



This talk







F2F Teams teaching

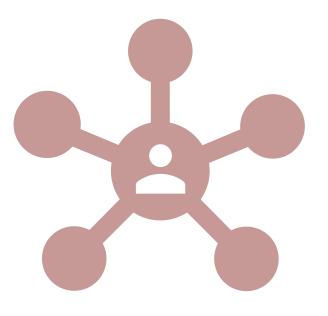
### SCOPE

### This talk will consider both the Asynchronous and Synchronous

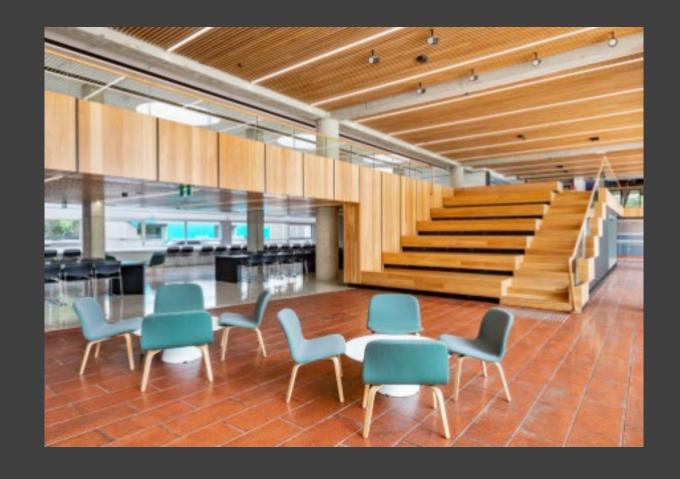


# (1) ASYNCHRONOUS COMPONENTS TO ENABLE TEAMWORK

## DO YOU REQUIRE TEAMS TO DO WORK TOGETHER OUTSIDE OF CLASS?

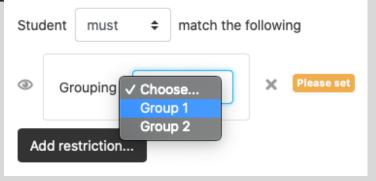


BUILD A
PLACE FOR
STUDENTS
TO WORK
TOGETHER



#### On Moodle

Use the 'Group' setting, create Teams as 'Groups'



Then add to the Moodle site activities like...







A Collaborate link for the team for meetings – you may need to give them a 'presenter' link

An Open Forum discussion board for the team to discuss ideas

A Team Wiki page

### Microsoft Teams:

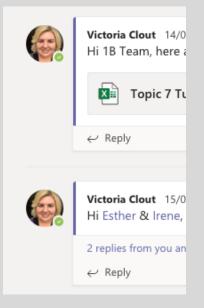
Setup spaces by...



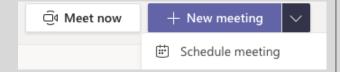
Add channel



Create a team channel – where it is private (only the team can access)



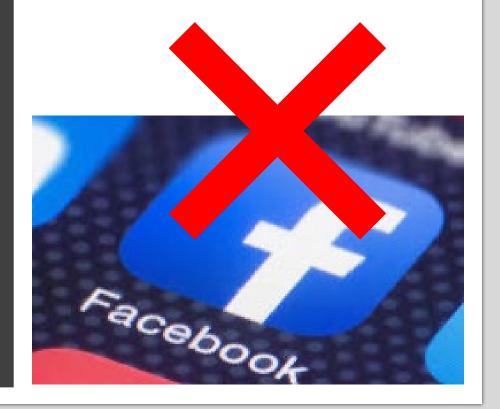
Discuss Ideas and upload documents in their "Channel"



Students can schedule video meetings using the calendar

# PLEASE DON'T LEAVE STUDENTS TO DO GROUP CHAT/DISCUSSION ON FACEBOOK AS A DEFAULT

Teams don't always become friends...



### How will students submit their work?



Assignment Tool



Turnitin Tool



Email

This submission tool will also determine the way feedback is returned to students. Additional option – feedback can be via the ReView tool.

