

Enabling teaching staff for eLearning

- A generic project model using Open Content and Open Source solutions -

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How does an entry strategy for a sustainable deployment of eLearning look like ?

How to unleash the power of Open Source & Open Content ?

Lessons learnt from recent multiplier programmes:

Training about the subject “eLearning” is costly and the impact of this training is difficult to assess (the transfer phase towards deployment is risky)

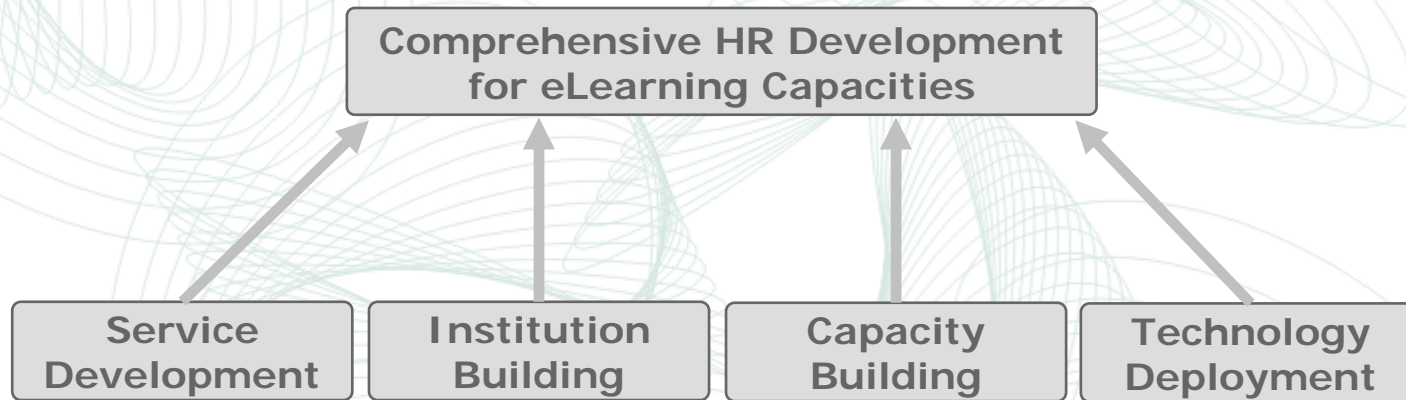
Conclusion:

Local stakeholders need to practice eLearning and –teaching along their job responsibilities within their institution (“action learning approach”).

Task:

1. to enable teaching staff without extensive face to face coaching
2. to hand over an open content / open source enabling package for institutional rollout

4 integrated vectors of a teacher enabling programme for eLearning



Open package:

