

Sandra Sembel

30+ years - Teaching

2003 – E-learning instructional design

2007 – digital-based courses

- blended-learning course
- Remote learning

Trials and Errors

Learning, unlearning, relearning

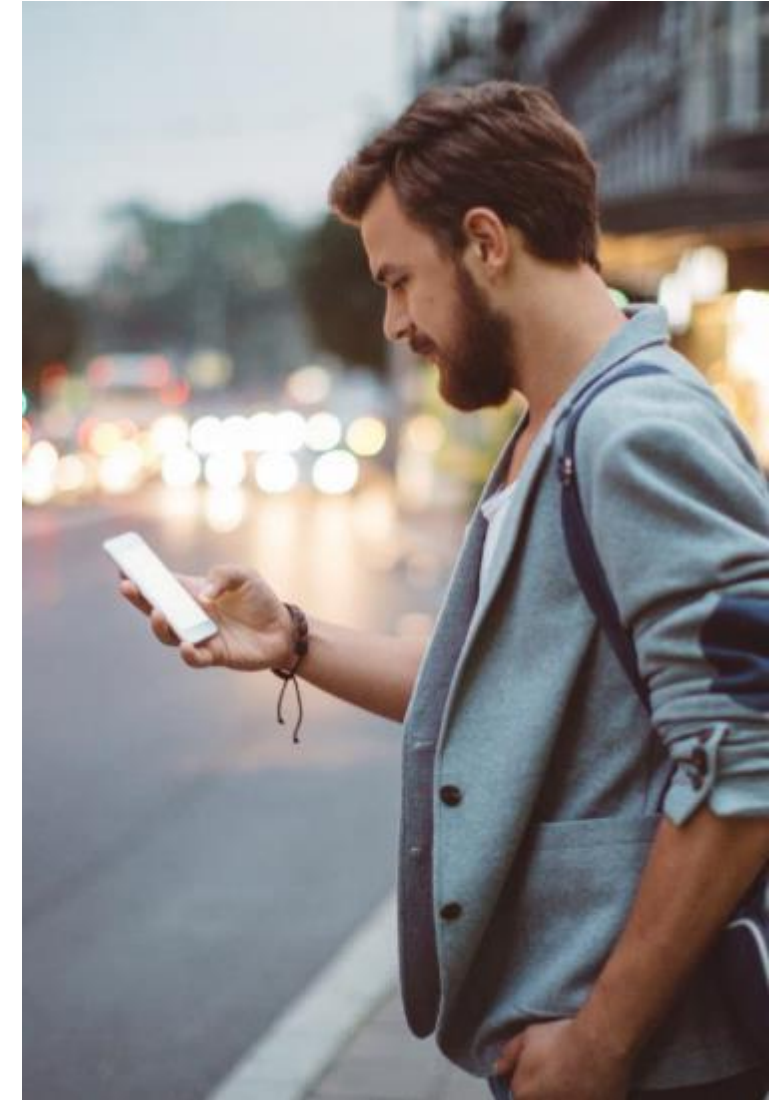
Keep improving

Universitas Pelita Harapan



Agenda

- 1** Starting with What and Why?
- 2** Digital Learning Ecosystem.
- 3** Challenges to digital learning and possible solutions (Best practices)
- 4** Solutions to digital learning challenges
- 5** SMART Model



