



Empowering Collaborative Learning through Technology

James Oldfield - Digital Learning Lead
Unitec Institute of Technology



Let's hear from the audience

Open a browser and type in:

pollev.com/jameso



A Living Curriculum

- Unitec's Learning and Teaching Philosophy
- Inspired by Social Learning Theories
- Promotes the use of student centred, complex conversations, collaboration and inquiry

Transforming our Approach



- New teaching practices
- New teaching spaces
- New tools

Unitec's Collaborative Spaces





Let's hear from the audience

Open a browser and type in:

pollev.com/jameso



Collaborative Learning

“Collaborative learning refers to an instruction method in which students at various performance levels work together in small groups toward a common goal. The students are responsible for one another's learning as well as their own. Thus, the success of one student helps other students to be successful.”

(Gokhale, 1995)

A photograph of a classroom or workshop where several students are seated at tables, engaged in collaborative work. In the foreground, a man wearing a red baseball cap and glasses is focused on writing in a notebook. To his right, another man in a grey hoodie is looking at him with a hand to his chin, appearing to be in a thoughtful or listening state. The background shows other students at tables, some looking towards the camera and others focused on their work. The overall atmosphere is one of active learning and teamwork.

Time to Collaborate



Let's hear from the audience

Open a browser and type in:

pollev.com/jameso

QUESTION?

Whatever
So?
WHAT EVER

WHAT Are you

Kidding me?
Questions?
seriously?

how? No!
huh?

HOW? How?

No WAY!

You?

Who?

When

THERE?

wow!

WOAH

maybe?

EXCUSE

WOW

WHY

Yeah!

Yup.

What ME here

THAT'S WHAT SHE SAID.

how? HUH?

OH here

Why

Collaborative Learning with Mindmeister

By the end of this session you will be able to:

Collaborate with your peers using a digital mind mapping tool

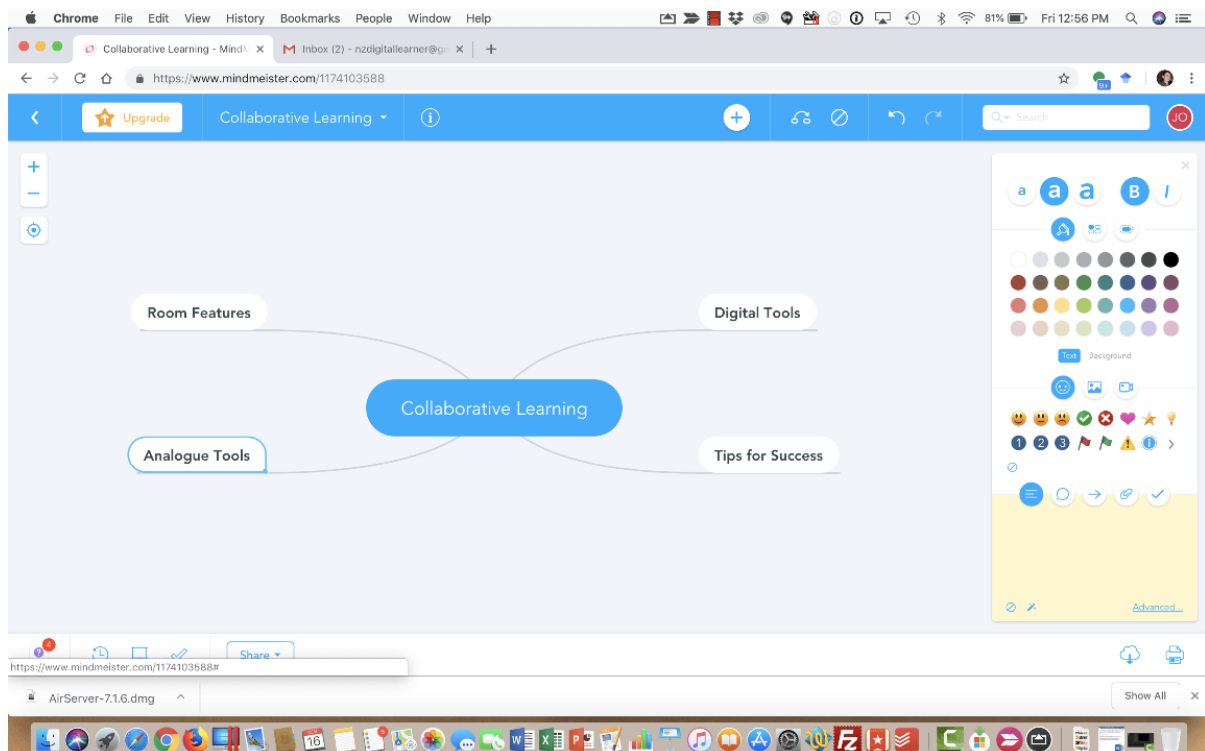
This support resource includes interactive elements that you can bring to life using a mobile device and the app “HP Reveal”. Download the free app, search for and subscribe to the channel “NZ Digital Learner” in the “Discover Auras” search box. Then tap this icon to start scanning for Auras and hold your device over any image in this document.

