

Conception and implementation of rich pedagogical scenarios through collaborative portal sites: clear focus and fuzzy edges

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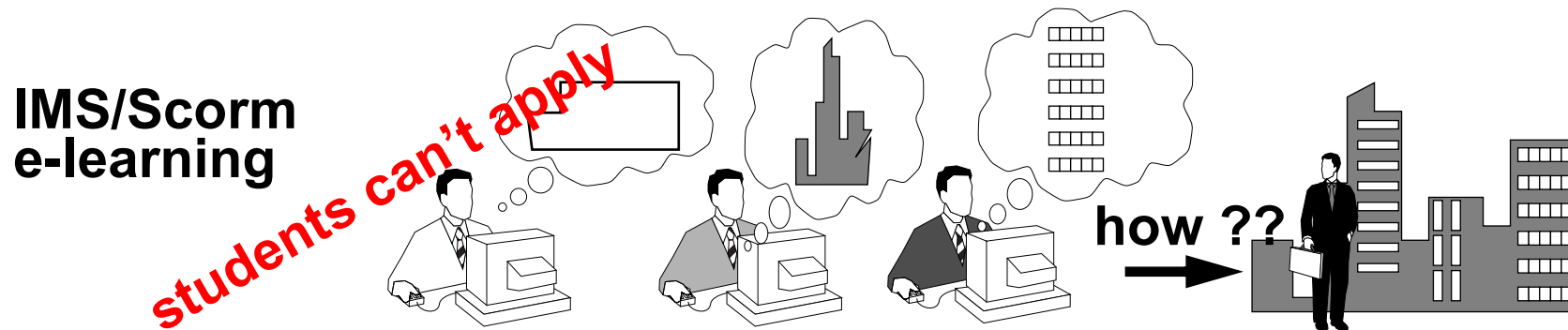
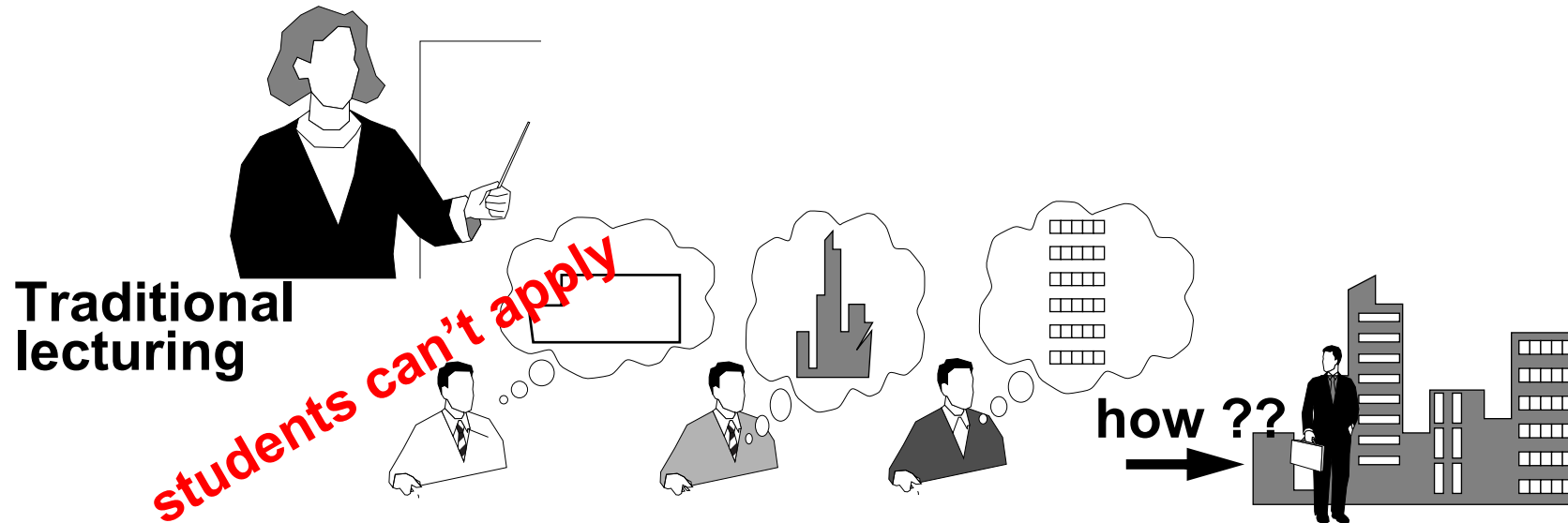
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Menu of the talk

- 1. Pedagogical Design issues 3**
- 2. The architecture of structured activity-based learning 6**
- 3. The tools and the instructional implementation 9**
- 4. Conclusions: To hell with false learner-centrism ! 17**

1. Pedagogical Design issues

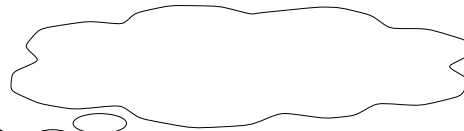
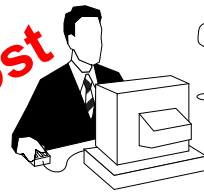
1.1 The problem with reproductive learning



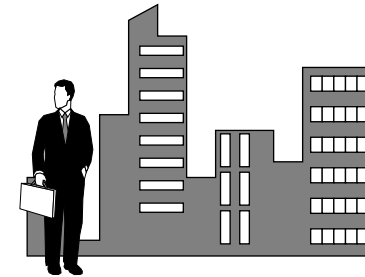
1.2. The problem with the "let's do projects" answer

Traditional learning by projects

students are lost



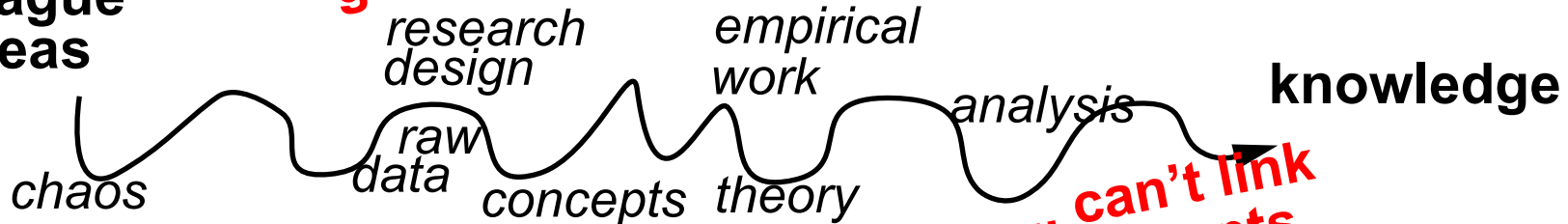
how ??



