



COMMONWEALTH
of LEARNING

Teacher
Education

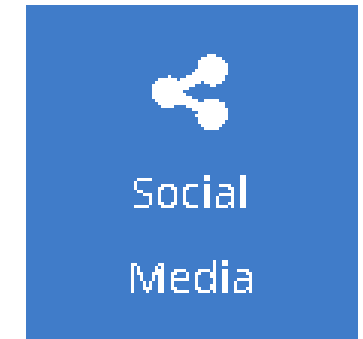
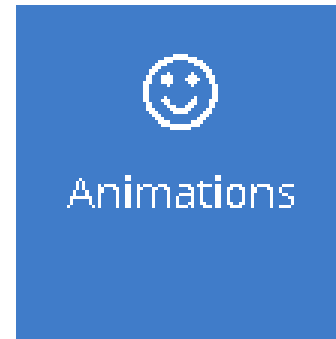
Teacher**Futures**

Introduction to Microlearning

METHODS & TECHNOLOGIES

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Microlearning object serves a specific objective, the forms they take are diverse and dependent on the intended learning outcome.

Videos



1. Include only one learning objective per video
2. Storyboards and Script
3. Use visually descriptive content
4. Use audio effectively
5. Employ the right production tools

Tutorial: Creating Videos from PowerPoint Presentations

Use the provided PowerPoint template and follow the steps provided to create you own Voice-over-PowerPoint Presentation.

Discuss and share results within the group.

Interactive Presentations



Interactive Presentations

1. Choose the ideal authoring tool.
2. Change the default layouts e.g. alter backgrounds, include clickable links to outside resources, or add additional relevant and attention-grabbing graphics to make it more exciting. Refer to the templates that have been provided for commonly used tools such as PowerPoint and Articulate.
3. Make navigation non-linear and add menus at the beginning or the presentation for ease of navigation.
4. Add hyperlinks and integrate videos (see previous section on videos).
5. Add characters and audio to make your content immersive.
6. Add stories (that could link to real world scenarios)

Tutorial 2: Creating an Interactive Presentation

Use the provided PowerPoint template to create a simple micro-assessment exercise.

Discuss and share results within the group.

iPDFs



Interactive
PDFs

- Creating awareness about a topic and not building skills and competency;
- Relaying quick communication within a short time-frame;
- Learning does not require assessment or scoring such as in a LMS;
- Are useful as reference material that supports larger training.

Animation



Animations

- In explaining abstract concepts
- Improving information retention
- Engaging learners
- Making content relatable
- To surprise and delight learners
- To improve attitudes towards training
- To emphasize visual metaphors, rhetoric and didactics.

Animation



Animations

1. Write a Script
2. Tell a Story
3. Use the Right Tone (Conversational Tone)
4. Avoid extraneous information
5. Use Different Media
6. Seek Different Perspectives
7. Test your storyboard (rough mockup of your animation)

Infographic



Infographics

- Chunking content
- Format
- Visual design
- Call-to-action

Why use Microlearning?

1 ACCESSIBILITY

Microlearning piggy-banks on the affordances of existing technologies where content can be deployed, curated, accessed and shared by users on multiple devices.



2 ATTENTION

The average human brain retains more information when the content is structured in short format chunks of not more than ten minutes – an ideal time to absorb microlearning lessons.



3 SELF - PACED

Learners are in control of **what, where** and **when** they are learning. Microlearning enables learners to learn at their own pace and optimally consume the information.



4 LEARNER LED

Microlearning is hands-on and fosters interaction via collaboration tools that enable learners to learn from subject matter experts within the group for collaborative learning.



6 AFFORDABLE

Although developing content might require the use of paid technology, many technologies that support microlearning such as social media come at zero cost.



5 SAVE TIME

Microlearning lessons are short, quick to produce and are ideal for piloting of lessons, gathering feedback, iteration and further planning especially where such content is rapidly being updated.



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Social Media










1. Encourage learners to comment (react, like, share) or rate the microlearning objects. Additionally some platforms such as Facebook allow you create polls where you can poll the efficacy of a resource.
2. Compel learners to talk about what they are learning, exchange ideas and engage in discussions related to the microlearning object.
3. Encourage learners to ask questions related to the training to reinforce learning.
4. Encourage curation of learner-created microlearning object.
5. Provide forums for support and responding to queries by learners.