Task 1: Getting set up to collaborate

All members of your group should have already logged in to <https://www.mindmeister.com> and created a free account. If you need help with this, just ask.

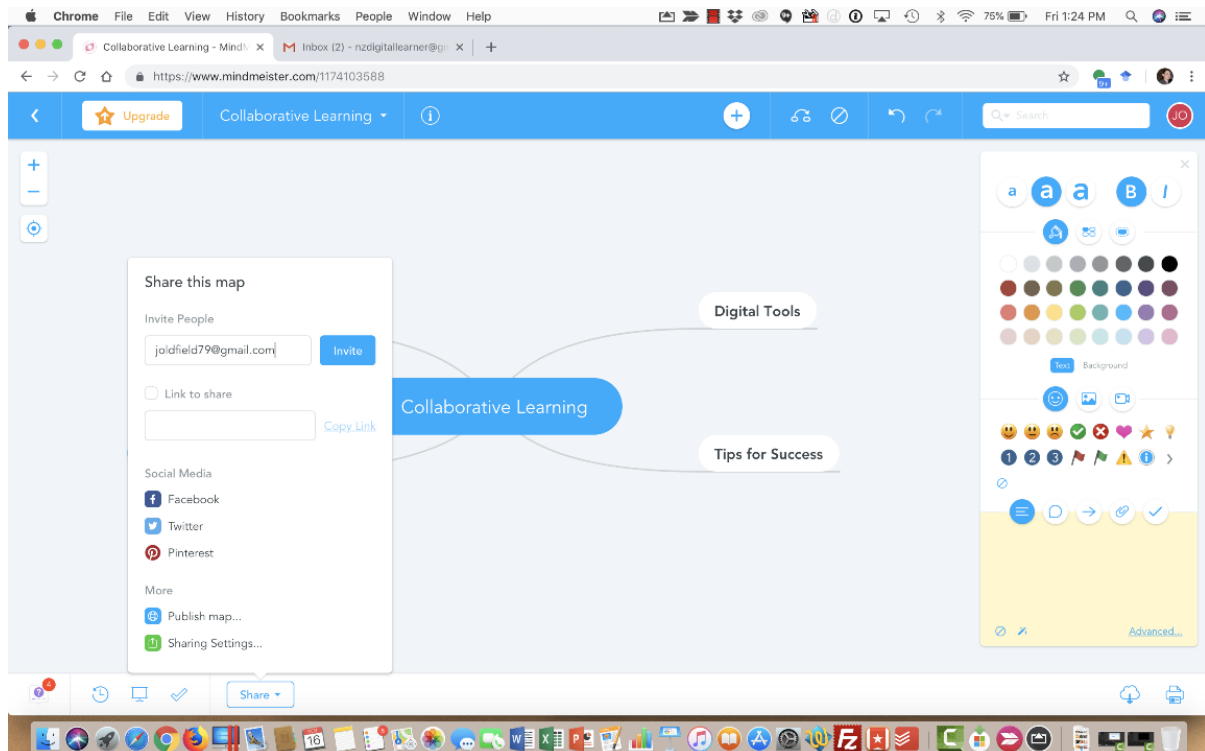
A mind map is made up of a series of connected nodes. The nodes branch out from a central node and the branching system forms a hierarchy for your ideas.

One member of the group should create a map or modify an existing one. Call it “Collaborative Learning” by modifying the title of the node in the centre. Add the four nodes that branch off from the centre. Your map should now look something like this:



Task 2: Share your map with your group

Click on the “Share” button to share your map with each of the people in your group. Ask them the email address that they used to sign up to Mindmeister with to ensure you share with the right people. It should look like the image below:

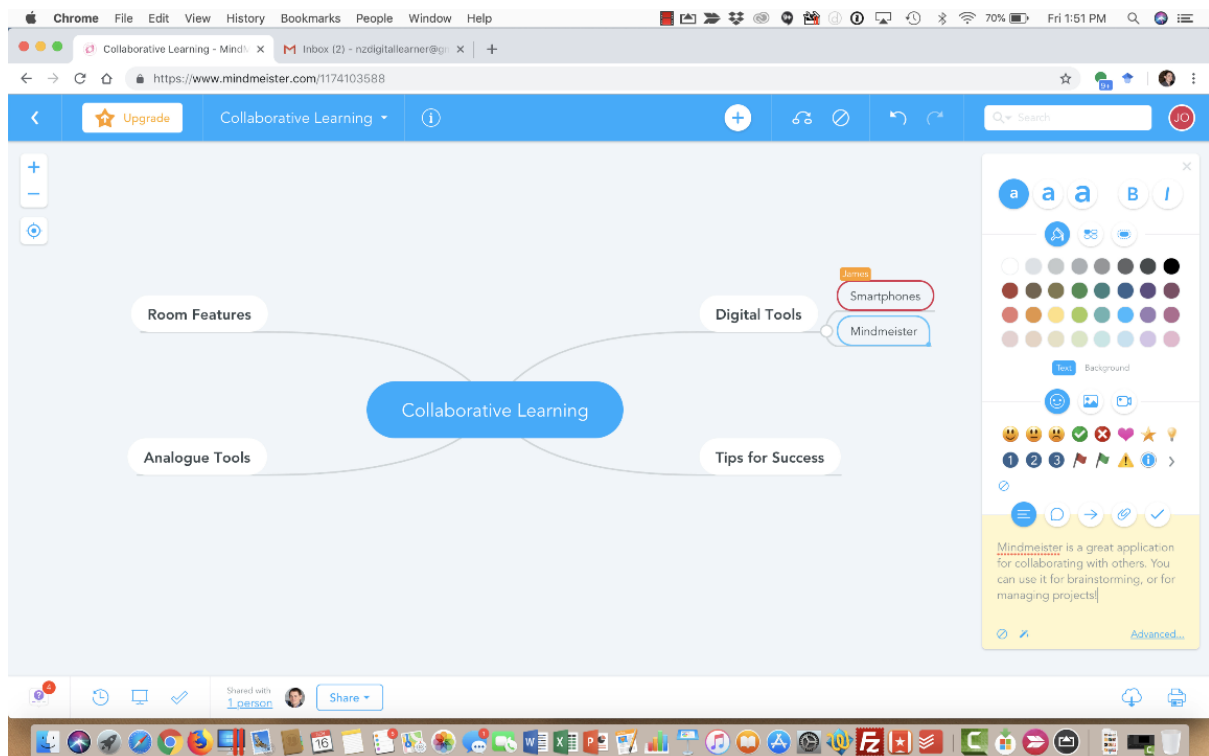


They then see your map in their maps section, and can open it. Your map will then pop up with a notification to say you are entering brainstorming. In brainstorming mode you can all edit the map simultaneously.

Start by choosing a node each and entering your ideas of what could be useful to support collaborative learning.

Task 3: Adding detail

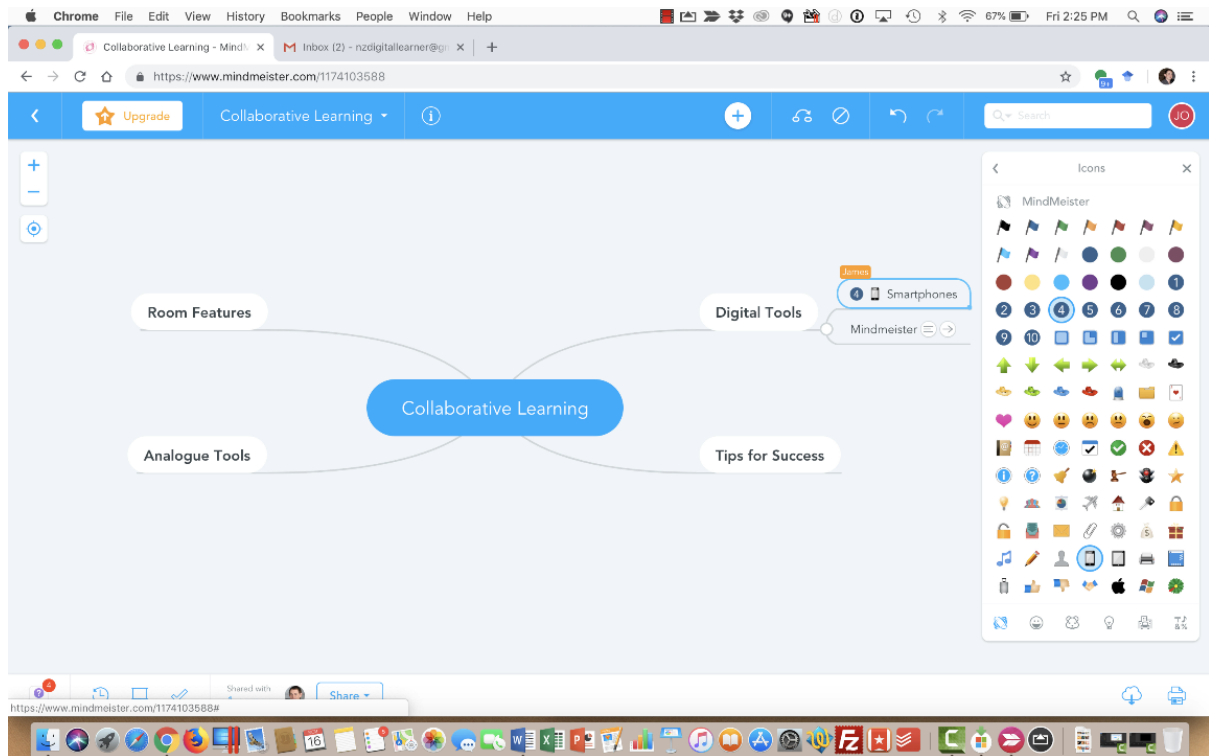
Each node can become more informative by adding further detail. This can be done by adding notes which are additional pieces of text that can be viewed about the node. In addition to notes, you can add links that point out to other information outside of your map. This additional detail is added in the panel to the right of your map as can be seen in the picture below:



Spend some time as a group adding notes and links where appropriate to your nodes.

Task 4: Using Icons

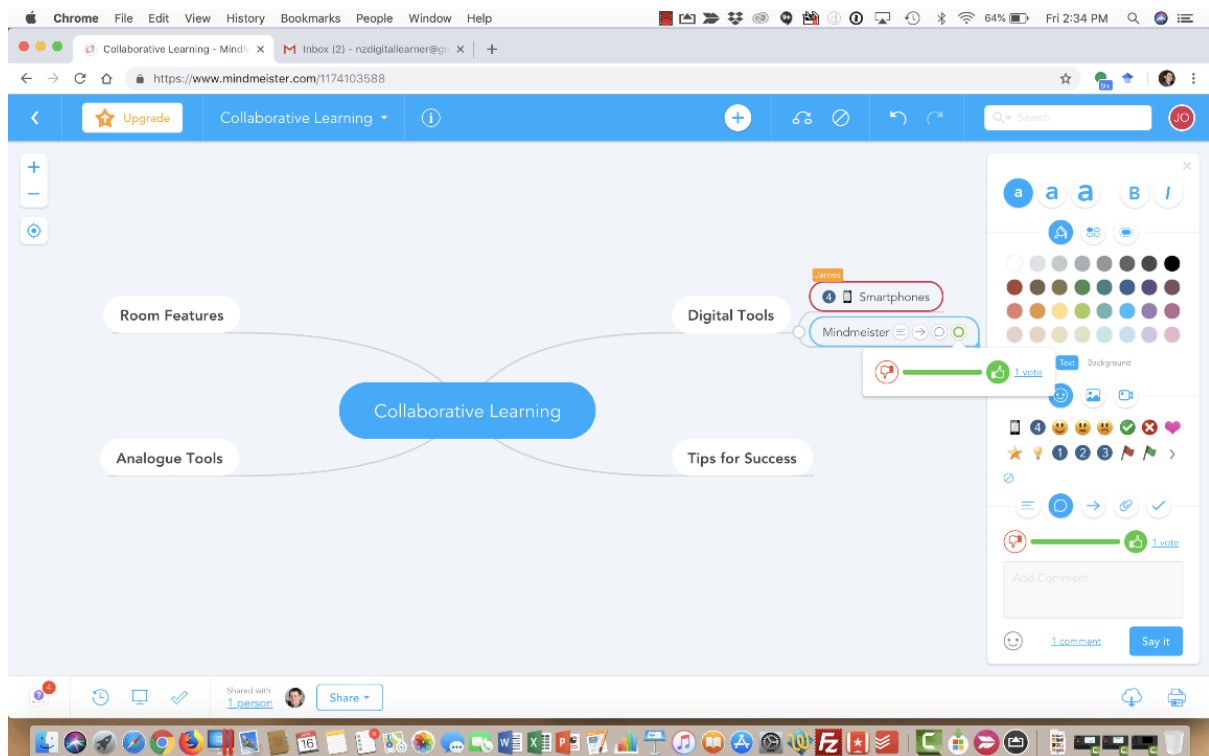
Icons are a useful and easy way to add visual cues to your map. Mindmeister includes an extensive set of icons that you can access from the panel on the right side of the screen. Some of the icons such as the smiley faces or flags are useful for indicating the status of things. Others such as the numbers are useful for indicating priority, while many of the others are useful for categorization or just a bit of fun. You can select from the frequently used icons currently showing, or expand the list by clicking on the arrow at the end of the icons list as seen below:



Spend some time as a group adding notes and links where appropriate to your nodes.

Task 5: Review

Reflection and review are important parts of collaboration. Mindmeister offers helpful tools to make the review process easy. Comments can be added to each node, making it easy to provide feedback without changing someone else's work. Mindmeister also provides a voting system for each node, enacted as a simple thumbs up or thumbs down, as seen in the picture below:



Reflect on the work your group has done and provide comments on some of the nodes created by others.

Vote for the nodes in your map to find the top 5 most important nodes on your map.