

Interactive teaching strategies in the virtual classroom

William Tang

School of Education and
Languages, OUHK

Flow of my sharing

Warm-up

Mini-Lecture

Classroom activities

Recap

After class activities





Warm-up

Mini-Lecture

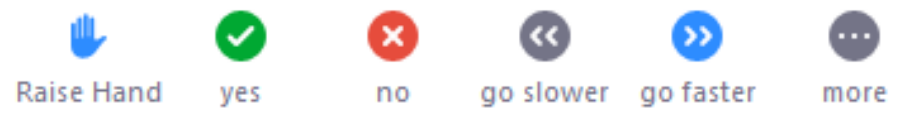
Classroom activities

Recap

After class activities

Warm-up

- Zoom: Raise hands and non-verbal feedback



Participants (4)



Ko Wai William Tang (Host, me)



Student A



Student B



Student C

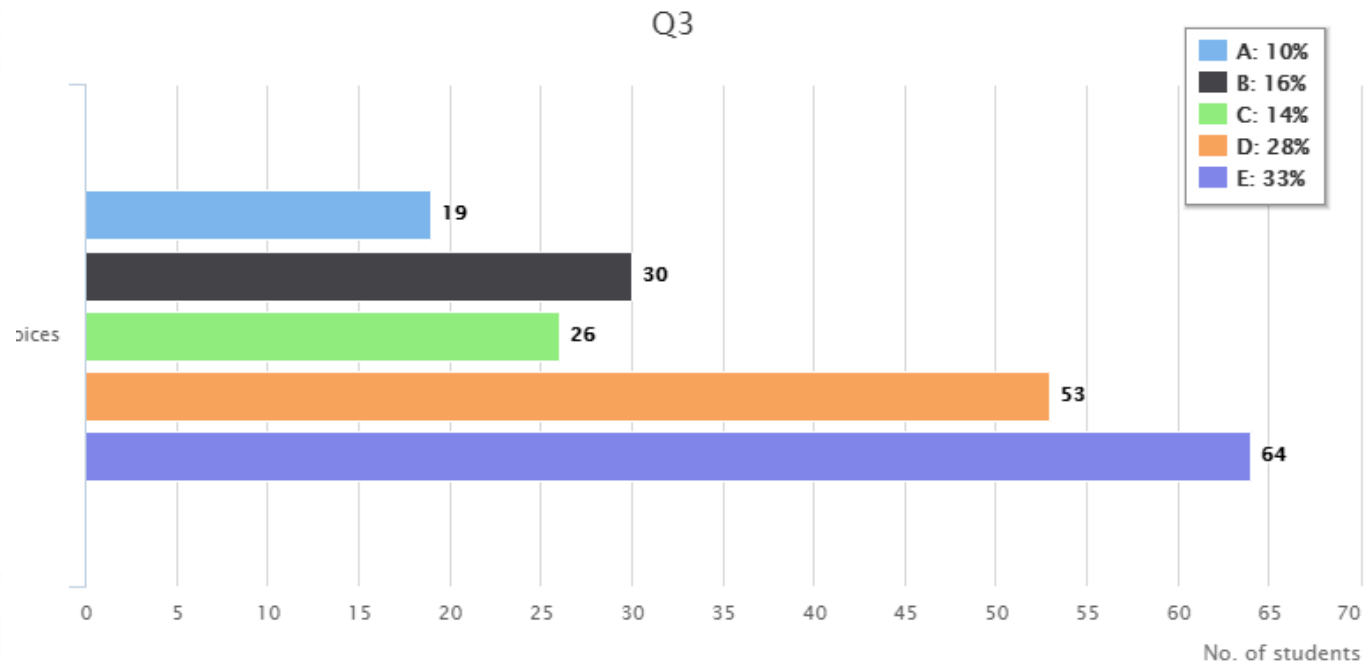


Warm-up

- Zoom: Polling or OLE Polling

在學習成果中，你認為自己在哪幾項有較大的改善空間？(可選擇多於一個選項)

- ☐ A. 符合道德地及負責任地使用、提供和互通資訊
- ☐ B. 識別和定義對資訊的需求
- ☐ C. 找出和獲取相關資訊
- ☐ D. 評估資訊和資訊提供者的權威、公信力及可靠性
- ☐ E. 提取和整理資訊以及產生新意念





Warm-up

Mini-Lecture

Classroom activities

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After class activities

Mini Lecture

- Introduce key concepts only
- Short Lecture: around 10-15 minutes
- Insert at least one interactive activities

