

The background is a blue gradient with abstract white lines resembling circuit traces or data paths in the corners. These lines connect small circles, some of which are arranged in a grid-like pattern. The lines are more prominent in the top-left and bottom-left corners, and less so in the top-right and bottom-right corners.

BLENDDED LEARNING

DEFINITION

- Blended learning is a formal education program in which a **student learns at least in part through online learning with:**
 - Some element of student control over **time, place, path and/or pace;**
 - At least in part in a **supervised brick and mortar location away from home**
 - And the modalities along each student's learning path within a course or subject are connected to provide an integrated learning experience

HIGH-QUALITY BLENDED LEARNING

- Personalized- Needs, gaps of every student
- Mastery-Based- Student can move only after they mastered a core concept
- High Expectations- Each student has defined rigorous standards
- Student Ownership- Students are able to do things without the teacher telling them what to do

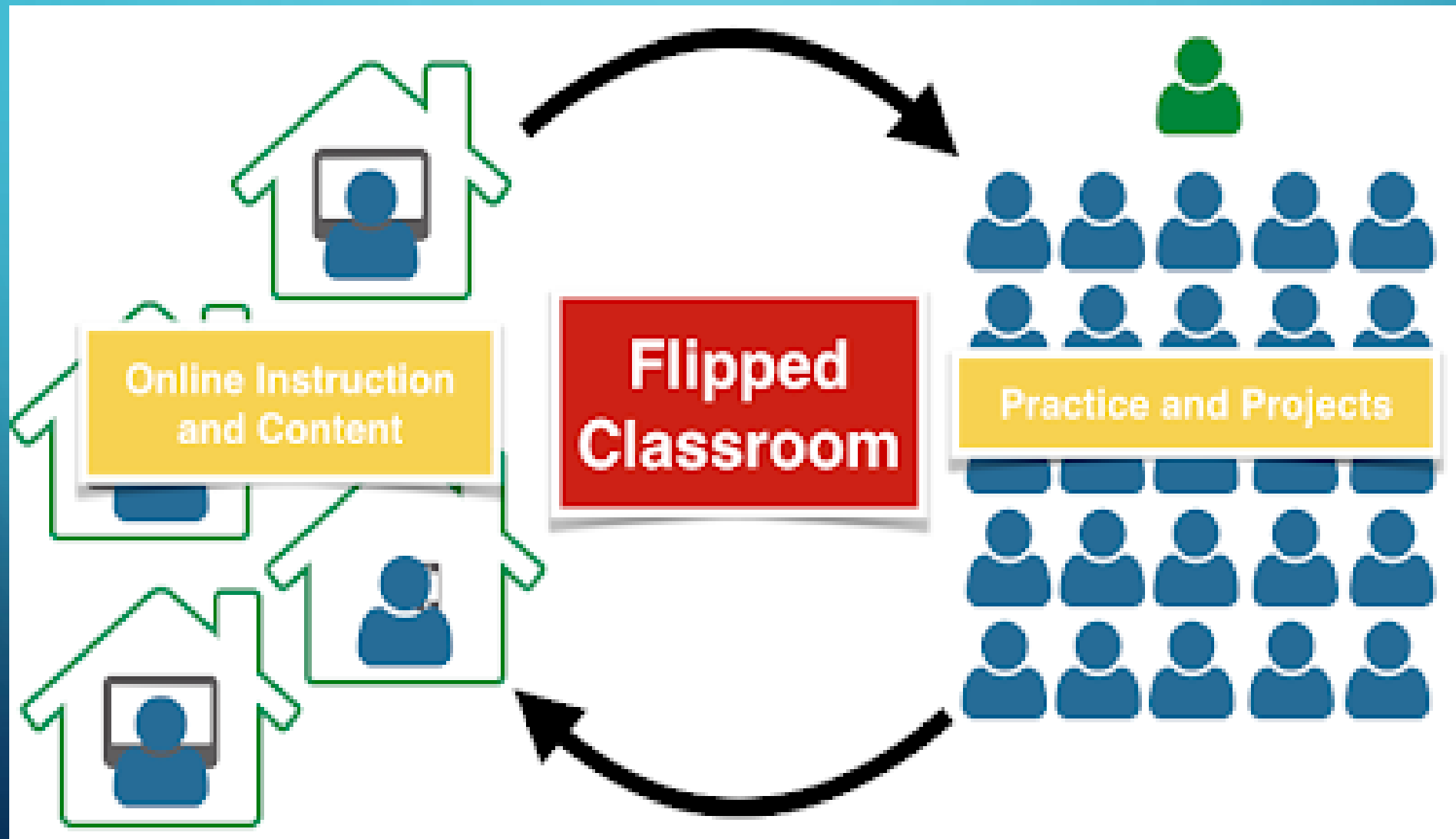
BLENDED LEARNING MODELS

- Station Rotation
- Lab Rotation
- Flex

FLIPPED CLASSROOM

- Within a given course or subject, students rotate on a fixed schedule between:
 - Face-to-face teacher-guided practice or projects in class during the standard school day and
 - Online delivery of content and instruction from a remote location (often at home) after school
- The primary delivery of content and instruction is online, which differentiates a Flipped Classroom from students who are merely doing homework practice online at night. The Flipped Classroom is a type of blended learning because the **model allows students to choose the location where and the time** when they receive content and instruction online
- In a Flipped Classroom, what's been done traditionally in a classroom is now done at home, and what's been done traditionally for homework is now done in the classroom

