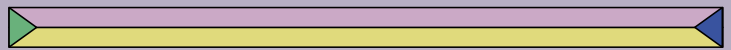


Seminar 3

Didactics I

Angie Moore





Trends in Education

01 Microlearning

02 Flipped Classroom

03 Blended Learning

04 CLIL

05 Backward lesson planning



Micro Learning

The background is a light purple color. The text 'Micro Learning' is centered. 'Micro' is in a bold, black, sans-serif font, while 'Learning' is in a yellow, outlined, sans-serif font. The design is decorated with abstract elements: a yellow splash on the left with a blue and red geometric shape; a light green splash on the right with a red and green geometric shape; and scattered red and white dots throughout the scene.

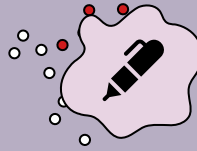
Microlearning



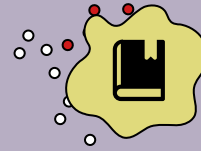
Common methods of **Microlearning**



Youtube videos



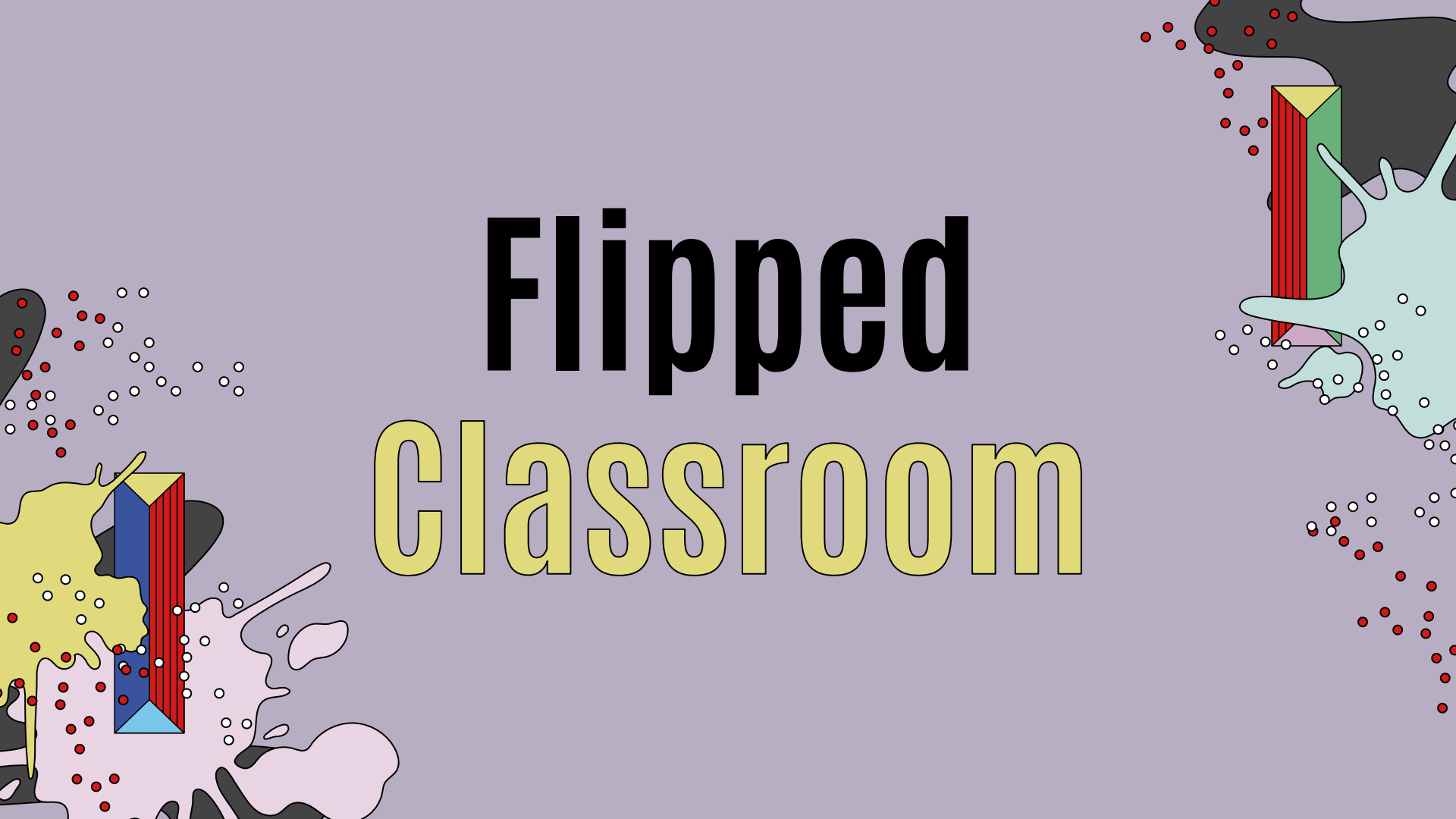
Infographics



Apps (e.g. DUOLINGO)

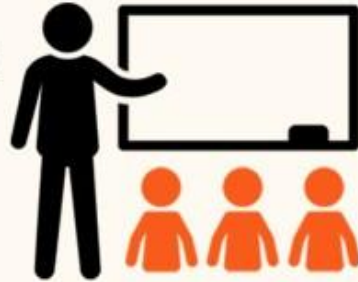


Flipped Classroom



TRADITIONAL CLASSROOM

CLASSROOM
LECTURE



HOMEWORK

FLIPPED CLASSROOM

Online
Lecture
& learning
at Home



CLASSROOM ACTIVITIES



The Flipped Classroom

DURING



Students practice applying key concepts with feedback

IN CLASS

GOAL

GOAL

GOAL

Students prepare to participate in class activities

BEFORE



OUT OF CLASS

AFTER

Students check their understanding and extend their learning



The logo for 'sprouts' features three small geometric shapes: a red triangle, a blue square, and an orange circle, arranged horizontally above the word 'sprouts' in a lowercase, sans-serif font.