vague ideas

students can't formulate goals

students have trouble with research designs

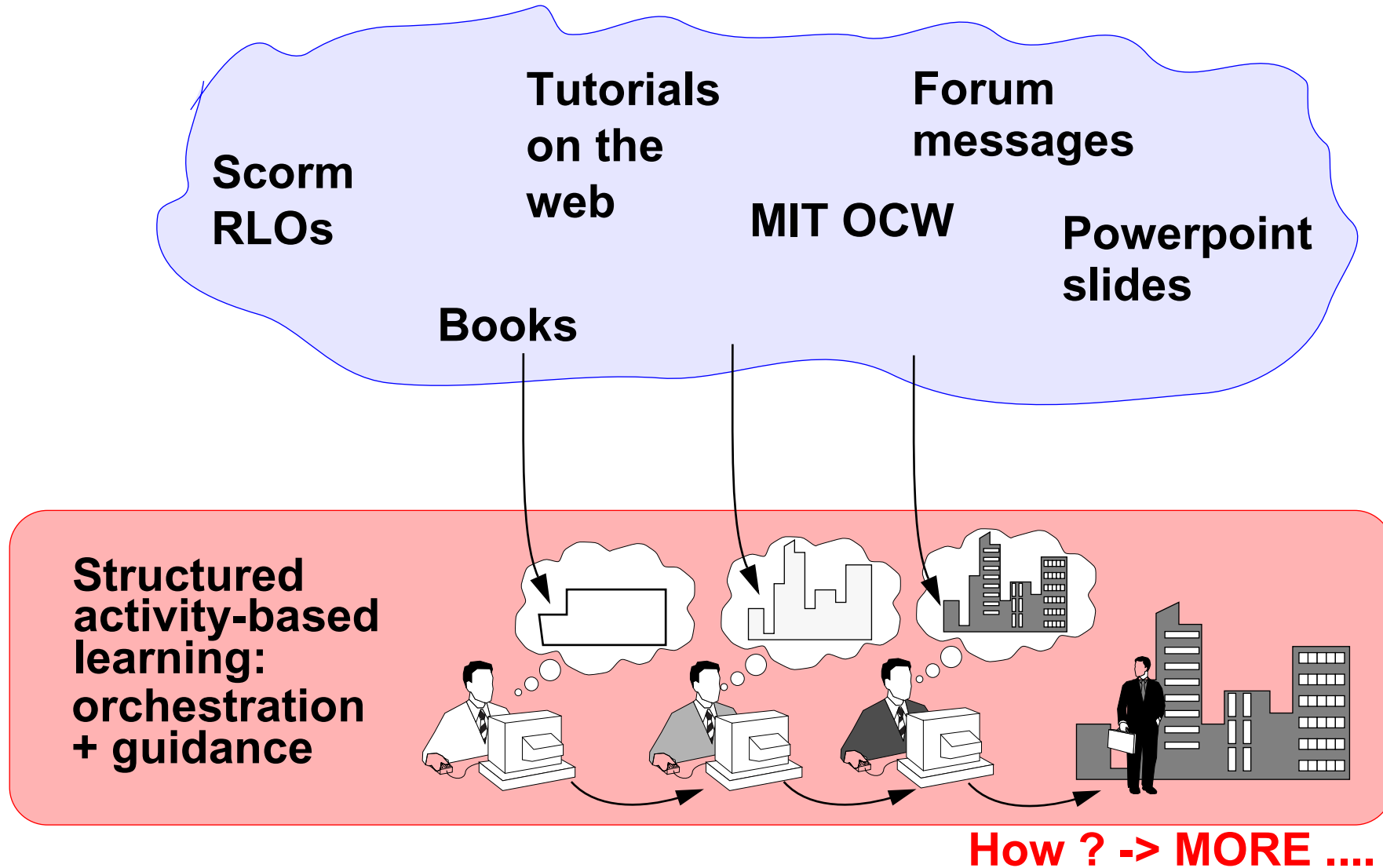


can't relate data to concepts

can't relate concepts

can't link concepts and data to theory

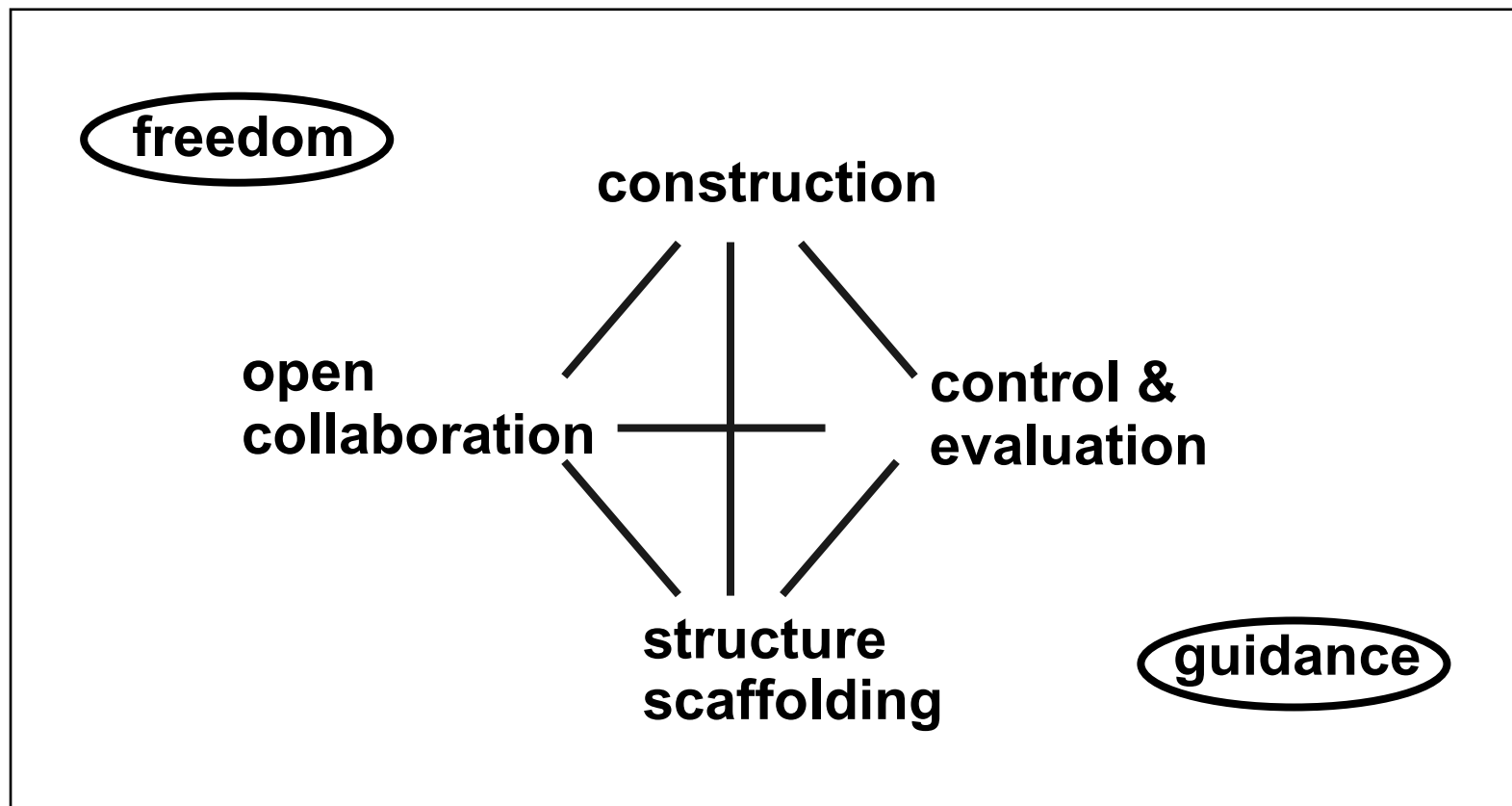
1.3.A possible solution



