



Before you start designing your learning sessions

Online learning offers teachers an efficient way to design lessons for students. For many students, one of the biggest challenges of online learning is the struggle to concentrate on the screen for long periods of time.

Because of the pandemic, our project had to deal with all these contradictions and challenges very quickly. The result is a small compendium for online or remote learning and teaching. This can serve as an introduction to the topic.

First questions you should ask

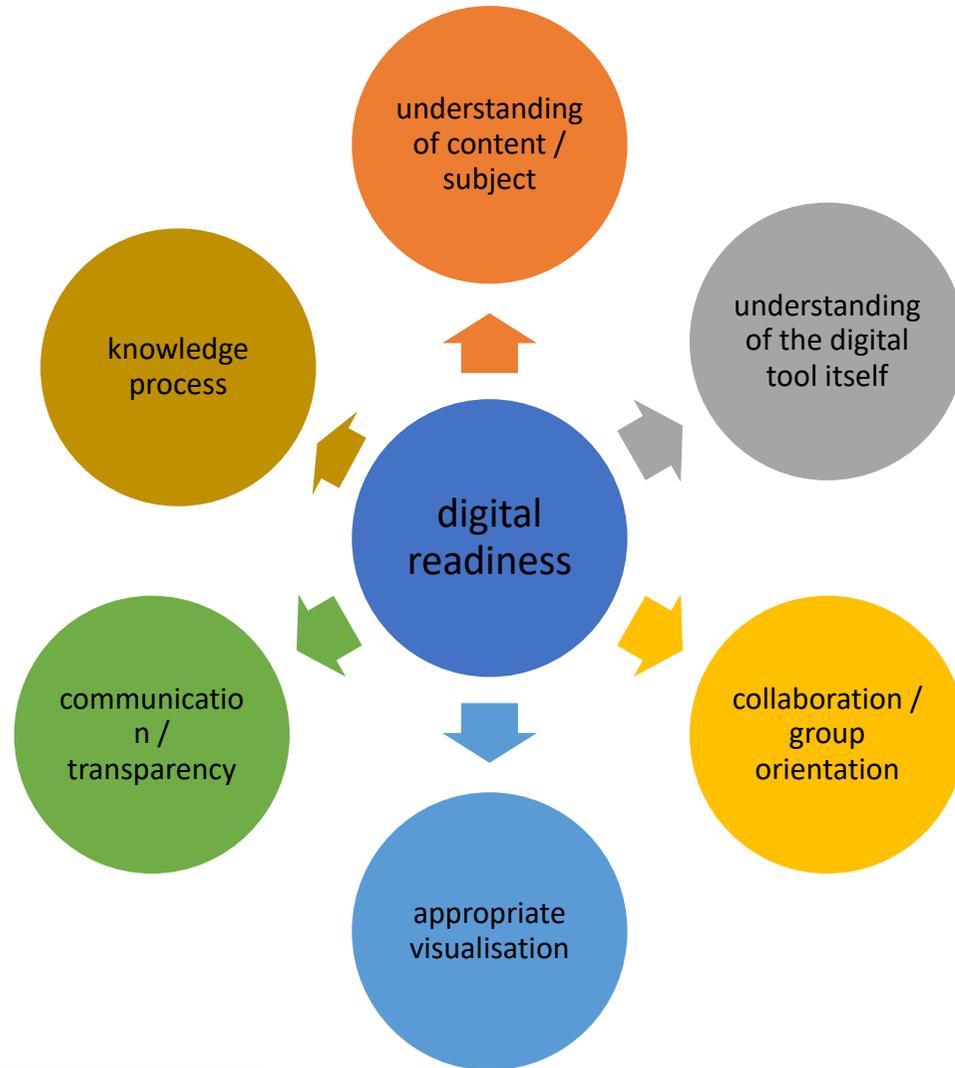
How concretely is the content conveyed?

Can it be presented in multimedia form?

Are there learning activities that are expected of the learners? (open tasks vs. concrete questions)

How is feedback organized? (Communication and interaction between teachers and learner)





Selection of helpful digital Tools

What	Purpose	Website
Adobe after effects/premiere	Editing of Videos	Adobe.com
EdPuzzle	Choose a video, give it your magic touch and track your students' comprehension	https://edpuzzle.com/
Glogster	Simple steps to create your own multimedia poster.	http://edu.glogster.com/
h5p	interactive htmls for websites and Presentations	https://h5p.org
Jitsi / Jitsi meet	Conferencing Tool	Jitsi Meet
makebeliefscomix	Express your ideas in stories - comic strips	https://makebeliefscomix.com/
Miro	Digital whiteboard with kanban and scrum functionalities	Miro.com
Moodle	management system for teaching and learning	Moodle – moodle.org
mentimeter	Create interactive presentations & meetings	https://www.mentimeter.com/
Plotagon	animation / film	plotagon.com
Powtoons	video maker	Powtoons.com
PrivaSphere	Messenger	privasphere.com
Schoolfox	Messenger for schools	schoolfox.com
Signal	Messenger	Signal.org
Slack	Communication and management software	Slack.com
Tresorit	Cloud Service	Tresorit - tresorit.com
YouTube editor	film / publishing	youtube.com
weTransfer	Transfer large files and Videos	Wetransfer.com
Zoom	Conferencing Tool	Zoom - zoom.us



How to start

Understanding



1. Understand: goal, task, challenge

Observing



2. sharpen questions

Collecting ideas/concept



3. concretise ideas and create a concept

Trying out



4. try out and test

Reflecting



5. reflect

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