sprouts

A black and white line drawing of a child's head and shoulders in profile, looking at a tablet computer. The child has short hair and is wearing a simple shirt. The tablet is held in front of their face, and the screen is lit up. The drawing is partially enclosed by a thick, curved orange arrow that points from the right towards the child's face.

**FLIPPED
CLASSROOM**



Blended Learning





Classroom Learning

- Motivation
- One-to-one Feedback
- Personal time and counselling
- Progress Tracking
- Guidance
- Assessments and Practice activities



Online Learning

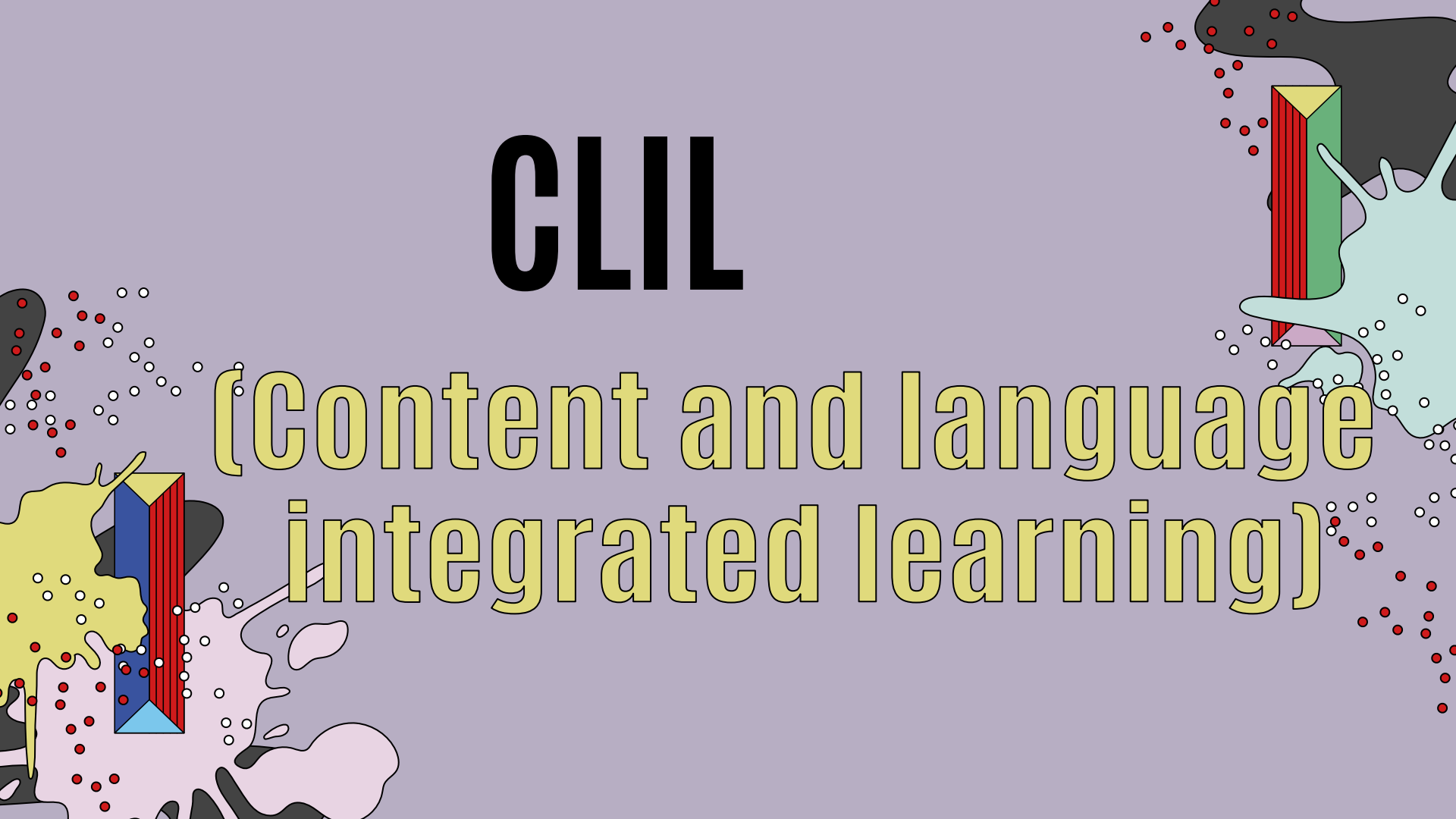
- Self-study
- Mobility
- Self-direction
- Self-Tracking and control
- Online assessments
- Group chats and discussions