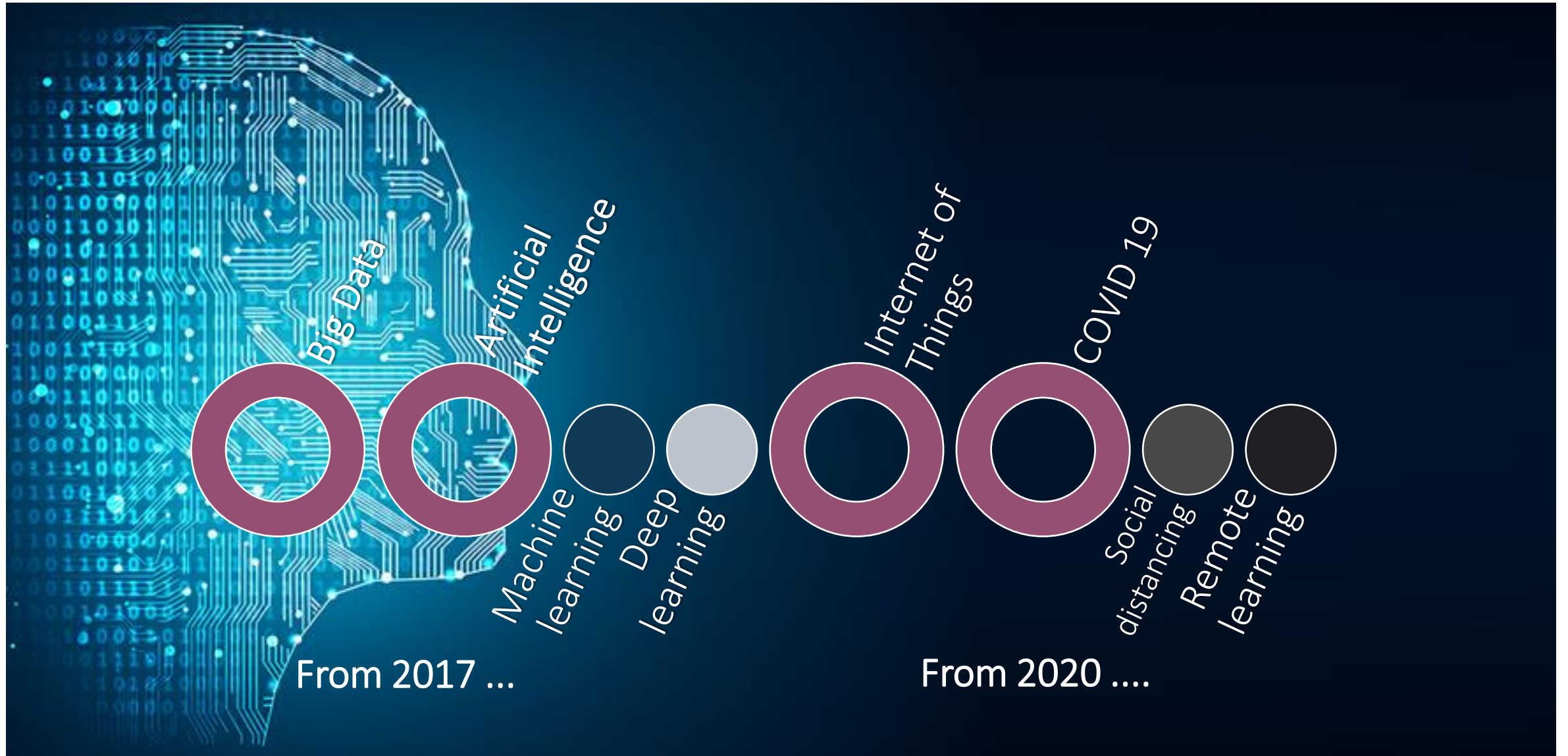
Starting with What and Why

1



What do you miss most from real face-to-face learning in the classroom? Why?

Why learning digitally?





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What and Why?



<https://jamboard.google.com/d/1k5XyXi20qmg11au0NIprUqZm-eepXauMOAC39fPDyQQ/edit?usp=sharing>

What do you miss most from real face-to-face learning in the classroom? Why?