Selecting Social Media

Guide to selecting social media tools for Microlearning in the context of teaching and learning

MEDIA FORM	LEARNING ACTIVITY	DESIGN FEATURES	TYPES OF SOCIAL MEDIA
NARRATIVE	Apprehending Attending	Tell or show the learner something	 YouTube
INTERACTIVE	Investigating Exploring	Respond in a limited way to what the learner does	 Facebook group
COMMUNICATIVE	Discussing Debating	Facilitate exchanges between people	 Twitter Posts
ADAPTIVE	Experimenting Practicing	Are changed by what the learner does	 Twitter Posts
PRODUCTIVE	Articulating Expressing Synthesizing	Allow the learner to produce something	   WhatsApp Instagram Pinterest

Pedagogical contexts

For Teaching

Blogs: share introductions and other induction activities

Wikis and Google Drive: project collaboration

Google hangouts : group online meetings

YouTube videos: how to guides

Screencast tools: e.g. Jing and Screencast-o-matic to create short summaries

Pinterest: visual reading lists

Diigo: social bookmarking

Academic Professional Development

Sharing information via Twitter and LinkedIn

Discussion forums such LinkedIn groups and Google+ communities

Curation tools to gather resources on specific topics e.g. Scoop.it

Peer Support

Facebook: Maintain/make new connections/friendships

Course blogs: share interests, hobbies etc.

Collaborative Pinterest boards: share inspirational quotes or picture quizzes of places and people in University

Online group chat using Google+ hangouts, Skype or Blackboard Collaborate

Print-based resources



- Links to online repositories



- Embed audio files

The traditional way of integrating multimedia into a printed material was to provide a URL which the learner could type into a browser. With more complex URLs, this becomes a tedious and inefficient task.

The Print2Screen App allows learners to access multimedia components, such as videos, referred to in a printed material through the use of a mobile phone or tablet.

Tutorial: QR codes in print-based resources

- Download beta version of Print2Screen app
- Use any free QR code generator (e.g. <http://www.qr-code-generator.com/>)
- Generate and embed QR code into your print based resource.

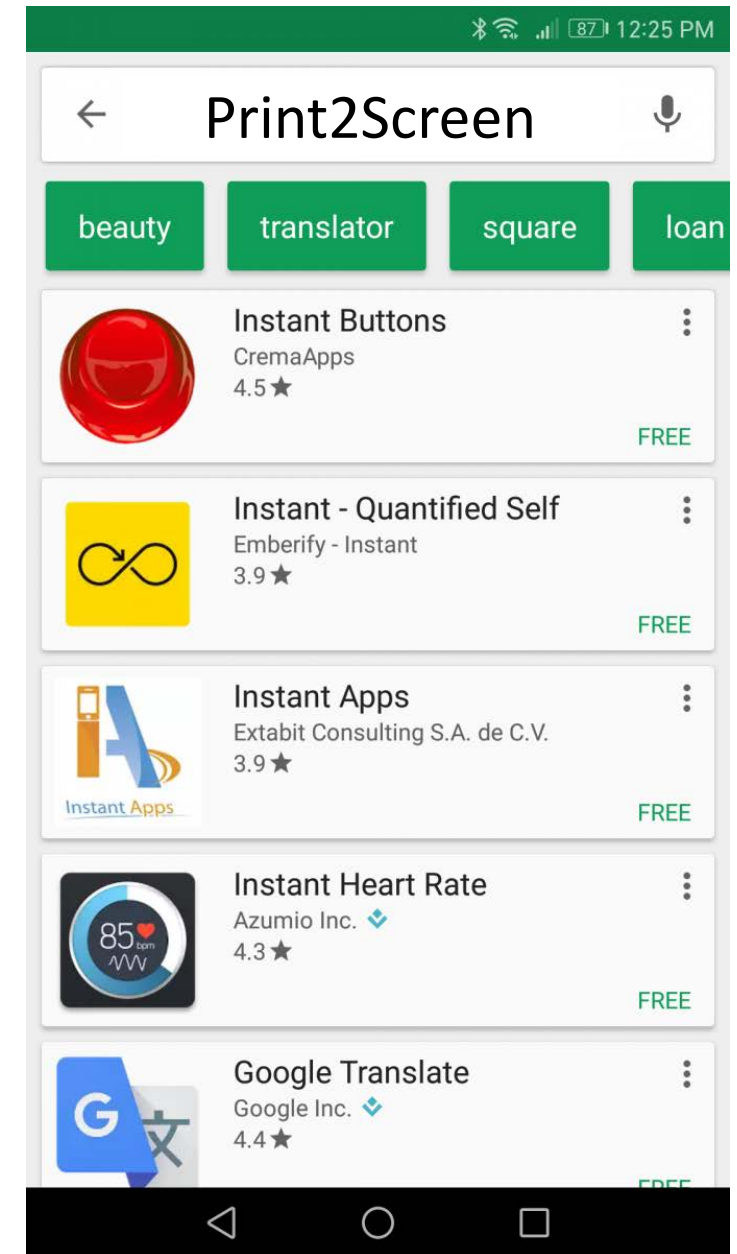
NB: Adhere to the below format

Resource URL; Title of resource; Notes (e.g. brief descriptions. Questions etc.)