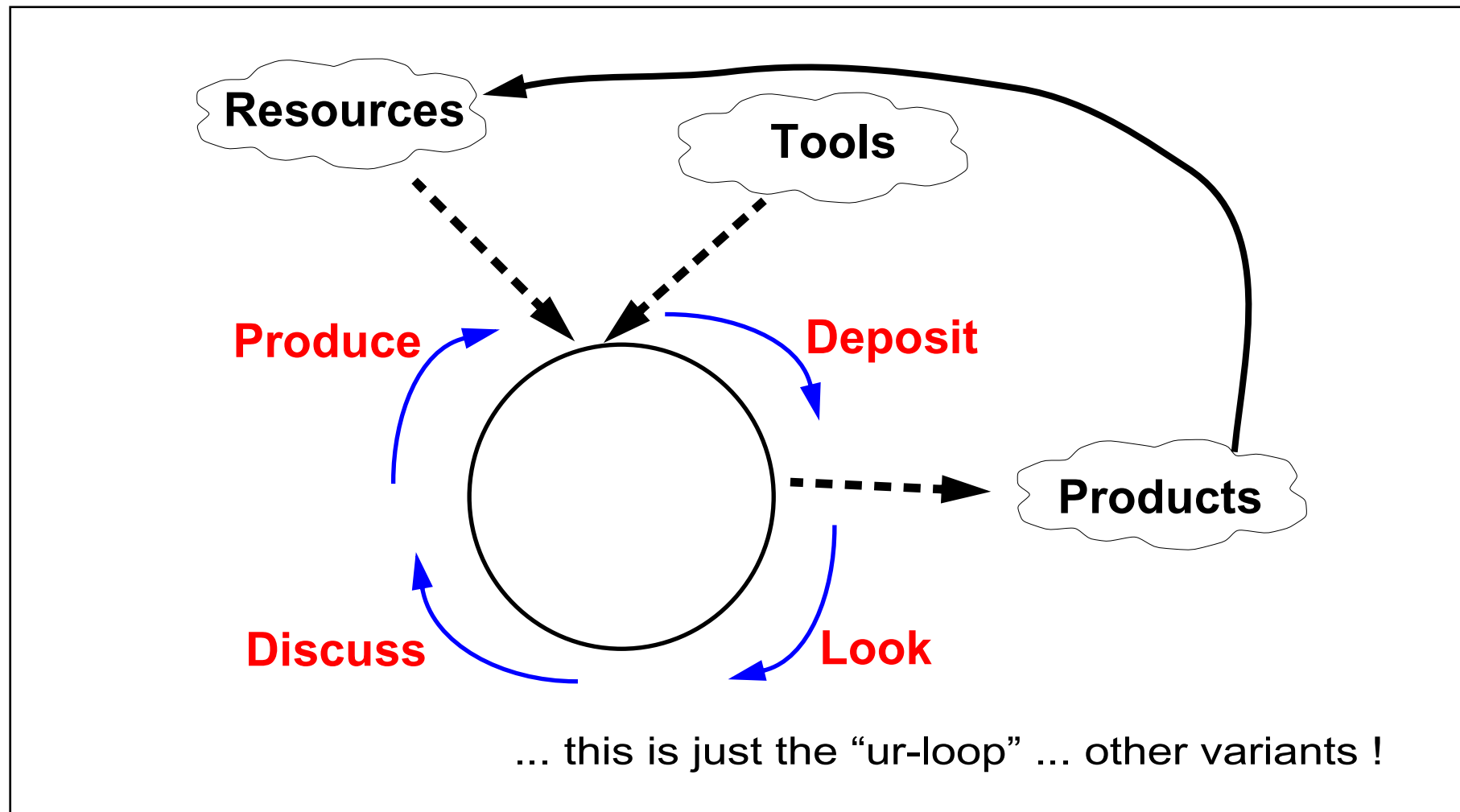
2. The architecture of structured activity-based learning

2.1 Structured socio-constructivist pedagogical scenarios

- Open ended & “rich” socio-constructivist designs are **more effective** if individuals and groups have to evolve within somewhat **specified scenarios**

