Summary of learning transcript – Jacquie Ehrmantraut

way back in January I thought I knew
some stuff about designing for online
and Blended learning because I'd been
thrown into the tech debend and was able
to tread water while teaching through
covid I was mistaken uh and although I
did learn some things in teaching
through COVID that was just an extreme
version of survival mode
um and now I understand obviously the
why and the how and I'm able to enhance
learning in a blended or online
classroom model because of these five
elements

creating a Blog was totally
new to me I didn't know where to begin
so I just followed Katia's suggestions
and having those conversations in the
early stages of this class was really
helpful. A walkthrough on how to add
links and pictures so I felt pretty
accomplished after publishing my first
blog and one thing
um I will add is that I kept my blog
pretty simple and basic for this class
as I wanted to explore some other Tech
tools but this is definitely an area of
focus for any future Ed tech classes
that I will take

As we know in education
we love acronyms and my acronym Rolodex
got a few additions. I didn't even know
what Blended learning was let alone
things like moocs. My notion of online
learning was a little bit different and
by different I mean limited like really
limited prior to discussions and
readings I didn't even know the
difference between online or Blended
learning I also didn't know what an LMS
was although I had used one in a couple

education settings before. I eventually had the knowledge to be able to be critical about my division's use of teams as an LMS once I knew what a proper LMS is and does. It's hard to be critical of all you've ever known but again I learned about different LMS platforms like Canvas OR brightspace and I would love to explore those further. I wonder if my division will ever use any of these in the future.

For my prototype I took something I already had knowing that I always Shuffle content find new content and generally change pre-existing units and this project was a significant portion of my learning experience in this course. I was really going to focus on using tools learned through 834 which is going to be a really steep learning curve for me and it was but I also got really invested in creating my own learning curve and experimenting and experiencing canva which ended up being really beneficial for any of my future Master's classes, for personal use, and my own classroom content or assignments because there truly are endless possibilities with this tool. Peer feedback that was one of the highlights for me of this assignment I noted in my final blog post how zooming out from her own work and having someone else zoom in is really beneficial and that was the case with peer feedback I received some constructive feedback that positively affected the final product of my modules and of my course the constructive feedback influenced some critical revision of both small scope and larger scope of my modules and of my course in general. I had to take a deeper look at what I was doing in the

course and more importantly how I was
doing it and rethinking that a little
bit. Additionally seeing how other
platforms are being used when conducting
the peer feedback and commenting on blog
posts was a learning experience too.
Again, with learning to be critical of
the LMS my division uses, I often
thought how I would prefer other
platforms I was navigating during the
peer feedback process.
and my last two points someone go hand
in hand here
uh in looking at prototypes that were
similar to mine in content and audience
uh particularly shayna's which I learned
a lot from
um and any higher ed course um I really
loved following their creation process
and seeing how the same course in the
case of Sheamus can look so different
depending on who's teaching it I was
really intrigued by the LMS platforms
they were using the tech tools they
chose to utilize throughout the course
for either student engagement or for
delivery or supplemental learning this
can obviously also be applied to the
creation of courses that weren't similar
to mine it was really interesting to
watch those grow and flourish as well
um and lastly knowing what it took to
put the prototypes together I was
actually really invested in making sure
my peers prototypes were whole free
um and really wanting them to succeed in
producing a great final product for
their prototype project xyp will
definitely be something I will play
around with when returning to work it's
great for any classroom model and it's
great playing tool for teachers in terms
of efficiency incorporating Tech tools
but also pursuing engagement and having
those strategic and embedded pause

points when using video was definitely an AI Plus in the classroom classroom as for AI I was pretty scared of it initially but after discussing it and seeing the possibilities with it during our classes and discussions I'm going to take a positive perspective for now and use this new to me technology to plan for me and my students I already have ideas floating around in my head for different assignments I'd like to see if it can create in a couple ways I would like students to use it probably was something I chose in the discussion category when we chose a Tech Tool and I chose parlay uh having in mind my staple discussions and wanting to revamp those I quickly became a quote-unquote expert um in order to explain it to others which also resulted in me really liking the tool um and ended up using it in my prototype so I'm glad that worked out using videos to Jazz up and supplement learning and engagement it's something I knew about but I was typically removed from the engagement of the actual video showing the movie a YouTube video created by someone else Etc I think there's Great Value in the visuals and having other messengers of content like using the different videos we looked at like the vlogbrothers teachers on Tick Tock uh TED talks and so on I think I'll use a mix of videos created by others and created by me and using videos in different ways such as hyp which will enhance the use of videos in my classroom and I like that we looked at different examples of these uh reviewed them for purpose in the classroom and for our own classroom and also had the opportunity to actually make videos for our assignments as a means of practice and lastly canva I kept seeing canva use

in classrooms on Tick Tock so that's
where I kind of got inspired um and
although it was a big learning curve
there really are endless possibilities
for how to use this in my classroom uh
so this is something I'm going to
explore when personalizing those AI
created lessons uh I'll be using an
interaction with other students and
instructor is always beneficial I
personally learn best this way and
listening to people's real world
experiences as Educators the questions
and articles brought up and Spark some
really great conversations on classmates
opinions understandings and pedagogies
from funny headlines to
thought-provoking questions of equity
and online interaction in the text media
selection was important chapter because
since our options have expanded from
this course it becomes more pertinent
that we know which media to use and for
what uh in our classrooms the ADI model
is probably second nature to most of us
when planning but for me I like having
this brought to the Forefront of my mind
with going forward with new tech tools
learned in this class that I'll be using
in my technology-based Blended classroom
finally I appreciate the explanation of
course design of either loose or strong
structure connecting to the strong
structure model because in the grades I
teach I specifically sequence content
for students based on a mandated
curriculum
and to make this choice for students who
even at 18 come without Independent
Learning skills sometimes and lastly
because of just the sheer volume of
students in each class it's necessary in
order to control my workload in contrast
to the high need for individual support
in a loose structured design