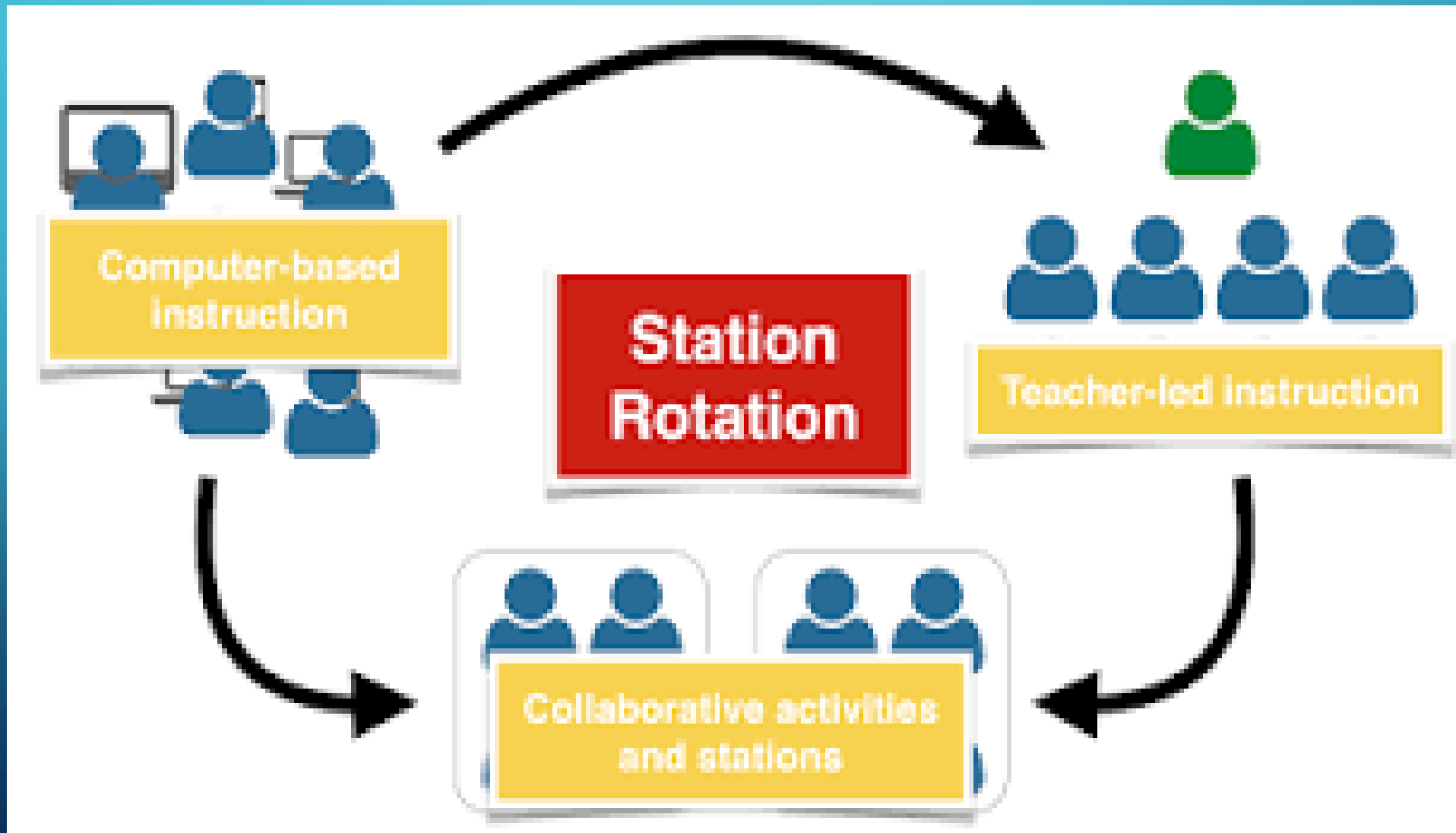
FLIPPED CLASSROOM



STATION ROTATION MODEL

- Also referred to as Classroom Rotation or In-Class Rotation
- Within a given course or subject, students rotate at fixed points in time—that is, on a **fixed schedule** or at the **teacher's discretion**—between different learning stations, at least one of which is an online learning station
- Other stations might include activities such as small-group or full-class instruction, group projects, individual tutoring, and assignments
