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E-learning Centre University Computing Centre University of Zagreb







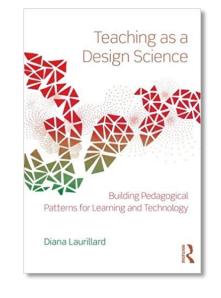




The ABC curriculum design method is an effective and engaging hands-on, card-based approach to curriculum design.

#### Why ABC?

- quick minimal preparation
- student-centered approach
- fostering dialogue between teams
- associated with strategic goals
- applicable to classroom and mixed-use teaching
- based on 'Conversational Framework' theory (Laurillard 2012)
- suitable for all levels of education
- widespread use growing international user community







#### **Erasmus+ project**

# **ABC to VLE: beyond curriculum design**

#### september 2018. – september 2020. (24 months)

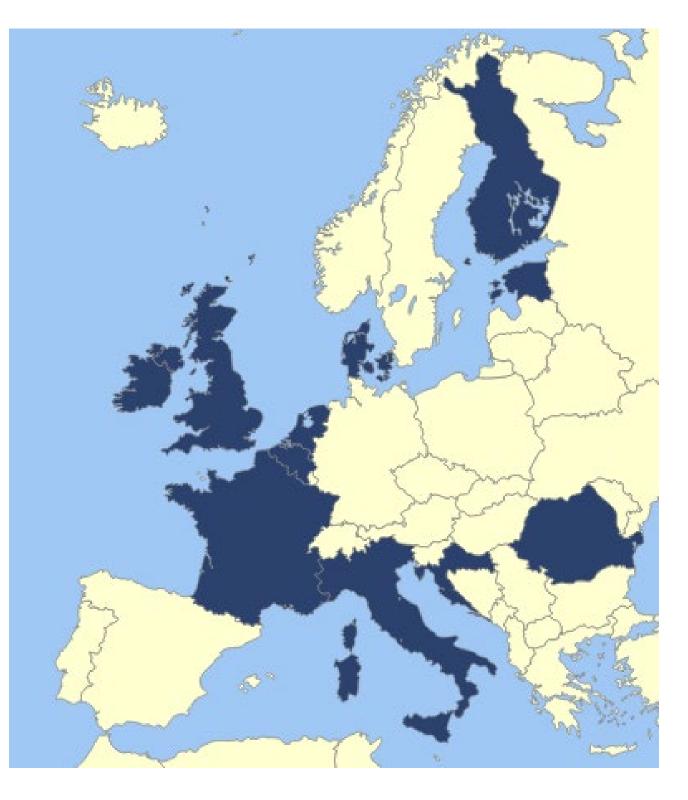
U okviru projekta ABC metoda će se unaprijediti i doraditi te pripremiti kao paket materijala dostupnih na više jezika (hrvatski, talijanski, finski, rumunjski, estonski, danski, francuski, nizozemski).

#### **Coordinator:**

University College London, Great Britain

#### **Partners:**

Sveučilišni računski centar Sveučilišta u Zagrebu (SRCE), **Croatia**; VIVES University College, **Belgium**; Universita degli Studi di Milano, **Italy**; Helsingin Yliopisto, **Finland**; KU Lueven, **Belgium**; Universitatea Politechnica Timisoara, **Romania**; Tallinn University, **Estonia**; Professionshojskolen Absalon S/I, **Denmark**; Sorbonne Universite, **France**; Dublin City University, **Irland**; Universiteit van Amsterdam, **Netherlands**; Oxford University, **Great Britain**- associate partner





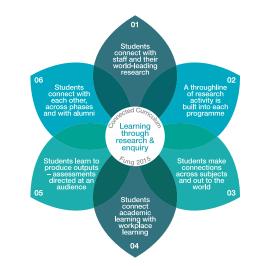
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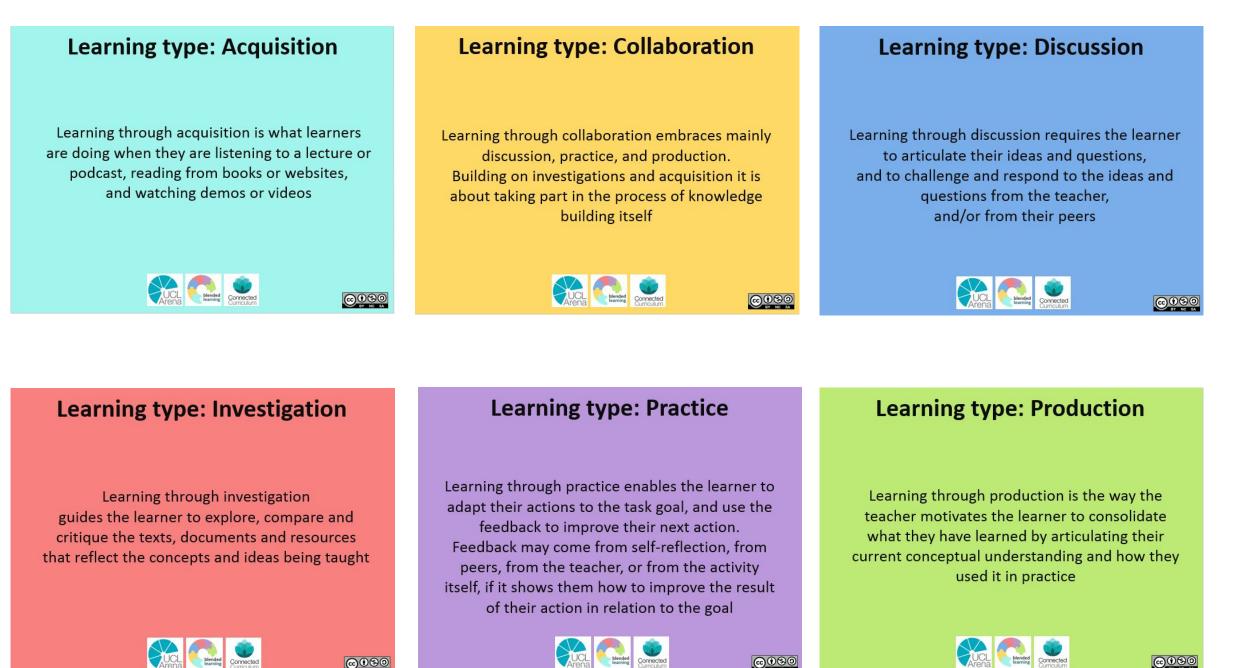


