



Blended learning



Blended learning

Introduced in the technology of education since 2001

- A learning programme where more than one delivery mode is being used
- Objectives
 - To optimize the learning and cost balance
 - To improve the quality of the learning experience
 - To increase the availability and accessibility of learning

What constitutes a blend?

A blend involves a strategy which includes the selection of the delivery the following:

- Learning activities
- Teaching and learning methods
- Learning materials
- Information
- Study skills
- Learning objects
- Learning tasks
- Learning strategies
- Formative and Summative Assessment

What is involved?

- Online and offline (i.e. computer) working
- Multimedia and other materials & tools
- Tasks and activities - planned activities
- Group and Individual working
- Flexibility - self directed, self paced
- Learner - cultured approach
- Tutor and facilitator - manager
- Constructive approach to teaching
- Real life skills - situated in context
- Structured and unstructured learning
- Simulation in protected environments



The Blend: what is and it is not

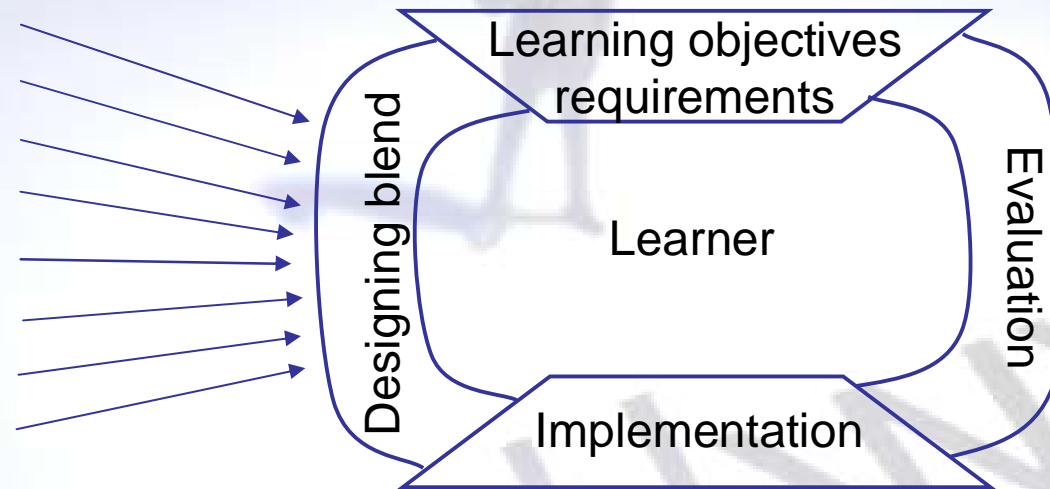
- Initially BL was considered simply using e-learning methods within a traditional delivery scheme /this is not a Blend/
- A Blend is the **optimal mix** of learning methods for a given situation
- A random mix of on- and off-line objects, tasks and activities is not real Blend
- BL is aimed to facilitate the widest possible impact of a learning experience, using a wide range of tools and methods:
- Blend attends to individual style



The way to get the right blend

- Blend creation is an evolutionary process
- The blend objectives are to ensure as the best as possible:

- Attention
- Engagement
- Commitment
- Relevance
- Confidence
- Motivation
- Satisfaction
- Support



- These should influence all stages, especially requirements and evaluation

Components of blended learning

a. Six off-line components

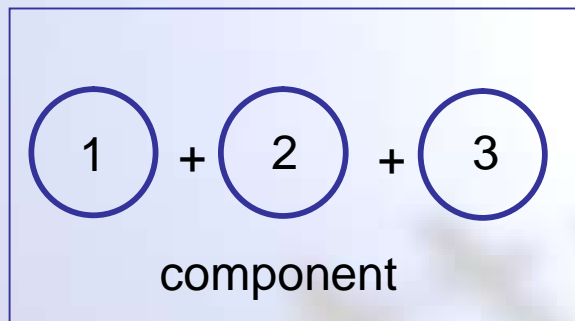
- Workplace learning
- Face-to face tutoring, coaching or mentoring
- Classroom
- Distributable electronic media
- Broadcast media

b. Six online components

- Online learning content
- E-tutoring, e-coaching or e-mentoring
- Online collaborative learning
- The web
- Mobile learning

Blended learning levels of complexity

Level 1 – Component

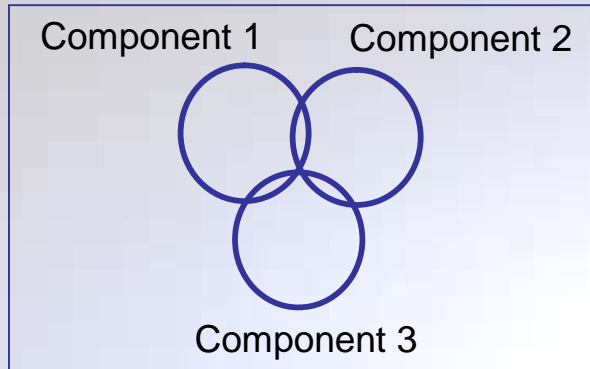


Simple blend

Characteristics

- Take separate delivery channels
- Components are separate in content
- A single component can function effectively

Level 2 – Integrated



Single unified whole

Characteristics

- Direct design features
- Style
- Cross references
- Links and dependencies

Level 3 – Collaborative

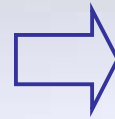
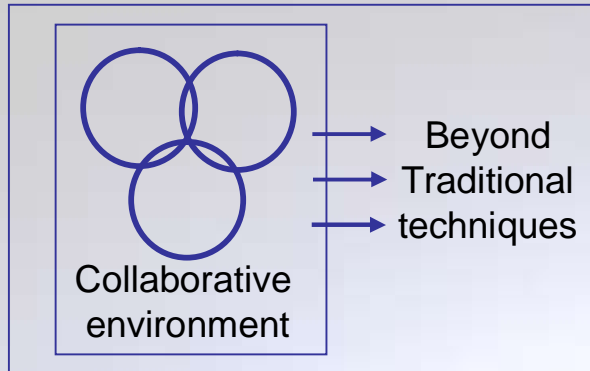


Cohesion of components

Characteristics

- Face-to-face
- Electronic tutoring
- Coaching or mentoring
- Collaborative facilities

Level 4 – Expansive



Extended component

Characteristics

- Use of on-line resources
- Use of off-line resources

Off-line component groups

Workplace learning	Face-to-face tutoring	Classroom	Distributable print media	Distributable electronic media	Broadcast media
Manager as developer Learning on job projects Apprenticeship Shadowing Placements Site visits	Tutoring Coaching Mentoring 360 degree Feedback	Lecture/Presentation Tutorials Workshops Seminars Role play Simultaneous Congresses	Books Magazines Newspapers Workbooks Keeping a journal Review/Learning Logs	Audio cassettes Audio CD Videotape CD-ROM DVD	TV Radio Interactive TV

Online component group

Online learning content	E-tutoring, e-coaching or e-mentoring	On line collaborative learning	Online knowledge management	The web	Mobile learning
Simple learning resources Interactive generic content Interactive customized content Performance support Simulations	e-tutoring e-coaching e-mentoring 360 degree feedback	Asynchronous (not in time) e-mail bulletin boards Synchronous (in real time) Text chat Application sharing Audio conferencing Video conferencing Virtual classrooms	Searching knowledge bases Data mining Document and file retrieval Ask an expert	Search engines Websites User groups e-commerce sites	Laptops PDAs Mobile telephones