

資訊科技教育教學法系列：
在中學英國語文科運用學習管理系統 (LMS) 及
資訊科技工具 (IT TOOLS) 發展學生的自主學習能力 (SDL)



香港中文大學學習科學與科技中心 CLST

Centre for Learning Sciences and Technologies (CLST)
The Chinese University of Hong Kong



課程目標

本課程旨在：

介紹如何在中學英國語文科運用學習管理系統及資訊科技工具發展學生的自主學習能力。



課程內容

1. 簡介現行可用作**促進學生自主學習**的學習管理系統及資訊科技工具的基本操作、限制及最新功能；
2. 於學習管理系統製作簡單**電子學習材料**、**電子評估活動**、**發放材料及收集學生課業與回饋**的基本技巧；
3. 透過**學校個案**，探討如何運用可整合至學習管理系統的資訊科技工具進行學習活動，以促進學生自主學習；
4. 就**不同的學習管理系統**及資訊科技工具在中學英國語文學科的應用作**比較**；
及
5. 有效運用學習管理系統及資訊科技工具進行**面授課堂**及**實時網上授課**。

課堂安排 (第一節)

目標：

1. 有關**自主學習 (SDL)** 的相關學理
2. 不同**學習管理系統 (LMS)** 及**資訊科技工具 (IT TOOLS)**的基本操作、限制及功能
3. 於學習管理系統製作簡單**電子學習材料**、**電子評估活動**、**發放材料**及**收集學生課業與回饋**的基本技巧



課堂安排 (第一節)

1. 有關**自主學習 (SDL)** 的相關學理
2. 不同**學習管理系統 (LMS)** 的基本學教功能、共通元素、使用限制及最新發展功能
3. 不同**資訊科技工具 (IT TOOLS)** 的基本學教功能、共通元素、使用限制及最新發展功能
4. 學習管理系統製作簡單**電子學習材料**、**電子評估活動**、**發放材料及收集學生課業與回饋**的基本技巧
 - a. 實際應用及操作：VLE (HKEdcity)
 - b. 實際應用及操作：Google Classroom
5. 習作講解

導師簡介

梁靜巒

Leung Ching Luen, Jenny

BBA (HON) / PGDE (Secondary English) / MA, CUHK / MFA, HKAPA

大光德萃書院廿一世紀教學設計統籌

香港翻轉教學協會秘書

Flipped Learning Global Initiative Asia Faculty Member

Google Certified Innovator & Trainer

Apple Distinguished Educator

WhatsApp Group

<https://chat.whatsapp.com/D AgtFZPEy9cHsKKaQ EtSpc>



疫情下的學與教 支援學生在家學習的重要性

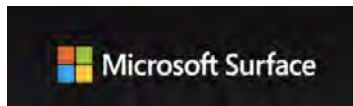
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停課不停學 疫情下的學與教



流動電腦裝置 + 無線網絡環境 = 提升學習效能?



Google
Pixelbook

Apple iPad Pro



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課前導讀 分組討論

自主學習 (SDL)

1. 疫情下，你認為學生是否能夠做到自主學習？
2. 如有，他們具備那些學習特徵？
3. 如無，他們欠缺的是甚麼？
4. 你所期望學生能在英國語文科中的自主學習是怎樣的？



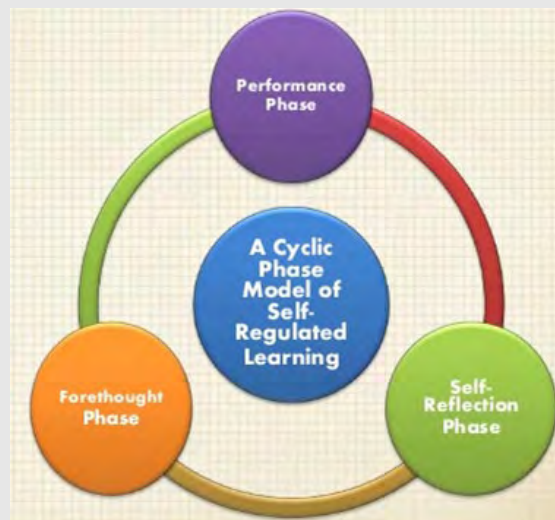
1. 有關自主學習 (SDL) 的相關學理



元認知取向 (西方)

Zimmerman 分析的 SRL 是過程模式(process model) , 分為三個階段

- 前備 (forethought)
- 表現 (performance)
- 自我反思 (self-reflection)



元認知取向（西方）

前備(Forethought)

- 在學習的早期前備階段便要鞏固及提升學習動機，建立學習習慣及態度
- 理解學生的性格強弱項、學習類型，透過活動提升自信及自我效能感，建立短期可達至的學習目標，長遠的期望，養成良好生活作息、時間管理、情緒及壓力控制等
- 手冊形式的學生學習概述(profile)，定期師生關懷式對話，班級經營的針對性活動都是這階段的策略點子



Prep Time

Consultations

No school bell

SEL lessons

Social Emotional Learning
ATLs

Positive
Education
assembly

Meeting with the principal

Goal-setting meeting

Character Traits Reflection



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元認知取向（西方）

表現(Performance)

- 在表現階段，就要培育認知學習策略(cognitive strategies)及行為，學習各種學習技巧，例如做筆記、搜集及整理資料、連繫不同的學習概念
- 不同形式(文字、圖表、數據) 記錄所學，就成為這一階段的行動計劃
- 思維能力的培育亦應在各學習領域中體現，包括邏輯、水平、系統、擴散、創意、解難及批判等能力



元認知取向（西方）

自我反思 (Self-reflection)

- 到自我反思階段，反省、監控、調整目標、自我探究、評鑑學習及工作效果等
- 這可能已經不是靠學習策略等小點子而成就，而是隨知識的大量增長，對追求知識的學習慾望及強烈好奇而積累
- 即是說學習者已擁有相當豐厚的知識，有廣泛的閱讀，才容易從中作反思及深入探究



分組討論

自主學習 (SDL)

1. 你在英國語文課程中，運用了什麼策略提升學生的自主學習？
 - 試以Zimmerman的SRL過程模式來討論3個不同階段的自主學習策略。
 - Forethought (e.g. motivation, learning habit, goal setting)
 - Performance (e.g. cognitive strategies, logical, critical & creative thinking)
 - Self-reflection (e.g. reflection, evaluation, review and making adjustment)



Choices matter:

How to empower students and
motivate them to learn with UDL



“ Not Original





Illustrate this butterfly and annotate different parts of the butterfly on your illustration.

Identify what type of living organism a butterfly is with the features that you can find.

**Knowledge
or Skills
needed?**



Illustrate this butterfly and annotate different parts of the butterfly on your illustration.

Identify what type of living organism a butterfly is with the features that you can find.

Approaches
to
teaching

Designed to remove barriers to learning

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Task 1

Read the texts or watch the videos to learn more about UDL.