# **C** (Connected)





### Learning types cards (front)



learning activity types on one side and examples of activities on the other

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UCL Service Connected

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#### Learning types cards (back)

Learning typ	e: Acquisition	Learning ty	pe: Collaboration	Learning	type: Discussion
Conventional method	Digital technology	Conventional method	Digital technology	Conventional method	Digital techno
<ul> <li>reading books, papers</li> <li>listening to teacher presentations face-to-face, lectures</li> <li>watching demonstrations, master classes</li> </ul>	<ul> <li>reading multimedia, websites, digital documents and resources</li> <li>listening to podcasts, webcasts</li> <li>watching animations, videos</li> <li></li> <l< td=""><td><ul> <li>small group project</li> <li>discussing others' outputs</li> <li>building joint output</li> </ul></td><td><ul> <li>small group projects using online forums, wikis, chat rooms, etc. for discussing others' outputs</li> <li>building a joint digital output</li> </ul></td><td><ul> <li>tutorials</li> <li>seminars</li> <li>discussion groups</li> <li>class discussions</li> </ul></td><td><ul> <li>online tutorials</li> <li>seminars</li> <li>email discussions</li> <li>discussion groups</li> <li>discussion forums</li> <li>web-conferencing tools synchronous and asynch</li> <li></li> </ul></td></l<></ul>	<ul> <li>small group project</li> <li>discussing others' outputs</li> <li>building joint output</li> </ul>	<ul> <li>small group projects using online forums, wikis, chat rooms, etc. for discussing others' outputs</li> <li>building a joint digital output</li> </ul>	<ul> <li>tutorials</li> <li>seminars</li> <li>discussion groups</li> <li>class discussions</li> </ul>	<ul> <li>online tutorials</li> <li>seminars</li> <li>email discussions</li> <li>discussion groups</li> <li>discussion forums</li> <li>web-conferencing tools synchronous and asynch</li> <li></li> </ul>

Learning type	: Investigation	Learning	type: Practice	Learning	type: Production
Conventional method	Digital technology	Conventional method	Digital technology	Conventional method	Digital technology
<ul> <li>using text-based study guides</li> <li>analysing the ideas and information in a range of materials and resources</li> <li>using conventional methods to collect and analyse data</li> <li>comparing texts</li> <li>searching and evaluating information and ideas</li> </ul>	<ul> <li>using online advice and guidance</li> <li><u>analysing</u> the ideas and information in a range of digital resources</li> <li>using digital tools to collect and <u>analyse</u> data</li> <li>comparing digital texts</li> <li>using digital tools for searching and evaluating information and ideas</li> </ul>	<ul> <li>practising exercises</li> <li>doing practice-based projects</li> <li>labs</li> <li>field trips</li> <li>face-to-face role-play activities</li> </ul>	<ul> <li>using models</li> <li>simulations</li> <li>microworlds</li> <li>virtual labs and field trips</li> <li>online role play activities</li> </ul>	producing articulations using: statements essays reports accounts designs performances artefacts animations models videos	<ul> <li>producing and storing digit documents</li> <li>representations of designs</li> <li>performances, artefacts</li> <li>animations</li> <li>models</li> <li>resources</li> <li>slideshows</li> <li>photos</li> <li>videos</li> <li>blogs</li> <li>e-portfolios.</li> </ul>

learning activity types on one side and examples of activities on the other https://www.youtube.com/watch?time\_continue=59&v=wnERkQBqSGM



Learning type: Acquisition				
Conventional method	Digital technology			
<ul> <li>reading books, papers</li> <li>listening to teacher presentations face-to-face, lectures</li> <li>watching demonstrations, master classes</li> </ul>	<ul> <li>reading multimedia, websites, digital documents and resources</li> <li>listening to podcasts, webcasts</li> <li>watching animations, videos</li> </ul>			



<ul> <li>discussing others' outputs</li> <li>building joint output</li> <li>building a joint digital output</li> <li>building a joint digital output</li> </ul>	Learning type: Collaboration			
<ul> <li>discussing others' outputs</li> <li>building joint output</li> <li>building a joint digital output</li> <li>building a joint digital output</li> </ul>	Conventional method	Digital technology		
	<ul> <li>discussing others' outputs</li> <li>building joint output</li> <li></li> </ul>	forums, wikis, chat rooms, etc. for discussing others' outputs		



Learning type: Discussion			
Conventional method	Digital technology		
tutorials	online tutorials		
seminars	seminars		
discussion groups	email discussions		
class discussions	discussion groups		
	discussion forums		
	web-conferencing tools		
	synchronous and asynchronous		



Learning type: Investigation			
Conventional method	Digital technology		
using text-based study guides	using online advice and guidance		
analysing the ideas and information in a range of materials and resources	<ul> <li>analysing the ideas and information in a range of digital resources</li> </ul>		
using conventional methods to collect and <u>analyse</u> data	using digital tools to collect and analyse data		
comparing texts	comparing digital texts		
searching and evaluating information and ideas	<ul> <li>using digital tools for searching and evaluating information and ideas</li> </ul>		