### (2) SYNCHRONOUS LIVE CLASSES IN TEAMS

## Consider a smaller team size compared to F2F

For example 3 to 4 students



It takes longer for teams to communicate in an online environment compared to F2F



Can take longer due to less physical social cues



Time talking can increase per student due to technology can mean lagging video/audio feeds

### Time considerations



Free responses are going to take longer than MCQs



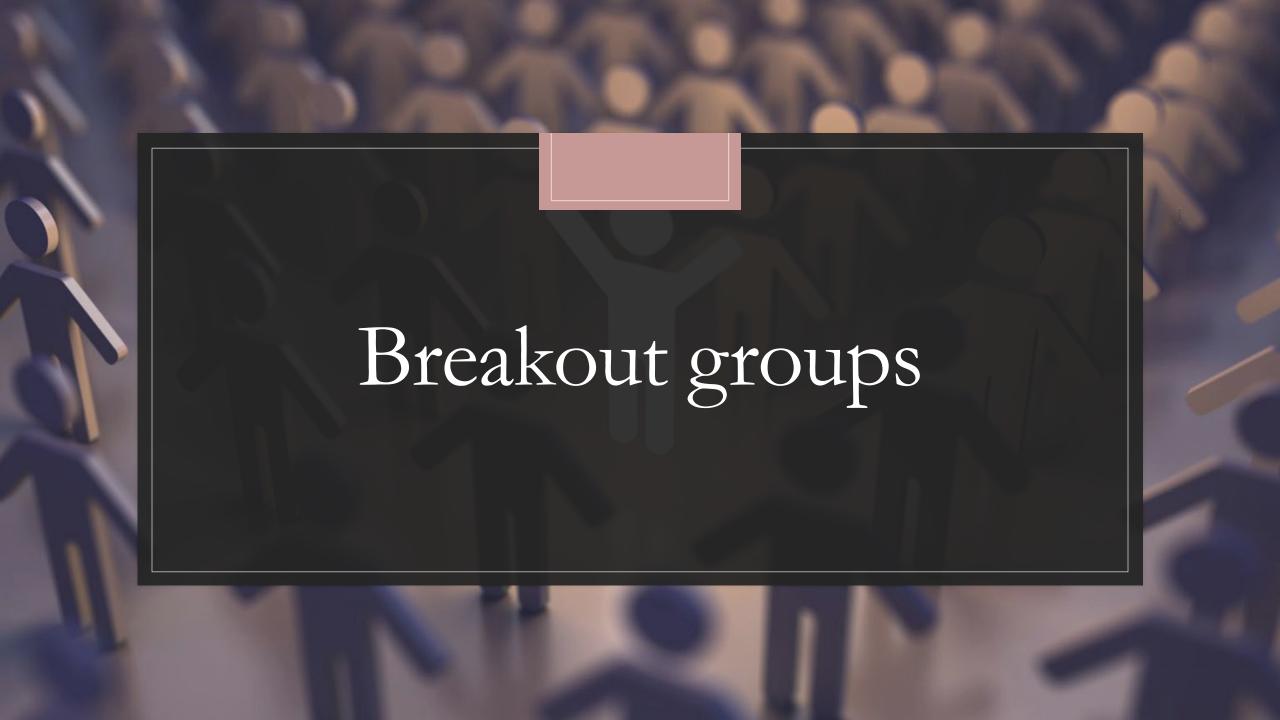
Give students a time limit on how long they will be in the breakout groups



Try to split up class time between the breakout groups and bring students back together as a class

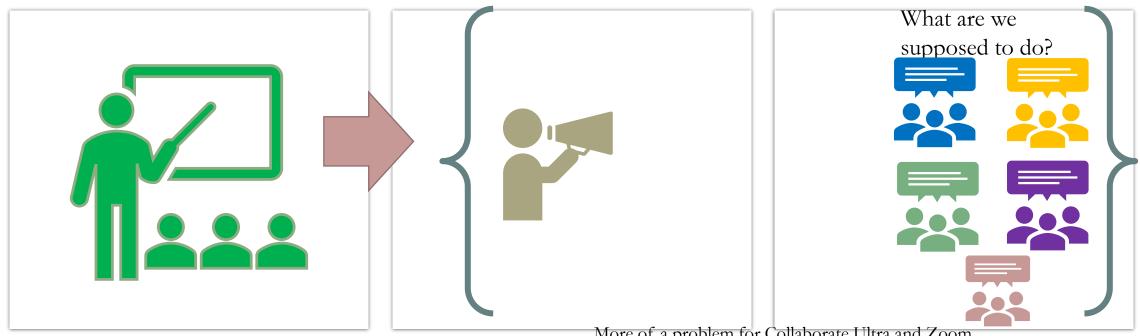
### Provide a time structure at the beginning of class Here is an example for a 2 hour class:

Start	End	Min	Activity	Format			
9:45AM	10:00AM	15	<ul> <li>Class door opens</li> <li>Chat introductions &amp; login to the response system (e.g. GoogleDoc or Socrative or Echo360)</li> </ul>	Plenary session			
10:00AM	10:20AM	20	<ul> <li>Session begins</li> <li>Orientation of what to expect</li> <li>How to login to the response system</li> </ul>	Plenary session			
10:20AM	10:35AM	15	Individual quiz	Individual quiz in Plenary session			
10:35AM	10:50AM	15	<ul> <li>Instructions for teams</li> <li>Breakout into teams</li> <li>Team introductions</li> <li>Team quiz</li> </ul>	Team quiz in virtual break- out room			
BREAK		5	• BREAK				
10:55AM	11:10AM	15	Clarifications / "Burning Questions"	Plenary session			
11:10AM	11:30AM	20	Application or Short answer extended Team activity	Team application/activity in virtual break-out room			
11:30AM	11:50AM	20	Discussion/Gallery-Walk of answers	Plenary session			
11:50AM	12:00PM	10	Closing (Feedback survey / Team peer evaluation activity)	Plenary session			
Adapted from: https://www.intedashboard.com/							



In F2F in one room

Virtual Distance due to break-out group structure

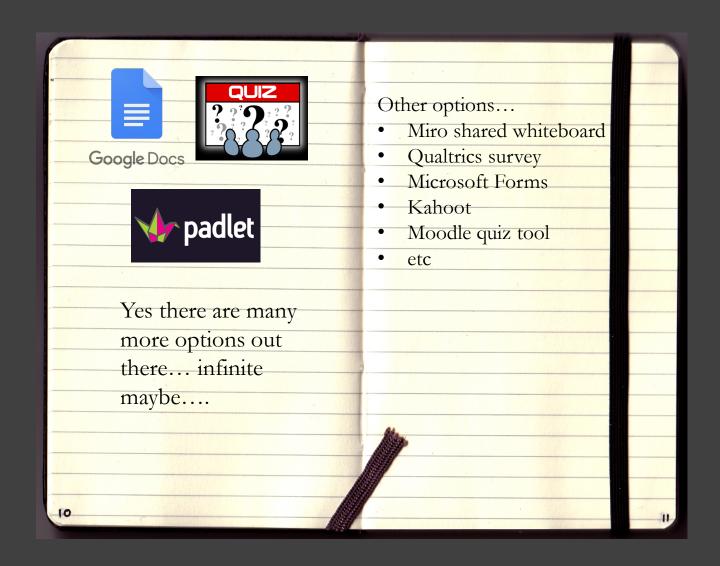


More of a problem for Collaborate Ultra and Zoom Can have a work-around in Microsoft Teams)

BE VERY CLEAR TO STUDENTS ABOUT WHAT TASK YOU WOULD LIKE THEM TO COMPLETE BEFORE CLICKING ON THE 'BREAKOUT' GROUPS BUTTON MORE THAN F2F (BECAUSE THE TEAM CAN'T RUN BACK TO YOU TO CLARIFY AS EASILY AS A LIVE CLASS)

## PICK A WRITING OR ANSWER SPACE FOR TEAMS

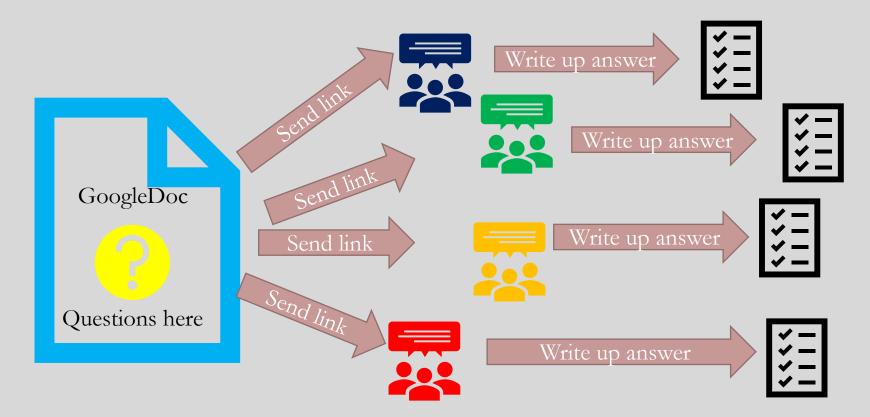
CHOOSE A METHOD FOR STUDENTS TO SEE THE QUESTION IN THE BREAKOUT GROUP & FILL IN THEIR ANSWERS