<https://bit.ly/cuhkclstlmssdlengdec1udl>



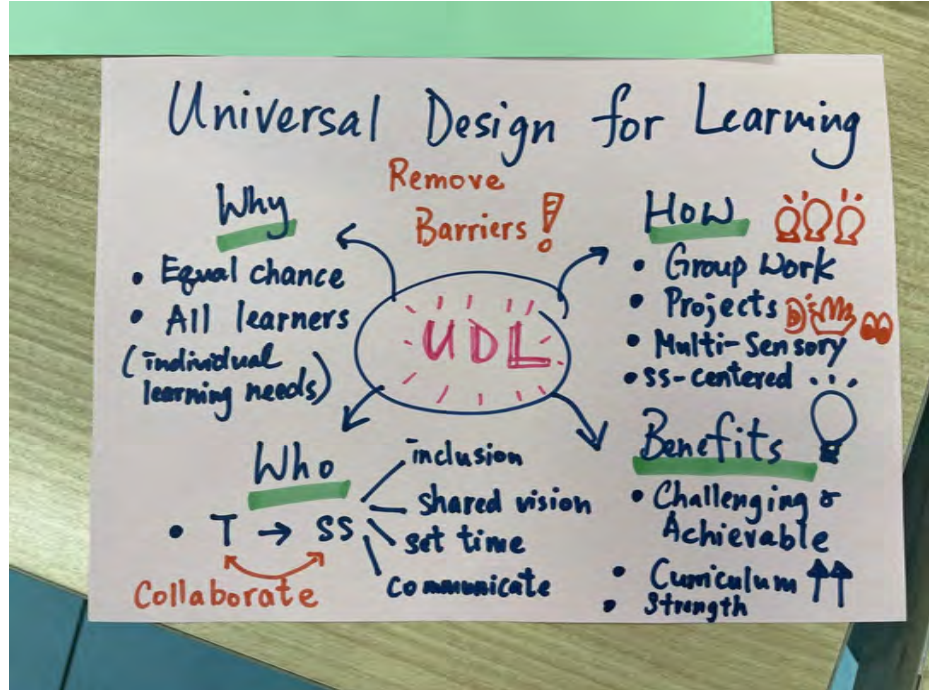
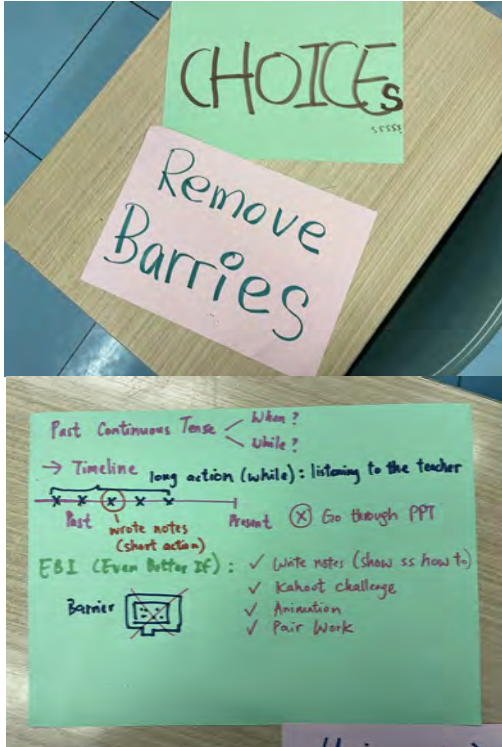
Task 2

In pairs / groups or just individually, share what you've learned about UDL. *(3 minutes)*

You may use one of the following ways to share your understanding: *(12 minutes)*

- A foldable
- A short video (no more than 2 minutes)
- A slideshow
- A speech (no more than 2 minutes)
- A poster
- A summary (no more than 150 words)
- A diagram
- A skit





What is a foldable?

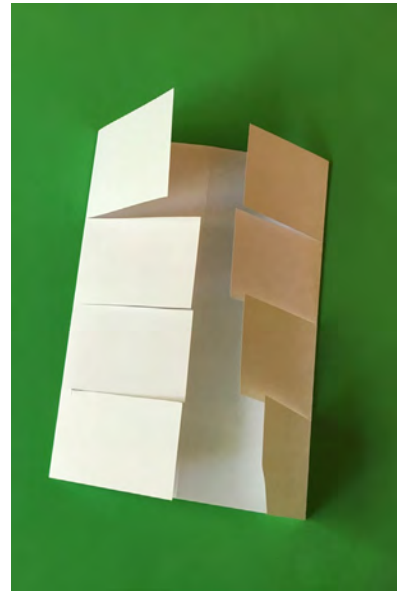
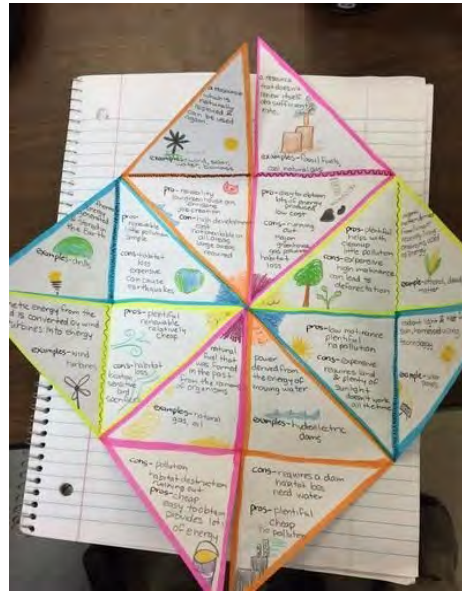
PARENT HANDBOOK EDITABLE FLIP BOOK

By A Spoonful of Learning

Mrs. Miller's Parent Handbook

- Welcome
- Weekly Newsletter
- School Hours & Absences
- Breakfast, Lunch, & Specials
- Transportation
- Classroom Management
- Purple Folders

Option 1: FOLDABLE NO cutting!



Three Principles of UDL

Why?

Multiple Means of Engagement

Stimulate motivation and sustained enthusiasm for learning by promoting various ways of engaging with material.



What?

Multiple Means of Representation

Present information and content in a variety of ways to support understanding by students with different learning styles/abilities.



How?

Multiple Means of Action/Expression

Offer options for students to demonstrate their learning in various ways (e.g. allow choice of assessment type).



“ Choices matter



Objectives?



Illustrate this butterfly and annotate different parts of the butterfly on your illustration.

Identify what type of living organism a butterfly is with the features that you can find.

How to design a lesson with UDL?

Let's do a 10-minute design sprint!