Learning type: Practice		
Conventional method	Digital technology	
practising exercises	using models	
doing practice-based projects	simulations	
🗖 labs	microworlds	
field trips	virtual labs and field trips	
face-to-face role-play activities	online role play activities	



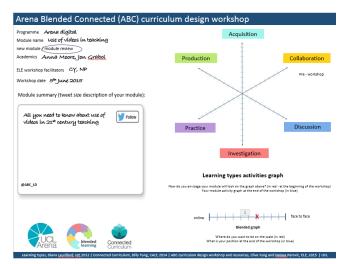
Learning type	e: Production
Conventional method	Digital technology
<ul> <li>producing articulations using:</li> <li>statements</li> <li>essays</li> <li>reports</li> <li>accounts</li> <li>designs</li> <li>performances</li> <li>artefacts</li> <li>animations</li> <li>models</li> <li>videos</li> </ul>	<ul> <li>producing and storing digital documents</li> <li>representations of designs</li> <li>performances, artefacts</li> <li>animations</li> <li>models</li> <li>resources</li> <li>slideshows</li> <li>photos</li> <li>videos</li> <li>blogs</li> <li>e-portfolios.</li> </ul>

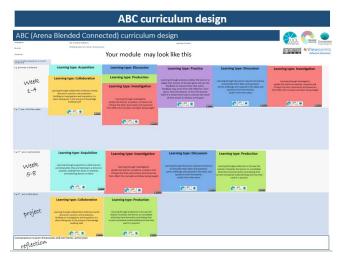




#### Workshop schedule:

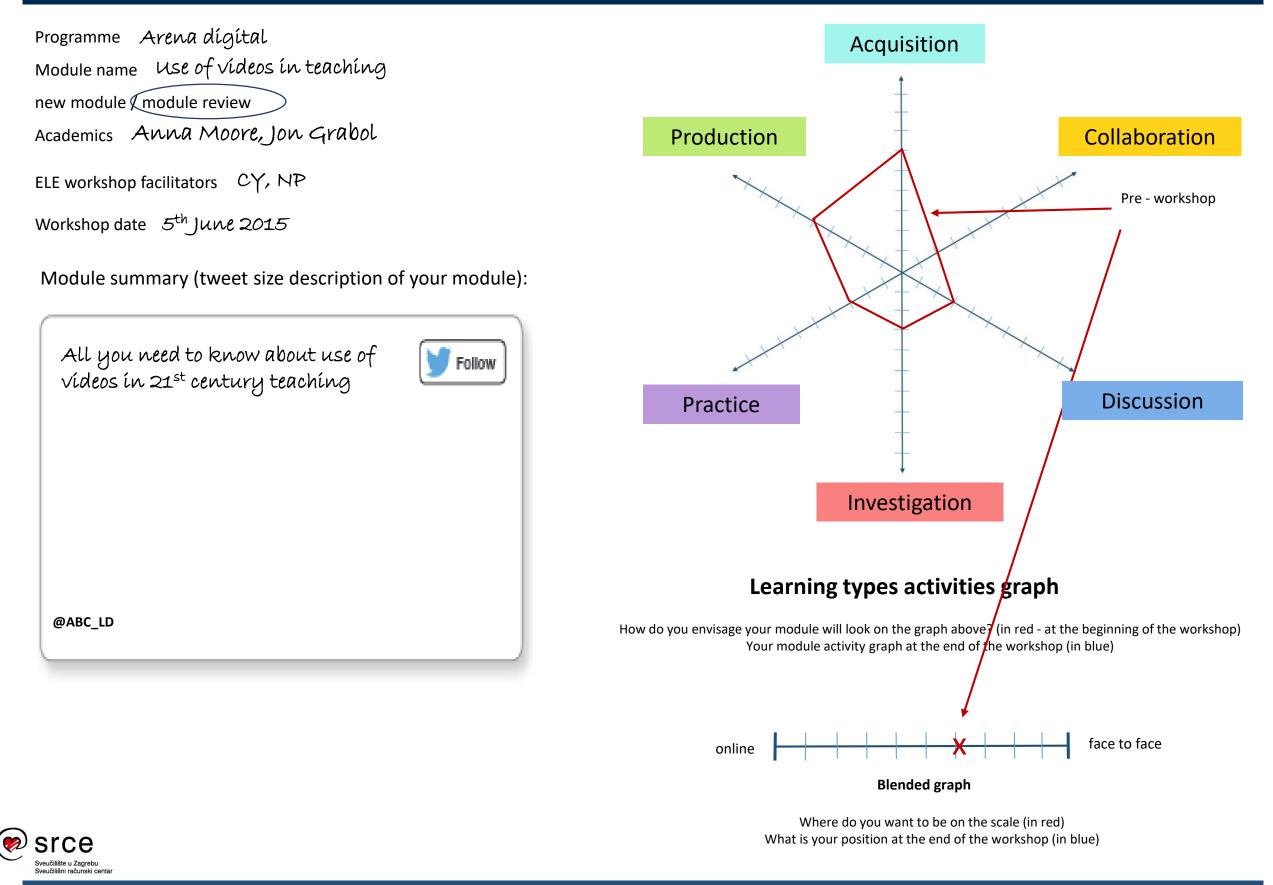
- 1. Module info and graphs sheet
  - Tweet your module tweet size description of your module
  - Module shape (Learning types activities graph) distribution of
    - learning types
  - Blend (blended graph)
- 2. Storyboard sheet
  - **Storyboard** learning types sequences and activities
  - Assessment align activities and assessment
- 3. Module info and graphs sheet
  - **Review the graphs** what has changed? Why?
- 4. Actions what next for team?