### Google Doc approach:

Google Docs



Students then come back to the main room with their answers written in their GoogleDoc



Presented by students
Or
Gallery Walk-through by
Lecturer/Tutor



### Quiz approach:

UNSW funded

Use a quiz response system during the class to capture responses for example:



Socrative (benefit is it has a team mode, does have a free mode; disadvantage class list requires paid mode).

https://socrative.com



Echo360 slide deck (disadvantage fiddling required for step for only one class at a time, it's more for lecture streams need to be created for each class/tutorial stream).

### Blackboard collaborate.

Collaborate Ultra does have a quiz system but it is limited to just MCQ or Yes/No polls and has a short text length for questions.



Microsoft Teams – if you use the "Polly" app in the chatbox this can be used to poll questions. The free version can't have preloaded questions. The paid version can.



### padlet PADLET - POST-IT NOTE WALL APPROACH



#### https://padlet.com/

- 3 Free walls... then you have to pay for more walls
- See the real-time typing of answers
- Headings for topics/questions/ideas

## Back in the plenary session

Here are two ideas for on commenting on teams' responses





GALLERY WALK APPROACH FOR SHORT ANSWERS MCQS COULD BE TO SHOW THE TEAM'S RESPONSES AND THEN CALL ON A TEAM, FOR EXAMPLE 'TEAM 2 WHY DID YOU PICK B?'

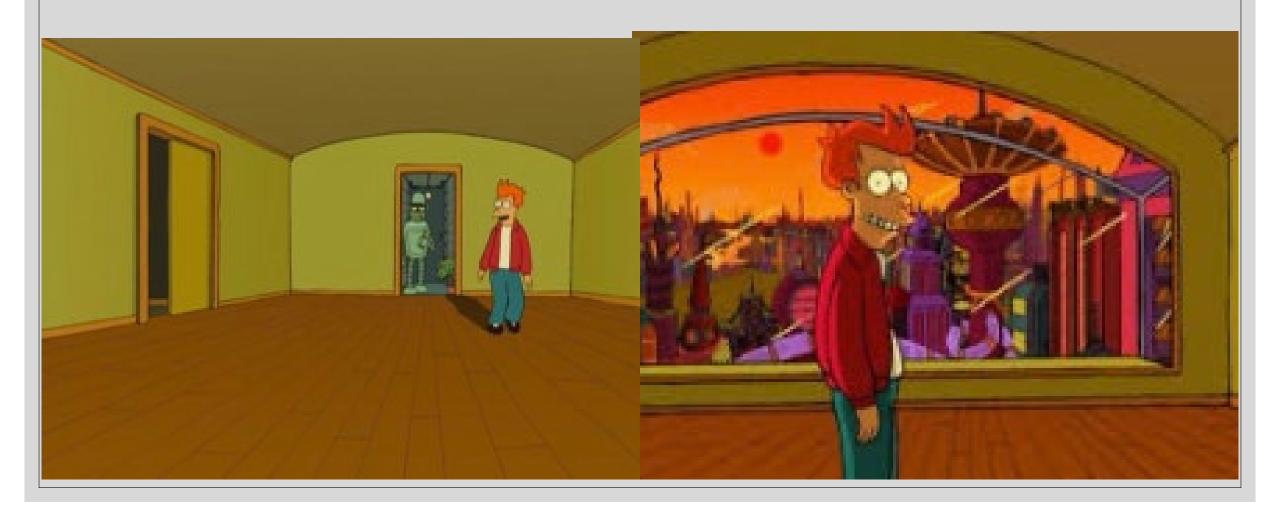
### WHAT PLATFORM IS BEST TO DELIVER THE CLASS?



