Application of remote experiments in a secondary school using MOOC approach

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10 contemporary pedagogy:

- 1. learning in informal settings
- 2. learning through argumentation
- 3. incidental learning (smartphones, games, fictions movie)
- 4. context-based learning from their experience
- 5. computational thinking /problem solving
- 6. learning by doing science with remote labs
- 7. embodied learning involves the interaction of the body with a real or simulated world
- 8. adaptive teaching by an adapted content for each student
- 9. analytics of emotions
- assessment measure and support the 21st-century competencies (automatic data collection with reach digital environments, e.g., online game-playing)





ODL project

Main task:

- to introduce the use of MOOCs in school curricula
- in conjunction with the STEM laboratories (online and hands-on).





MOOC 4D model

Nish Sonwalkar (2013)



INTERACTVITY: Intelligent Feedback Simulations Animation Games

LEARNING MODELS (L1-L5) apprenticeship (teacher– student interaction) incidental (using case study) inductive (using example) deductive (application usage), discovery (learning through experimentation)

SOCIAL CONSTRUCTION (discussion, wiki, facebook)





ODL: micro-MOOC

Content-load, time consuming and classroom activity

microMOOC









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micro-MOOC: structure

- Intro (text or short video) info about the topic of the study, or discussion topic, what will be assignment
- Lectures (usually, set of videos)
- Readings (suggested literature, wikipedia, pages from study book, provided copies from other books)
- Assignment (could be video/audio instruction): work on the forum





micro-MOOC: structure

- Evaluation:
 - Self-evaluation
 - Peer-evaluation
 - Teacher evaluation
 - Learning Analytics
- Usually self- and peer- evaluation uses





edX as a platform for micro-MOOC

- Open edX Studio (Authoring tool)
- The Open edX LMS (Learning Management System)
- Several Blocks implements assessment problem type in a platform
- Discussion forum





ODL MOOC Platform - LMS: Student's dashboard





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Inquiry method

- ENGAGE
- EXPLORE
- EXPLAIN
- EXTEND
- EVALUATE



Rodger W. Bybee



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Time schedule

Phase	Description	Time	Total time (min-max)
1	Topic Introduction	1-3 min	1-3
2	Student Engagement and Motivation	4-6 min	5-9
3	Initial Exploration of the virtual/remote Lab	3-6 min	8-15
4	Questioning - Stimulating curiosity	2-4 min	10-19
5	Performing virtual experiments I	2-5 min	12-24
6	Questioning - Stimulating reasoning	2-4 min	14-28
7	Performing virtual experiments II	2-5 min	16-33
8	Questioning – Providing reasonable explanations	2-4 min	18-37
9	Performing virtual experiments III	2-5 min	20-42
10	Questioning – Providing concluding remarks	2-5 min	22-47





Resistors in series connections





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micro-MOOC: basic requirements

- affective engagement of the students;
- harmonize learning process for students with different knowledge and interest;
- generating curiosity and leading to questions;
- a cognitive conflict;
- scientific investigation and explanation within the competence of the students involved;
- creating scientific knowledge;
- requiring the students to use inquiry skills to explain the involved phenomena;
- limiting time of use (1–2 lessons for the presentation and applying of remote/virtual labs





Future action

Creating the library of the microMOOCs and implementation in a class in the EU countries







THANK YOU!





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