

1. Which three experimenter activities did you choose to complete and why? Include the links to your Activity Bank responses.

1)UDL Explorer Challenge set - All the challenges were inspiring exciting and I chose Challenge 6 - Increasing Mastery Oriented Feedback . I plan to incorporate it in one of the assignments which is a group presentation where students can submit their lesson plan prior to the final delivery. This option offers room for constructive feedback which in turn will gauge their learning experience towards a better output.

<https://bank.ecampusontario.ca/response/mastery-oriented-feedback/>.

2) Padlet - Using Padlet in classrooms, especially in virtual mode seems to be an effective means to foster engagement and sharing of ideas and thoughts and classwork where learners feel safe and included.

<https://bank.ecampusontario.ca/response/padlet-activity-2/>.

3)Virtual Field Trips - I found this to be an immersive experience to complement the topics on climate change and global warming. I used Google earth time lapse to vividly showcase the gradual changes in glacier melting in Columbia, spanning decades.

<https://bank.ecampusontario.ca/response/google-earth-timelapse-climate-change/>.

4) Motivated by enthusiasm and curiosity, I tried GIF- Getting silly with Animated GIFs.This is my first experiment with GIF, creating one to illustrate the concept of empathy.

<https://bank.ecampusontario.ca/response/my-first-gif-empathy/>.

2. Identify and explain three overall lessons learned from experimenting with these three activities. How might you use these activities going forward in your teaching practice?

The experiences were incredible.I found this module extremely helpful in learning way to incorporate novel approaches to enhance learning. I can sense the waves of empowerment after each module and excited to put those into practice moving forward.

3. You were asked to complete at least one experimenter activity on a tablet or a smartphone.

- Identify the activity completed and on what type of mobile device?

Map crunch

- Identify and explain the advantages and challenges of using this technology tool on a mobile device.

Advantages - ease of access, interactive

Challenges- Costs of data usage, internet connectivity, device compatibility, not accessible for everyone

- Comment on how you might plan for an upcoming assignment to be completed on a tablet or a smartphone.

Quizzes

- Explain the steps you might take in making access to these devices available to all students.

In a virtual learning environment , it is evident that all the students have access to at least one digital device. In a face to face environment, I can facilitate support by directing the learners to student support services for loaners or suggest to use college resources.