3. 資訊科技如何能突破遊戲教學法的限制

Total no. of responses: 81

資訊科技能夠突破環境或空間的限制，因為幼兒能夠藉著互動遊戲或網上遊戲等形式學習，減少出現空間不足和


每位幼兒都能自行操作自己的電腦或平板電腦，教師無需管理幼兒之間的秩序問題，他們亦能從遊戲中學習。

老師可以設立時間限制。

遊戲教學法的限制是難以控制秩序管理問題，教學者可以在教學時把教學活動設計時器，這樣可以增加幼兒專

遊戲教學法的限制是秩序管理問題，需時長。當利用網上課件時，使用者會是一人或者連線至3人。不會出現排

Mini Lecture activities: OLE Class Activity + Attendance

 EDU E279CF - Class Activities All Class Activities ▾

Class Information

Lecture Group

L01

Date/Time

05/02/2020
10:00 - 12:00

Student List

L01 ▾

All ▾

Refresh

Hide

Student ID	Student Name ↑	Status	Action	Submission Date/Time
<input type="checkbox"/> 11656817	AU King Hei	✓	Edit	
<input type="checkbox"/> 12021350	AU Lai Sheung	✓	Edit	
<input type="checkbox"/> 12022959	CHAN Ching Yee	✓	Edit	
<input type="checkbox"/> 11939995	CHAN Hiu Ying	✓	Edit	
<input type="checkbox"/> 11831475	CHAN Nok Yiu	✓	Edit	
<input type="checkbox"/> 10271960	CHAN Shuk Ting	✓	Edit	

04. Unit 1 P.5 答題紙

學生編號:

- 資訊科技應用與幼兒教學創新有什麼關係？

(100%)

儲存

提交

Time left: **00:00** Total: **92**

04. Unit 1 P.5

Ans. Analysis

Closed! Student submission is not allowed.

Open for submission

Schedule
start
date/time:

Open
duration:

Update

Mini Lecture activities: OLE Class Activity + Attendance

	A	B
1	Q1	Q2
2	遊戲式課件能有效提升幼兒學習動機，例如：加遊戲式課件中當中加入競賽元素以提高刺激性。亦會加入合作元素，讓幼兒透過彼此合作完成學習任務，藉此培養幼兒互相合作的精神。	遊戲式課件會令幼兒較為容易分心，因為他們可能只專注於遊戲裏並不是用來學習。而且過多的遊戲量也可能讓他們沉迷。
3	遊戲設有趣味性和挑戰性，幼兒能從玩遊戲的過程中學習。	過多遊戲量，可能讓幼兒沉迷，甚至成癮；長時間玩遊戲對身體造成影響，例如肌肉疲勞、精神緊張。
4	能夠提升幼兒學習興趣	不多夠正式
5	每一個幼兒都喜歡遊戲，以遊戲式的課件可以吸引幼兒的的注意力和集中力，無意間提高了他們的學習動機，過程中從遊戲學習。另一方面，此課件加入競賽元素，幼兒不再單一學習，過程中有比較成分，可以增加學習氣氛，有一個目標方向。再者，課件也加入合作元素，幼兒可以學習到互相幫助的精神。	幼兒長時間利用以遊戲為本的課件學習可能會令他們沉迷於遊戲中，忘記其學習的重要性，而且課件加入競賽元素，對於一些自信心的幼兒來說，如在過程中輸了，可能會進一步打擊他們的自信心，對他們來說不是一件好事。
6	能為幼兒提供參與學習活動的學習動機，而且有競爭元素的話。可讓幼兒更投入學習活動參與比賽。最終有效地學習到知識。	但如果通過遊戲式，有可能令幼兒分心。他們可能沉迷遊戲忘記學習。

		2020/1/22 10:00 - 12:00		2020/2/5 10:00 - 12:00		2020/2/13 10:00 - 12:00		2020/2/16 10:00 - 12:00	
Student ID	Name	Status	Time	Status	Time	Status	Time	Status	Time
12020740	LEUNG Hoi Yiu	present	2020/1/22 11:33:11	present	2020/2/6 0:38:59	present	2020/2/15 23:57:35	present	2020/2/16 17:30:23
11962255	TSANG Han Yan	present	2020/1/22 11:32:10	present	2020/2/11 17:31:31	present	2020/2/17 19:01:53	present	2020/2/16 23:48:38
11633459	CHEUNG Chung Hang	present	2020/1/22 11:33:06	present	2020/2/5 23:26:14	present	2020/2/19 17:24:14	present	2020/2/16 17:32:58
12019620	WONG Si Han	present	2020/1/22 11:32:12	present	2020/2/6 13:13:12	-	-	present	2020/2/16 17:37:11
11960490	LIAM Hong Lam	present	2020/1/22 11:37:46	present	2020/2/7 14:28:47	present	2020/2/19 23:42:11	-	-
11966490	CHIU Wing Shu	present	2020/1/22 11:39:27	present	2020/2/6 0:40:13	present	2020/2/15 1:28:04	present	2020/2/16 17:31:37

