

# Best Practices in High Quality Online Learning?

Joshua Scott, PhD  
Lead Strategists, 2U Inc

# Agenda.

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- Introductions
  - What grounds quality design?
  - Standards, criteria, and tactics
  - Q&A

# Feel. Do. Think.

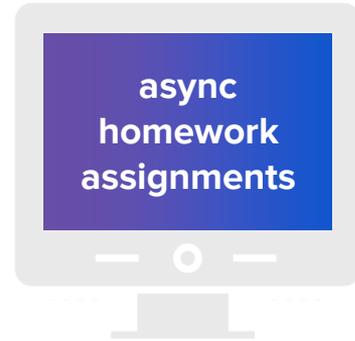
***Feelings, attitudes & beliefs impact learning.***

**Students learn best by *doing*.**

**Students learn best by *thinking* about what they are doing.**

# Weekly flow.

*Building blocks of delivery*



**Foundational Learning**

**Social Learning**

**Post-processing**

# Weekly flow.

## *Learning Events*

- Motivation setting
  - Expectation setting
  - Diagnostic assessment
  - Activating prior knowledge
  - Didactic instruction
  - Knowledge checks
  - Demonstration and modeling
  - Practice activities
- Reviewing concepts
  - Clarifying misconceptions
  - Getting real-time feedback
  - Strengthening mental models
  - Practicing skills with peers
  - Going deeper and wider on foundational learning
  - Building community
- Consolidating learning
  - Elaborative practice
  - Metacognitive activities
  - Reflective journaling
  - Concept mapping
  - Homework completion
  - Assignment feedback
  - Adding to portfolio



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# How do we translate learning science theory and a weekly flow into effective design?

*\*\*Disclaimer\*\* Too much text on the following slides*

**After each standard and criteria, we are going to  
pause and identify tactics in the zoom chat  
Once we've reached 5, we'll move on!**

# Learner Focused

*multiple strategies for the engagement, motivation, and inclusion of diverse online learners.*

## Tracking of Progress

- activities for students to track and monitor their progress towards course level learning objectives

## Cultural Inclusion

- appropriate consideration of cultural inclusion. These are practices that promote cultural participation, access, and expression within a course

## Student Choice and Self-Direction

- opportunities for students to extend their learning, make choices in their learning, and a variety of ways for learners to demonstrate mastery of learning goals.



# Learning Goals

*appropriate, measurable, student-centered, and properly written goals that drive learning*

## **Student-focused**

- course goals written from the lens of what the student will accomplish

## **Measurable**

- course learning objectives that describe outcomes that are measurable

## **Appropriate and Specific**

- The course goals are specific and appropriate for the level of the course



# Practice and Assessment Opportunities

multiple and varied opportunities for authentic and appropriate assessment and practice that consider the level of the learner, course objectives and the discipline.

## **Alignment**

a clear and intentional link between assessments (graded and ungraded) to course goals and objectives

## **Varied Practice**

multiple different practice and assessment activities for students to demonstrate proficiency in a single learning outcome

## **Authentic Assessments**

assessments designed to mimic authentic environments to facilitate knowledge transfer

## **Incorporating Feedback**

practice opportunities that allow students to incorporate feedback from prior attempts to demonstrate proficiency towards a learning objective

## **Alignment to Async**

live session activities that map to asynchronous components.

## **Spaced Practice**

multiple opportunities to practice and demonstrate proficiency in a learning objectives appropriately spaced out over the duration of the course (i.e., not all at the end of the course)

# Feedback

appropriate mechanisms for instructors and students to provide and understand feedback

## **Timely**

Mechanisms for timely and regular feedback from the instructor exist.

## **Varied**

multiple types of feedback to students on their progress towards course learning objectives (e.g., auto generated feedback, instructor feedback, peer feedback).

## **Paired with Practice**

a feedback mechanism for every practice opportunity.