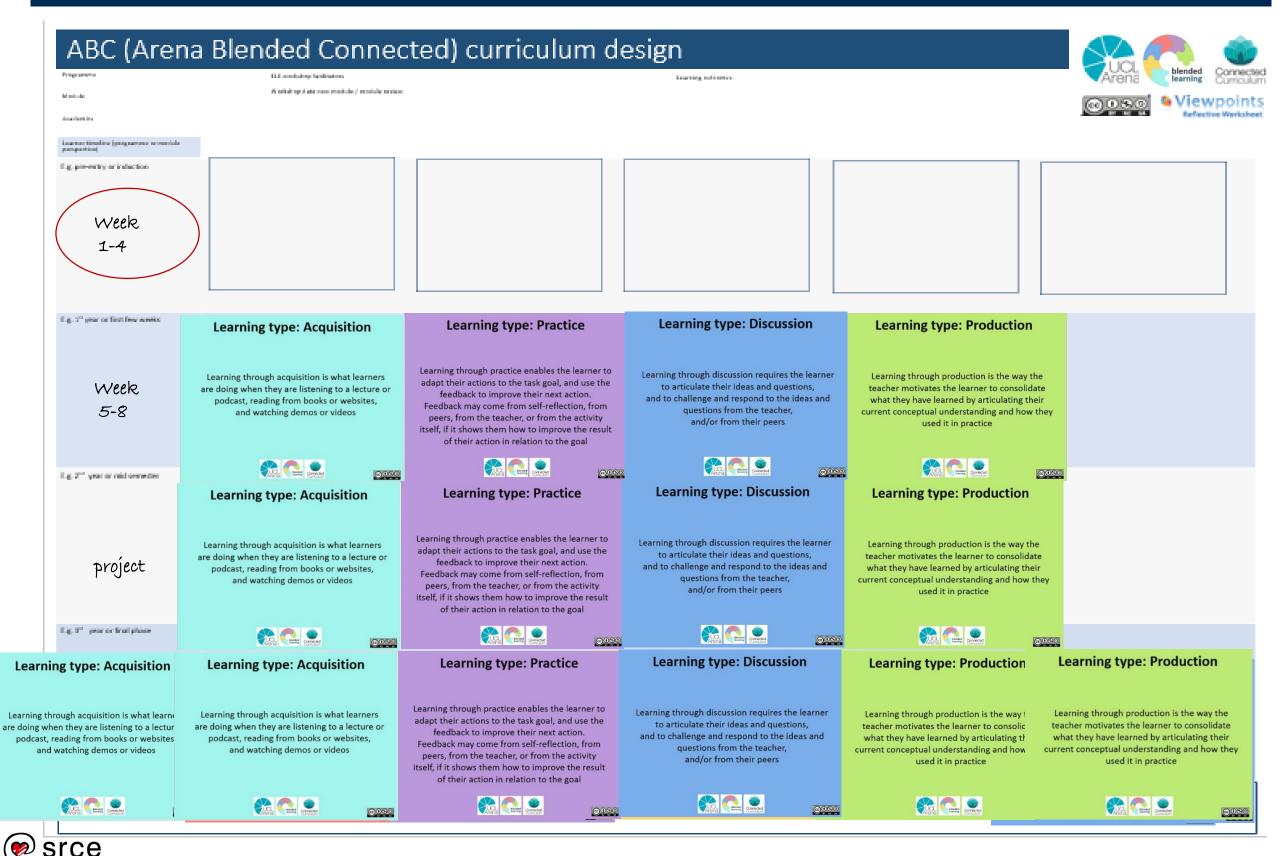




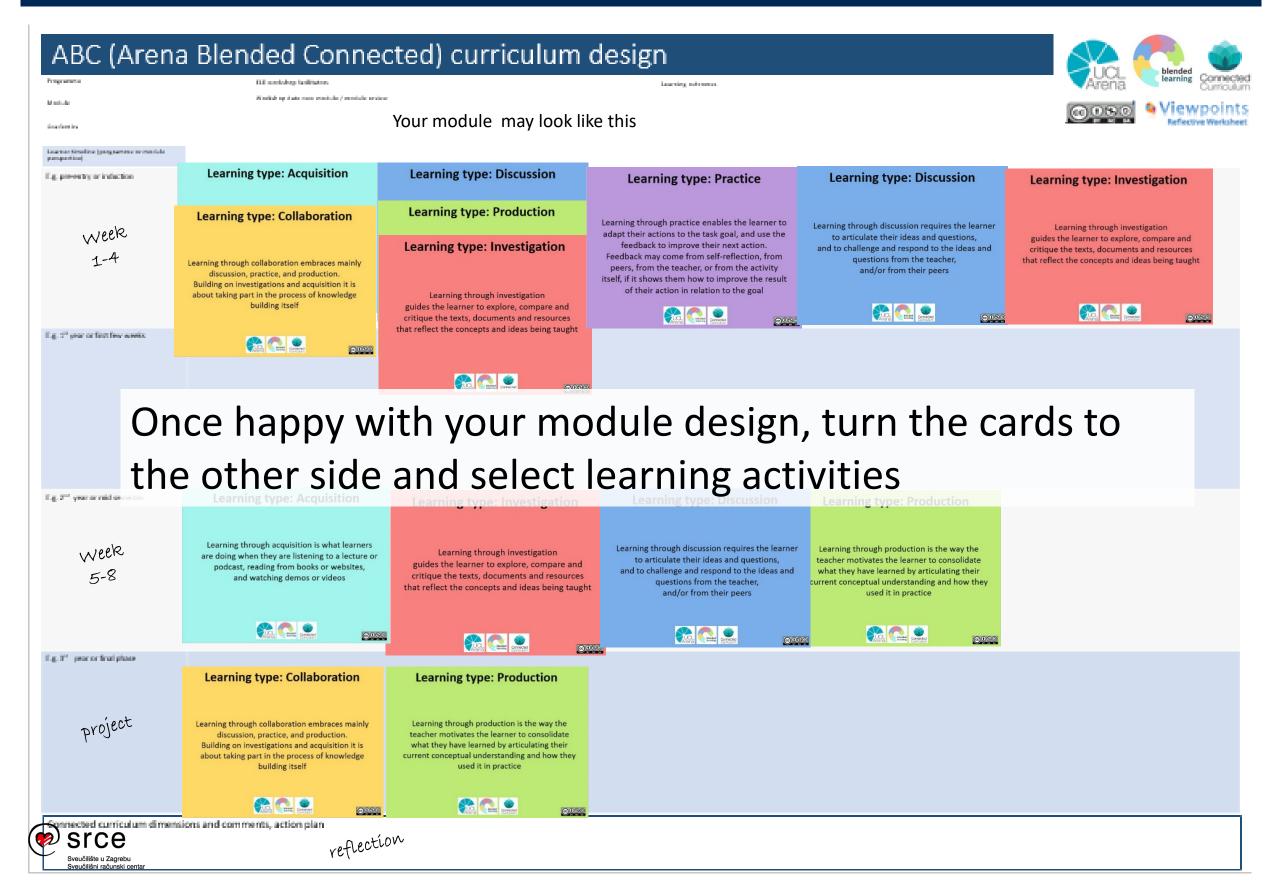
ction plan	Who/when

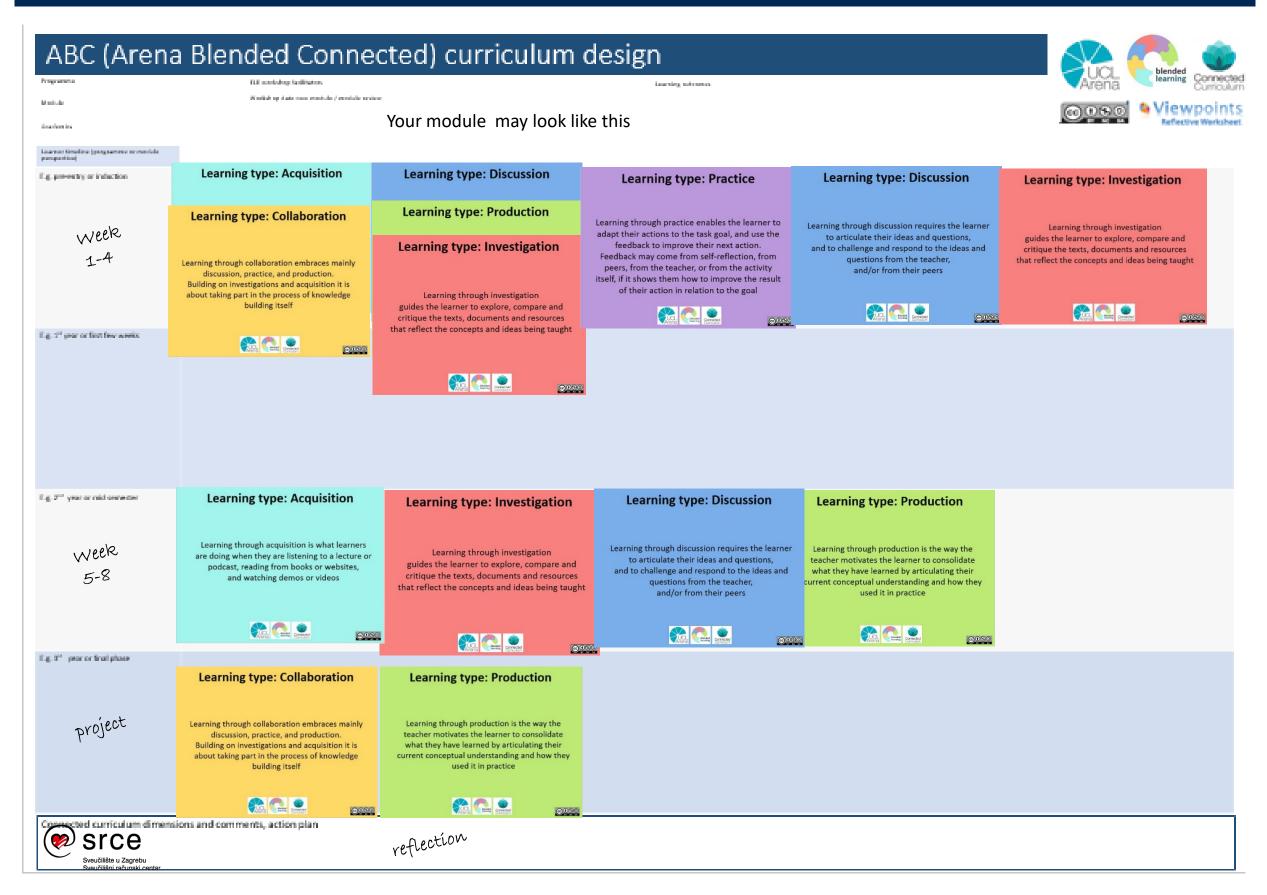


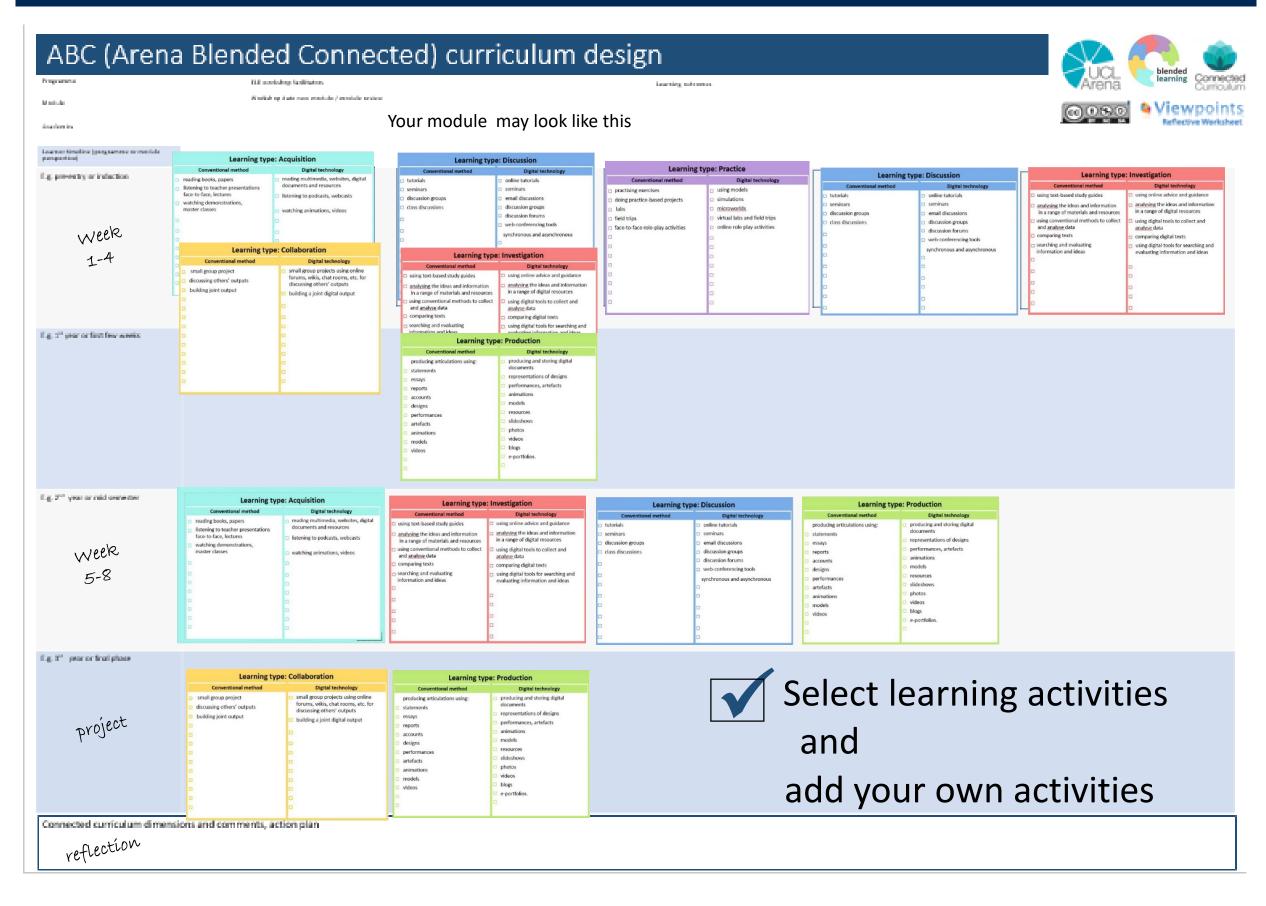