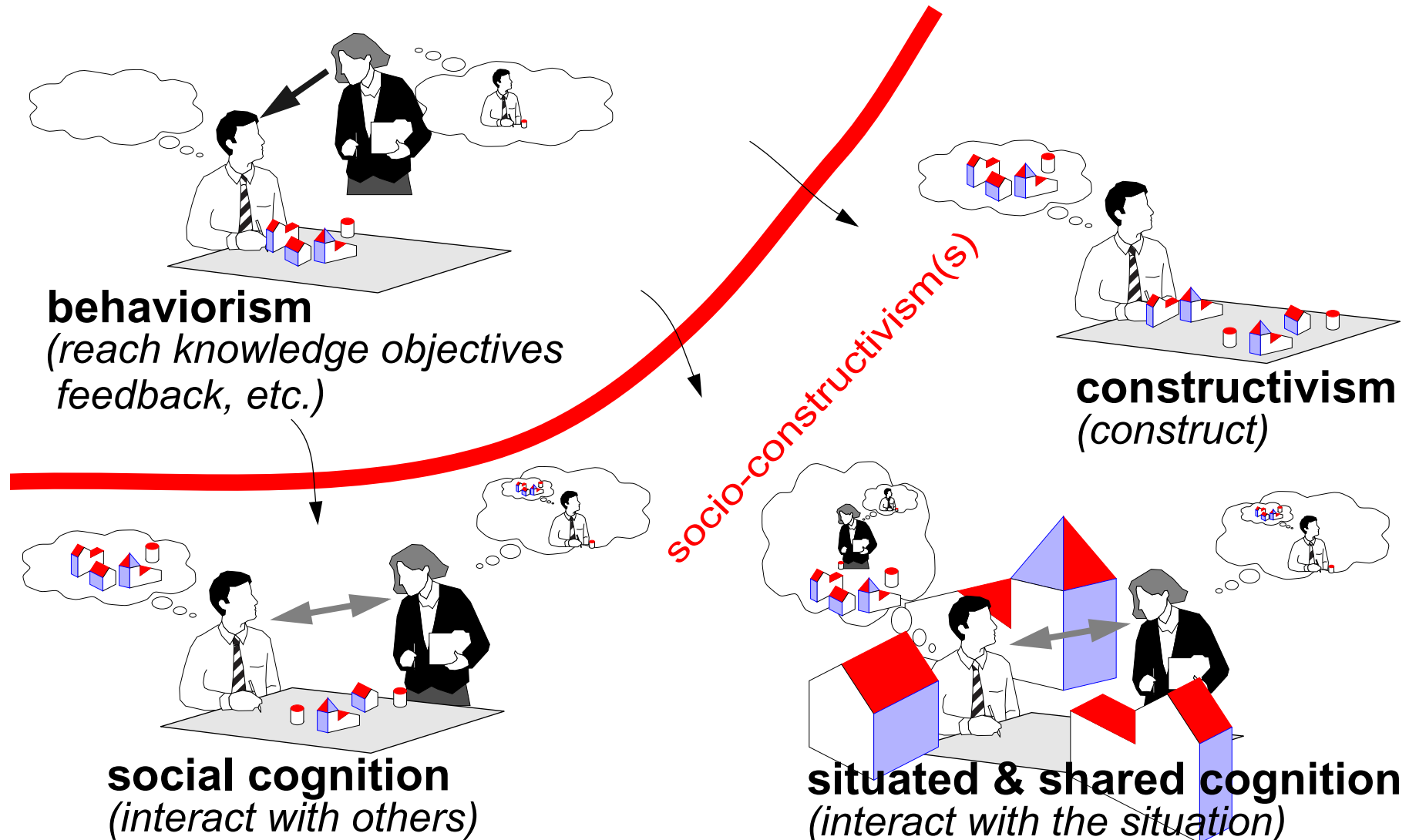


- Scenarios are **sequences of activity phases** within which group members **do tasks** and **play specific roles**
- This orchestration implies organizing **workflow loops**



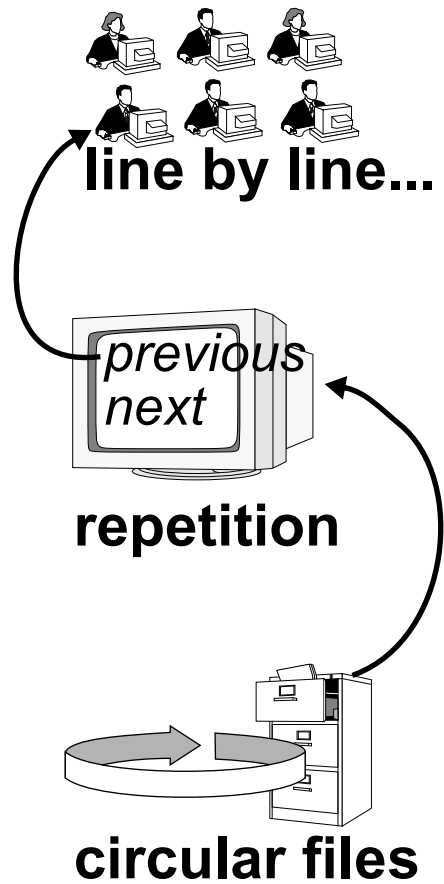
2.2.A Note on the theoretical foundations