Mini Lecture activities: Google Form

- Google Form

Add File/Content

Back to List Save / Upload

Type : ☐ File ☒ Link ☐ Remark

Title : IT Quick Quiz

URL : <https://docs.google.com/forms/d/e/1FAIpQLScFBS4V8-> [+] OLE links

Week :

Week 02
Week 03
Week 04
Week 05

 Readers :

ALL
Student Group 01

EDUE279CF 單元一活動二

*必填

電郵地址 *

您的電郵地址

學生編號 *

請輸入8位數字學生編號，並不要輸入"S"

您的答案

英文姓名 *

請以英文填寫，如 Chan Tai Man

您的答案

資訊科技應用與幼兒教學創新有什麼關係？ *

您的答案

您的回應副本將會電郵到您提供的地址。

提交

請勿透過 Google 表格提交密碼。



Warm-up

Mini-Lecture

Classroom activities

Recap

After class activities

Classroom activities

- Two types of classroom activities
 - *Discussion based*
 - *Task based*



Discussion based activities

- Zoom: Breakout rooms
- Google Documents

Define "IT in Education".

The use of computer tech in learning; teach students to make use of computers and the Internet to enhance learning experience.

For teachers, it is the use of technology to enhance teaching in schools. For example, using PowerPoint, videos, etc..

IT in education helps students to know the basic functions (e.g. typing in English and Chinese) and usage of computers and softwares like the Microsoft Office.

IT in education prepares students for their future career in the modern digital world.

The teaching and learning in Information Technology, the technology with the multimedia that enhance teaching and learning.

(Use IT to improve the students' learning outcomes across the curriculum)

IT in education = the future of education. (sadly) imagine using AI to replace teachers... just the thought of this is scary to me.

Information Technology is used to teach students with no geographical boundaries or students learn by themselves