Sveučilište u Zagrebu



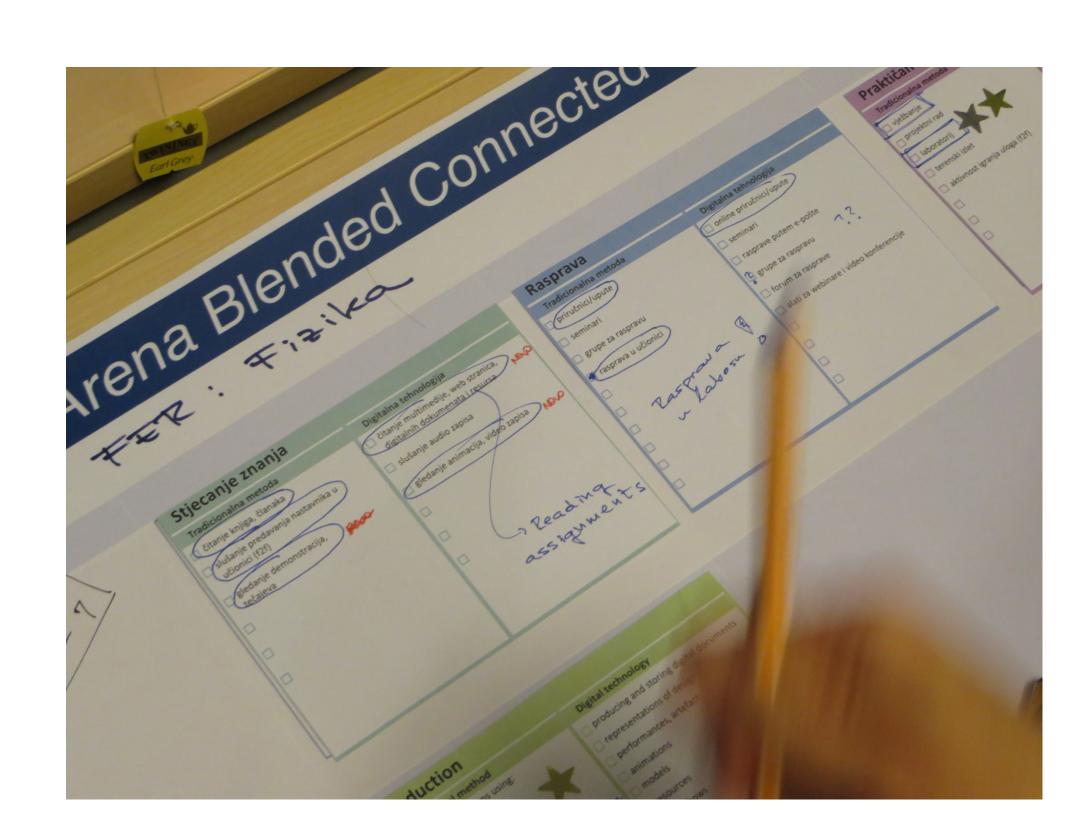




#### Selecting activities and assessment

Learning type: Practice			
Conventional method	Digital technology		
practising exercises	using models		
doing practice-based projects	simulations		
🗹 labs 🔶	microworlds		
field trips	🖌 virtual labs and field trips 🔶		
face-to-face role-play activities	online role play activities		