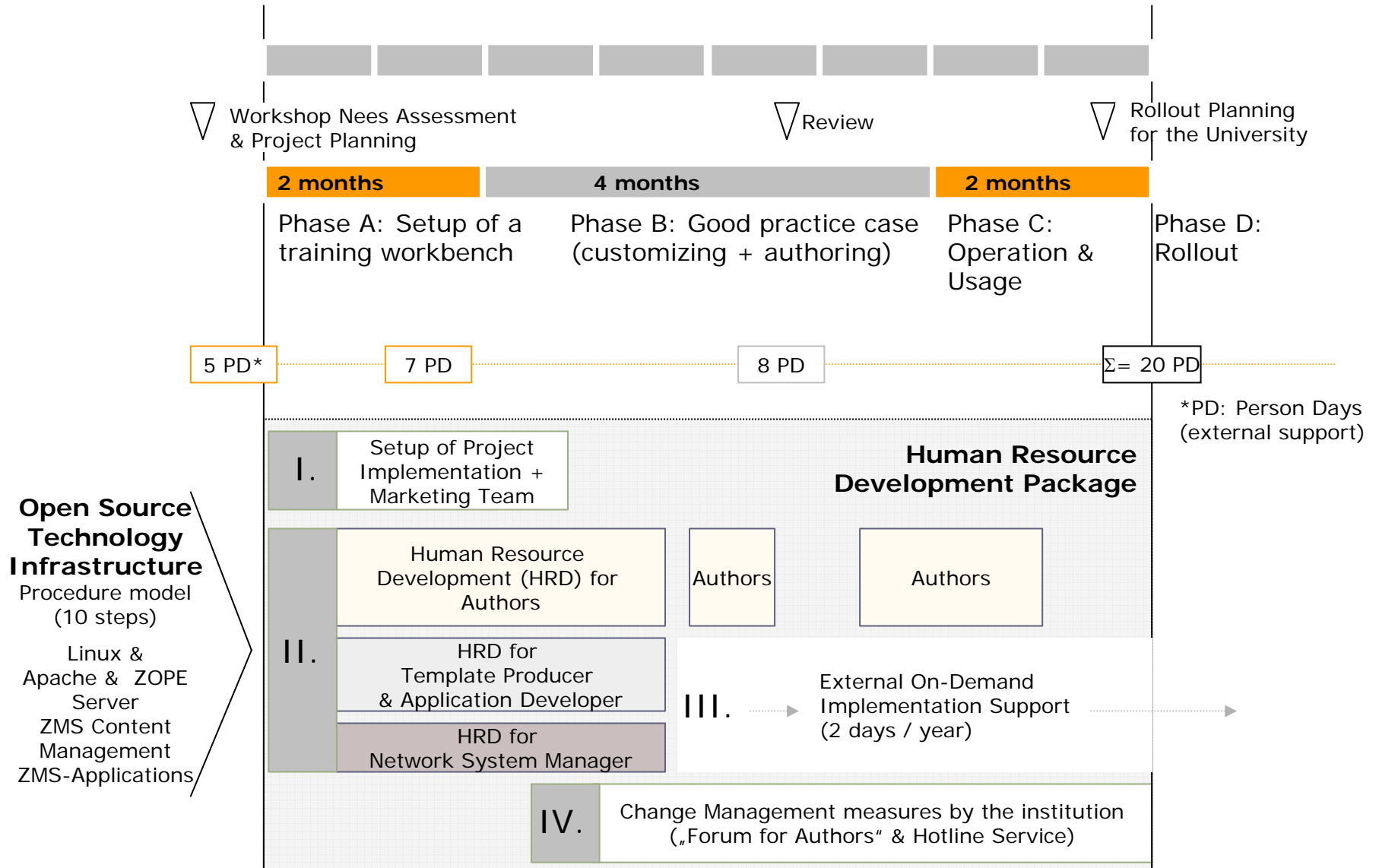
1. Tools & ICT-Infrastructure
2. Processes/Methodology
3. Standard Operating Procedures / Instructional Content

