

Supporting for our e-Learning Staff Development Programme

Welcome

The intention of this area is to provide the support material for our sessions (lesson plans, presentations, supporting links), and where appropriate the outcomes of the sessions.

To book on an event please follow the e-Learning Events link in the Useful Links area.

For more information about the events, including how appropriate they are for you, or alternative methods of delivery (such as online self paced tutorials) contact the e-learning Team (e-learning@bath.ac.uk).

The following principles underpin how we design and develop our face to face staff development workshops and seminars.

The Principles

1. Use a range of different styles

active learning - process of learning new ideas, skills and attitudes through what we do at work or in other behavioral situations. It is about learning from doing, performing and taking action. It uses such devices as games, simulations, role play, and introspection

- collaborative learning - when learners work in groups on the same task simultaneously and thinking together. Collaboration is seen as the act of shared creation and discovery
- problem based learning - a method of learning where practice related problems are used as the main basis of the curriculum design.

2. Adopt an informal approach

3. Focus on the participants needs

Our workshops should be participant centred through out the whole process. From sign up, where they are encouraged (through the return email) to submit their views on what they would like from the session, through the session design which includes activities that unpick their needs at the start of the session, through to the follow up communication.

4. Act as a showcase for the effective use of appropriate use of technologies

A guiding principle is that our workshops should showcase the use of appropriate technology to enhance the learning experience. Given this principle we need to design, develop and disseminate effective strategies for using these tools in small group teaching. The technologies should include:

- Audience Response Systems
- Interactive Whiteboards
- Tablet PCs
- Desktop Conferencings (bring in an expert)

5. Contextualise how the workshop fits into our wider staff development programme

All our workshops (and other face to face events) should illustrate to the individual how these fit into the larger e-learning staff development programme. This will include the exit slide of the workshop clearly mapping to the next appropriate face to face event, or online learning community.

6. Our role is to facilitate not to lecture

When setting the aims and objectives of the workshop we need to clearly state our role. This is especially important given the focus on collaborative and active learning. We act as facilitators. Therefore, we will help the group(s) work successfully to achieve the end of the tasks.

7. Showcase case studies and uses from the University of Bath

A primary aim is to showcase developments at the University of Bath. As well as a discipline focus based on the HE Academy Subject Centres.