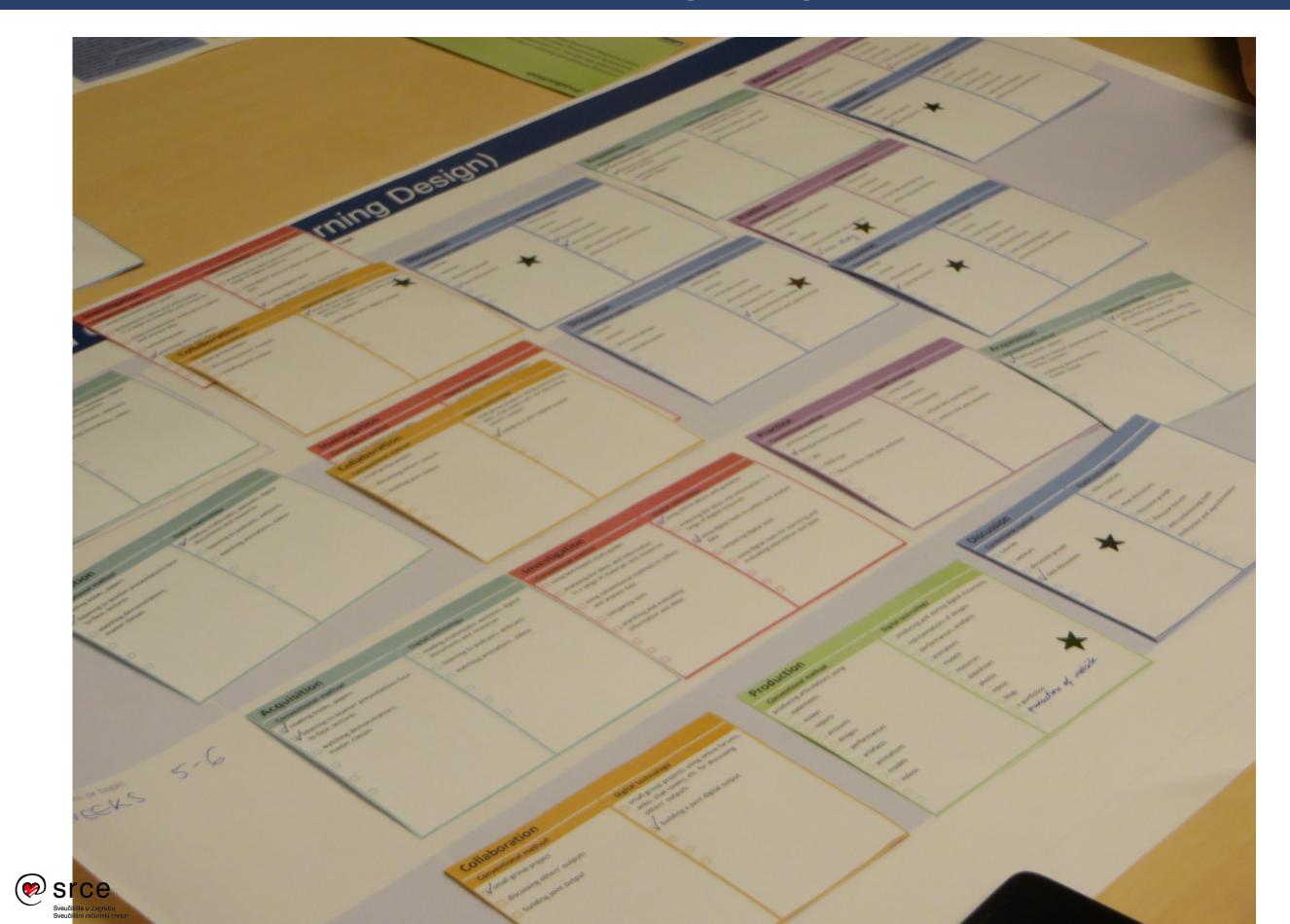


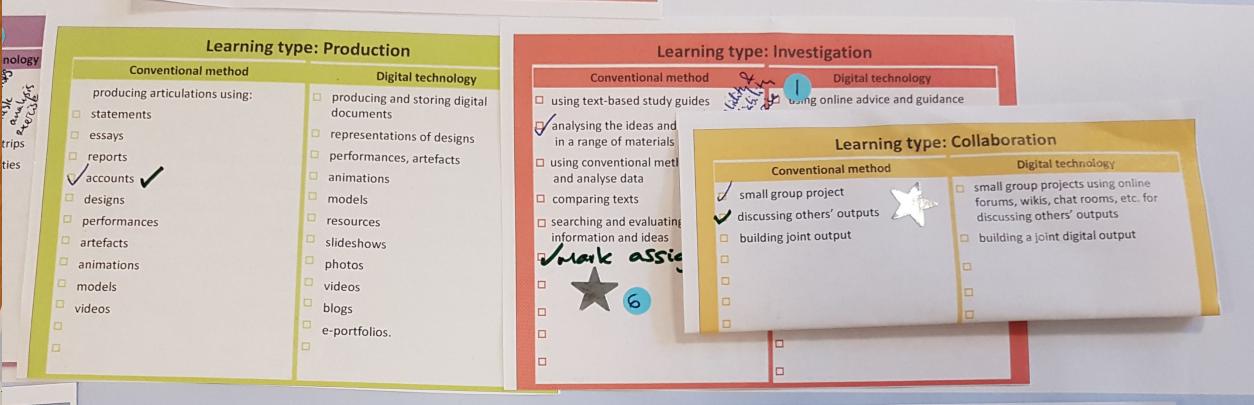
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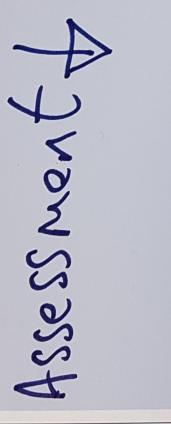