Digital learning ecosystem

2

Digital Learning Ecosystem

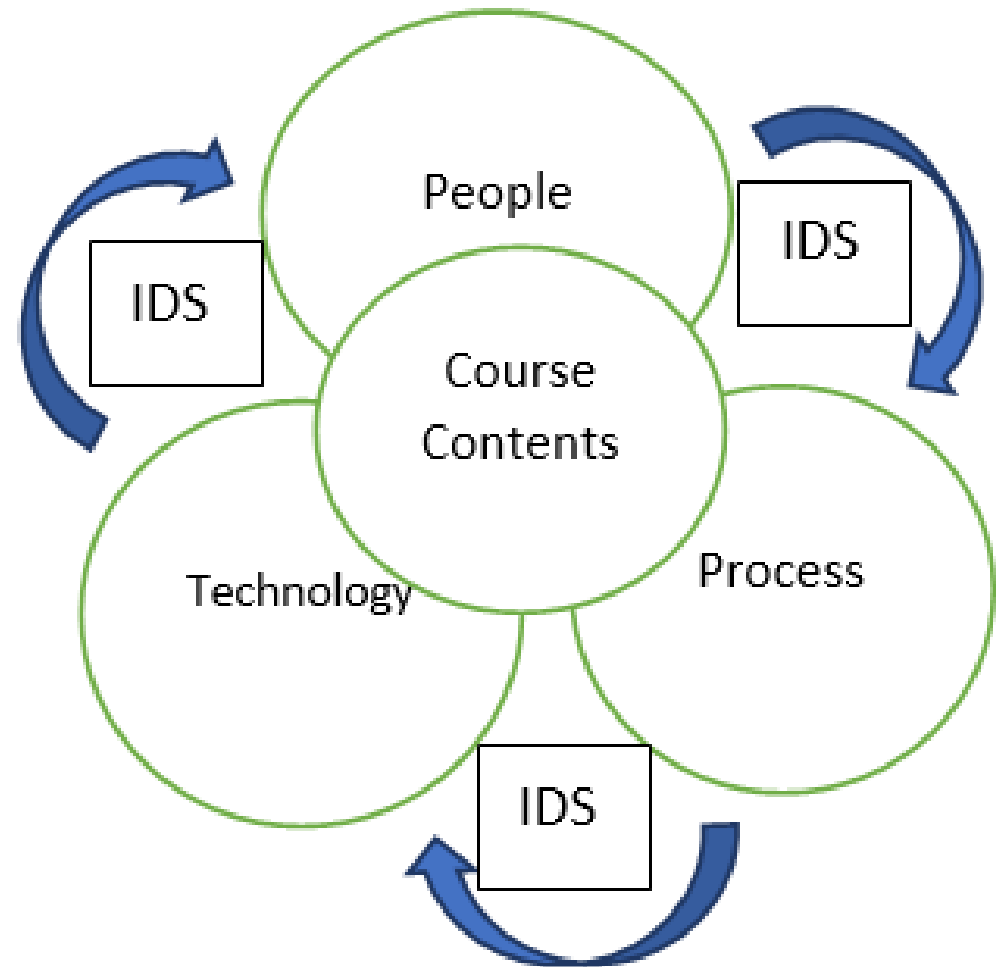
1. People

2. Process

3. Technology

4. Course contents

5. Instructional Design Strategies



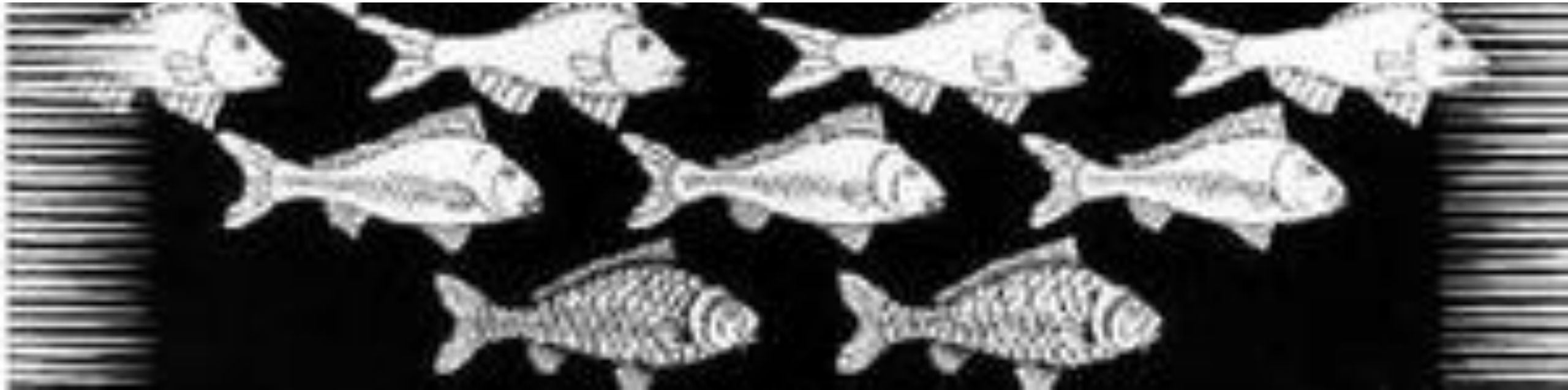
Source: Adapted from Anicic, B. (2019), Geolgnite: Digital Transformation Beyond Buzzwords