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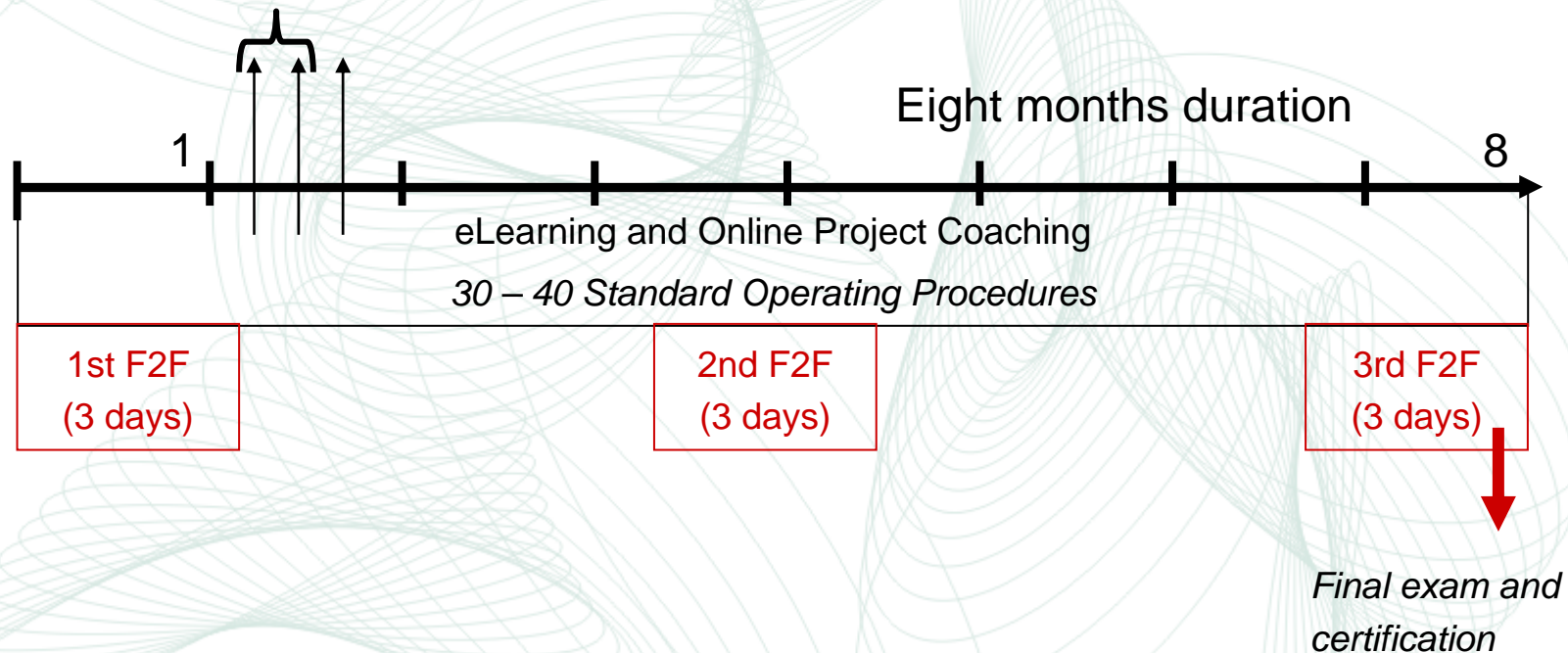
Applied in the GTZ/Crystal project www.crystal-elearning.net

Project model: Setup of Open Source based educational portals



How did we enable faculties ? Programme structure

12 – 15 working hours per week
1 **Standard Operating Procedure (SOP)** per week



Open courseware for institutional rollout (SOP examples)

SOP Nr.	SOP Subtitle	Learning Objective	L.-Hrs.
1st face to face workshop module			28
I. Project Management and Business Development			
1.1	Defining your product	to define the product; to position the	5
1.2	Managing your p		
1.3	Selecting a suitable license model		
1.4.1	Calculating course production costs		
1.4.2	Calculating your learning costs		
1.5	Reviewing your planning documents		
IVa) Running the Course			
4.1	Announcing a course	to write a course announcement	6
4.2	Registering course participants	to register participants according to a checklist	3
4.3	Start a course	to welcome and encourage learners	4
4.4	Learners support	to support learners	10
4.5	Assessing learners	to assess learners	3
4.6	Issuing certificates	to issue certificates	4
<i>EVENT Module: Game Based Learning (Yeepa)</i>			3
IVb) Product evaluation and service delivery			
4.7	Formative evaluation	to accomplish formative evaluation	8
4.8	Summative evaluation.	to accomplish summative evaluation	8
4.9	Revising courses	to write a revision plan and revise the course	20
3rd Face to Face workshop module and results presentation			28



Methodology: Action Learning

- Workplace coaching (instead of training)
- Learning activities are real job activities and are embedded into internal business processes
- Course modules are Standard Operating Procedures leading to a project result needed in the real job world
- Instructional model: WebQuest and accompanying portfolio assessment



The generic eLearning project model is composed of 7 main elements

1. Face to face workshops for TVET teachers base on an **Action Learning** approach; modules represent steps in a standard operating procedure
2. Outcome of each module and the complete programme is measured by a **Portfolio Assessment**
3. Re-usable online learning modules base on the **WebQuest** approach of San Diego State University
4. Media deployment follows „Technological Minimalism“
5. Distance education model is adapted from **Correspondence Schools**
6. Courseware production takes place according to the **Re-usable Learning Object** approach of CISCO and SCORM reference model
7. Content & Technology is open and the driving force is Service - Service – Service

Thank you for your attention

Questions, Comments ?