- Some implementations involve the entire class alternating among activities together, whereas others divide the class into small-group rotations
- In the Station Rotation model, students rotate through all of the stations

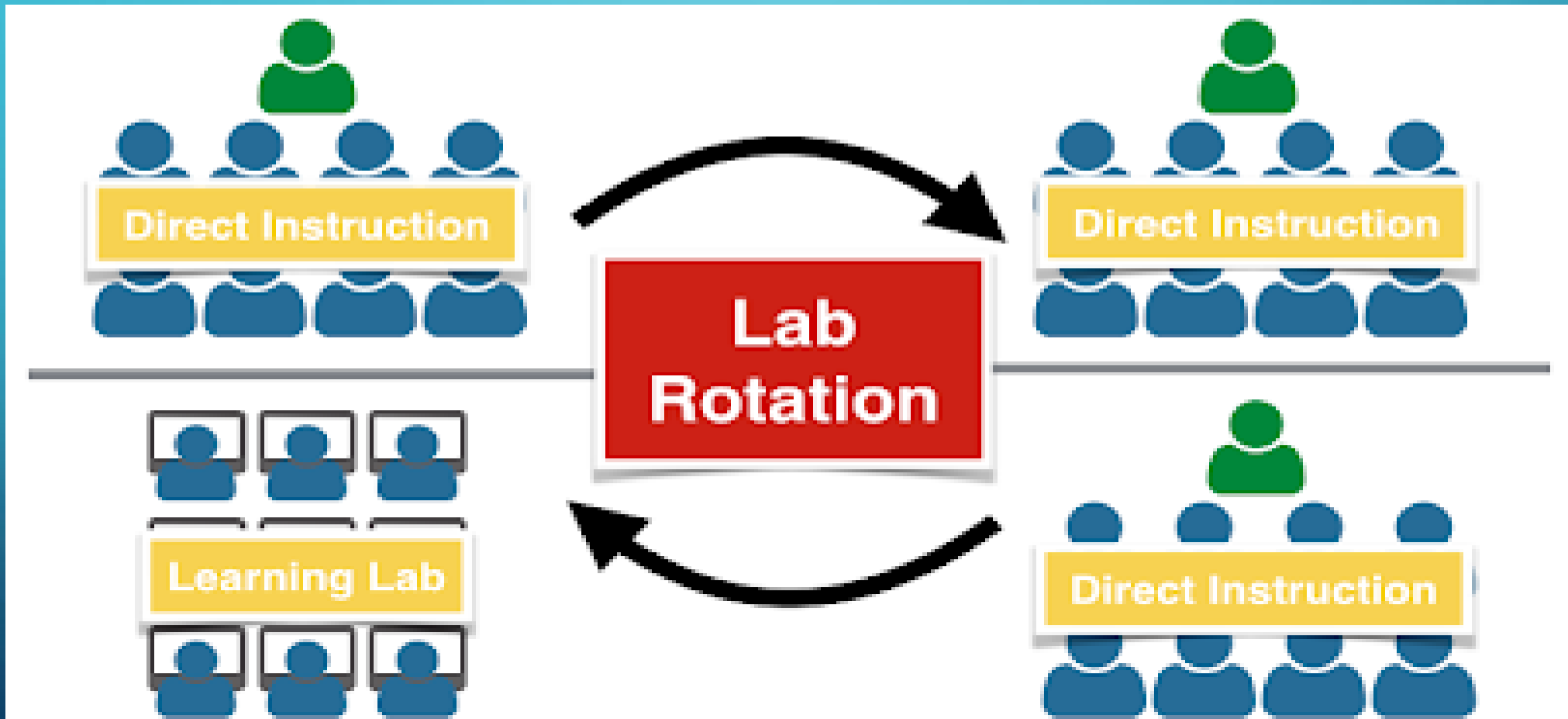
STATION ROTATION MODEL



LAB ROTATION MODEL

- Students rotate at fixed points in time—that is, on a fixed schedule or at the teacher's discretion—between a classroom and a computer lab, in which students learn predominantly online
- The classroom is generally reserved for other learning activities