Design
Sprint

Protocols

Safe space - ~~self-edit~~

Be mindful

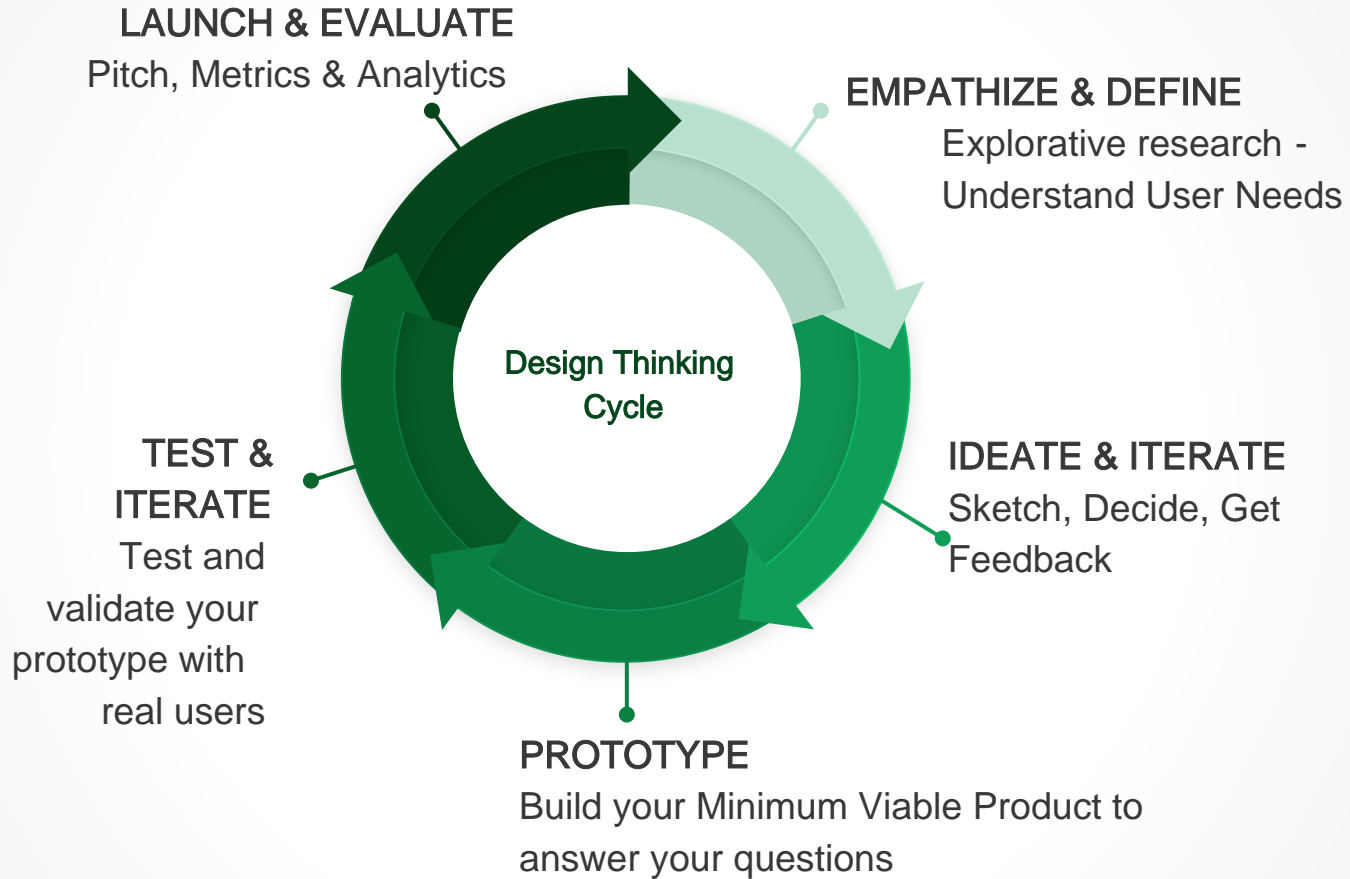
Share the air

Hold your ideas lightly

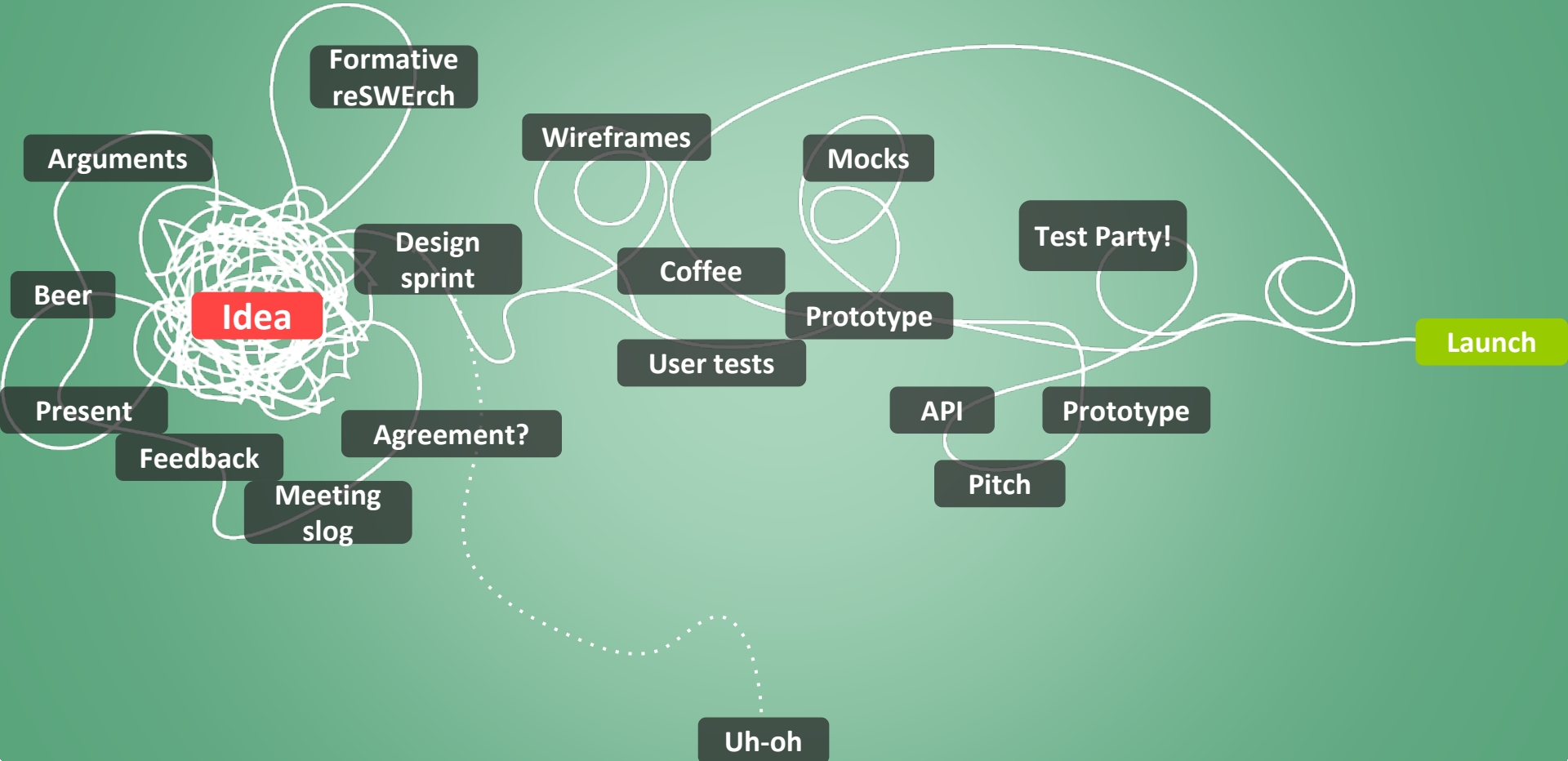
Be kind, specific & helpful

Be aware of our assumptions & biases

Take a deep breath, smile and enjoy



What really happens



Breakouts

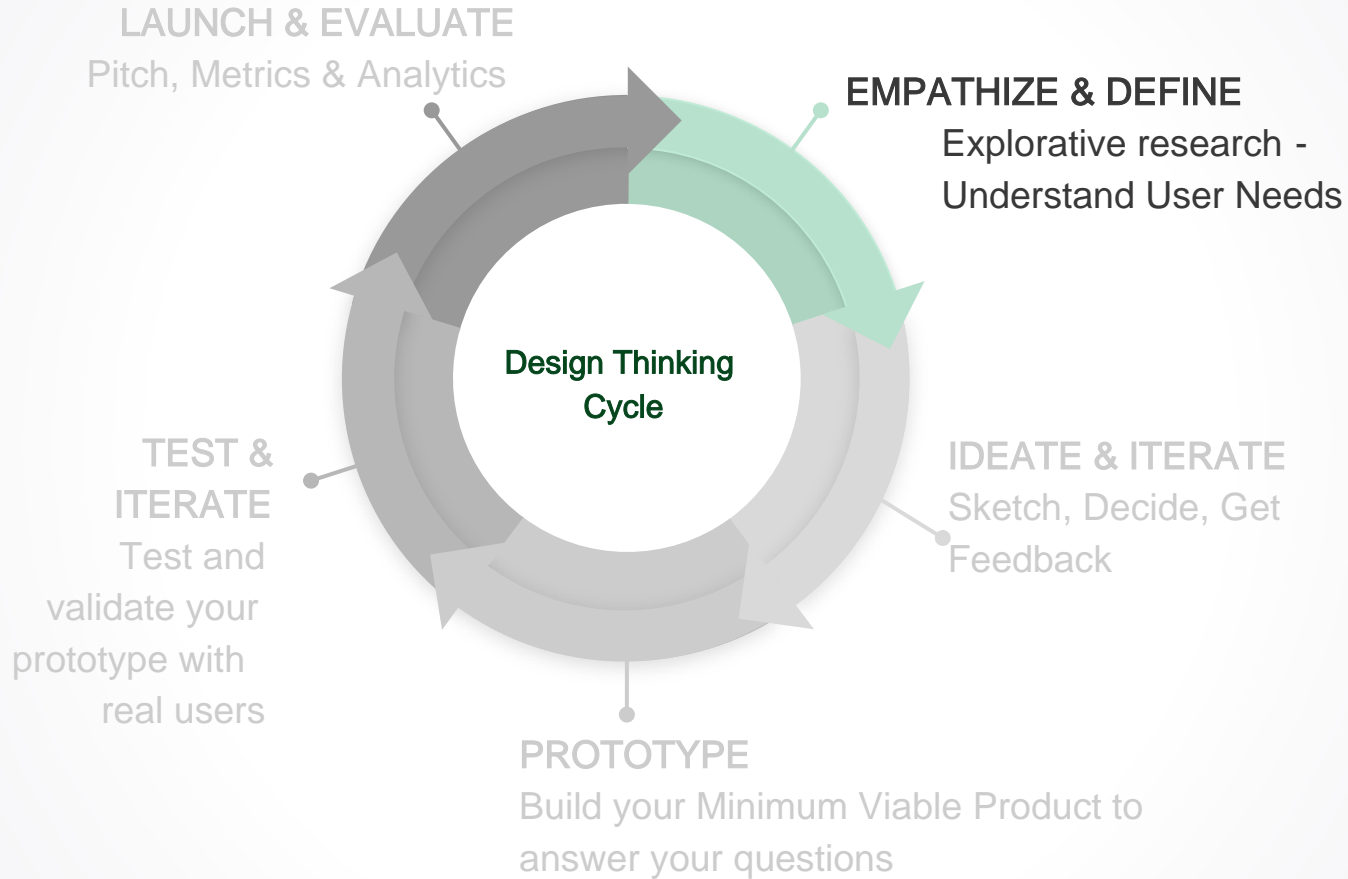
Find yourself an affinity buddy, and each of you has a role: User or Designer.

Breakouts will be timed. Return to this meet when the time is up!



Be user-focused





Breakout 1: Empathize

Users: You have **two minutes** to share ONE of your lessons that you think it might not be taught so successfully.

Designers: Listen and take notes. Look for challenges. You have **one minute** to reflect back to your partner what you heard.



Reflect Back

Designer

Reflect back Sitter/User 's **key ideas** and **tone** (don't repeat every word)

Example:

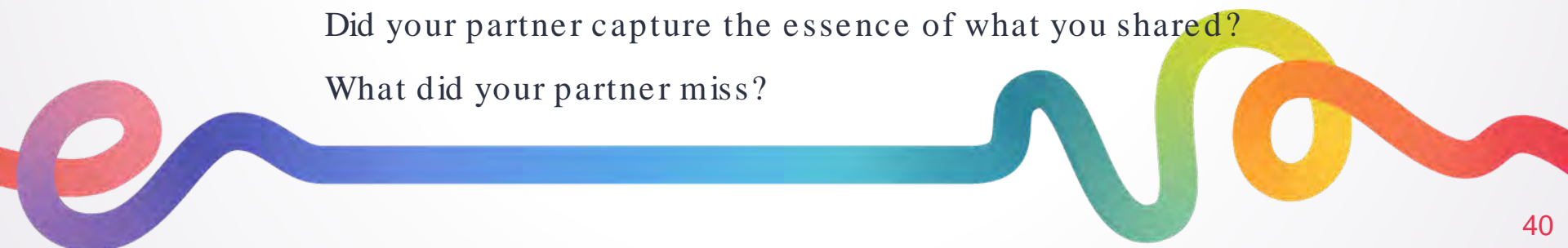
What I heard you say is that you felt tired when you sat on this chair..

User/Sitter

Offer feedback:

Did your partner capture the essence of what you shared?

What did your partner miss?



Breakout 1: Empathize & Define

Designers: use the space below to take notes as your user describes their work from home experience.

Challenges

What are the problems your user is experiencing?

Opportunities

What things are working well that can be leveraged?

How could challenges become opportunities?

Breakout 2: Define

Together: You have **five minutes** to narrow down your user's challenges into a Point of View statement and then pose the challenge as a How might we question.

Use the Slides template to take collaborative notes.



_____ is a _____
User name User characteristics

Who needs a way to _____
User need

Because (they value) _____

insight

How might we?....



Breakout 2: Empathize & Define

Together: narrow in on one challenge and frame it as a Point of View Statement. Then, turn your statement into a question.

Point of View Statement

User

User characteristics

is a

who needs a way to

User need

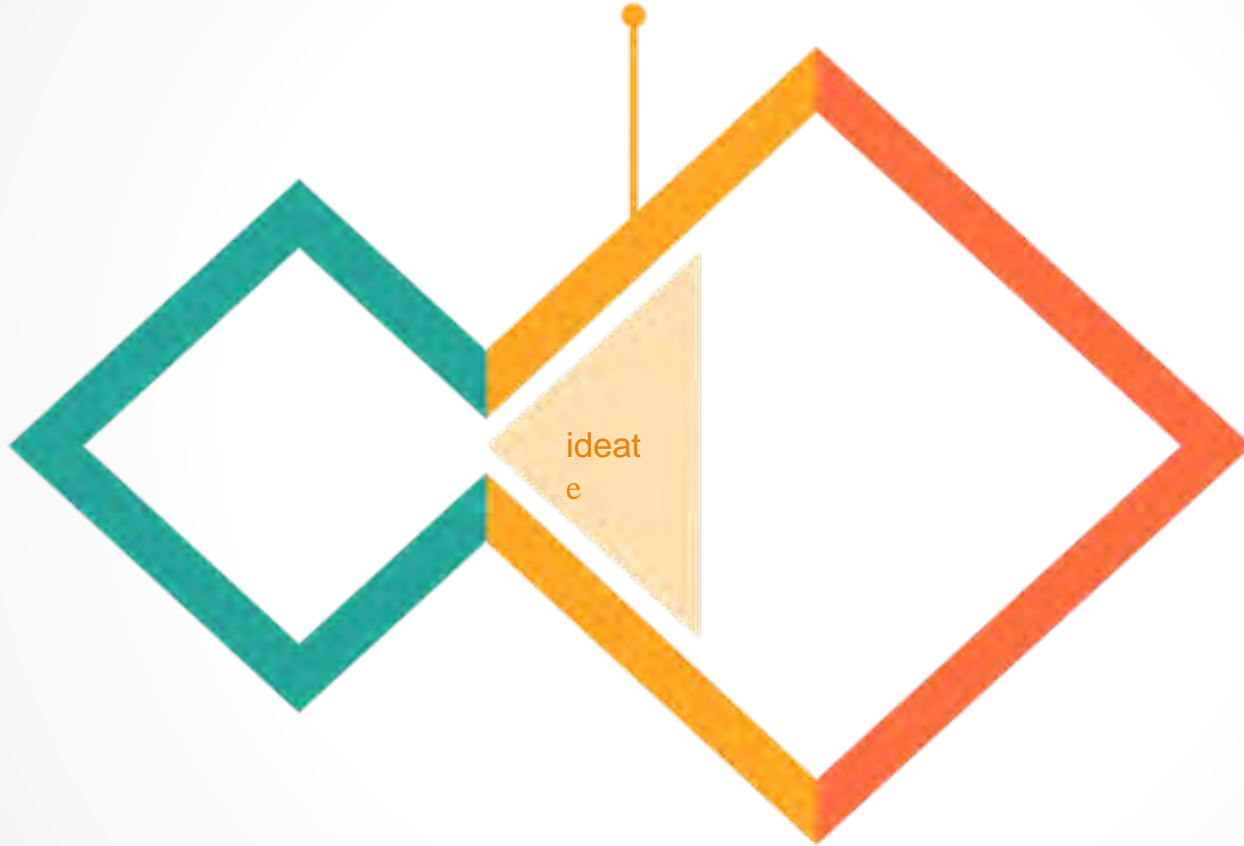
because (they value)

How might we?....

