



## Dual AFS eLearning instructions

Hannu Viitala, Savonia University of Applied Sciences

Instructions presented below from [this link!](#)

1	Dual AFS learning eLearning introduction	Implementing e-learning requires knowledge of various tools. Usually, an online course is implemented using a learning management system (LMS) such as Moodle. However, the most important thing is pedagogy: How is the online course implemented in a way that promotes student learning?
2	Micro-course	Micro-courses as a tool for continuous learning. The micro-course can be your own independent study package or part of some other course or learning assignment. It takes 15 minutes or half an hour to complete the micro-course. However, it is short and can be completed in one go.
3	Learning Management Systems (Moodle)	Moodle is a free and open-source learning management system (LMS) but using Moodle at a university requires maintenance. Therefore, decision to use Moodle is made at the university or at least at the faculty level.
4	Teams	Teams is video conferencing software. As the name suggests, Teams works particularly well in teamwork and negotiations.
5	Zoom	Zoom is video conferencing software. Zoom is convenient for teaching. Recording lectures and guidance and doing group work is easier with Zoom than with Teams.
6	Digital walls, Padlet and Flinga	Padlet is a platform where you can create a single or multiple walls that are able to house all the posts you want to share from videos and images to documents and audio. It's collaborative, too, allowing you to involve students, other teachers.  Flinga is a Finnish application that diversifies the interaction between a teacher and students in a classroom. By using Flinga students can easily produce content together directly via browser.
7	H5P	H5P tools are well suited for e.g., for the student's independent practice and revision.
8	Mentimeter	Keep your students engaged with Mentimeter. Test knowledge, start discussions, and have fun with the only interactive presentation platform you need!
9	Game-based learning - Kahoot!	Kahoot! is a popular educational platform that allows teachers to create and deliver engaging quizzes and interactive learning experiences in the classroom or online. Kahoot! can be a valuable tool for online teaching, promoting active learning, engagement, and assessment of student understanding.
10	M365	Microsoft 365 (M365) offers a suite of tools that can be highly effective for teaching, whether in a traditional classroom or in online and hybrid learning environments. These tools can help with collaboration, communication, content creation, and classroom management. M365 tools are e.g., OneDrive, OneNote, Forms, Teams, Outlook, and SharePoint.
11	Video lecture	Videos can be used in teaching in many ways. The use of videos is at its best when it supports learning. In online studies, effective use of video lectures is almost a necessity. The video lecture must be short (max 15-20 min). If necessary, divide the lecture into parts. For example, in hybrid teaching, recordings should be made in teaching situations. Here is presented the video lecture and how to make a video lecture, what are its requirements and how to distribute it.
12	Hybrid classroom	The hybrid classroom is a great addition in hybrid teaching where participants are in classroom or online via internet. A hybrid class is necessary when student participation in the teaching is central: Discussion in groups and teamwork. A hybrid class is not necessary when the teaching is just a lecture.



13	Hybrid teaching	Hybrid teaching refers to teaching situations where not everyone participates in the teaching physically in the same place, but some of the participants are involved in the teaching using remote connections. The teaching is carried out at a certain time, but it is not tied to a place. How is hybrid teaching done successfully?
14	Open badge	An Open badge is a visual symbol of accomplishment. They can be awarded for any definable achievement and earned in many learning environments, games, or the workplace. Badges are a good way of celebrating achievement and showing progress. Badges may be awarded based on a variety of chosen criteria and may be displayed on a user's profile or email signature.
15	Evaluation	The assessment guides the student's activities. The evaluation strongly guides where the student invests in the course. The assessment must be fair and reasoned. The assessment is always based on the evaluation criteria that are presented at the beginning of the course. The evaluation criteria are drawn up in such a way that they measure the student's competences. Evaluation is always based on measurable performance. For example, student activity is not a good evaluation target. When the activity is reflected in the student's performance, the evaluation can be done appropriately.
16	Feedback	The feedback helps to develop the course and teaching. Collect feedback from participants during the course and at the end of the course. The feedback is processed together with the students. Not all feedback leads to changes in the course, but it is still important to react to it. Collect feedback using e.g., Microsoft Forms.
17	Online course designing	What things should be considered when planning an online course? How does the design differ from the design of a course implemented as classroom teaching? Checklist for an online course designer.
18	Artificial intelligence as a learning tool	Should the use of artificial intelligence be prohibited or allowed? How can the use of artificial intelligence in teaching be prevented or promoted? What should a teacher at least know about the use of artificial intelligence, even if she/he does not use it her/himself?
19	The benefits of online learning	Online teaching saves the teacher's time when done correctly. The teacher can use the saved time to guide the student, which improves the learning results. For students, online studying can enable them to study. In addition, the student also learns tools and methods for working life.
20	Instructions as video recordings	<p>Here is a collection of instructions as video recordings recorded in DualAFS Learning eLearning workshops 2022-2023</p> <ol style="list-style-type: none"> <li>1) <a href="#">Learning eLearning training program</a> (11 min)</li> <li>2) <a href="#">Moodle is Learning Management System</a> (5 min)</li> <li>3) <a href="#">Blog versus Moodle</a> (7 min)</li> <li>4) <a href="#">Kahoot! is a game based learning tool</a> (14 min)</li> <li>5) <a href="#">How to use Kahoot!?</a> (14 min)</li> <li>6) <a href="#">Microsoft 365 tools</a> (12 min)</li> <li>7) <a href="#">M365 Forms</a> (4 min)</li> <li>8) <a href="#">How to make Forms quiz?</a> (4 min)</li> <li>9) <a href="#">H5P examples</a> (5 min)</li> <li>10) <a href="#">H5P is a collection of eLearning tools</a> (15 min)</li> <li>11) <a href="#">Create your own H5P using the Lumi website</a> (12 min)</li> <li>12) <a href="#">Mentimeter is collection of different eLearning tools</a> (8 min)</li> <li>13) <a href="#">Lets do your own Mentimeter</a> (8 min)</li> <li>14) <a href="#">What is Open Badge</a> (13 min)</li> <li>15) <a href="#">Open Badge in Moodle</a> (1 min)</li> <li>16) <a href="#">Evaluation</a> (20 min)</li> <li>17) <a href="#">Evaluation in Moodle</a> (3 min)</li> </ol>