LAB ROTATION MODEL

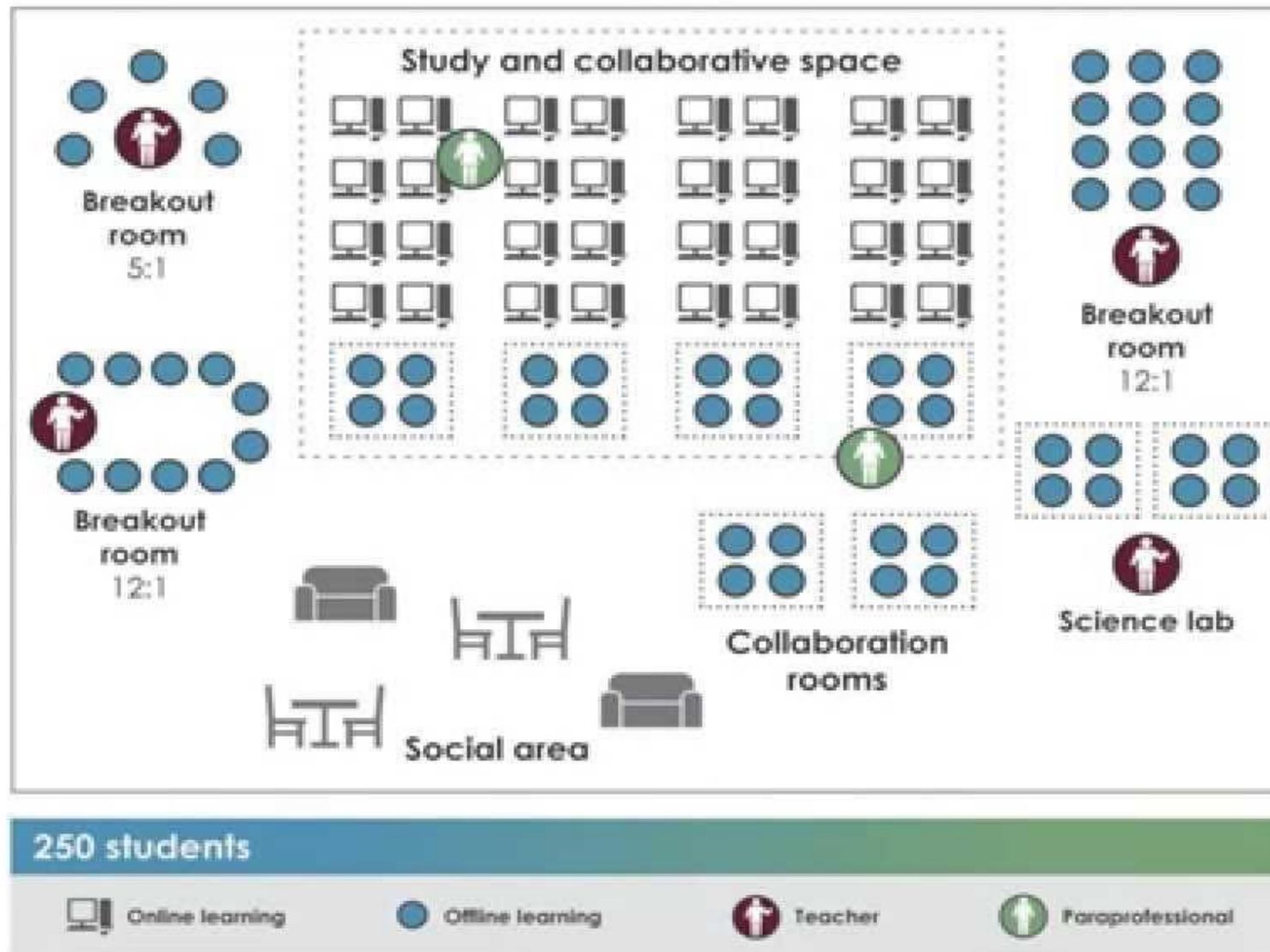


FLEX MODEL

- Online learning forms the backbone of a student's learning, even if it directs students to offline activities at times, and students are able to move flexibly through different learning modalities with the goal of optimizing their learning experience based on their specific needs. Each student in essence has a **customized, fluid schedule among learning modalities**
- The teacher of record is on-site, and the teacher-of-record or other adults provide face-to-face support on a flexible and adaptive as-needed basis through activities such as **small-group instruction, group projects, and individual tutoring**