Think 10X



Think 10X



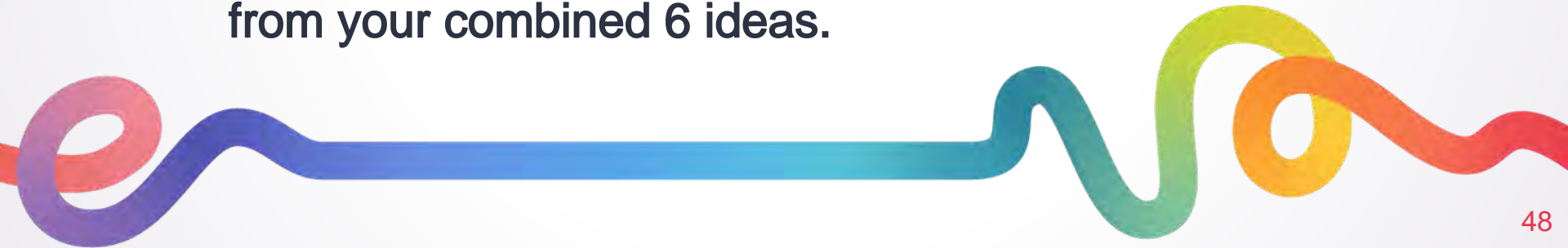
Breakout 3: Ideate

Go back to your partner . You will have 6 minutes (2 min per idea).

Designers & Users: Each sketch out **THREE** solutions for your user 's workstation.

Draw your ideas on paper and show your partner.

Together choose ONE idea that you like best from your combined 6 ideas.



