

ONLINE TEACHING #5 TOOLS&PLATFORMS

PLATFORMS YOU'RE GIVEN

You probably have access to a **virtual learning environment** (e.g. Moodle, Blackboard, Canvas) for course materials, tasks, and asynchronous connection, and a **video-based platform** (e.g. Zoom, Teams) for interacting live. Online guides can help you find your way around. Ask colleagues and digital specialists for support as you develop your own **teaching practice** in these platforms.



THINK ABOUT...



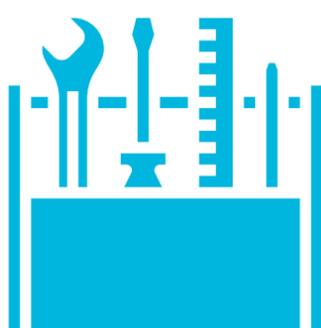
What **tools** and **facilities** are available within each environment, and how are other teachers using them to keep their students engaged? How will you allocate students' **time** and **tasks** across different platforms? How will students manage **materials** (including their own notes) and outcomes from learning? How can you form students into **groups** for live and 'own time' working?

EXPLORE FURTHER...

How can you give students **agency** within platforms that may have been designed for tutor control? Can they upload materials, present, share their screen, lead discussions, suggest tasks? What **data** collected by the platform is really useful to help you teach? Make sure you are comfortable with policies on student data. If the platform is limiting what you do, find out if you can use other, **third-party apps** tools as well (and read on...).



TOOLS YOU CHOOSE



Students can benefit from a wider range of tools and activities, but always get advice on **accessibility** and **data security** - and don't use anything unless you're sure it will add to the learning experience. One platform used to its full potential is better than many used thoughtlessly. There are thousands of web and social media sites offering advice but you should focus on **your subject** specialist needs and how **your students** will benefit.

GOOD REASONS

Do you need to use specialist **languages** or notations, virtual worlds or instruments? Do you value particular kinds of student **enquiry** or **engagement**? Do students need to **write, draw, design, analyse, create** in ways not supported by standard platforms? Will **games**, polls or **quizzes** motivate them to learn? Are there specialist **tools** of the subject that they need to master?



RISKS TO CONSIDER



Make sure students can **record** and save their learning in any third-party platforms. Novel tools are appealing but consider their **longevity** and don't commit if they might not last the course! **Open, public** platforms such as social media let students engage authentically beyond the classroom, but always put safety and privacy first, and respect any concerns students have.



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