations

- Developing recommendations for local agencies

TABLE 5.1

Examples of eService-Learning Experiences for Missouri State University Students Enrolled in the Online First-Year Experience Course

Option	Social Justice Issue	Community-Based Need	Community Partner
1	Youth homelessness	Provide activities for homeless youth and teens	Rare Breed in Springfield, Missouri, or a homeless shelter in your community
2	Poverty, scarce resources	Provide housing for those with limited financial resources	Habitat for Humanity build
3	Drugs and crime	Provide after-school opportunities for children in low-income areas	Robberson Community School program in Springfield, Missouri, or an elementary or middle school in the community where you reside
4	Disaster relief	Rebuild Joplin (Fall break project ONLY)	Catholic Charities of Southern Missouri
5	Reading literacy	Provide after-school reading opportunities for children who struggle with reading	Boys and Girls Club (various locations throughout Missouri and in other states)
6	Bullying	Programs to prevent bullying in schools	LA Human Rights Commission; indirect service-learning opportunity for program development, research, etc.
7	Scarce resources	Develop education programs for middle school and high school students to promote appropriate use of resources within our communities	USDA; community schools; Boys and Girls Clubs, etc.
8	Hunger in developing countries	Box food to be shipped to developing countries (November activity)	Friends Against Hunger, Springfield, Missouri; Food Bank programs in your local community
9	Preserving history and heritage	Oral history project	Various long-term care facilities, nursing homes, assisted living facilities

ONLINE EXPERIENTIAL LEARNING

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TYPE II:

On-Site Instruction, <mark>Online</mark> Experiential Learning

Typically occurs in computer-related disciplines, such as web design, information technology
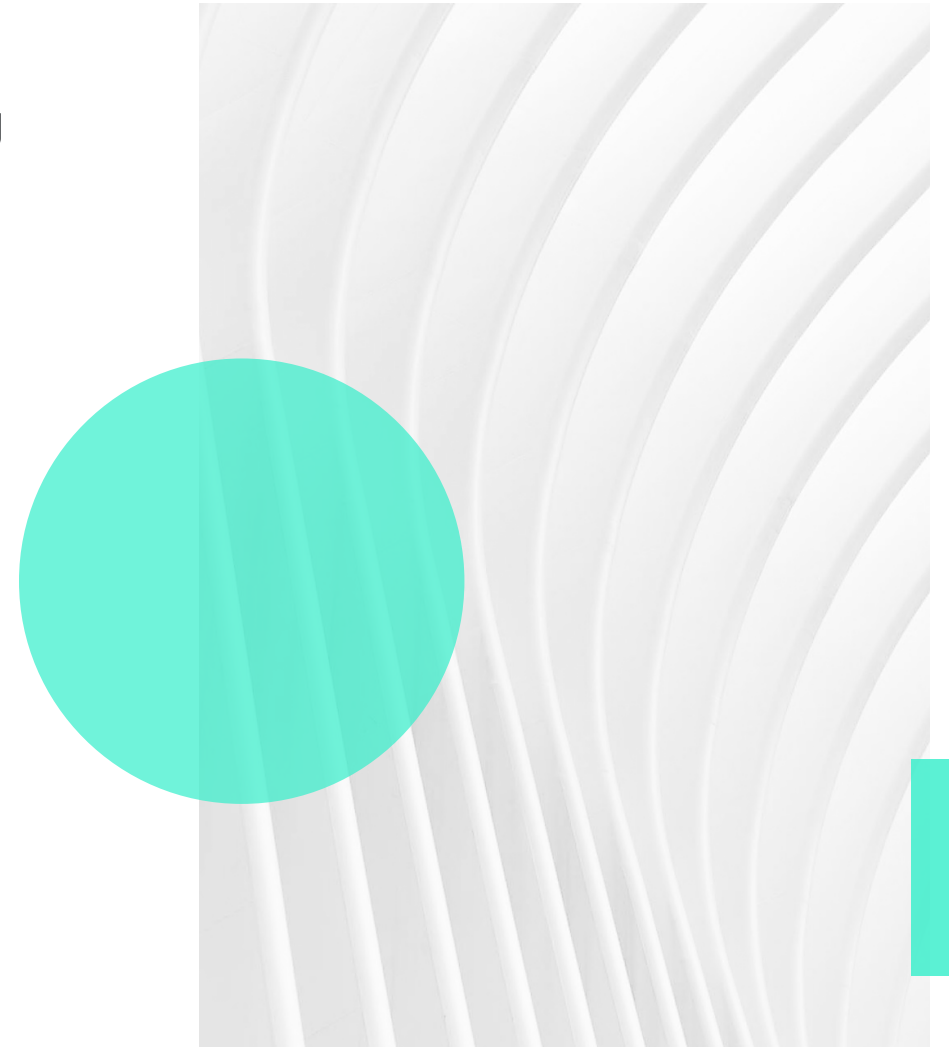
Examples:

Developing online communities
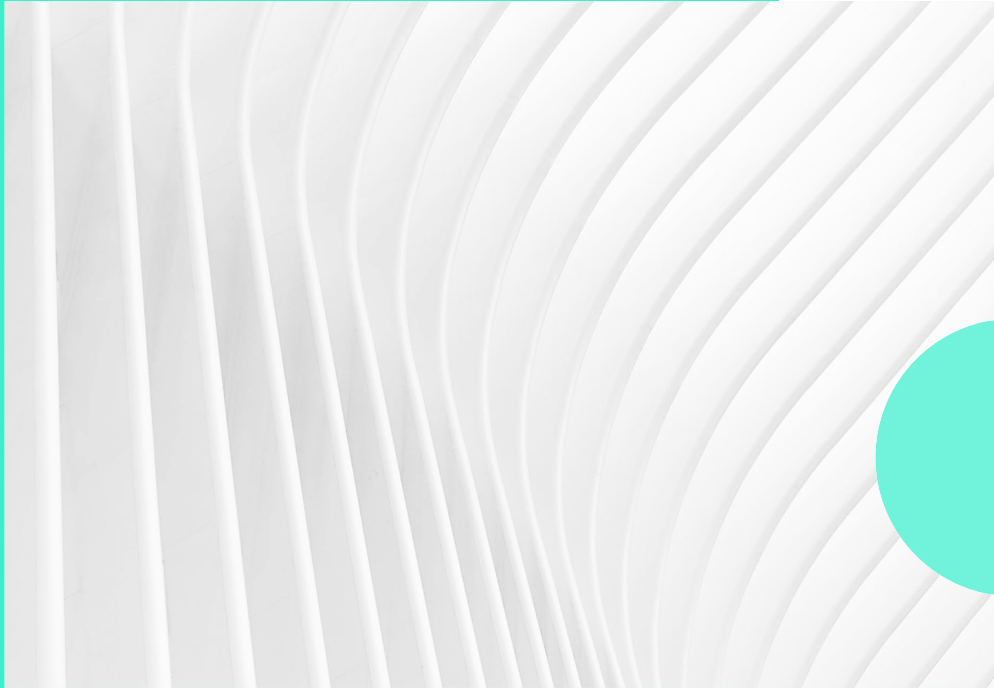
Creating highly usable websites

Building a database

Conducting an awareness campaign

TYPE 3:

BLENDED: ONLINE/IN-PERSON INSTRUCTION, ONLINE/IN-PERSON EXPERIENTIAL LEARNING

Examples

Develop products online first, then further implement products on-site

Instruction and experiential activities start on-site, then refining of products and instruction occur online

Experiential activities start over phone/net, then travel to site

Some face-to-face instruction, mostly online instruction and then students do activity on site in their own communities

STEPS TO DEVELOP AN ONLINE EXPERIENTIAL LEARNING CLASS

STEP 1

Decide how you will deliver the course

STEP 2

Examine course goals and objectives

STEP 3

Identify potential placements or procedure for students to find their own

STEP 4

Determine how much time students will spend doing EL

STEP 5

Define the activity expectations and requirements for the students

STEP 6

Evaluate course management tools available for reflection and other activities

STEP 7

Set expectations for orientation, confidentiality, conduct, and risk management

STEP 8

Decide how to assess student learning, partnership, and impact.

ENSURING QUALITY PLACEMENTS

- Establish a clear process for vetting community placements and/or activities (clear criteria)

- Manage community placement expectations (e.g. letter of introduction)

- Develop clear communication procedures in the course and between the students, the instructor, and the community placement (MOUs)

- Stay in touch with community placement regarding student progress (midterm check in, final check in)

USEFUL TOOLS - COLLABORATION

StoryboardThat

Develop plot diagrams, graphic novels, character maps, timelines, customized worksheets, and more

hypothes.is

Annotate the web, with anyone, anywhere.

Google Drive: Collectively work on documents, spreadsheets, presentations, save files

MindMup: Mind mapping tool to create, share and publish mind maps

Flipgrid

Each grid acts like a message board where teachers pose questions called "topics," and their students can post video responses

padlet

Creation of online bulletin boards to display information for any topic

USEFUL TOOLS - DISSEMINATION

Scoop.it! — Publish a topic page with curated content in minutes.

ipadio — Record audio. Add titles, descriptions, images, and geo-locate your recording, then upload to social media.

POWTOON — Cloud-based animation software to create animated presentations and animated explainer videos.

PIKTOCHART — Make infographics, presentations and sharing information

Screencastify — Record, edit and share videos

StoryCorps — Record meaningful conversations and archive at Library of Congress

Anchor by Spotify — Create, distribute and host podcasts for free

QUESTIONS?