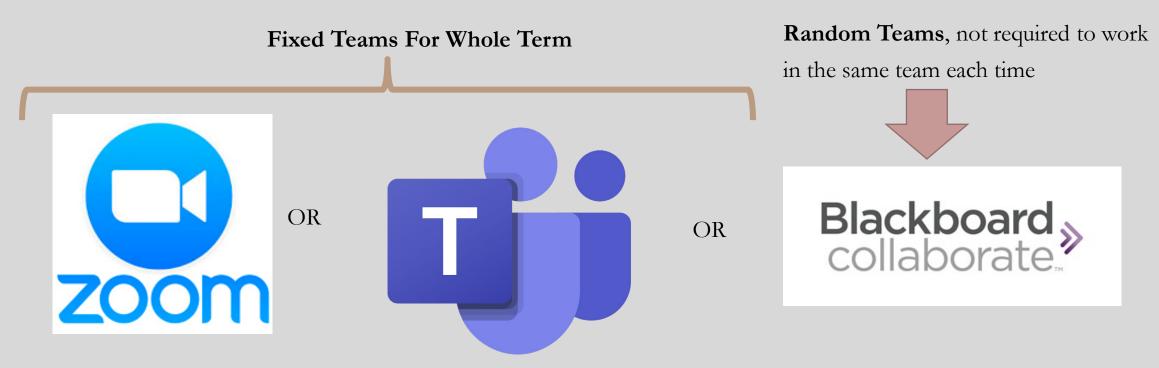


### YOU MIGHT BE USING A PRE-EXISTING LIVE STREAM TOOL....

### However there could be a better one!



## Consideration - the platform should be selected based on your team structure during the Term



Teams and Zoom can have fixed teams that can be sent into the breakout rooms (meetings) easily.

Whereas Collaborate Ultra you have to spend time specially forming the teams each time by clicking, which can take 1 to 2 minutes.

## FACILITATING THE BREAKOUT GROUPS



Communicate to students if you plan on visiting their breakout groups, otherwise...

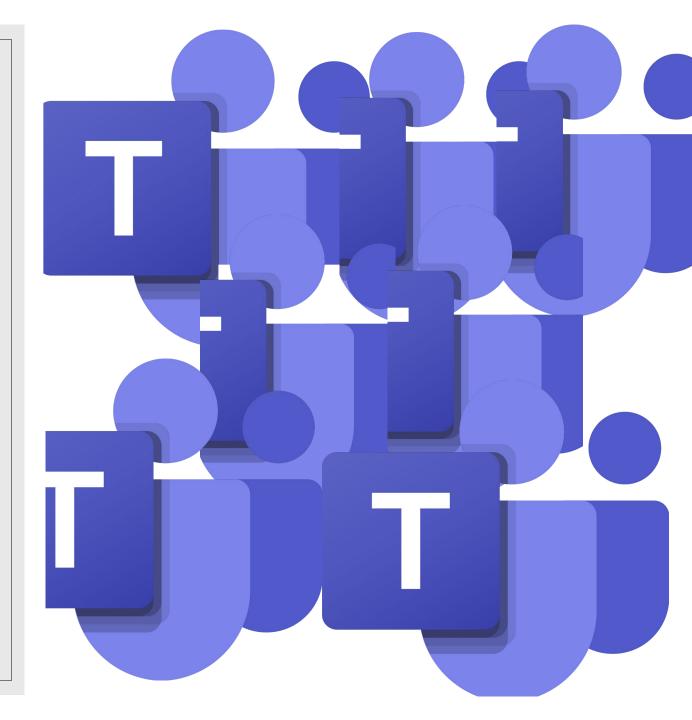
### Could be a...



### In MS Teams – you be on hand for all the breakout groups

- Steps are: (1) Go to the MS Teams website in a browser, login using z1234567@ad.unsw.edu.au format;
- Step (2): then click on the 'open in desktop app' option,
- Step (3): open as many tabs as there are teams and join each of those 'meetings' breakout teams.

Also another suggestion – you can use multiple devices (e.g. if you have an iPad, phone, laptop these can all be use to launch different teams breakout groups).