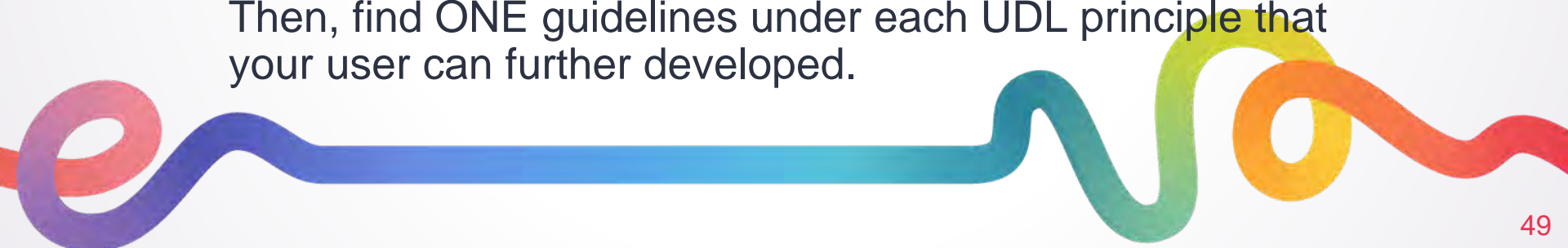
UDL guidelines

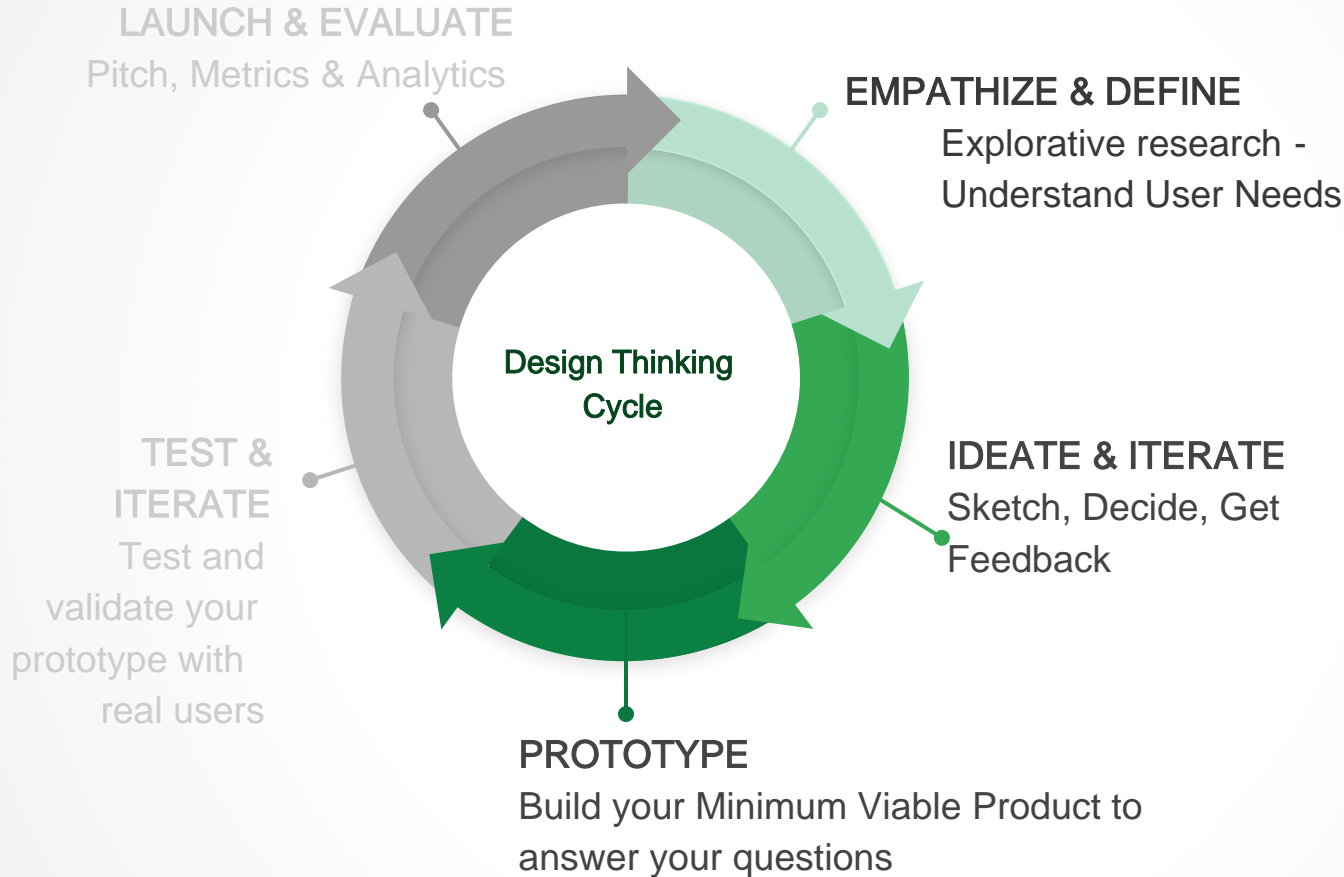
Quickly skim through this guidelines

<https://udlguidelines.cast.org/>

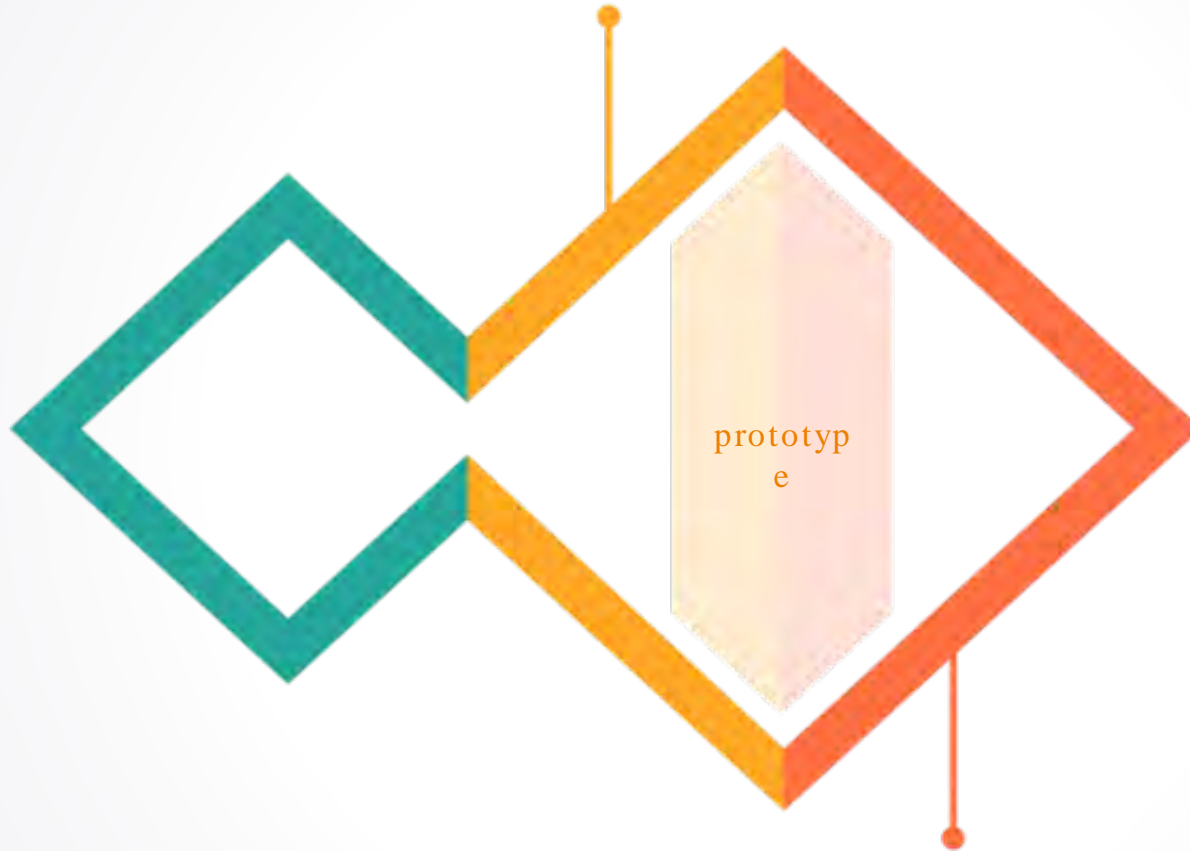
Based on what your user has shared, find out ONE guideline under each UDL principle that your user has achieved.

Then, find ONE guidelines under each UDL principle that your user can further developed.





Think 10X



Be prototype driven



Breakout #4

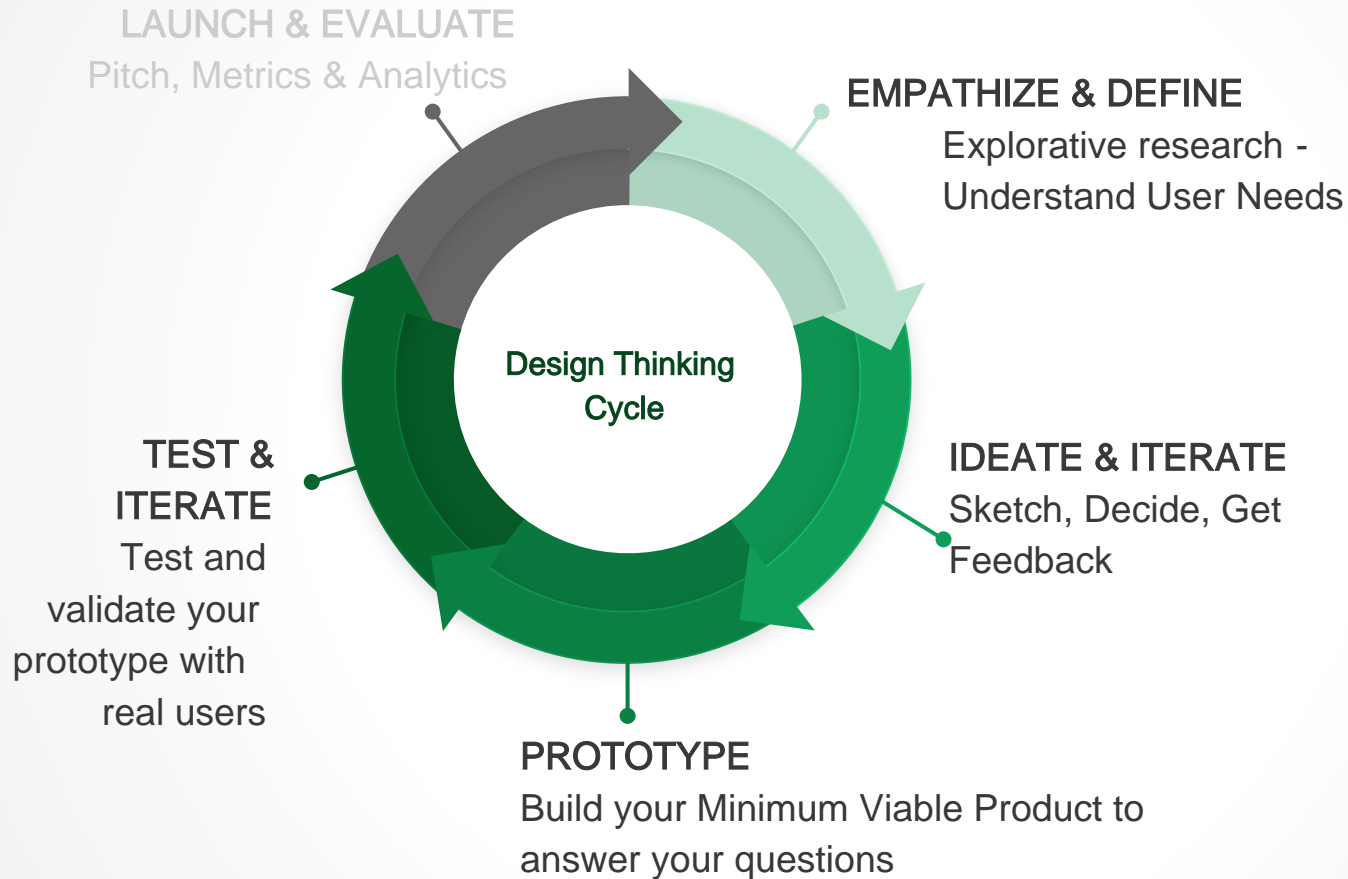
You will have 3 minutes to prototype.