## **Self-Assessment**

opportunities for student self-assessment and reflect on their mastery of course content

## **Course Feedback**

opportunities for students to provide ongoing or in-time feedback to the instructor

## **Peer**

opportunities for students to give and receive feedback to and from their peers.

## **Assessment Criteria**

criteria for the assessment of graded assignments

# Learning Structure

*a clear, intentional, and research-validated sequence and flow of course content, learning events, and assessment*

## Course Scaffolding

- learning activities build in challenge, complexity, and independence throughout the course

## Differentiated Opportunities

- opportunities to implement additional support, practice, or challenge based on feedback

## Prior Knowledge

- opportunities for students to connect prior knowledge to new concepts.

## Live Sessions

- detailed plans for live sessions

## Consistency

- learning activities that are consistently structured and sequenced to reduce cognitive load



# Delivery

*delivery methods, course organization, tactics and content types align with pedagogical and technological best practices and research*

## Chunking

- information that is "chunked" or grouped to help students learn the content and achieve the stated objective

## Curiosity, Interest, and Attention

- tactics that generate curiosity and interest in material

## Interaction

- course makes use of interactive elements and includes guidance to students on how to interact with each learning activity

## Transformation

- allows for forms of instruction and learning that were previously unimaginable when compared to a traditional classroom setting

## Instructional Materials

- a variety of instructional material types and perspectives, while not overly relying on one content type such as a text.



# Course Communication

*activities and mechanisms for communicating expectations and adequately explaining design decisions to students*

## **Revealing Pedagogy**

a plan to communicate learning structure, modality decisions and alignment of goals

## **Foundational Course Information**

critical information related to course logistics and support that every student must know in order to meaningful engage in the course

## **Learning Objectives**

course goals and objectives that are present and explicitly stated to the learner.

## **Feedback Expectations**

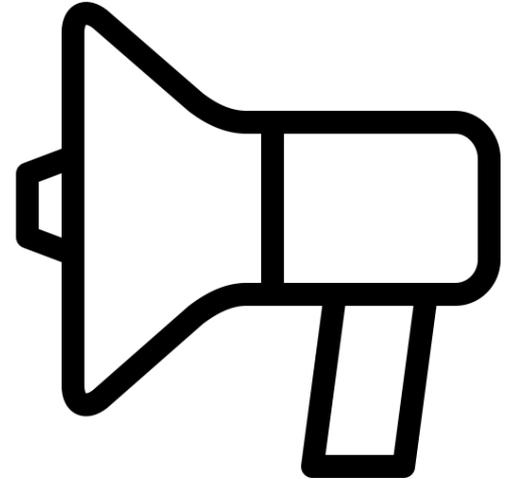
a plan for communicating timely and regular feedback from the instructor

## **Practice Expectations**

clearly defined expectations for graded and ungraded practice in the course

## **Institutional Policies**

all required cross-course institutional policies and information



# Community Building

*multiple and varied opportunities through interaction to foster belonging, build transferable skills, exchange ideas, and to set and model expectations.*

## Introductions

- opportunities for students and the instructor to get to know each other, develop a sense of community, and learn about their roles in the course.

## Communication & Trust

- activities intended to support continued open communication and trust-building

## Sharing Ideas

- opportunities for students to share, discuss, and argue about ideas so that they can co-create knowledge with one another

## Student-initiated contact

- a variety of tools and methods available for student-initiated interaction to accommodate a variety of communication styles.



# The Digital Care Package

*[Learning Design @2U](#)*

## Free Quality Rubrics

1. [Quality Matters \(QM\)](#)
2. [Course Quality Assessment Rubric \(ACE\)](#)
3. [UW La Crosse Online Course Evaluation Guidelines](#)
4. [Rubric for Assessing Interactive Qualities of Distance Courses \(RAIQDQ\)](#)
5. [Quality Teaching and Learning QLT](#)
6. [Blackboard](#)
7. [Quality Online Course Initiative \(QOCI\)](#)
8. [The Online Learning Consortium \(OSCQR\)](#)
9. [National Standards for Quality Online Courses \(iNAACOL\)](#)