



APPROACHES TO ONLINE LEARNING



Online class should be designed to have a good balance between **synchronous** and **asynchronous** learning

Synchronous

Mode: Live online session (relatively high bandwidth)

Online classes that require students and facilitator to be online at the same time (real time)

Real time interaction occurs between students and facilitator during the online session

Asynchronous

Mode: Learning on demand (relatively low bandwidth)

Students have access to the online class at anytime and learn at their own pace

Designed mainly for self-directed study (facilitator not present)



Examples of learning activities

- Live session (Webex, Zoom)
- Student presentation
- Discussion
- Collaborative group work (Google Doc, Padlet)
- Interactive learning activities (Socrative quiz), Mentimeter
- Live debate
- Problem-based, scenario-based, challenged based learning activities
- Gamification
- Coaching
- Consultation

- Recorded lecture
- Video (YouTube, Flipgrid)
- Podcast
- Interactive contents
- Guided discussion forum
- Collaborative group work
- Problem-based, scenario-based, challenged based learning activities
- Formative assessment
- E-Portfolio
- Content curation
- Research
- Social media group
- Blog
- E-Book

The choice of synchronous or asynchronous mode would depend on the bandwidth and devices accessible to the students and facilitators. The course facilitator should be able to decide which mode is best for a given situation.