Sveučilište u Zagrebu Sveučilišni računski centar

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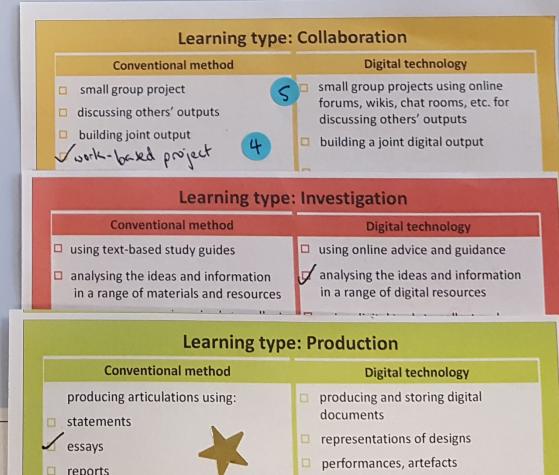


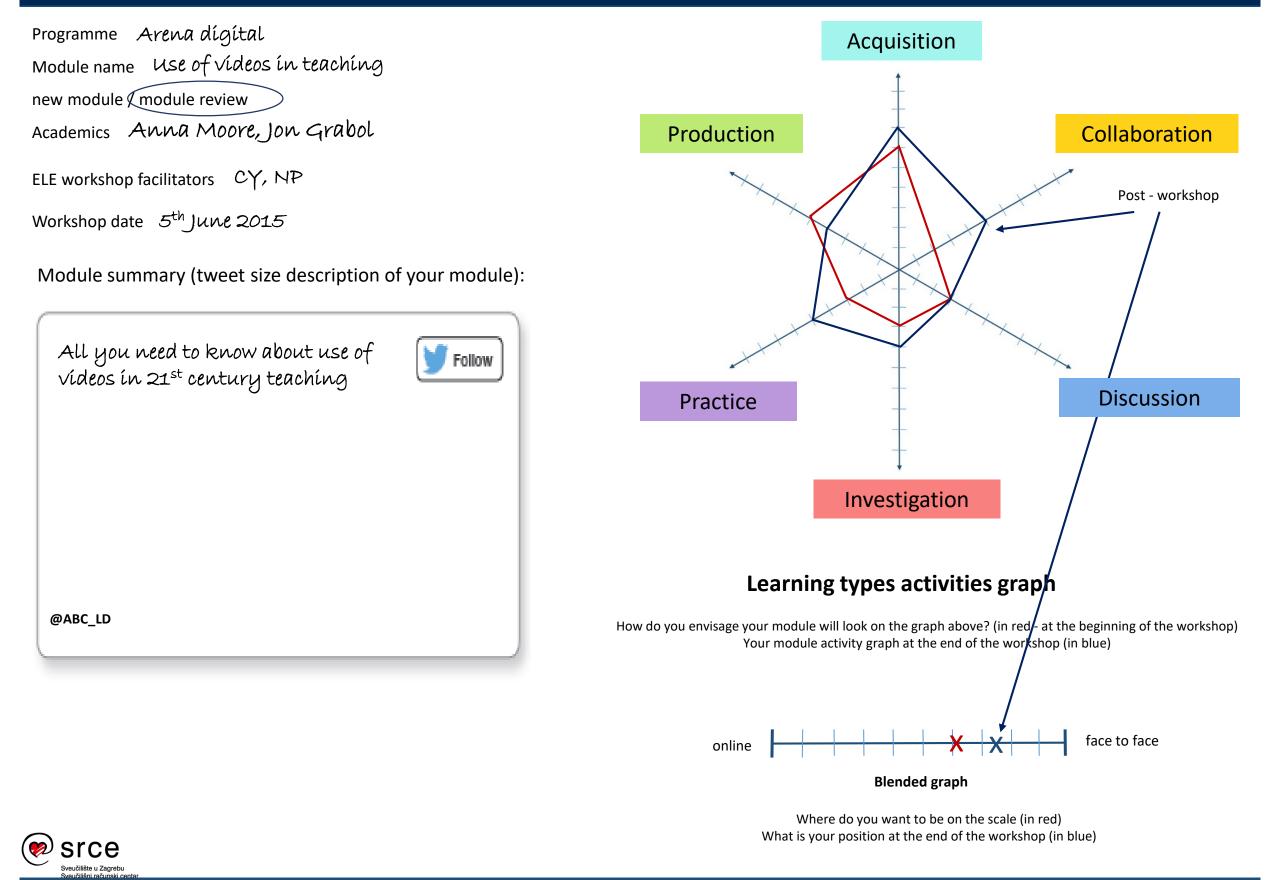




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veučilište u Zagrebu





#### **Action plan**

ction plan	Who/whe	n

Abd learning beign workshop by Gine Young and Natata Pennek, UCL (2018) Learning types, Leardiand, D. (2013). Reconstructional Multiple Horn https://blogs.acl.ac.uk/blog/