### Team Peer review

Consider more frequent peer evaluations compared to F2F



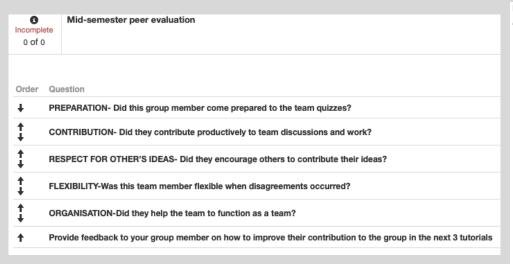
#### **GHOSTING**

BE AWARE OF POTENTIAL 'GHOSTING' BY TEAM MEMBERS. ONLINE ENVIRONMENT CAN MAKE GHOSTING EASIER.

TRY EVERY 2 TO 3 WEEKS FOR EVALUATIONS.

### Team Peer evaluation tool suggestions:







#### Workshop (UNSW)

Mid-Term Peer Evaluation for Teams							
Assessment form							
Aspect 1							
PREPARATION - Did this group member come prepared to the team quizzes?							
Grade for Aspect 1	Choose \$						
Comment for Aspect 1	di di						
Aspect 2  CONTRIBUTION - Did this team member contribute productively to team discussions and work?  Grade for Aspect 2  Choose   Choose   Choose   Choose   Choose							
Comment for Aspect 2	B. B						
Aspect 3  RESPECT FOR OTHER'S IDEAS - Did this person encourage other to contribute to their ideas?  Grade for Aspect 3  Choose   Choose   Choose   Choose							
Comment for Aspect 3							

#### Team formation

Moodle Tools available:



Group selfselection



Team Builder

Python Tool – GroupEng for Team Sorting: <a href="https://www.groupeng.org">https://www.groupeng.org</a>



- Check out my LinkedIn article on this topic:
- https://www.linkedin.com/pulse/using-group-allocations-victoria-clout

### Final thoughts...



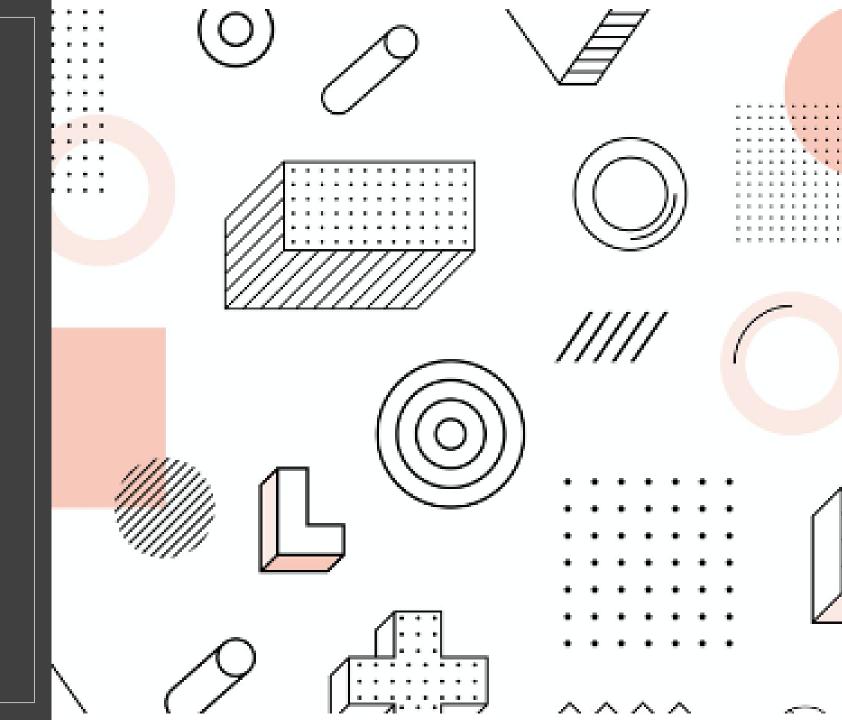




Just because you have a hammer not every problem is a nail... consider the tools you are using?

Test, test, test... pretend to be a student in a class. See how it feels to go into a breakout group Consider how you will leverage off the asynchronous online components, e.g. polls/quizzes before class

THANK YOU
FOR
ATTENDING &
ANY
QUESTIONS?



## Victoria has two more presentations coming up:

Date/time	Presenter/ Facilitator	Topic	Registration Link
27 May 10am- 11am	Victoria Clout	Facilitating Synchronous Online Environments	Coming soon link!
27 May 3-4pm	Victoria Clout & Natalie Oh	Learning from T1 – What do Students Need from You?	<u>link</u>