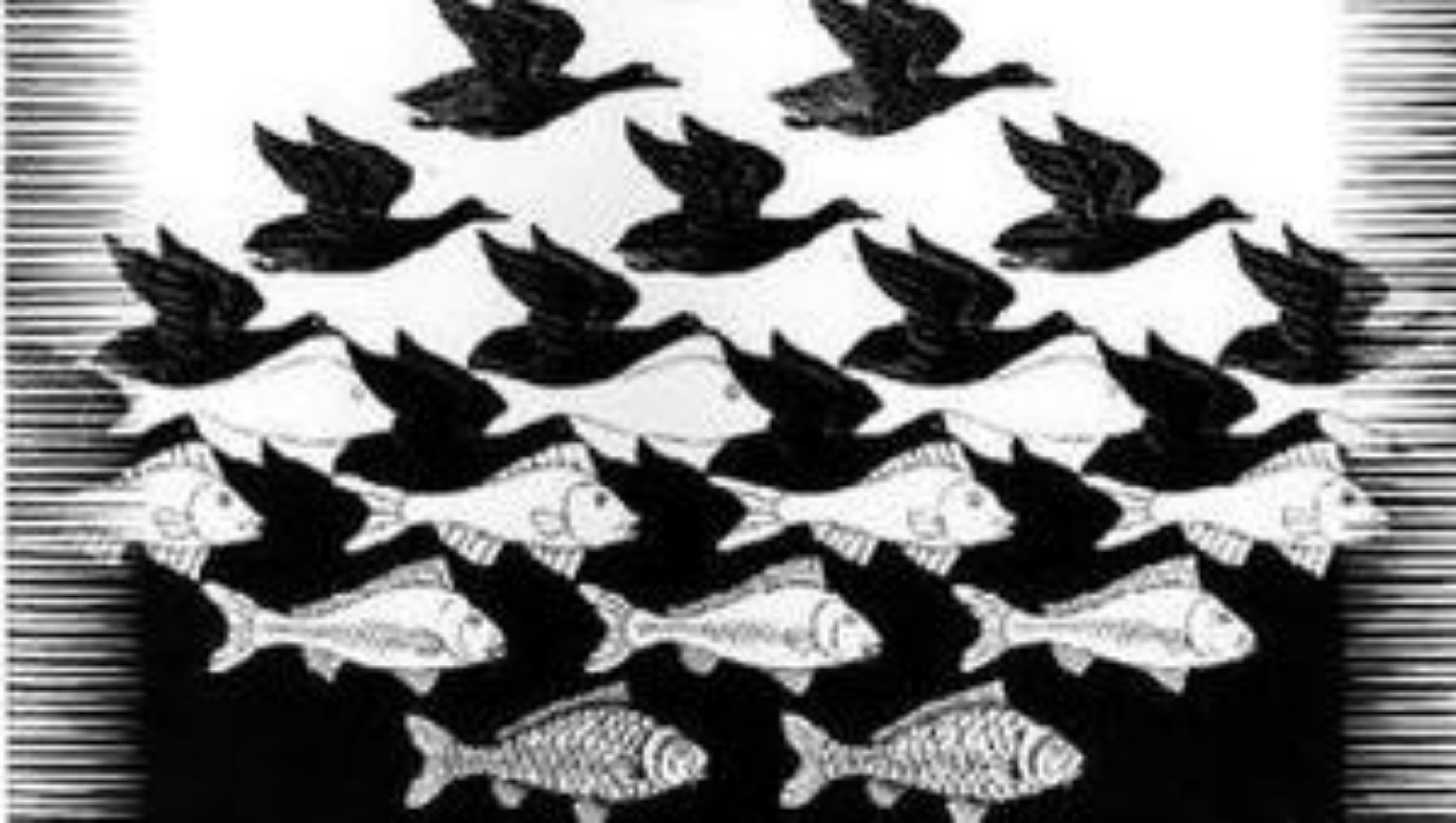
Challenges and solutions

3

At one glance, how many kinds of animal do you see on the screen?

