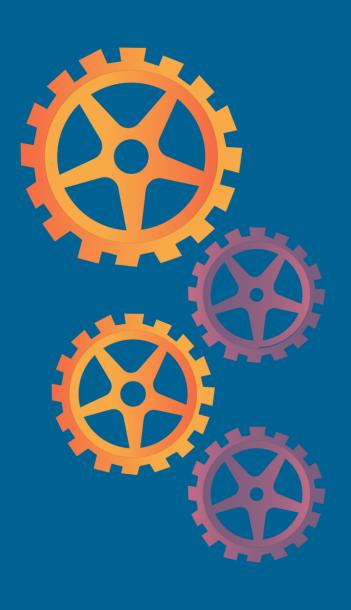


Selection Process

Leonie Mühlbauer – Helliwood media & education

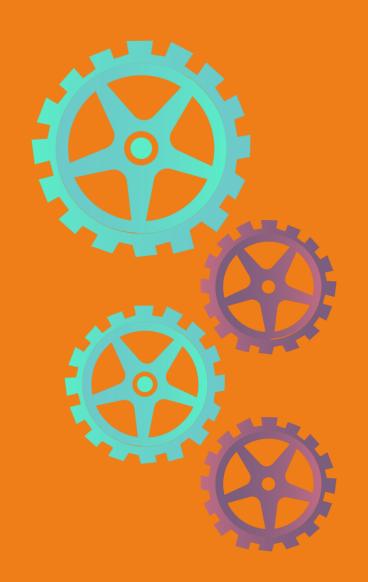




Selection Process

Selecting suitable digital resources is a process that should involve various stages and considerations.

Selection Process



ILO

Context

Needs

Sources

Search

Check

Adaptation

Use

Define the intended learning outcomes. See <u>Unit 9.2a</u>

Assess and define the given circumstances. See Unit 9.2c

Assess and define the learner's needs. See <u>Unit 9.2b</u>

Narrow down type of digital resource. See <u>Unit 9.1b</u>

Search suitable resources. See following chapter

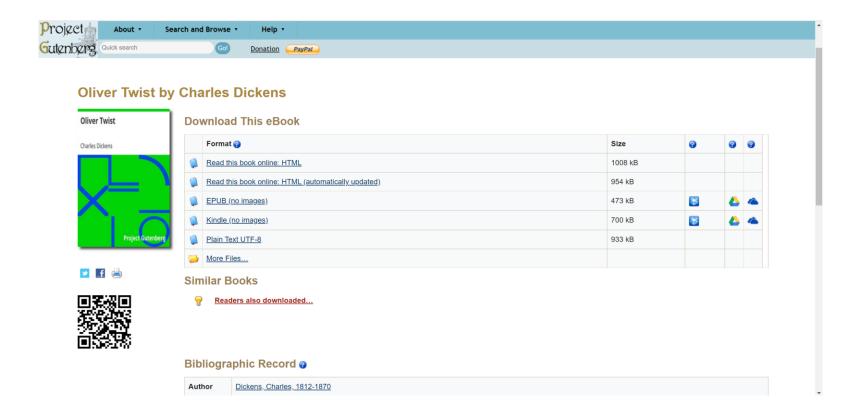
Assess using the checklist. See Unit 9.2d

Adapt if necessary. See next module.

Implement / use. See next module.



E-Books



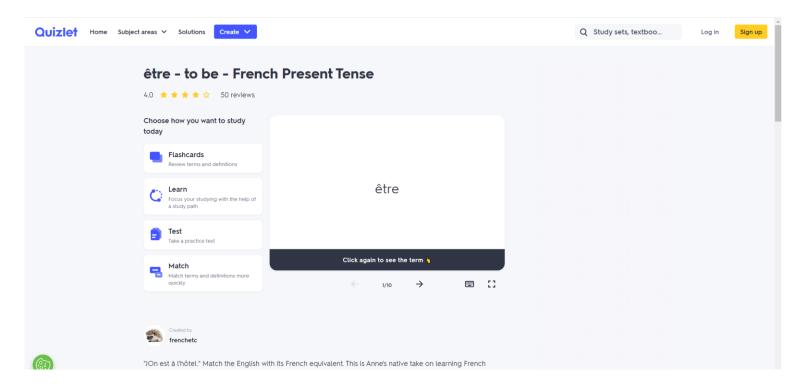
What for/why: All subjects, versatile and flexible