Socio-constructivist + a pinch of behaviorism

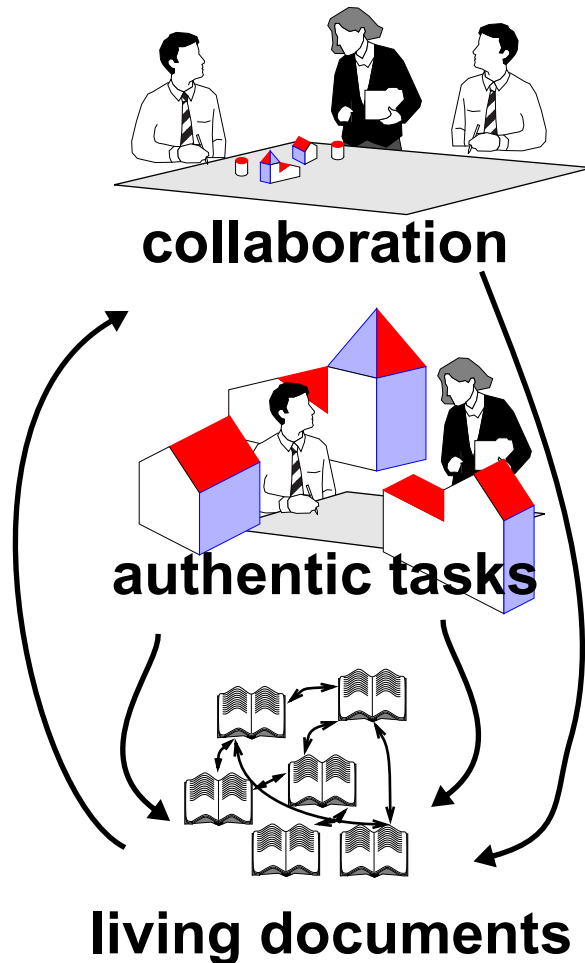


3. The tools and the instructional implementation

Transmissive pedagogies



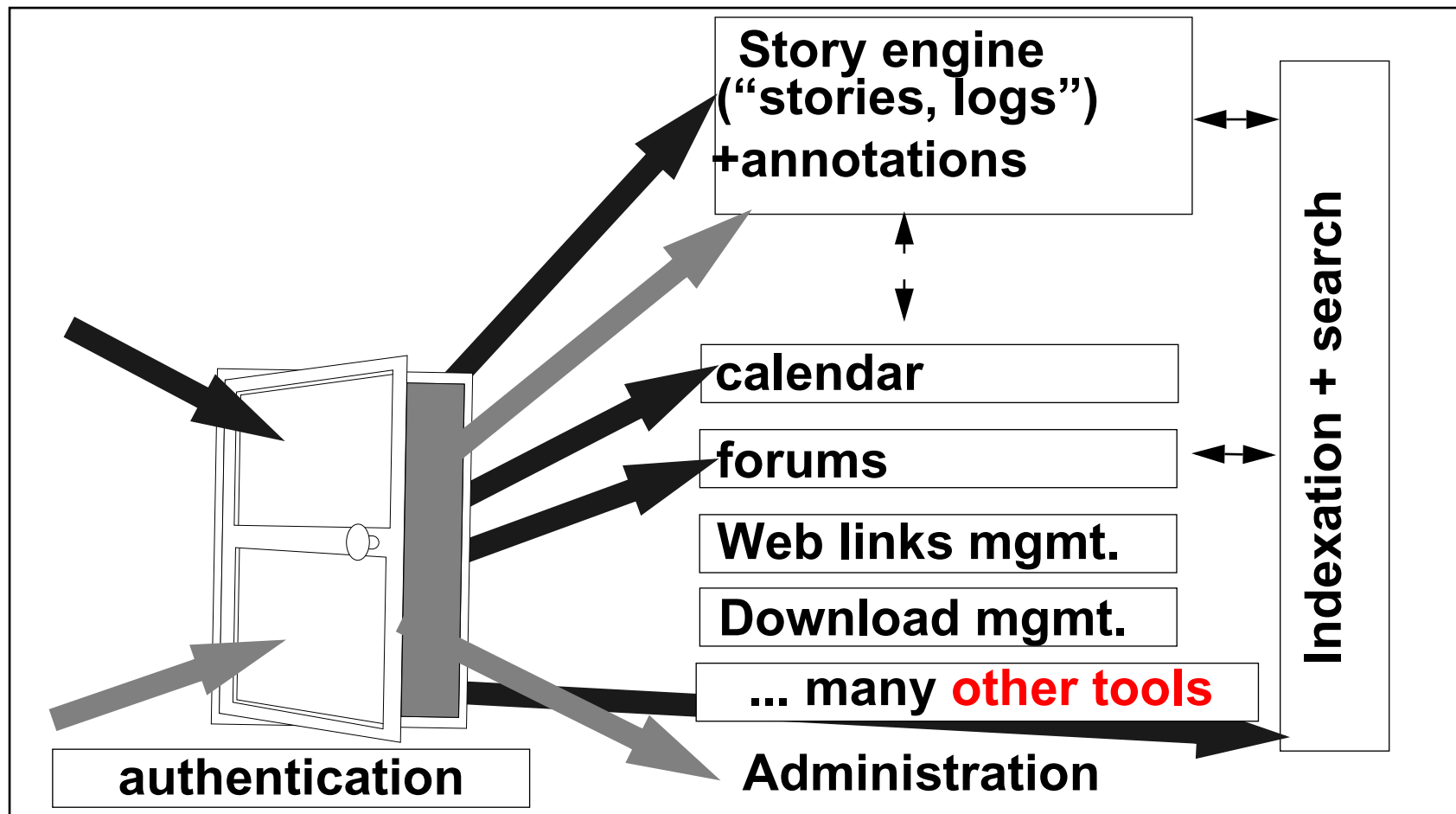
Activity-based pedagogies



- the computer is merely a **facilitating structure**, a thinking, working & communication tool
- Most student and teacher **activities** should be **supported** by computational tools and lead to **new “contents”**

3.1.Let's use C3MS Portals !