MAY

► 28 May, 16:41

Current version

- XU
- LEUNG
- CHAN
- WONG
- LAM
- LAM
- YEUNG
- CHEN
- KEUNG
- HU
- William Tang

28 May, 15:34

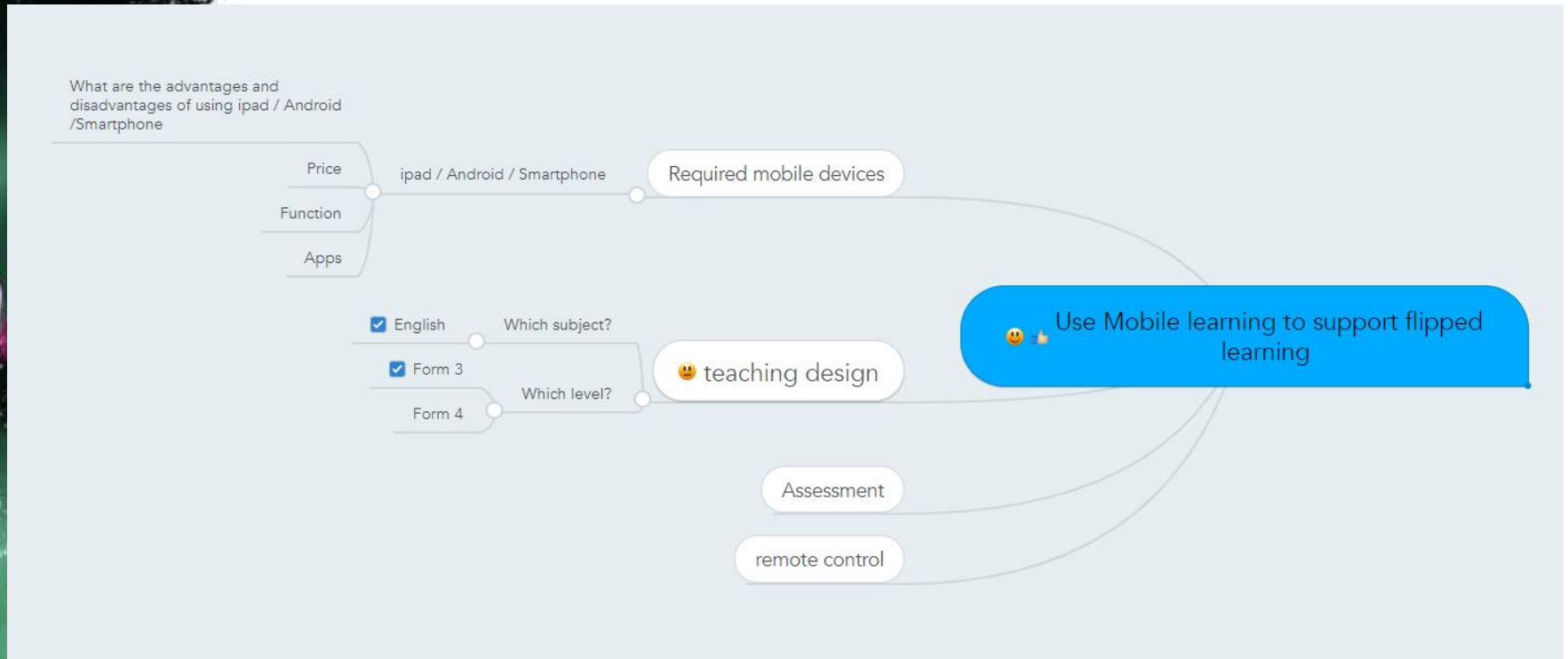
● William Tang

28 May, 15:32

● William Tang

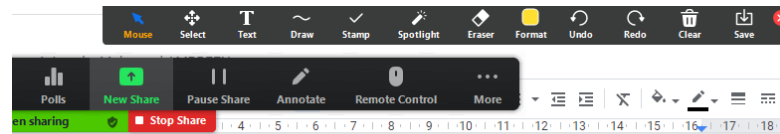
Discussion based activities

- Collaborative mind map (e.g. mindmeister, minddomo)



Discussion based activities

- Presentation and peer evaluation –
Zoom: Collaborative annotation



Level 1-2 (low level): Remembering the taught knowledge and constructing their own meaning (through the quiz)				
Level 3-4 : Applying and Analyzing				
Learners' activities				
1. Exchanging information and ideas with classmates (Discussion, information gap) 2. Comparing differences between each other's ideas 3. Presenting information to a group of audience				
Teaching materials / aids (technology)				
PowerPoint slides, tablets for in-class activities, lucky draw chits				
Educational apps: Kahoot! and drawing apps				
Assessment (formative)				
1. Completing Kahoot! pop-up quiz on friendship 2. Drawing relationship maps				
Time	Step	Interaction	Procedures	Materials
3 mins	1	T-S	- Handle lesson matters (e.g. homework collection, distributing marked exercises)	Computer
2 mins	2	T-S	- Ask the students some warm-up questions & explain the objectives of the lesson	PowerPoint slides

How to use?
What is it?

Task based activities

- Replace some lectures with video
- Individual consultation by using breakout room

Unit 05



Unit 5 Hot Potatoes Exercise



Unit 5 Exercise Video



Unit 5 Section G Video



Unit 5 Section F Video



Unit 5 Section E Video



Unit 5 Section D Video



Unit 5 Section C Video



Unit 5 Section B Video



Unit 5 Section A Video

Unit 5 Using IT tools in learning and teaching – Hot Potatoes

EDU E350F IT for Teaching

B. JQuiz

JQuiz creates question-based quizzes. You can create MC, short answer, hybrid and multi-select question. Some feedback can be provided to students for all options (correct or wrong answers).

Steps for creating questions by using JQuiz

1. Click **JQuiz** button on Hot Potatoes main menu.



Posted 16 Jun

Task based activities – Google Classroom

Overall mark	25 Jul Unit 10 PowerPo... out of 100	17 Jul Unit 9 Activity ... out of 100	14 Jul Unit 9 Activity ... out of 100	23 Jun Unit 6 YouTube... out of 100	18 Jun Unit 6 Google... out of 100	18 Jun Unit 5 Hot Potatoes... out of 100	18 Jun Unit 4 Self-... out of 100	4 Jun IT Lesson plan (pe... out of 100	8 Jun Unit 3 IT Lesson... out of 100	4 Jun IT Lesson plan gro... out of 100
97.62%	97.14	100	100	98.33	100	98.57	90	100	N/A	N/A
100%	Missing	Missing	Missing	100 Done late	100 Done late	100 Done late	100	100	Not assigned	Handed in Done late
100%	100 Done late	100	Missing	100 Done late	100 Done late	100	100	100 Done late	Not assigned	Not assigned
100%	Missing	Missing	Missing	Missing	100	100	100	100	Not assigned	Not assigned
93.33%	Missing	Missing	Missing	—/100 Done late	100 Done late	80 Done late	—/100 Done late	100	Not assigned	Not assigned

Unit 5 Hot Potatoes Exercise 3 1

18 Unit 5 Hot Potatoes Exercise 2 1

18 Jun, 23:59

100/100



Sign in - Google Accounts
<https://sites.google.com/stu...>



Sign in - Google Accounts
<https://sites.google.com/stu...>

3 private comments



William Tang 19 Jun

I can't find Hot Potatoes Exercise on Google Sites



William Tang 20 Jun

Please handle all images on matching exercise.



