PATTI SHANK EDITOR

the

## ONLINE LEARNING

95 Proven Ways to Enhance Technology-Based and Blended Learning idea book

## **CONTENTS**

	Acknowledgments Introduction	XV
		xvii
		1
section 1		
Learners, Act	ivities, and Assessments	7
	Chapter 1	
	Ideas for Supporting Learners and Learning	9
	Learning Agreements	10
	Prework Verification	13
	Study Schedule	16
	Performance Tips	20
	Move It	22
	Confirm Exercise Instructions	26
	E-Portfolio	28
	Anonymous Weekly Survey	31
	Personal Wishes	34
	Really Simple Syndication Feeds	37
	Contingency Plans	39
	Virtual Office Hours	42
	Chatbots	45

Chapter 2	2
-----------	---

Ideas for Making Collaboration Work	49
Group Formation	50
Prep for Collaborative Work	54
Team Agreement Template	57
Team Assessment	62
Rules of Engagement Agreement	68
Team Review Form	73
Chapter 3	
Ideas for Making Discussions Work	77
Discussion Message Protocols	78
Evaluate Your Contribution	82
Karma Points for Contributions	84
Acronym and Emoticon Help	88
Chapter 4	
Ideas for Self-Directed and Asynchronous Activities	93
Table Organizers	94
Red Dog	98
Enter, Compare, Print, and Discuss	101
Tell Me Why	104
Time Me	107
Digital Stories	110
Share Bookmarks	112
Tell Me About Yourself	115
An Expert View	118
Email the Author	120
MiniQuest	124
Blog It	128
My Chair	130
Easy Peer Editing	133
Introducing Critical Evaluation	136

## Chapter 5

Ideas for Synchronous Activities	141
Chat Moderator	142
Come (Back) Early	144
Low-Tech Listening Exercise	147
Trainer-Expert Collaboration	150
Pyramid	153
Before Ninety	155
Daring Feats	157
Spotlights	159
Vowels	163
Gordon Mackenzie-Style Lecture	163
Vanity License Plate	167
Lighten Up	169
Where Are You?	171
Word Search	173
Chapter 6	
Ideas for Self-Check Activities and Assessments	177
Adapted Classroom Assessment Techniques	178
Review Puzzles and Games	180
Flash Cards	184
Know Your Flooring	187
Board Game Self-Check	197
Drag-and-Drop Self-Check	194
Fact-or-Fiction Self-Check	190
Mixed Signals	199
Millionaire Game	202
Show Training Value	20!

## SECTION 2

Instructional Design		
		209
	Chapter 7	211
	Ideas for the Design and Development Process  Process Flowchart	211
		212
	Design Guidelines	216
	Learner Stories	221
	Personalized Learning Model	226
	Content Templates	228
	Fast E-Learning Templates	232
	Chapter 8	
	Ideas for Navigation and Usability	239
	Concept Maps and Causal Loops for Navigation	240
	Collapsible and Movable Text Layer	244
	Automated Back and Next Buttons and Page Numbering	247
	Double Use Glossary	249
	Automated Reference	252
•	Here's What's New	255
	Chapter 9	
	Ideas for Creative Design	259
	Funny Stats	260
	Take the Metro	263
	Metaphors to Aid Learning	267
	Stories to Understand the Big Picture	269
	Virtual Coach	273
	Field Clinic	276
	Outrageous Nonexamples	280
	What I Really Think	283
	Virtual Campus	287
	Visual Ideas	292

	хi
Chapter 10	
Ideas for Creative Media	29
Show Me	29
Slow or Fast Images	30
Energy Balance	30
Interactive History	30
Interactive Physics	31
Inside a Cell	31
Sea Vents	32
Tsunami	32
Movement Sensors	32
Genome Timeline	33
DNA Sliding Clamp	33
DNA Sequence Explorer	33
Build Your Own Instructional Game	34
It's NOT Ninety-Five	34
Glossary	34
Your Ideas	35
About the Editor	35