Community, **C**ontent, & **C**ollaboration **M**anagement **S**ystems

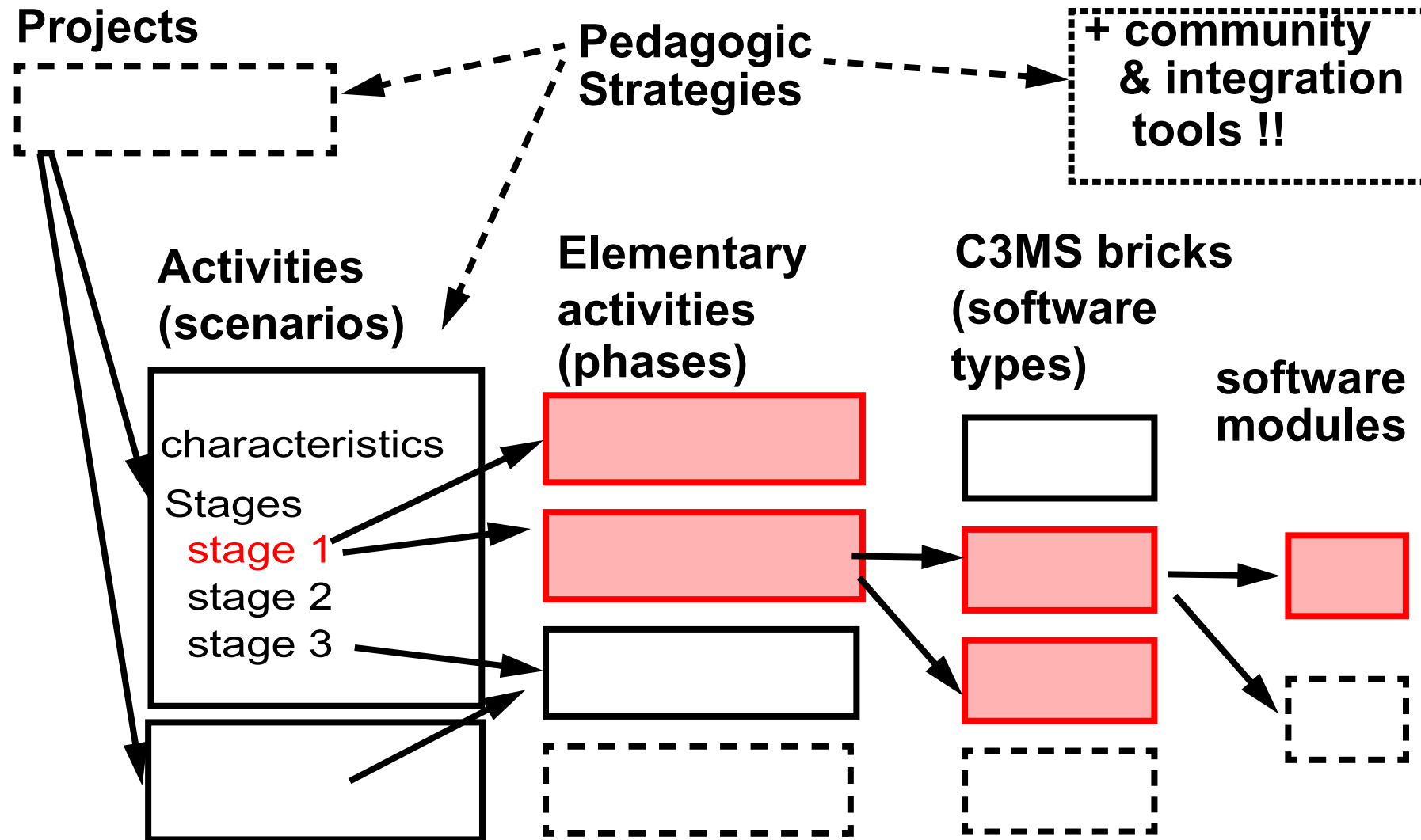


- **Integration** of most applications (authentication, interfaces,...)
- **Plug-in architecture** ! (**YOUR** organization can write modules)

3.2.A few available bricks

<i>Function</i>	<i>C3MS modules (tools of the portal)</i>
<i>Content management</i>	News engine (including a organization by topics and an annotation mechanism) - Content Management Systems (CMS) Collaborative hypertexts (Wikis) - Image albums (photos, drawings, etc.) - Glossary tool or similar - Individual weblogs (diaries)
<i>Knowledge exchange</i>	News syndication (headlines from other portals) File sharing (all CMS tools above)
<i>Exchange of arguments</i>	Forums and/or new engine Chats,
<i>Project support</i>	Project management modules, Calendars,
<i>Knowledge management</i>	FAQ manager - Links Manager ("Yahoo-like") Search by keywords for all contents "top 10" box, rating systems for comments "What's new" (forum messages, downloads, etc.),
<i>Community management</i>	Presence, profile and identification of members Shoutbox (mini-chat integrated into the portal page) Reputation system Activity tracing for members Event calendar News engine,

3.3.C3MS portals & educational scenario scripting



Planning example: Study wildlife of Mauritius

PROJECT	
	Activities (scenarios)
1	Teach portal to students
2	Make a glossary
3	Find research subjects
4	Make a research plan
5	Field trip
6

GLOSSARY activity (scenario)		
	Stages	Simple activities
1	Participants think about terms	IntroWork, BrainStorm
2	An alphabetic list of terms is entered	EditGlossary or EditPage
3	Students search and share links	SearchWeb, EditLink
4	Work is synthesized and combined	CoEdit
5	Teacher moderates	CheckWork
6	Final definitions	CoEdit

Simple activity	Description	Available C3MS modules
CoEdit	make collaborative documents	Wiki (phpWiki portal module), CMS (EzCMS module)
BrainStorm	Generate Ideas	Wiki, News Engine, Forums, Bulletin Boards

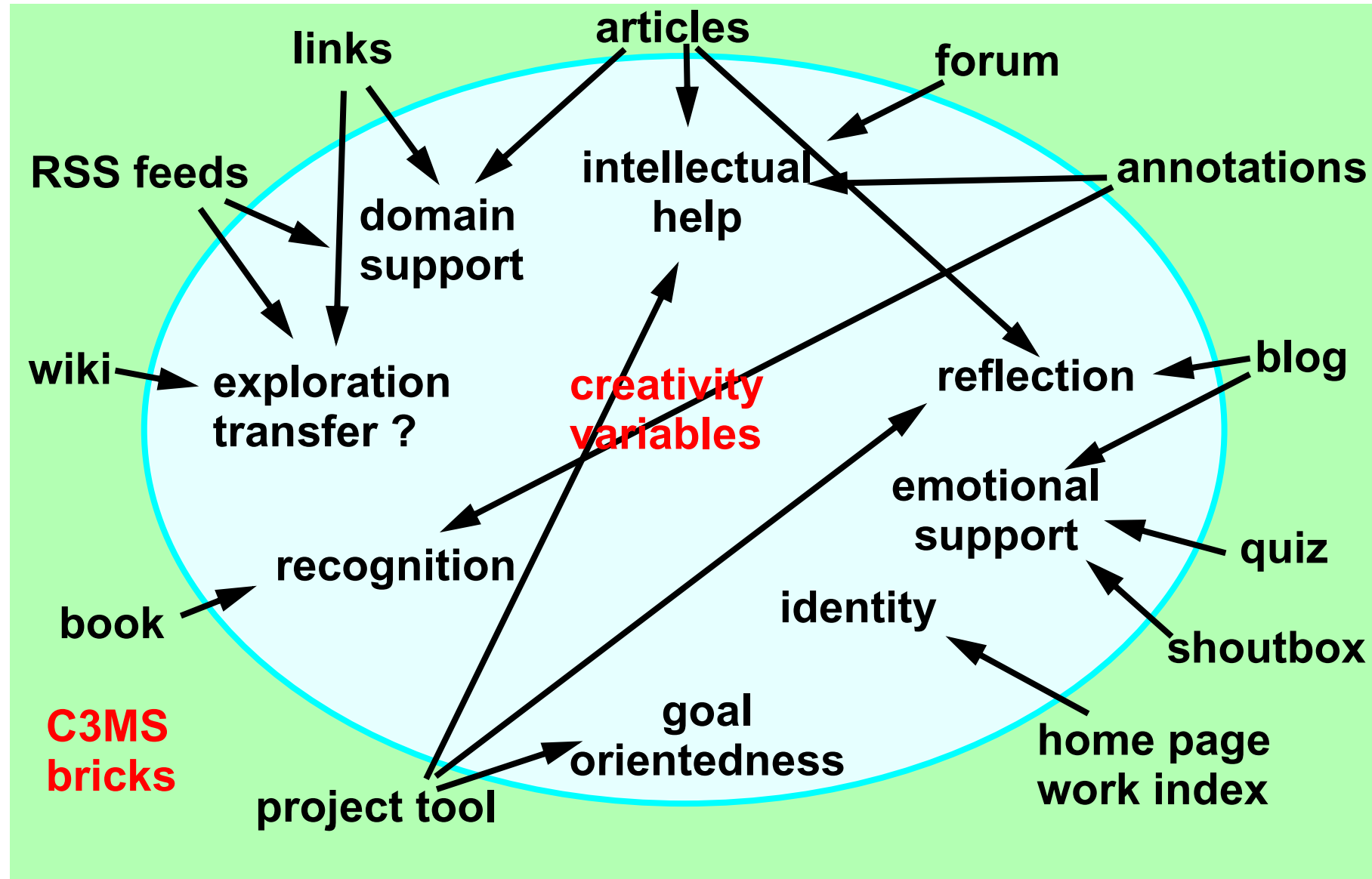
Implementation example of the Glossary activity