Mahmood AMBREEN 21 Jun

I just fixed it.

2 private comments



Christina CHAN 17 Jun

I don't know why I couldn't submit the URL '<https://sites.google.com/study.ouhk.edu.hk/20-christinachan>'

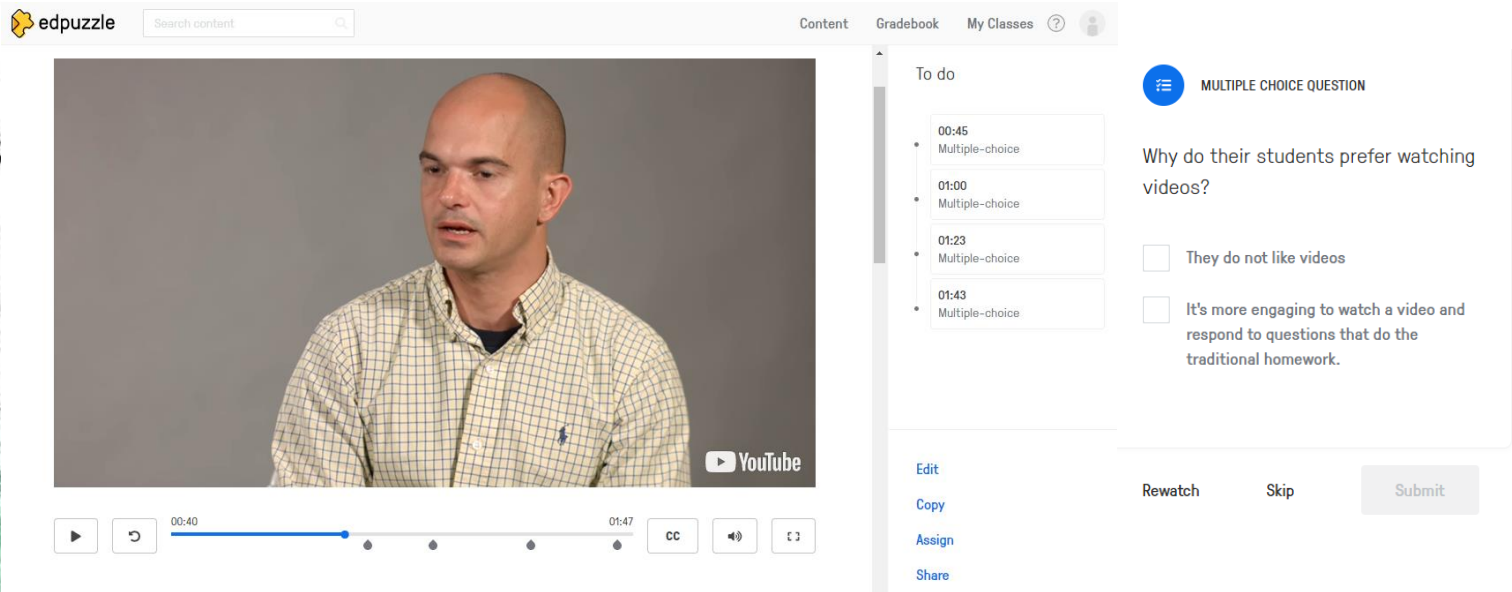


William Tang 17 Jun

1. No question on quiz (you have the textbox only)
2. No image on matching page

[View details](#)

Task based activities - Edpuzzle



edpuzzle Search content

Content Gradebook My Classes

To do

- 00:45 Multiple-choice
- 01:00 Multiple-choice
- 01:23 Multiple-choice
- 01:43 Multiple-choice

MULTIPLE CHOICE QUESTION

Why do their students prefer watching videos?