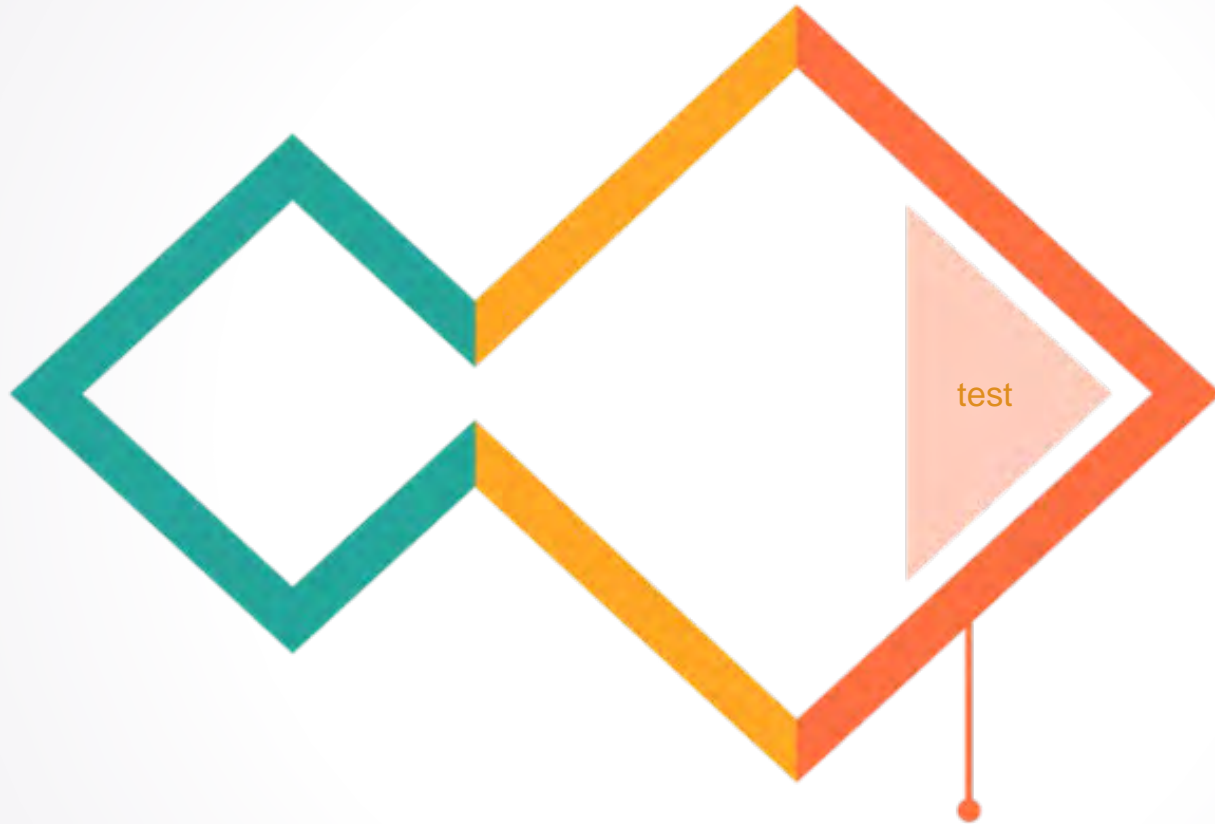
Designers: Create a prototype of a lesson that promotes self -directed learning.

Users: Provide the designer with feedback on their ideas.

Your only have 3 minutes!







Be prototype driven



Breakout #5

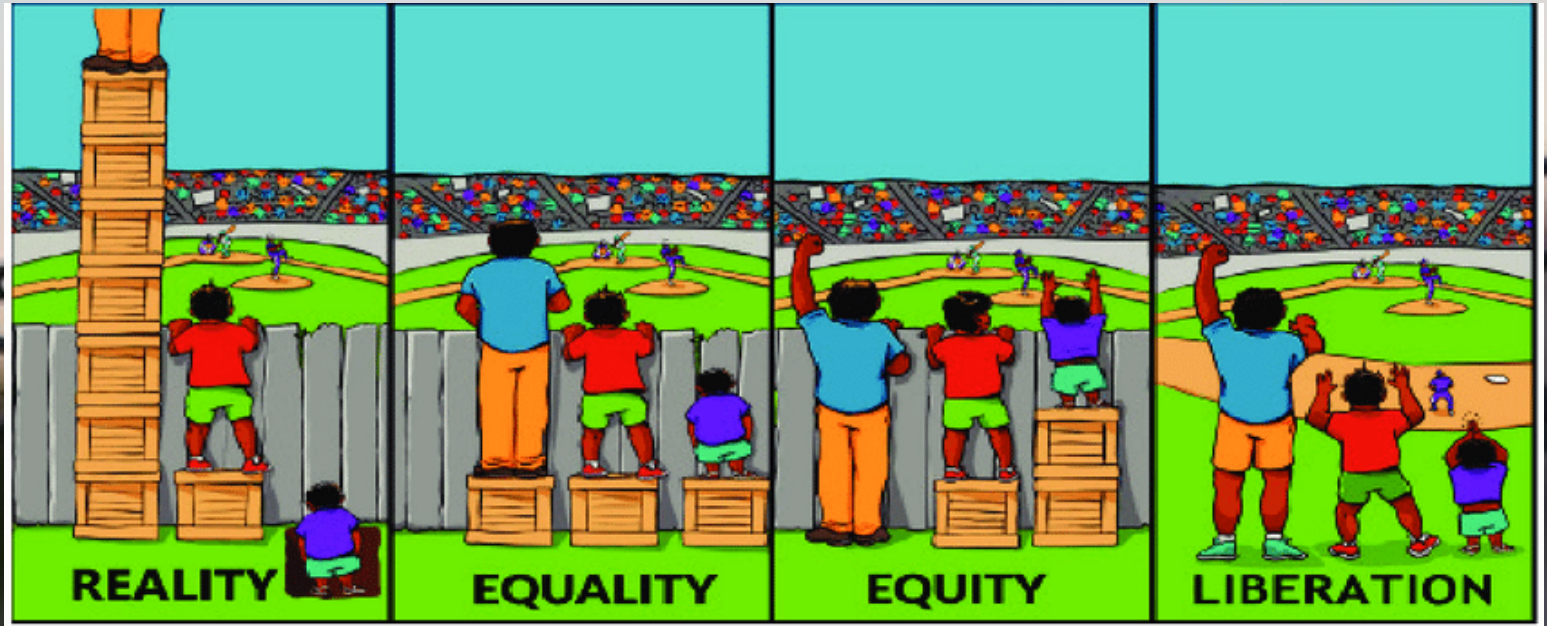
You will have 3 minutes to **TEST** your ideas.

Users: Give your partner feedback on their prototype. **Be kind, specific and helpful**

Designers: Modify as needed.

Your only have 3 minutes!





若學生可以自主學習，老師的角色又是什麼？



The Staged Self-Directed Learning Model

TEACHING LEARNERS TO BE SELF-DIRECTED (SSDL)

About SSDL: The Staged Self-Directed Learning Model by Gerald Grow

| | Student | Teacher | Examples |
|----------------|---------------|-----------------------|---|
| Stage 1 | Dependent | Authority, Coach | Coaching with immediate feedback. Drill. Informational lecture. Overcoming deficiencies and resistance. |
| Stage 2 | Interested | Motivator, guide | Inspiring lecture plus guided discussion. Goal-setting and learning strategies. |
| Stage 3 | Involved | Facilitator | Discussion facilitated by teacher who participates as equal. Seminar. Group projects. |
| Stage 4 | Self-directed | Consultant, delegator | Internship, dissertation, individual work or self-directed study-group. |

The zone of proximal development (ZPD)

(Vygotsky, 1978, p. 86).