(previous step: learn portal)

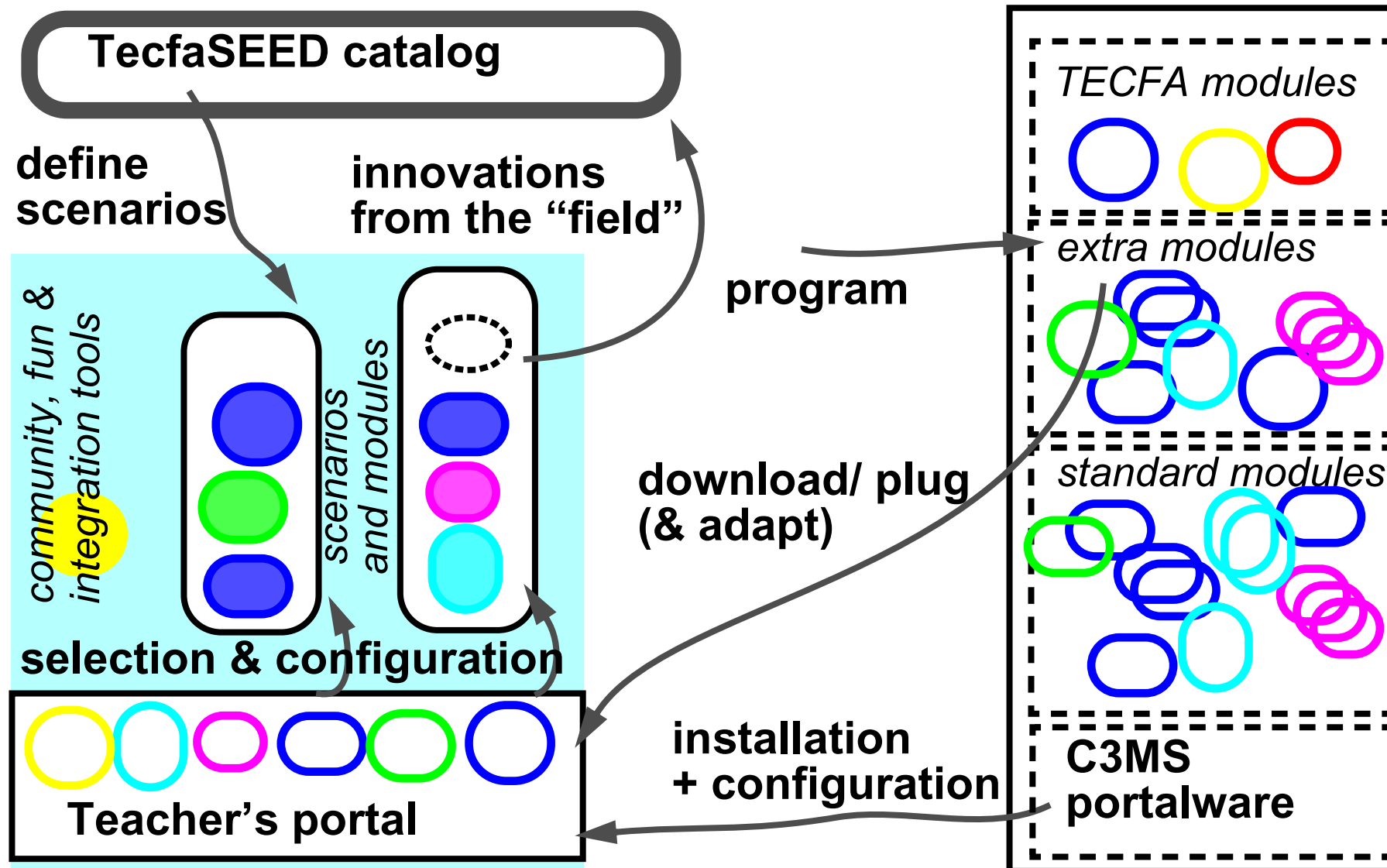
Instantiated example “glossary” activity (activity 2)			
Stages		Tools	Instructions
1	Suggest terms	Wiki (= coll. hypertext)	Each student must suggest 3 terms and enter them
2	Provisional list of terms	Wiki	Together in class we clean up the list
3	Search and sharing of results	Google, Links manager	Each student must provide 4 links and make comments to 2 other
4	Raw information is synthesized and combined	Wiki	Each student must enter 2 definitions, make links from “his” definitions to others and modify others
5	Teacher moderates	News engine	Teacher will give feedback in an article
6	Students produce final definitions	Wiki	Students can make final modifications

(next step: find research subjects)

3.4.C3MS and support for creativity “elements”