Now, take a look at the picture carefully? Do you see more animals?





People

Challenge 1

1. Attitudes towards digital learning: fear of the unknown, anxiety (learning new things)
2. Digital literacy and confidence to use main digital devices
3. Communication and interaction: feeling isolated, helpless



Attitude: See opportunities beyond challenges



Digital literacy: Focus



Communication: Learning community

Digital Content

Challenge 2

1. Preparing and selecting contents
2. Converting to digital contents
3. Assessment



Learning objectives –
guiding star



Balance off-the-shelf and self-
developed (collaborate)



Timing, break out sessions,
bite-size learning



Quiz, Projects, Video recording

Technology

Challenge 3

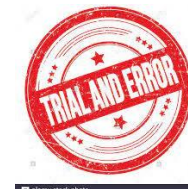
1. Learning and using new teaching/learning apps: biting more than we can chew
2. Internet connection: quota, bandwidth, stability
3. Devices: outdated device, troubleshooting



Focus



Creative and alternative thinking



Trial and error

Process

Challenge 4

1. Short span of concentration
2. Tons of distractions working from home
3. Virtual classroom management
4. Time management



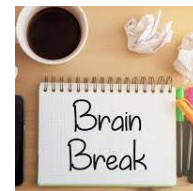
Instructional Design Strategies –
guiding star: bite-size learning



Engaging activities and
differentiated learning



Time and activity management



Synchronous vs. Asynchronous
Brain breaks

Solutions to digital learning challenges

Dr. Tim Clark: 10 best practices

4

10 BEST PRACTICES FOR TEACHING WITH DIGITAL CONTENT



Pick one that is relevant to you and share with us how you will apply it in your own context?

DEVELOP A LEARNING COMMUNITY.

INCORPORATE DIGITAL AGE SKILLS.

HAVE AN INSTRUCTIONAL PURPOSE.

CONSIDER THE LESSON DESIGN.

PREVIEW ALL CONTENT.

UTILIZE A VARIETY OF CONTENT.

SCAFFOLD UNDERSTANDING.

PERSONALIZE LEARNING EXPERIENCES.

PLAN FOR INTERACTION.

ENCOURAGE MULTIPLE DEVICES.

S-M-A-R-T Model

5

S-M-A-R-T Model

Teaching with Digital
Technology

Proposed sequence of
learning activities



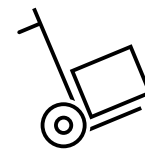
Setting the heart, the head
and the hand



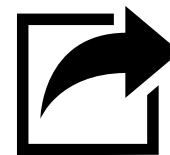
Main Materials Discussion



Assisted Learning



Reinforced Learning



Transfer to Real Life

A group of diverse people in a meeting room, smiling and holding up sticky notes. The scene is brightly lit, suggesting a positive and collaborative environment. The people are of various ethnicities and are dressed in business casual attire. They are holding up colorful sticky notes (pink, blue, green) in a gesture of agreement or presentation. The background is slightly blurred, focusing attention on the participants.

Sample Lesson

Course Descriptions

Course Title	:	Business English
Course Goal	:	Equip students with speaking skills needed to functionally operate in business context
Topics	:	Making a business call, Participating in a meeting, leading a meeting, Welcoming Visitors, Negotiation, Handling complaints, Language for persuasion, etc.
Skills focus	:	Primary: Speaking Supporting: Listening, Reading, Writing
Credit weight	:	2 SKS
Meeting Sessions	:	12 classroom sessions 2 review sessions 2 Assessment sessions
Level	:	Intermediate

Making a Business Call



Activities

1. Set up context: What do you talk about in a business call?
2. **Model Dialog:**
Watch the youtube video and write the dialog script
Comprehend the dialog by answering questions
3. **Assisted learning:** Practice the dialog by performing it with a partner based on **cues**
4. **Reinforced learning:**
Perform the dialog again more fluently (without guidance)
Review the dialog by answering questions
Transfer to real context: Discuss communication strategies (alternative strategies) to implement in their personal context

Setting up the heart and mind

Good morning.

