

Using Technology for under-represented adults

Aim

Supporting adult educators to increase their effective use of technology with adults who are currently under-represented in education.

Focus: Communities

Output

Digital course to support use of technology by community and family learning practitioners working with underrepresented adult learners.

Note: Course can re-use / re-purpose content from elsewhere e.g. Paul Hamlyn project, FELTAG webinars, 16-17 eu coordinator outputs, Get Digital toolkit, Creating accessible content Call for webinar presentation contributions or resource showcase for webinars

Course outline

6 Units

- Unit 1 Learning tools
- Unit 2 Communication tools
- Unit 3 Collaboration tools
- Unit 4 Assessment tools
- Unit 5 Digital learning resources
- Unit 6 Learning models and methods of learning delivery

Course detail

Homepage with tab and image navigation to introduction page for each of 6 units.
Homepage has introduction and description of course.

Link to event calendar

Registration

Course hosted on AE Pro <http://www.ae-pro.eu/>

Each unit consists of

1. Descriptor of unit
2. Online case study/ example / video on AE pro linked to webinar session descriptor and registration and Twitter handle
3. Link unit from AE pro to associated Google docs (one for other tools, one for uses of featured tools in context of community / family learning)
3. Promote webinar and deliver on published date
4. Webinar demos use of featured tool(s) with polls and discussion to gauge interest and collate further tools
5.
 - Publish webinar recording
 - promote via Twitter
 - Call to collaborate via Google docs (with starting point tools and resources)
6. Leave Google docs open for contributions
7. Publish outputs on AE pro and promote to community
8. Add to learning wheel www.learningwheel.co.uk and link spoke to AE pro course

Website wireframe

Tools

- <https://screencast-o-matic.com/home> Screen cast o matic **Learning Content**
- <https://www.techsmith.com/jing.html> Jing is a computer service that lets you capture basic video, animation, and still images, and share them on the web. **Learning Content**
- Pictochart create infographics (graphic containing information) <https://piktochart.com/> **Communicate**
- QR codes **Learning Content**
- YouTube publishing **Learning Content**
- Learning Designer - an open online collaborative tool to design learning content. It is at <http://learningdesigner.org> where you can register very easily. <https://www.youtube.com/watch?v=nkxLkSaTdck> and <https://www.youtube.com/watch?v=nkxLkSaTdck&list=PLoJyPktGDJNDmS2MjdNpDsvlSzwKL2oGx> for overview **Collaborate**
- Digital storytelling app Sway Create and share interactive reports, presentations, personal stories <https://sway.com/> **Collaborate**
- <http://www.tweetbeam.com/> Turn your event into an interactive experience by letting everybody post to your Twitter and Instagram Wall **Communicate**
- Pinterest **Learning Content**
- Evernote <https://evernote.com/?var=c>
- YAMMER <https://www.yammer.com/> **Collaborate**
- **Scoopit** Content Curation Service <http://www.scoop.it/> **Communicate**
- Quizlet Use and create flashcards and games <https://quizlet.com/> **Learning Content**
- **Eclipse Crossword maker** <http://www.eclipsecrossword.com/> **Learning Content**
- **Touchcast** <https://www.touchcast.com/> **mobile app for creating videos. Learning Content**
- Kahoot Create and share learning games <https://getkahoot.com> **Learning Content**
- Skype **Communicate**
- Padlet <https://padlet.com/my/dashboard> **Collaborate**

- Social media (Twitter, Facebook, Instagram) **Communicate**
- Wordle **Communicate**
- Prezi **Communicate**
- Wetransfer **Collaborate**
- Dropbox **Collaborate**
- Camtasia **Learning Content**
- Overstream Add subtitles to online videos <http://www.overstream.net/> **Learning Content**
- **Google tools**
 - Mapmaker
 - Google Drive
 - Blogger
 - Course Builder
 - Google apps for education <https://www.google.com/edu/products/productivity-tools/>
- HistoryPin <https://www.historypin.org/en/> **Learning Content**
- Trello **Collaborate**
- Open Badges **Assessment**
- Comic creator <http://www.readwritethink.org/files/resources/interactives/comic/>
- Storyboard creator <http://www.storyboardthat.com/storyboard-creator>
- Comic strip maker <http://learnenglishkids.britishcouncil.org/en/games/comic-strip-maker>
- Voxpop Voice based message boards <http://www.voxopop.com/>
- Slideshare find and host presentation slidesets <http://www.slideshare.net/>
- Top 100 tools for learning <http://c4lpt.co.uk/top100tools/slideshare/>
- Google forms

- Survey Monkey
- Powtoon <https://www.powtoon.com/> Create Animated Videos and Presentations
- Udemy www.udemy.com
- Videoscribe lets you create your own whiteboard-style animations www.videoscribe.co
- Slack is a team collaboration tool, for real time messaging and file sharing <http://slack.com>
- ThingLink is an interactive media platform that creates engaging content by adding media links to photos and videos. <http://thinglink.com>
- Mentimeter lets you engage and interact with your audience in real-time. You set the questions and your audience can give their input via a mobile phone or any other Internet connected device. www.mentimeter.com/
- Socrative is a smart student response system that empowers teachers to engage their classrooms through a series of educational exercises and games via smartphones, laptops, and tablets. www.socrative.com
- OneNote is note-taking software from Microsoft Office. onenote.com/
- Audacity is a free open source tool to record, edit and mix sounds. audacity.sourceforge.net/
- Pinterest - visual bookmarking site to save images together with links to resources. www.pinterest.com
- Articulate Storyline e-learning authoring tool www.articulate.com
- Edmodo to share ideas, files, events and activities www.edmodo.com
- Diigo is a social bookmarking, research and knowledge sharing tool. It lets you make personal notes and highlight text on web pages and share them with others. www.diigo.com
- Explain Everything is an interactive whiteboard app that lets you annotate, animate, narrate, import, and export almost anything to and from almost anywhere. www.explaineverything.com
- Pocket lets you save pages on your computer or smartphone. so that you can read later, at home or work – even without an internet connection. www.getpocket.com
- Nearpod lets you present, quiz and report synchronously with your students or else make content available on demand. www.nearpod.com
- Uduu's course authoring software lets you build course online either on your own or collaboratively with others. www.uduu.com
- Vimeo is a video-sharing website where users can upload, view and share videos. www.vimeo.com

- Poll Everywhere lets you gather live responses using SMS, web, or Twitter
www.polleverywhere.com
- EDpuzzle lets you take any video off the web, edit it, add notes and questions for students, and create virtual classrooms where you can monitor student work.
www.edpuzzle.com

Resources

Digital content and courses

Learning apps

Collated on Google Spreadsheet open throughout course trial and rollout

Spreadsheet Fields

- Name
- Subject
- URL
- How used
- Target group

Example

- Khan academy / maths / <https://www.khanacademy.org/> Used for flipped classroom delivery/ maths level 2

Learning delivery methods and models

- Flipped classroom
- Google Hangouts
- Online learning (free courses, online learning creation tools)
- Large scale online learning (Moocs)
- Gamified learning
- Virtual classrooms
- Moodle
- Mobile learning

- Webinars
- Accessible learning
- Live streaming