FLEX MODEL

Flex



PERSONALIZING EDUCATION FOR STUDENTS

- Elements of an Ideal Student Learning Environment
 - Student Ownership
 - Personalized Learning
 - Mastery-Based Education
 - Relationships

STUDENT OWNERSHIP

- Learning to do more of the work and to empower them to seek help, whether it be from peers or teachers, when they need it
- And think about one other thing as well, which is as we think about lifelong success and students going into pass from institutions, there's not the support around them that there is in education systems
- And so if they learn to own their learning they can be far more successful in the future

PERSONALIZED

- Every student learning pace is different. And this is the place where we need technology
- Personalization is getting away from the set curriculum, the set speed for every single student



MASTERY-BASED EXAMINATION

- This is in which students must show **competency in content** before progressing. We know we are setting them up for success down the road
- When the courses get harder and the content more challenging, because they're going to have the base level of competency that they need

RELATIONSHIP

- Teachers are at the centre of any learning process. And that relationship between student and teacher, and frankly even student to student, is a core and essential part of any good learning environment
- In blended models when you start having these small group rotations opportunities for teaching and other such experiences. There's a lot more time for one and one interaction. Teachers spend a lot more time doing one to one conferencing, or small group conferencing

ROLE OF THE TEACHER

- From Lecturer to facilitator
- From using fixed groupings to dynamic groupings
- From explainer to intervener
- From focusing on content to focusing on content, skills and mindsets
- From generalist to specialist

FROM LECTURER TO FACILITATOR

- In blended learning, Teacher had to facilitate when the students aren't learning on the computers during personalized learning time
- Proctor content assessment
- In small groups, Teacher leads a class through a series of concepts and exercises which helps them to build their Skills

FROM USING FIXED GROUPINGS TO DYNAMIC GROUPINGS

- The groups are divided and they kept on changing depending on the student proficiency and their level of concept
- The teacher has to select a topic which is actionable and in which students can be divided into groups
- For example, Peeling an Onion

FROM EXPLAINER TO INTERVENER

- When teachers are doing a lot less on explaining up front because of the software, that frees them to spend more time on intervening with students on one-on-one basis

FROM FOCUSING ON CONTENT TO FOCUSING ON CONTENT, SKILLS AND MINDSETS

- The advantage here is that students will spend more time one-on-one which helps them to apply **skills** along with the **knowledge**. And simultaneously Teacher gets more time to spend on these mindsets and skills for students

FROM GENERALIST TO SPECIALIST

- With the help of blended learning where a teacher specialises a lesson as per student needs where they don't have to work and teach as per the lesson plan
- For example, students learning a song about mathematics. Here teacher plays to their strength

HELPING TEACHER MAKE THE CHANGE

- Training of teachers
- Transition
- Learn from your counterparts/colleagues
- Research/Innovation

TYPES OF SOFTWARE'S

1. Whole Course Software-

- Replace an existing course.
- Majority of the learning work is essentially on its own.
- Teacher job is to monitor students progress
- Biggest disadvantage is the software may not be as perfect as if the teachers actually curate a content

2. Supplemental Software-

- Supports a core course but its not delivering the core instruction
- Teacher is delivering core lectures, helping to group students and deliver interventions and then students will go off to the online software

3. Accelerated Reader

- Create libraries of levelled content at different Lexile levels of different books.
- Students read those different books at their appropriate level.
- After reading books they take quizzes on Accelerated Reader and teacher check to make sure students are actually comprehending what they're reading and they are at their right level.

4. Teacher Tools

- Helps in making teacher life easier. Like posting notes, discussions, giving students feedback to the parents

5. Exit Teacher

- In this tool teacher can ask questions from students to check for understanding. And students respond by whatever digital device they have. And the teacher gets a resulting poll map that basically allows them to see their class is understanding what they are going over

6. LMS- This is a system in which schools and teachers are putting up assignments, keeping a track of videos that they have recorded, updating students marks.

7. Learning Apps- Khan Academy, Duolingo, Ted, eSkillIndia, E-PG Pathshala, Scribd, Quizlet

BENEFITS

- Enhanced student learning outcomes
- Greater flexibility for students and teachers
- Improved autonomy, reflection, and research skills
- Reduced student withdrawal rate
- Ability to foster a professional learning environment
- Potential cost and resource savings

CHALLENGES

- Technological problems for students
- Invasiveness into other areas of life
- Time commitment
- Technological problems for institutions
- Lack of support for course redesign
- Difficulty in acquiring new teaching and technology skills

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THANK YOU