Blended Learning



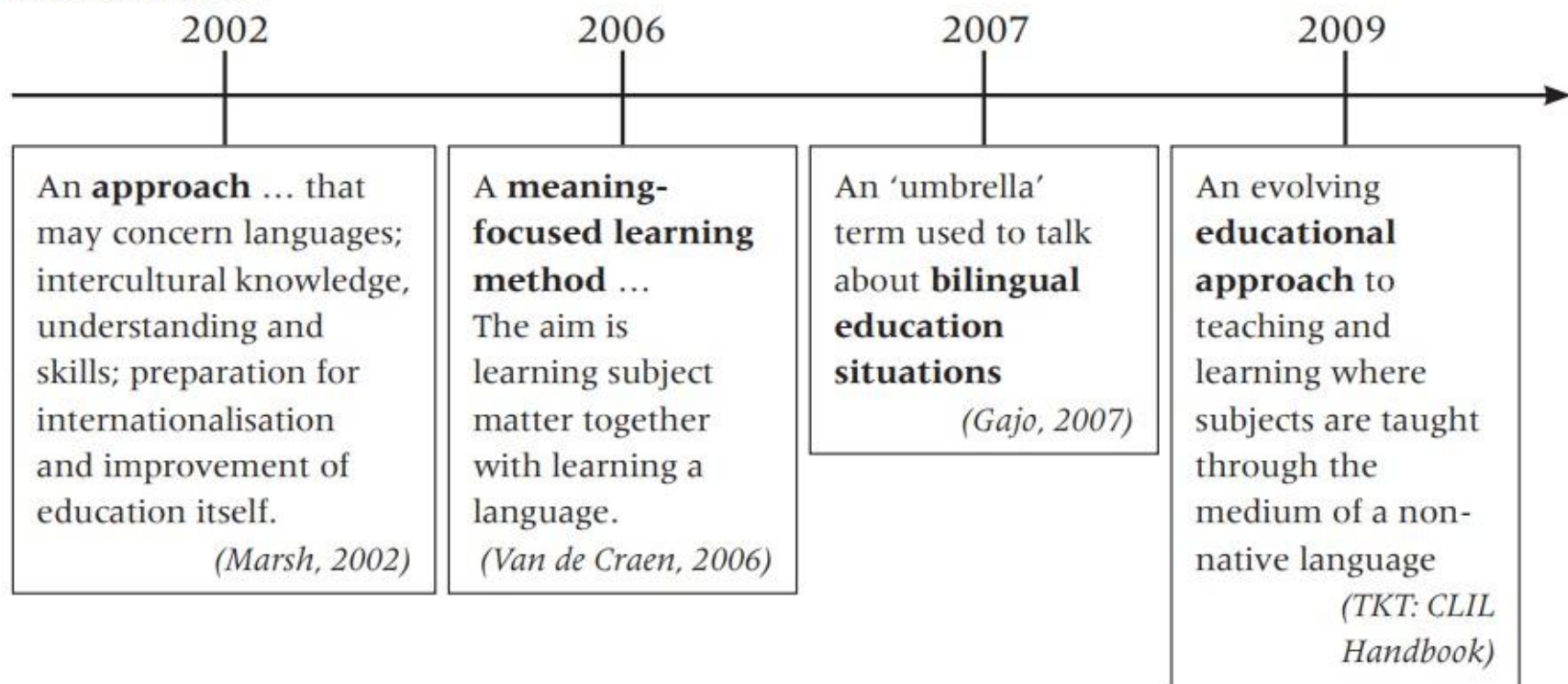
CLIL

(Content and language
integrated learning)



■ What is CLIL?

CLIL, or Content and Language Integrated Learning, has many definitions. Here are some of them:





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Backward

Lesson planning

BACKWARD DESIGN MODEL

“Teaching for Understanding”

STEP 1

Determine
Learning Goals
and Objectives

To Establish:

- What learners should know & be able to do by the end of the course
- Transfer of knowledge to other challenges

STEP 2

Plan Assessments

That Are:

- Ongoing
- High and low stakes
- Align with learning goals and objectives
- Of varying types

STEP 3

Plan Learning
Activities

That:

- Are minds on and hands on
- Encourage exploration
- Align with learning goals and objectives



Further trends in education

MALL-Mobile assisted language learning

AI

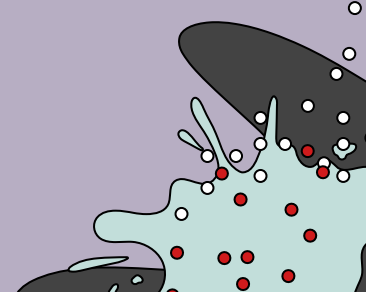
Virtual reality/ Augmented reality

Gamification of learning

What is it (in terms of education)?

How can it be used best in education?

What are some examples of it?