☐ They do not like videos

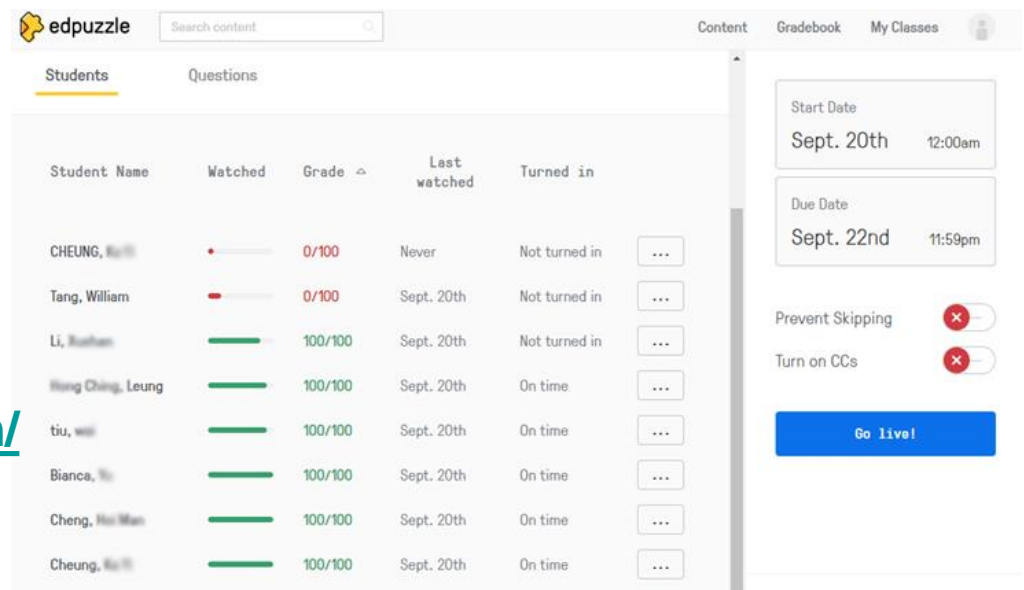
☐ It's more engaging to watch a video and respond to questions that do the traditional homework.

Rewatch Skip Submit

Edit Copy Assign Share



<https://tinyurl.com/200918a>



edpuzzle Search content

Content Gradebook My Classes

Students Questions

Student Name	Watched	Grade	Last watched	Turned in	
CHEUNG, Kelli	<div><div></div></div>	0/100	Never	Not turned in	...
Tang, William	<div><div></div></div>	0/100	Sept. 20th	Not turned in	...
Li, Ruthan	<div><div></div></div>	100/100	Sept. 20th	Not turned in	...
Hong Ching, Leung	<div><div></div></div>	100/100	Sept. 20th	On time	...
tiu, wei	<div><div></div></div>	100/100	Sept. 20th	On time	...
Bianca, Yi	<div><div></div></div>	100/100	Sept. 20th	On time	...
Cheng, Ho Man	<div><div></div></div>	100/100	Sept. 20th	On time	...
Cheung, Kelli	<div><div></div></div>	100/100	Sept. 20th	On time	...

Start Date
Sept. 20th 12:00am

Due Date
Sept. 22nd 11:59pm

Prevent Skipping ☒

Turn on CCs ☒

Go Live!



Task based Video Lecture – Class Management

- Teacher
 - *Stay in Zoom, answer questions in Chat Room*
 - *To solve some individual technical problem – Use private room (i.e. breakout room function) and remote control students' computer (if necessary)*
- Students
 - *Click “Raise hand” button if they finish*



