TEACHING + LEARNING

The official newsletter of Humber's Teaching + Learning Team

Online Resources

Teaching & Learning Website

Learning Continuity Kit

Student Learning Kit

10 Steps to Building Your Course Online

🐦 **@Humber_TLS**

2020 Innovation of the Year Award Winners

Congratulations to **Elinor Bray-Collins** and **Sara Hassan** on being awarded the **Humber 2020 Innovation of the Year Award** for their project, "Map It to Win It - Adapting a Global Systems Thinking Competition to the Polytechnic Classroom."

In 2019-2020, Sara Hassan and Elinor Bray-Collins collaborated to bring the University of Oxford's Map the System (MTS) competition to Humber. They successfully adapted this global systems-thinking challenge to a polytechnic setting by developing real-world skills and mindsets in their students, helping them become global citizens who lead and innovate. They invited guest speakers to their classrooms and designed authentic problem-finding assignments on social and environmental challenges. They facilitated an institution-wide MTS competition, with the winning team competing nationally and receiving the Audience Choice Award for their examination of the water crisis in Canada's Indigenous communities. Due to Sara and Elinor's creativity and commitment, Humber students were showcased on the national stage, making Humber one of the first Canadian polytechnics to participate in MTS, and creating a framework for future iterations of systems-thinking programming at Humber.Thank you Elinor and Sara for your dedication to the student learning experience and commitment to developing career-ready citizens!

TEACHING + LEARNING
Professional Learning Series

Be sure to visit the Teaching + Learning website regularly for an updated Professional Learning schedule including dates and times.

July 13-July 17, 2020

Lumen5 - Create your Course Trailer

Short Webinar | How to Bring a Bb Collaborate Ultra Recording into Panopto

Managing Hot Moments in the Online ClassroomHow to deliver a lively and engaging online lecture

How to deliver a lively and engaging online lecture

Deeper Dive: Blackboard Tests

Deeper Dive: Respondus

Bringing a Bb Collaborate Recording into Panopto

CONGRATULATIONS!

Congratulations to **SieuMoi Ly** and **Mary Lee** on being awarded the League 2020 Innovation of the Year Award for their project, "Dispute Resolution Clinic."

Summer Reading: Articles

Click on the articles below to be redirected to the full article.

How Video Production Affects Student Engagement: An Empirical Study of MOOC Videos

The Guide to Fostering Asynchronous Online Discussion in Higher Education

Research Based Practices for Improving the Effectiveness of Asynchronous Online Discussion Boards

Online Teaching Practices: Roles and Competencies

An update from the Creative Studios

Lumen5 - Beyond Course Trailers

Over the past weeks, we've heard great feedback from faculty who have been using Lumen5 to produce their course trailers. By popular request, we've now launched a pilot program to expand the use of Lumen5 so that pilot users can use Lumen5 for other course-related purposes as well (not just course trailers!). The pilot is open to all faculty. To sign up to use Lumen5 for other course-related purposes, please click here to complete our quick webform, which will grant you access into a separate workspace which has been configured for this particular use.

On-Demand Professional Learning Videos

Short tutorials and previously-recorded webinars continue to be added and made available for all Humber faculty. Click here to check out our Learning Continuity Support folder in Panopto for a number of videos ranging from Blackboard, to Remote Teaching Strategies, over to techniques for Making Learning Accessible.

We want to hear from you! In order to be as responsive to your needs as possible, please take a moment to let us know what you need help with right now. We tailor our programming according to you!

CLICK HERE TO TELL US WHAT YOU NEED HELP WITH

Game-based Learning: Digital Escape Rooms

If you're looking for learning activities to integrate into your online classroom, consider developing a digital escape room! A form of game-based learning (GBL), digital escape rooms are a creative way to encourage essential skills development in students and boost their motivation. You can build relevant themes and learning objectives into a scenario, allowing students to interact with course materials in an engaging way.

Software such as Amazon Sumerian can create an interactive 3D model of a space that students can explore. Or, a secret email message can send students off on a mission to find essential information before time runs out, developing research skills in the process. The possibilities are endless, and the principles can be adapted for any context! Check out this article on the escapED framework to gain insight into escape room design. More information on escapED can be found at the Disruptive Media Learning Lab from Coventry University.

Give a Virtual High Five

Do you work with someone who deserves a Virtual High Five? Email ctl@humber.ca to tell us about your awesome colleague!