Mobile assisted language learning

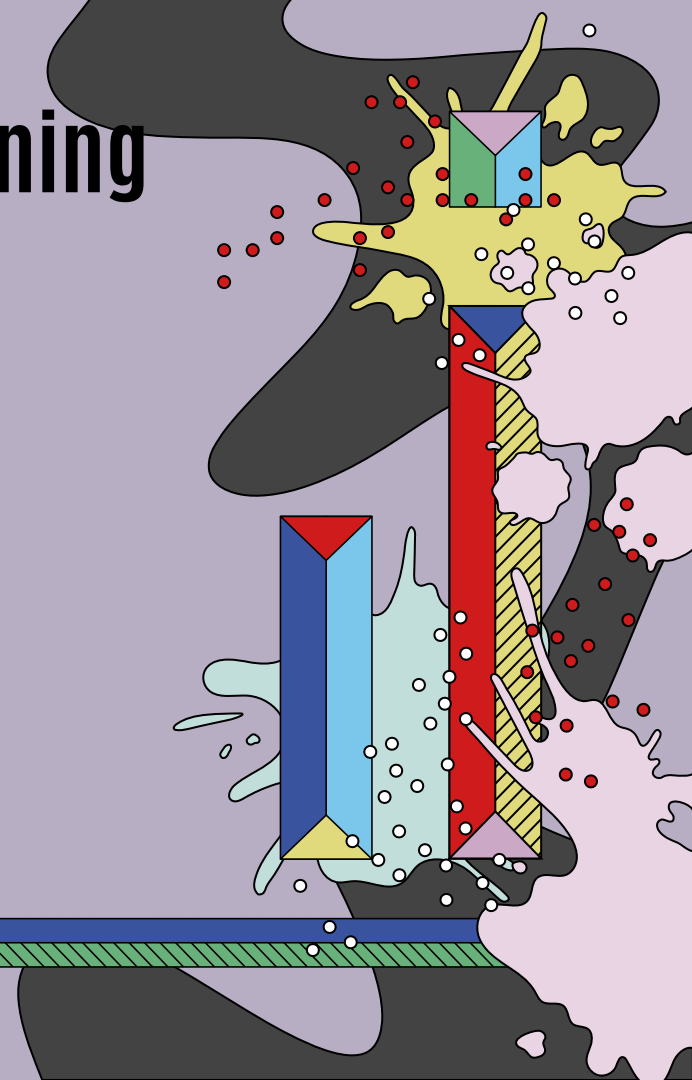
Studying using an app on the phone

Duolingo

Facebook messenger

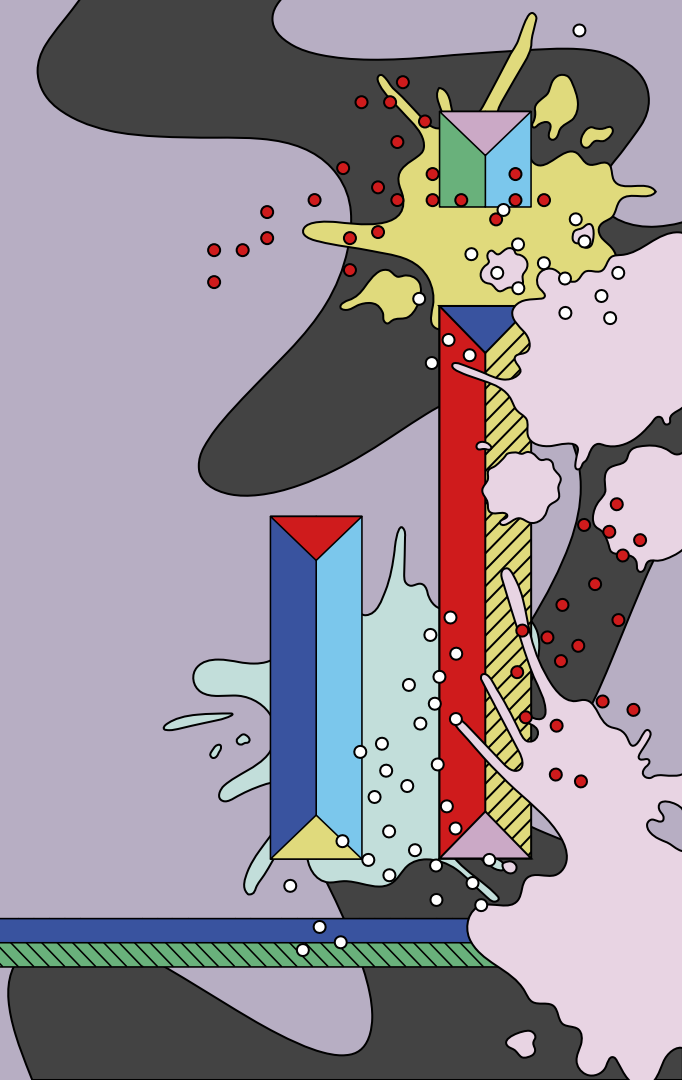
Whatspp

Challenge is that they are using phones



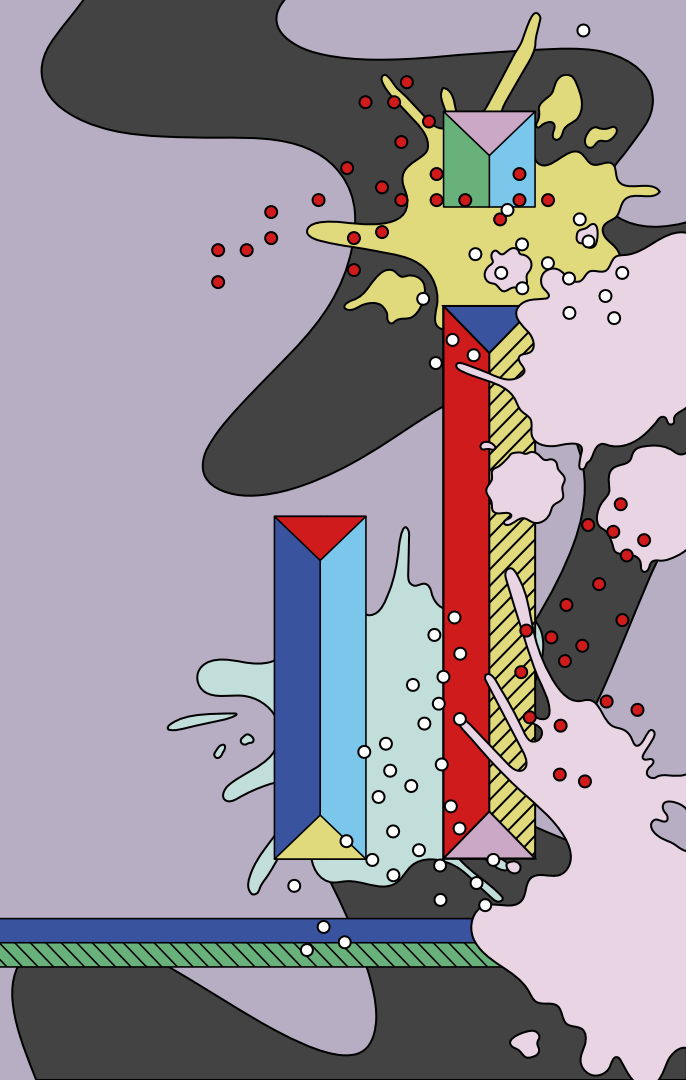
AI

Can help teachers plan the lesson
Create an activity
Virtual assistant