3.5. The C3MS object economy



4. Conclusions: To hell with false learner-centrism !

4.1 Hey we are teacher-centric too !



**Teacher as
orchestrator**



**Teacher as
monitor**



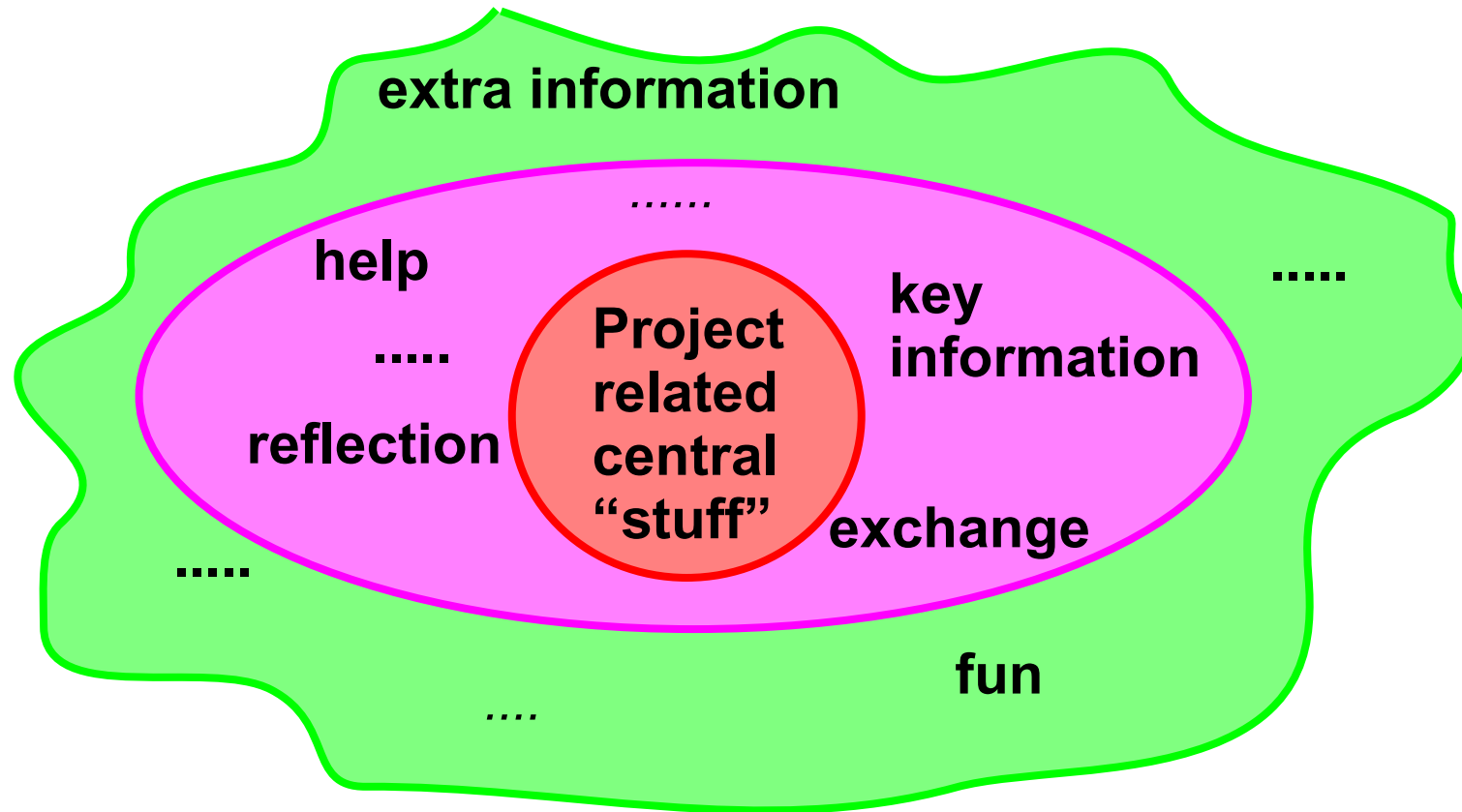
**Teacher as
facilitator**

**designs the environment
designs the global project
designs flexible tasks**

**makes audits
reads blogs
controls project plans
evaluates
gives feedback
answers questions
writes tutorials
makes examples
provides links**

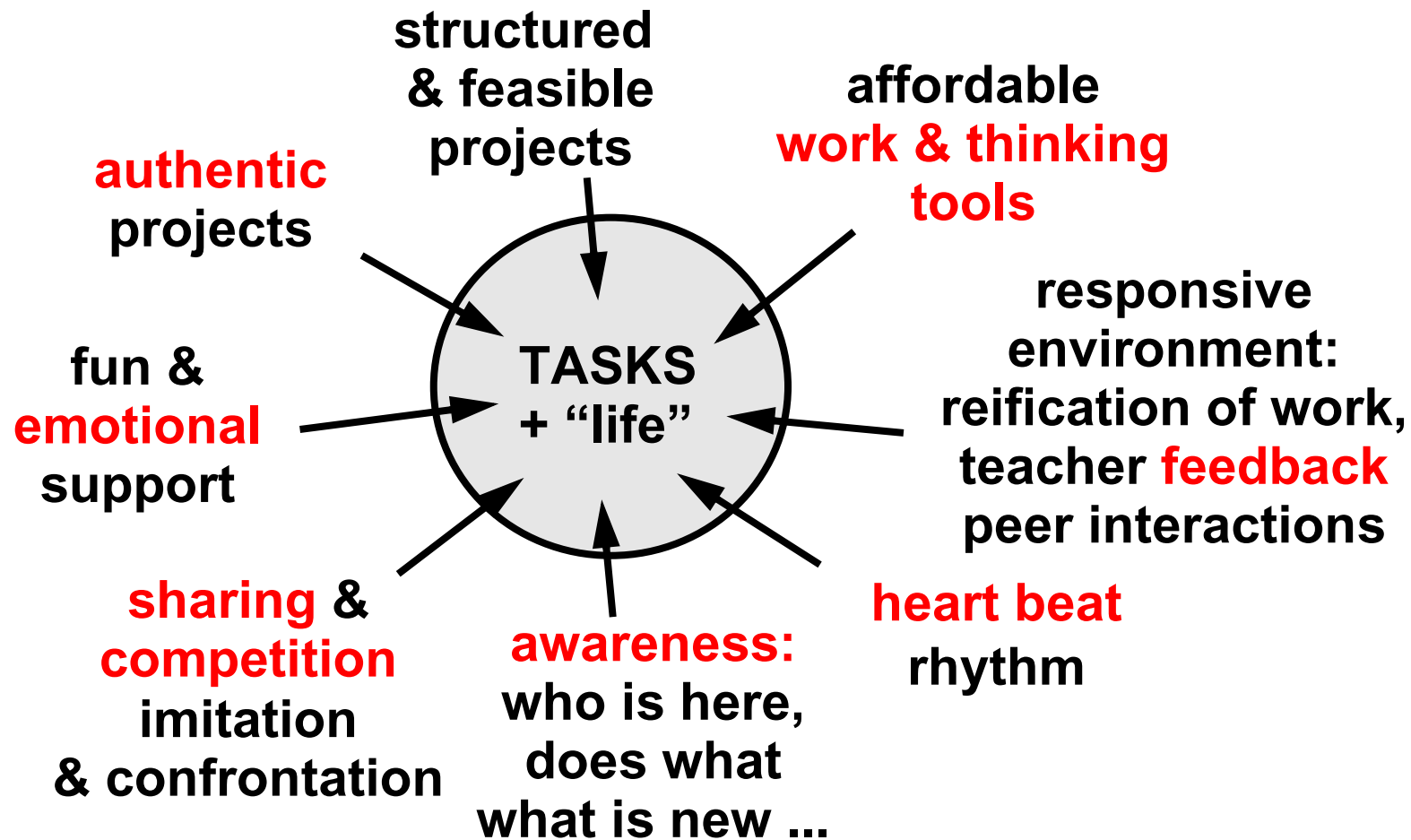
..... (now try to do this without ICT!)

4.2.LE design = sharp focus and fuzzy edges



- central teaching instrument is the "news" tool (central in the display) or a special "project tool" (like pScenario)
- for each task there is one (or more) central tool (application)

4.3.LE design = landscaping & conditioning



**Thanx
for
listening**



**Thanx
for
inviting
me**