Please write down the following information as your ENTRY TICKET:

1. NAME
2. Student Number
3. The last person you talked to on the phone, topic, the follow up?
(e.g. The last person I talked to on the phone was _____. We talked about _____. The follow up of the phone call was _____.)

I will start the video discussion in 10 minutes

Main Materials Discussion

Watch

- Identify topics

Comprehend

- Answer questions

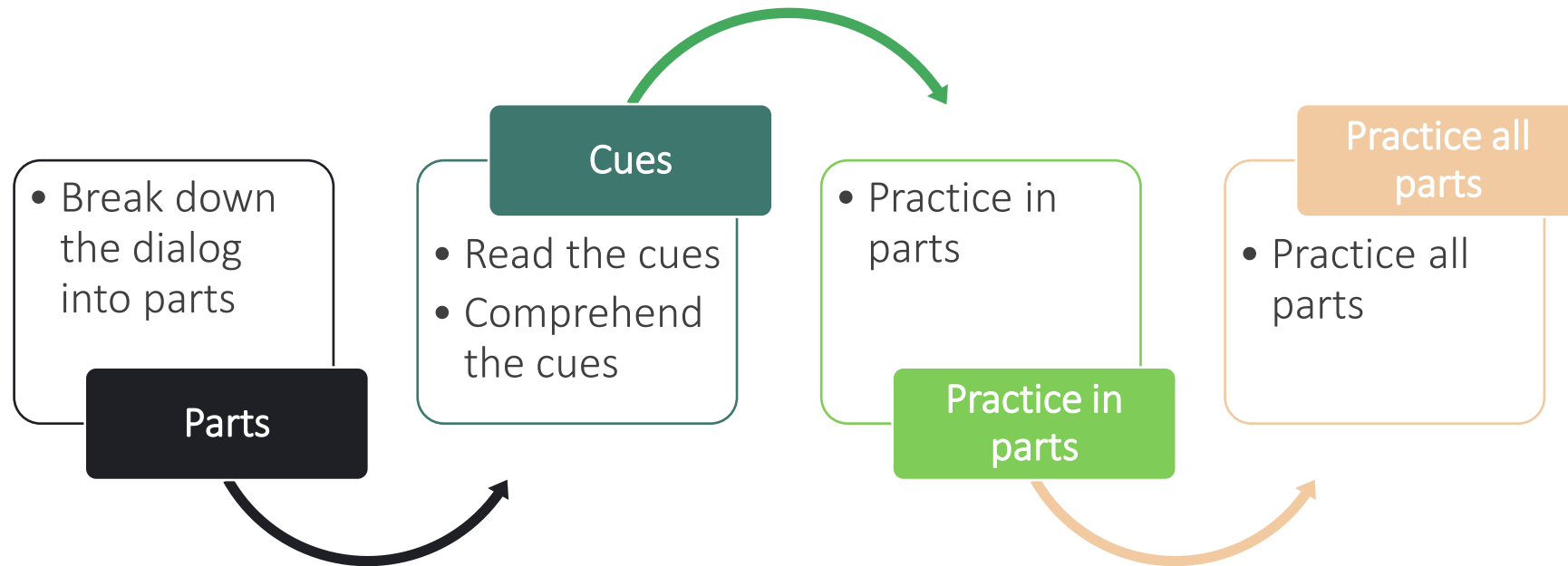
Discuss

- Communication strategies
- Cultural aspects

Read aloud the script

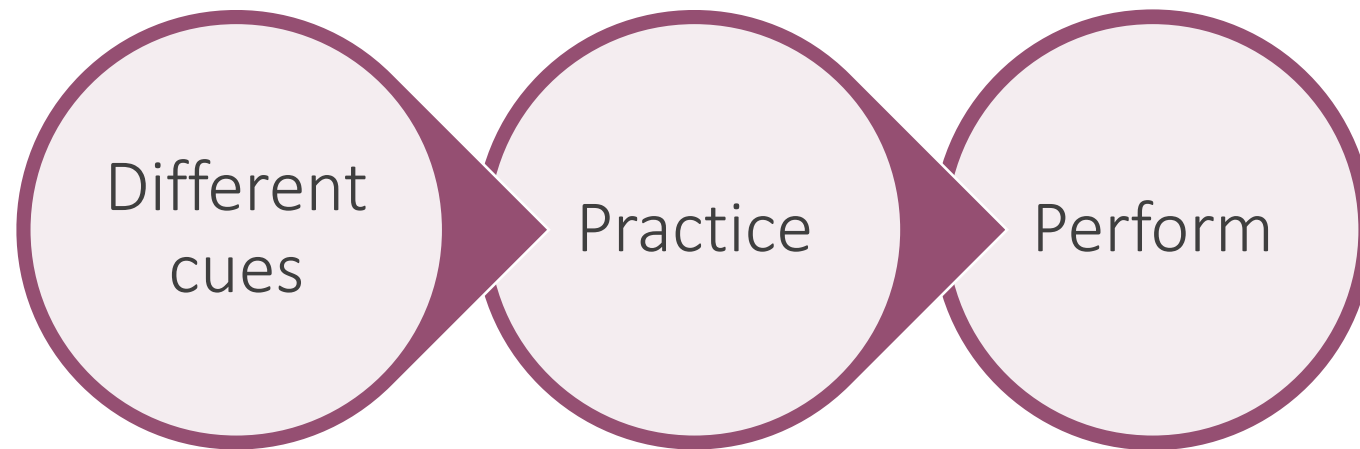
- Modeling the dialog

Assisted Practice




Reinforced learning

- Students practice the dialog again independently




Transfer to their own context

Try performing the dialog without looking at the cues
→ improvise whenever possible; discuss strategies