Writing
Cheating



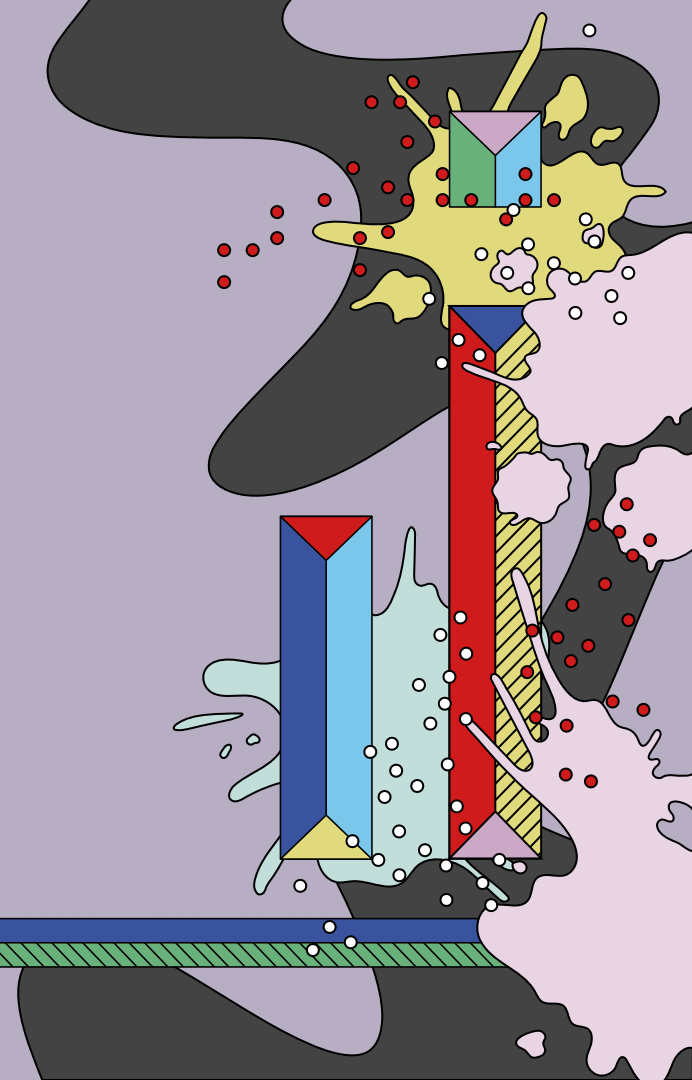
VR-AR

Math-geometry students can see the space
Seeing architecture from the past
Language immerse
Traveling



Gamification of learning

More exciting
Motivating
Engaging
Playful
Kahoot
Quizlet
Khan academy
Miro



3-2-1

3 things you learned

2 things you found interesting

1 question

