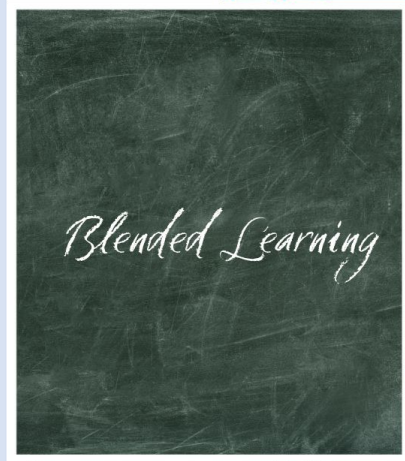


CLICKFT

Training *Blended learning*



Co-funded by the
European Union

Introduction ***Blended learning***

- Face-to-face instruction combined with online elements.
- Why, how and what to expect
 - *integration of in-person classroom activities with digital tools and recourses.*
 - *enhances dept of student understanding.*
 - *enhances efficiency of teacher.*



CLICKF1



Key components *tool*

- In-person instruction
- Online learning
- Synchronous and asynchronous activities
- Assessment and feedback.



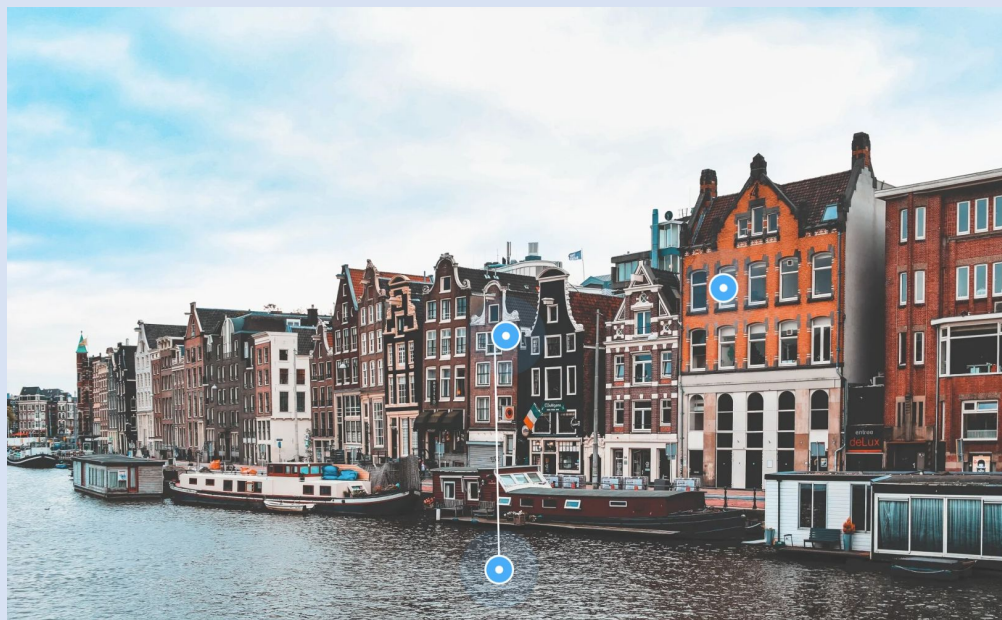
Benefits^{tool}

- Flexibility
- Personalization
- Efficiency
- Immediate feedback
- Collaboration
- Cost-effective

Examples of blended learning: H5P, Learning Management Systems (LMS) like Blackboard and virtual labs and simulations.



Experience 1 Blended learning



- Talking card
- *Interactive card with video's, polls and more possibilities.*
- *Very useful for visual learners and safe for within closed institutions.*



Experience 2 *Blended learning*

- Make this exercise in H5P.



Find the different words related to blended learning in the crossword!

Horizontaal

1 One benefit of blended learning (11)

3 Learning activities that occur at the same time, either in person or virtually. (11)

8 This is a key component of blended learning (9,11)

Verticaal

2 Face-to-face instruction with online elements (7,8)

4 Physical space where traditional learning takes place. (9)

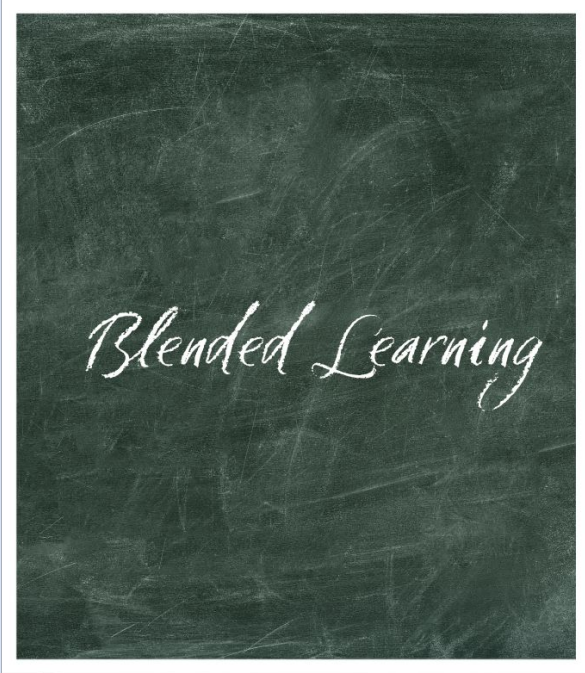
5 An example of blended learning (7,4)

6 Involving communication or action between people or things. (11)

7 Activities done over the internet. (6)



Designing *learning course*



- What is important for them to know through teachings in a classroom? What needs more explaining? This you will teach yourself to the students.
- What is a different way to approach the information? How can you enrich youngsters in different ways? This you will put in an online activity.



Challenges & solutions

- Communication
- Training and Support
- Highlight Success Stories
- Incorporate Feedback
- Gradual Implementation
- In detention



CLICKF1



Conclusion and questions