Scenario Create their own scenario


Practice Practice their improvised dialog


Performance Perform their dialog
Get feedback from friends

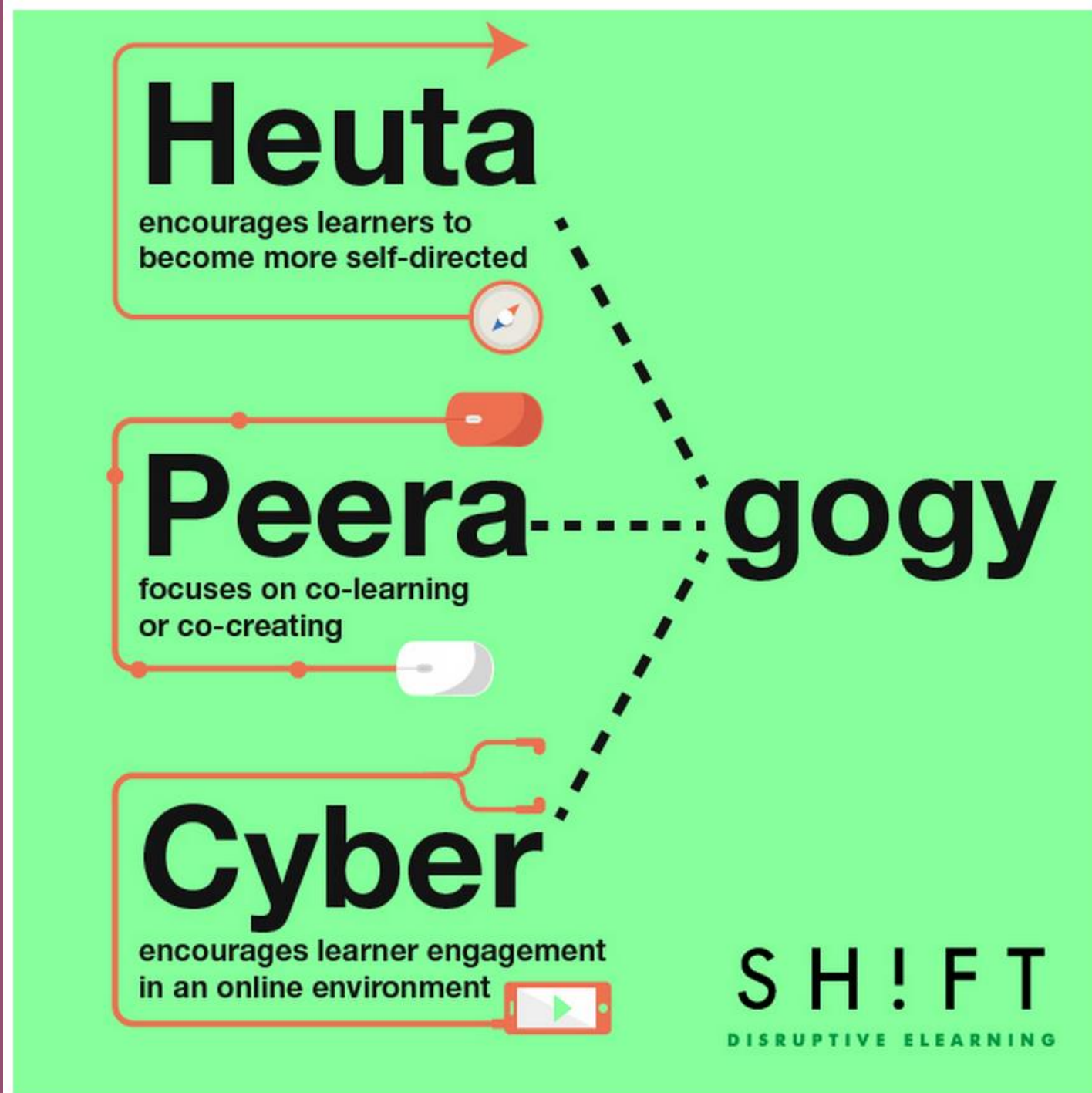

Reflective journal What went well
What needs to be improved

Remember

- **LEARNING** should be the focus – Technology should be used to facilitate learning
- **LEARNER** should be the main actor – Teacher should support and facilitate learner's learning journey
- **KNOWLEDGE** should take place before skills **PRACTICE** to make learning meaningful
- **ATTITUDE**, Ease of Use and Perceived Usefulness will drive students to have intention to continue learning



New pathway to digital learning





**Stay in
touch**

Let's stay in touch!

- If you still have anything to ask
- Just contact me at:
 - ssembel@gmail.com
 - Facebook: ssembel
 - IG: sandrasembel
 - LinkedIn: Sandra Sembel



Learning
together
even when
we're apart

TODAY'S QUOTE:

**NEVER STOP LEARNING; FOR
WHEN WE STOP LEARNING, WE
STOP GROWING.**

- LOYAL 'JACK' LEWMAN

**Final
thought**

THANK YOU and
GOD BLESS YOU ALL

References

1. Anicid, Bilyana, (2019), Geolgnite: Digital Transformation beyond Buzzword, retrieved from: <https://gogeomatics.ca/digital-transformation-beyond-buzzwords>
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 3. Malyooh, M. (2020), Challenges of e-learning during COVID 19 Pandemic Experienced by EFL Learners, Arab World English Journal, Vol. 11., No. 4, December 2020, retrieved from: <https://files.eric.ed.gov/fulltext/EJ1287713.pdf>
 4. Plitnichenko, Lisa, (2020), 10 Challenges of e-learning during COVID 19, retrieved from: <https://jellyfish.tech/10-challenges-of-e-learning-during-covid-19/>
- Volungevičienė, A, Brown, M., Greenspon, R., Gaebel, M., Morrisroe, A., (2021), Developing High Performance Digital Education Ecosystem Volungevičienė, A., Brown, M., Greenspon, R., Gaebel, M. & Morrisroe, A. (2021). Developing a High-Performance Digital Education System: Institutional Self-Assessment Instruments. European University Association absl., retrieved from: <https://eua.eu/downloads/publications/digital-desk-research-report.pdf>