Step 1

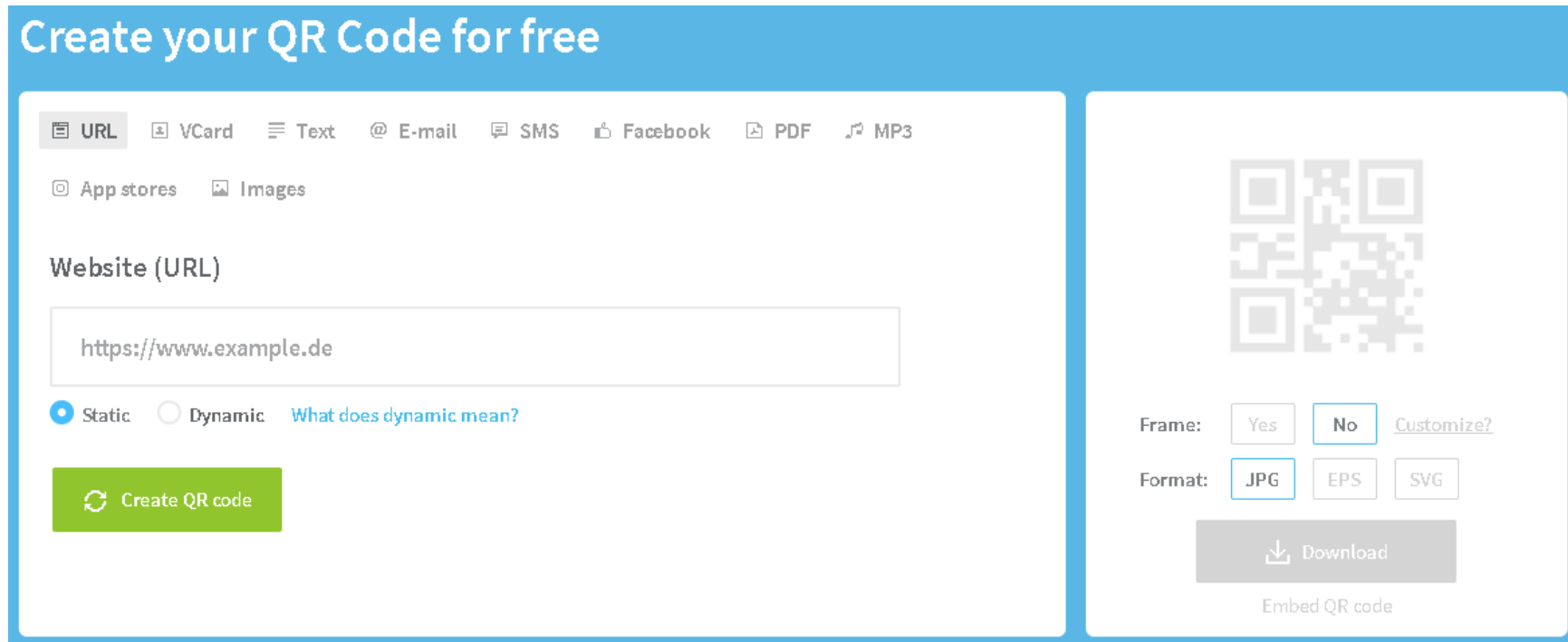
Using your phone, go to the Playstore and search for Print2Screen App.

Click install to install the app.



Step 2

- Go to this web address to create your QR code: <http://www.qr-code-generator.com/>



The screenshot shows the 'Create your QR Code for free' interface. On the left, there are navigation tabs for 'URL', 'vCard', 'Text', 'E-mail', 'SMS', 'Facebook', 'PDF', and 'MP3'. Below these are 'App stores' and 'Images' options. A text input field labeled 'Website (URL)' contains 'https://www.example.de'. There are radio buttons for 'Static' (selected) and 'Dynamic', with a link 'What does dynamic mean?'. A green 'Create QR code' button is at the bottom left. On the right, a QR code is displayed. Below it are 'Frame' options (Yes, No, Customize?) and 'Format' options (JPG, EPS, SVG). A 'Download' button and an 'Embed QR code' link are at the bottom right.

Step 3

NB: Adhere to the below format while pasting your url

Resource URL; Title of resource; Notes (e.g. brief descriptions. Questions etc.)

Below is an example:

https://youtu.be/4o2Z_0r_zJA; Inclusion matters. There is ability in disability; Sixty Kamara explains how he will seek out stories that focus on how Sierra Leone is dealing with life

Step 4

- Download the generate QR code and insert it in your print material.
- Use the Print2Screen App to scan the resource.

List of compatible websites

1. <https://www.col.org/>
2. <http://cemca.org.in/>
3. <http://oasis.col.org/>
4. <https://www.youtube.com>
5. <https://vimeo.com/>
6. <http://nptel.ac.in/>
7. <https://commons.wikimedia.org>
8. <https://www.flickr.com>