Warm-up

Mini-Lecture

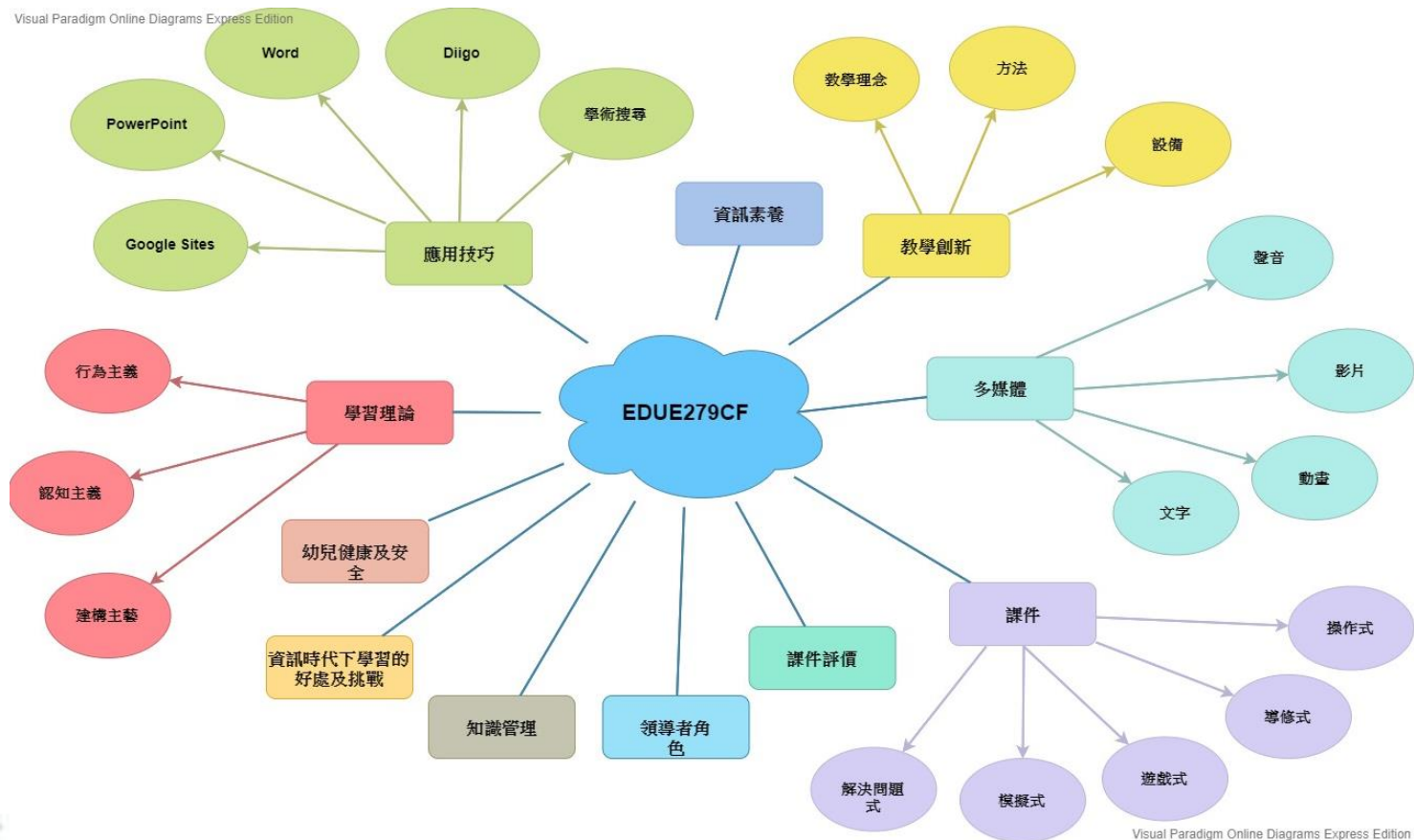
Classroom activities

Recap

After class activities

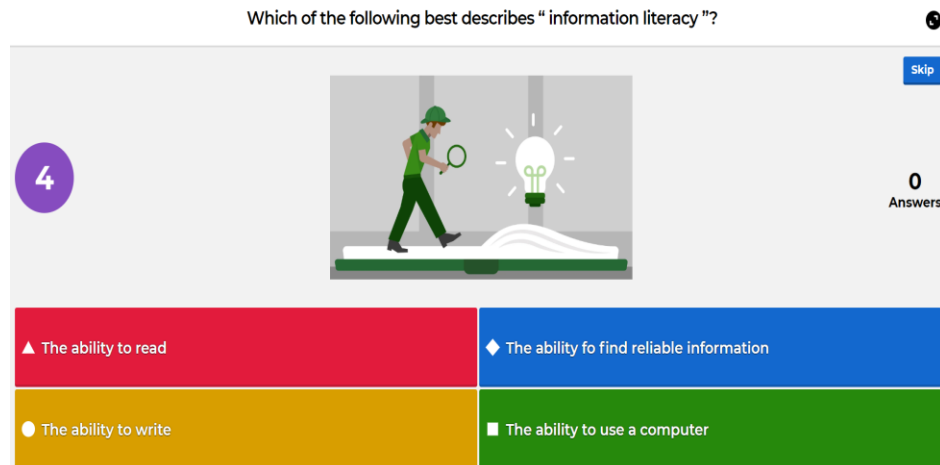
Recap – Mind map

- Mind map: It can be a summary of a lesson or summary of a course

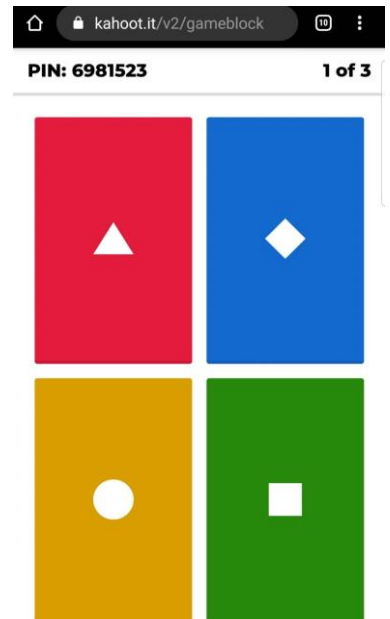


Recap - Kahoot

- Sample Kahoot question on large screen / zoom



- Sample students' view on mobile device





Warm-up

Mini-Lecture

Classroom activities

Recap

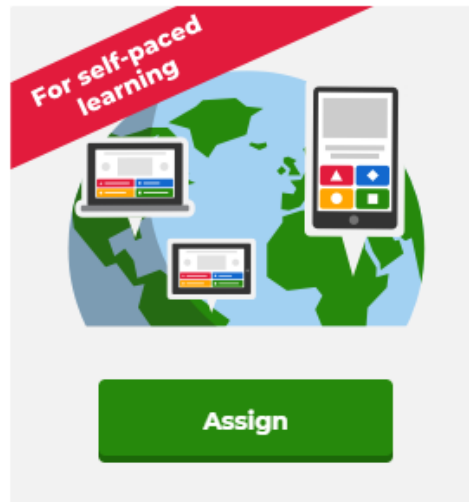
After class activities

After-class activities – Kahoot!