Where: Public library websites, textbook publishers, various sources

How: Can be downloaded in different formats



Online flashcards



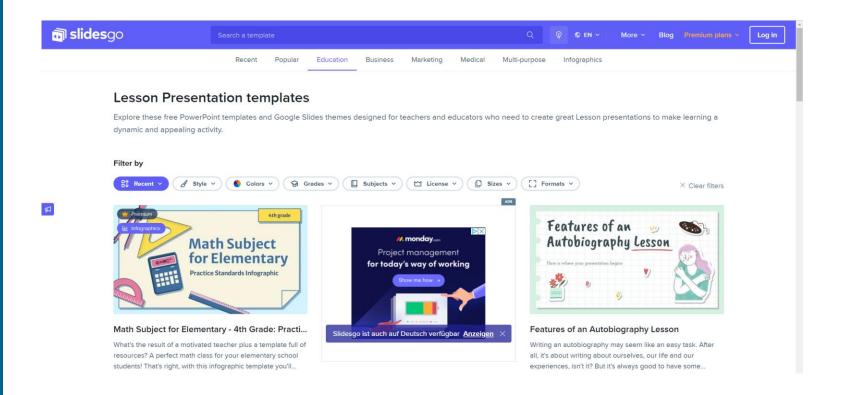
What for: To anchor and test knowledge

Where: e.g. Quizlet or Cram

How: Can be used individually, in a group or as a class



Presentation slides



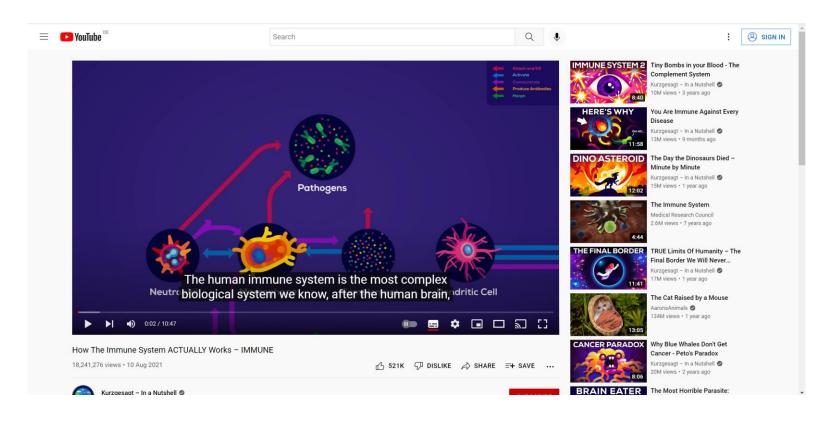
What for: Display and convey information give instrunctions

Where: E.g. PowerPoint, GoogleSlides, Prezi, SlidesGo or Canva

How: May need to create a user account, attribution may be required when using templates



Videos – YouTube



What for: Convey information in a visual and engaging way

Where: YouTube, e.g. <u>crashcourse</u>, <u>Kursgesagt – In a Nutshell</u>

How: Played in front of the class or embedded into a learning mangement system or presentation



Videos – Khan Academy



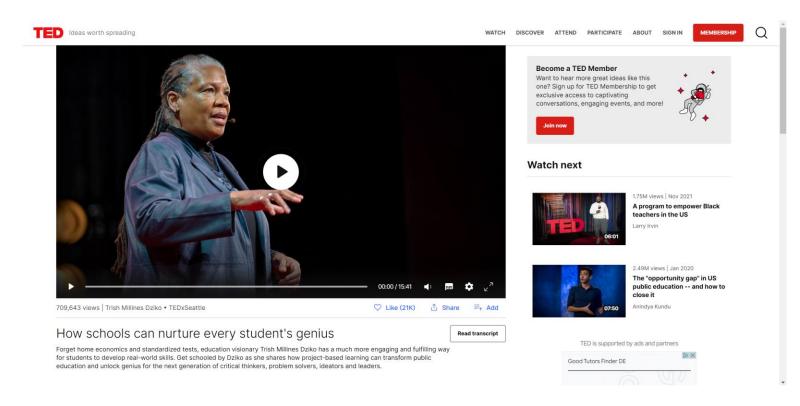
What for: Use individual ressources or an entire lesson plan

Where: Khan Academy

How: Content can be accessed without an account but one is needed to save progress, all content is free, no adverts



Videos – TED



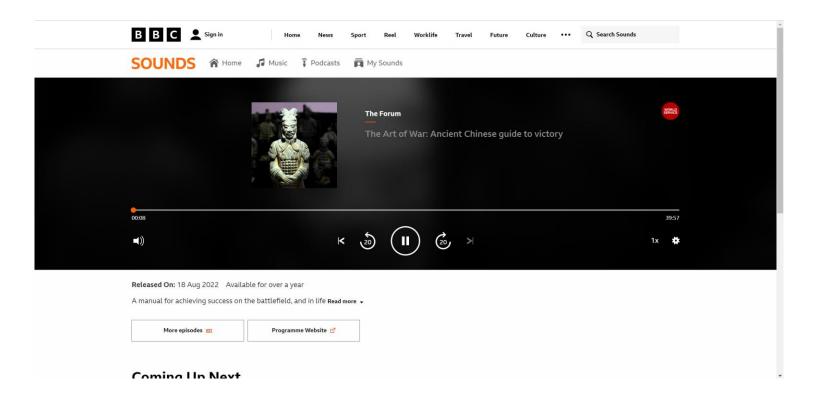
What for: Introduce a topic, inspire students, analyse a speech

