

 Anonymous 2h

### Define: Learner Challenge (kmbrennan)



Currently, I ask learners to engage in a backward design approach to teaching and learning by asking them to write down their outcomes, assessments, and strategies. How might I engage them more deeply in mapping and design of their courses through the use of technology?

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 Anonymous 1m

### Learner Challenge Take 2 - flexibility (kmbrennan)

Initially, I thought that LucidSpark may be the best option for my learners, but to better align with my pedagogy and to increase access, I have decided to provide more flexibility in the tool that the learners can use and offer a list so that they may decide what tool they are most comfortable/familiar with using. Possible list:

- Miro
- Mural
- h5p documentation tool
- PowerPoint with Voiceover or Google Slides with audio to "talk it out"

process, and 3) lack of accountability to hold them to completing this part of the process.

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class, and I can use the discussion boards to allow students to post anonymously under different categories (like a Padlet), but not post them until everyone has had time to think and write something they are proud of.

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