Learning Strategies for Distance Programs: More of the Same or a Niche for Innovation?

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Outline

• Major trends and issues of current distance learning programs
• E-learning or e-Learning?
• Models of virtual learning environments
• Learning principles of e-Learning
• E-Learning strategies
• Some criteria for e-Learning design
Some Initial Questions

- Should we define learning scenarios from the available technology? or Should we define learning scenarios/needs and choose the appropriate technology?
- Is the content the king?
- Does e-Learning consider a learning paradigm shift?
- Does constructivist learning support e-Learning?
Trends

• Learning Managing Systems define the learning methodology/strategies
• A need for new learning strategies for the new media
• The construction of virtual environments to fit e-Learning
Trends

• Need a new cognitive schema to understand and use distributed learning information systems
• New ways of thinking
• New ways of work
• New ways of collaboration
E - Learning

E-Learning = eBusiness + learning products

E-Learning = ICT + Learning repositories

¿content?, ¿learning strategies?
E - Learning

E-learning = ICT + Learning Repositories

• Ignore the personal pedagogical responsibility
• Ignore the subjective factor of interaction
• Ignore the learner’s active role as constructor
e-Learning

e-Learning = ICT + Learning Materials + Learning Strategies
e - Learning

- Real learning
- Blended e-Learning
- Virtual e-Learning
e-Learning Components

- A usable technology platform
- Content....(it is not the king!)
- Learning resources
- Learning strategies, methodology
- A tutoring system
- A learning environment/virtual learning community
Models of Virtual Learning Environments

- Interactive
- Flexible
- Adaptive
- Cooperative
- Personalized
Models of Virtual Learning Environments

- Emphasis on learning
- Centered on learners
- Include diverse modes of knowledge representation
- Change the typology of learner activity
- The support materials used
Models of Virtual Learning Environments

- Virtual space to construct knowledge and collaborative learning supported by IT
- Change the role of teachers and learners
- Visible learning, invisible technology
Modes of e-Learning

- Self-directed learning
- Learning from others
- Learning with others
- Informal/open learning
Dilemmas of e-Learning

- Adopt current learning methodologies
- Adapt current learning methodologies to virtual environments
- Create new learning methodologies to fit virtual environments
- Digital interactive media as expressive tools to support creativity and productivity instead of just transferring content
Learning Principles of e-Learning

- Promote an active role of learners in the construction of knowledge
- Promote meaningful learning
- Promote broad and deep learning
- Develop skills, attitudes and values
- Allow real experiences through real world activities
- Promote collaborative learning
- Promote a changing role of teachers/tutors as learning facilitators
- Involve learners as co-evaluators
Learning Principles of e-Learning

- Make learners to reflect on what is doing
- Use technology to enrich learning
- Action on knowledge objects
- Cognitive conflicts
Learning Principles of e-Learning

- Constructivism
- Understanding as thinking
- Understanding as a network
- Social interaction
- Social distribution
- Situated learning
- Generalized learning
- Self-regulated learning
e-Learning Strategies

- Problem-based learning
- Project-based learning
- Case study
- Collaborative learning
- Concept mapping
- Multiple intelligences
e-Learning Strategies

- Learning contracts
- Self-directed learning
- Mentorship
- Small group work
- Forum
E-learning Strategies (Vygotsky, 1978)

- Community
- Social
- Interaction
- Communication
- Dialog, conversation
- Collaborative work
- Horizontal learning
Cognitive Guidelines for Design

- Foster a learning culture
- Motivate learners
- Make learning problem-centered
- Help learners assume control of their learning
- Provide meaningful practice
Some Criteria for Design

- Explicit learning goals
- Know the learning prerequisites
- Consider the meaningful of learning
- Favor social construction of knowledge
- Consider the cognitive conflicts
- Design activities about knowledge objects
- Consider teachers scaffolding
Virtual Learning Environments Tools

- Tools to construct knowledge/meaning making/meaningful learning
- Mind tools
- Learning with technology as opposed to learning from technology
- Tools to amplify cognition to reflect on learning
- Tools to organize and understand knowledge
- Tools for critical thinking about content
- Tools as partners of cognition
Learning Strategies for Distance Programs
More of the Same or a Niche for Innovation?

- A niche for innovation
- The new media need new learning strategies
- Learning strategies should be based on modern principles of learning
- Mind tools empower e-Learning
- e-Learning is a lot of about Learning
- The learning strategy is the King!
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A Niche for Innovation!

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