Where: <u>Ted</u>

How: No account needed, no adverts



Radio shows & podcasts



What for: Conveying information in a fun and engaging way

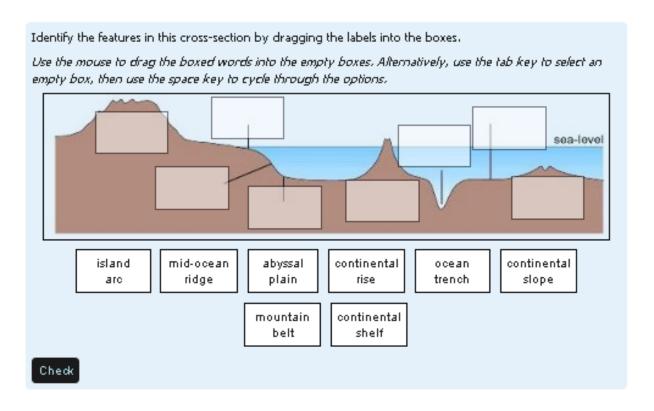
Where: Radio stations' websites, Spotify, Apple Music,

How: Have to choose suitable segment, not always available for

download



Quizzes



What for: Give learners quick and informal feedback

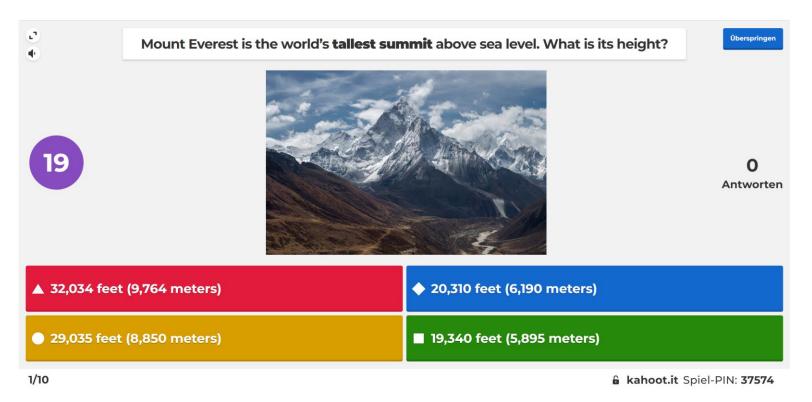
Where: Moodle, Quizlet

How: Need to an account to create quizzes (Quizlet), Moodle needs to

be implemented by the institution



Survey



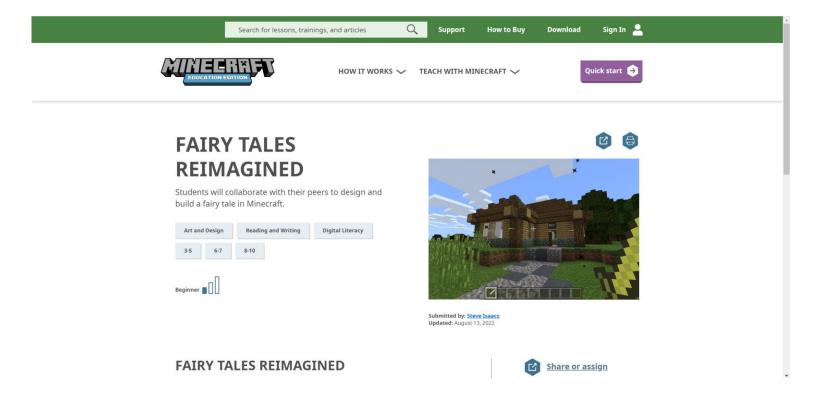
What for: Loosen up lessons and actively involve learners

Where: Mentimeter, AhaSlides, Slido, Kahoot

How: Need to create an account, free and paid versions available



Games



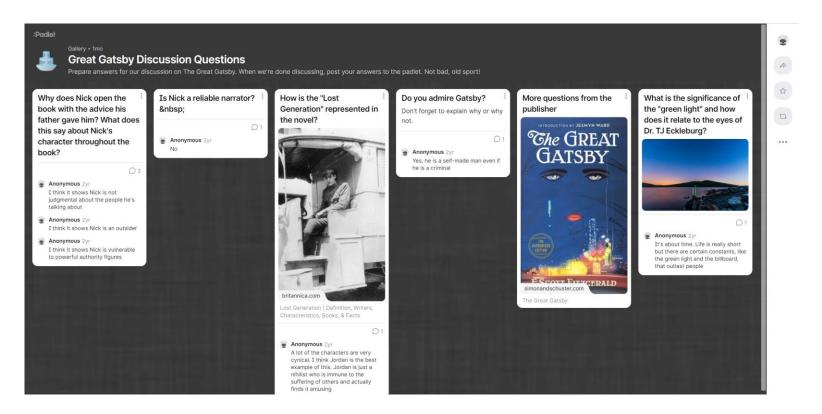
What for: Allow learners to engage with content in an innovative and fun way

Where: Minecraft Education Edition

How: Need to purchase the game



Interactive whiteboards



What for: Encourage multi-medial exchange among learners

Where: Mural, Padlet

How: Need to create an account, free and paid versions available





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