Choose a way to play this kahoot



Play a live game together with learners over video or in class



Assign a challenge game to learners who play it at their own pace



Game PIN: 03238553
<https://tinyurl.com/200918b>

Scoreboard

Challenge 🏆 **Ends in 20 days**

Start date: Sep 8 2020, 10:19 pm

End date: Sep 28 2020, 12:00 pm

Hosted by edue350f

Next		
1	chan chloe	1985 ▲
2	VW	1918 ▲
3	walalala	1909 ▲
4	hello	1884 ▲
5	Emily.W	1883 ▲
19	William	955



After class activities

Flipped classroom
concept

Warm-up (Next Lecture)

Mini-Lecture

Classroom activities

Recap

Teaching – YouTube channel

The screenshot shows the YouTube channel page for EDUE279CF 網上學習頻道. The channel has 93 subscribers. The page layout includes a header with navigation tabs (Home, Videos, Playlists, Channel, Discussion, About) and a search icon. The main content area features a 'Channel introduction' video (4:34) circled in red. Below this is a 'Focus of the week' section (circled in red) with a '全部播放' button. This section displays four video thumbnails with titles and view counts: '作業二第一部份有什麼需要注意?' (237 views), '課程概念的mind map 可以點做?' (147 views), '作業二第二部份有什麼需要注意的地方?' (235 views), and '考核作業注意事項' (169 views). At the bottom, the '所有播放清單' (All Playlists) section shows six playlists, each circled in red: '考核作業' (25 videos), '大課' (33 videos), '導修課' (47 videos), '活動討論' (13 videos), 'Q&A' (9 videos), and '本周焦點' (4 videos). Each playlist has a '查看完整的播放清單' link.

EDUE279CF 網上學習頻道
93 位訂閱者

主頁 影片 播放清單 頻道 討論 關於

頻道簡介
EDUE279CF 網上學習頻道 • 收看次數：312 次 • 6 個月前

Channel introduction

本周焦點 ▶ 全部播放

Focus of the week

作業二第一部份有什麼需要注意?
EDUE279CF 網上學習頻道
收看次數：237 次 • 4 個月前

課程概念的mind map 可以點做?
EDUE279CF 網上學習頻道
收看次數：147 次 • 4 個月前

作業二第二部份有什麼需要注意的地方?
EDUE279CF 網上學習頻道
收看次數：235 次 • 4 個月前

考核作業注意事項
EDUE279CF 網上學習頻道
收看次數：169 次 • 4 個月前

所有播放清單

考核作業
EDUE279CF 網上學習頻道
查看完整的播放清單

大課
EDUE279CF 網上學習頻道
查看完整的播放清單

導修課
EDUE279CF 網上學習頻道
查看完整的播放清單

活動討論
EDUE279CF 網上學習頻道
查看完整的播放清單

Q&A
EDUE279CF 網上學習頻道
查看完整的播放清單

本周焦點
EDUE279CF 網上學習頻道
查看完整的播放清單

Examination Lecture Tutorial Discussion

Teaching – YouTube channel

概覽

觸及率

互動

目標對象

您的頻道目前錄得 **14,926** 次收看

觀看次數

14.9K

觀看時間 (小時)

504.9

訂閱人數

+93



Teaching – YouTube channel

Comments from course evaluation (in Chinese)



導師創建了一個youtube channel 讓我們能夠重溫教學內容，而且短片內容簡而精，十分方便。

老師勇於協助及解決學生的疑難，提供不同方面的資訊，例如 youtube channel，令學生更能理解相關內容及能重複收看教授內容，辛苦老師了！

除左zoom 仲會拍片教 好清晰

於停課期間，老師十分用心，設立 YOUTUBE 頻道教授課堂內容和重點，不但使我更易理解筆記上的指引，可逐一跟從影片所教的步驟外，還能方便我在非實時教學時重覆地觀看教學影片。

Concluding Remarks

- Tools for creating interactive activities: Zoom, OLE Polling, OLE Class Activity, Google Form, Google Documents, Google Classroom, Mindmeister, Minddomo, Edpuzzle, Kahoot, YouTube Channel
- “Technology is just a tool. In terms of getting the kids working together and motivating them, the teacher is the most important.”
(From Bill Gates)