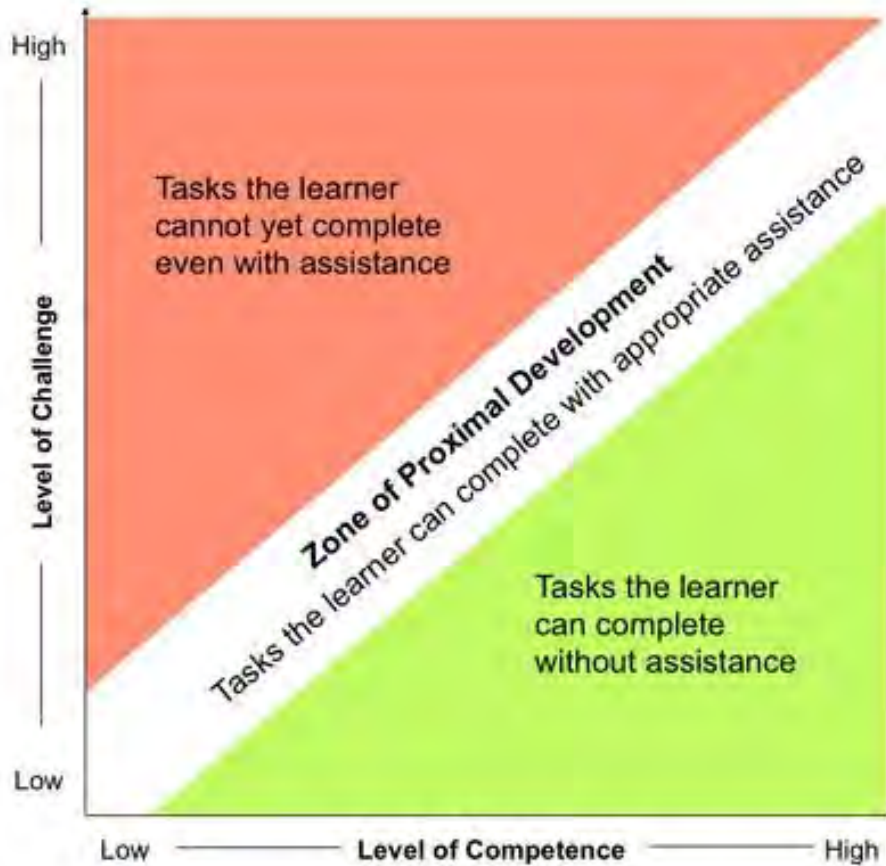
Learning is Too Hard: Anxiety



Learning is Too Easy: Boredom

© Dr. Erica Warren

<https://learningspecialistmaterials.blogspot.com/2016/01/maximize-learning-keeping-students-in.html>



<https://www.literacyworldwide.org/blog/literacy-now/2013/09/20/tile-sig-feature-the-digitally-enhanced-zone-of-proximal-development>

以資訊科技增潤自主學習
(香港)

馮韻華

「翻轉教室」

學生自主學習
有辦法

TapTab
點指教育

Reboot

SALMAN KHAN'S YOUTUBE LESSONS HAVE ALREADY MADE HIM A GEEK CELEBRITY. NOW HE WANTS TO REINVENT HOMEWORK, BANISH CLASSROOM LECTURES—AND MAYBE SAVE EDUCATION

BY KAYLA WEBLEY

the

School

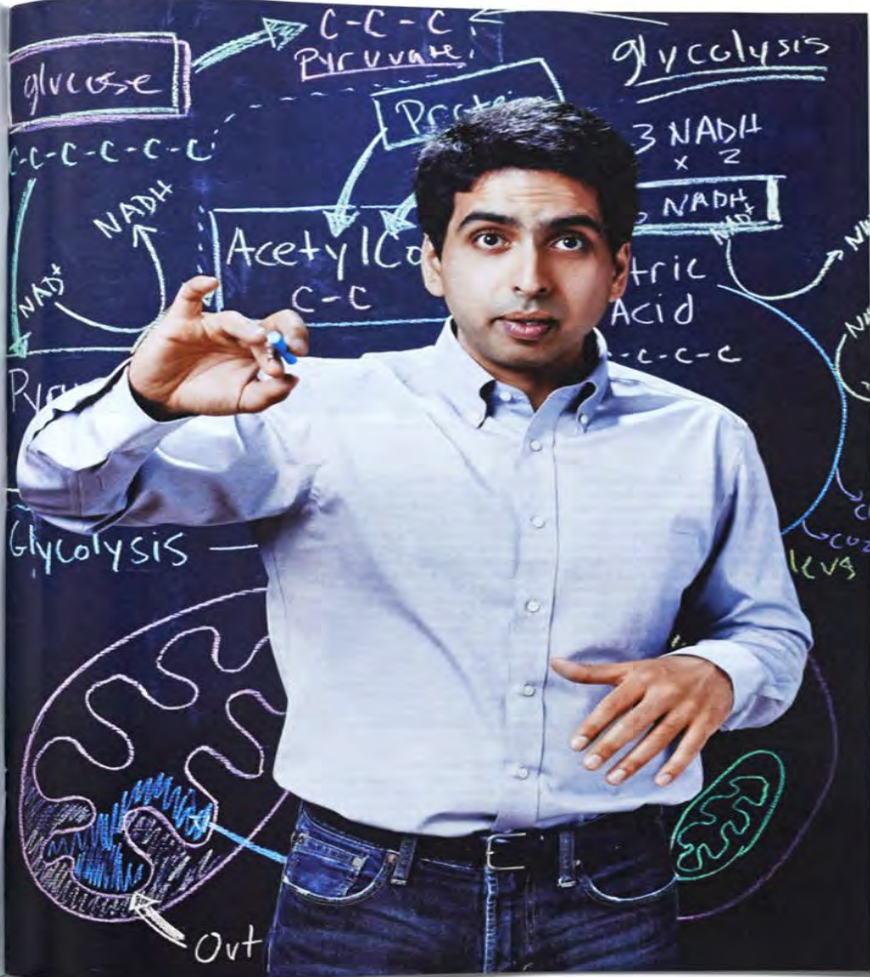
FIFTH-GRADERS AT EASTSIDE College Preparatory School in East Palo Alto, Calif., sit at their desks with netbooks. They're in the middle of a math lesson, listening as a teacher explains how to convert percentages to decimals. "If we get rid of the percent sign, we just have to move the decimal sign two places to the left," the instructor says. Pens scribble across notebooks.

Seven thousand miles away in Accra, Ghana, students at the African School for Excellence are studying logarithms. Their teacher is the same one firing off math tips in California—both groups

of kids are learning by watching online videos. While the screen shows a march of equations and diagrams, the students never actually see the face of the lecturer. There's just a voice, deep, patient and unrehearsed—think NPR host crossed with Mister Rogers. His inflection rises at times to underscore a point or when he gets really excited. "Math is not just random things to memorize and regurgitate on a test next week," he says. "It's the purest way of describing the universe!"

The voice belongs to Salman Khan, a 35-year-old hedge-fund manager turned YouTube professor to millions around the world. Thanks to his Khan Academy,

Photograph by Jamie Chung for TIME





Salman Khan:

Let's use video to reinvent education

TED2011 · 20:27 · Filmed Mar 2011

Subtitles available in 42 languages

 [View interactive transcript](#)



Watch later



Favorite



Download



Rate

Share
this idea



3,377,859 Total views



Share this talk and
track your influence!

Salman Khan talks about how and why he created the remarkable Khan Academy, a carefully structured series of educational videos offering complete curricula in math and, now, other subjects. He shows the power of interactive exercises, and calls for teachers to consider flipping the traditional classroom script — give students video lectures to watch at home, and do "homework" in the classroom with the teacher available

Related playlists & talks



Playlist
[Re-imagining](#)

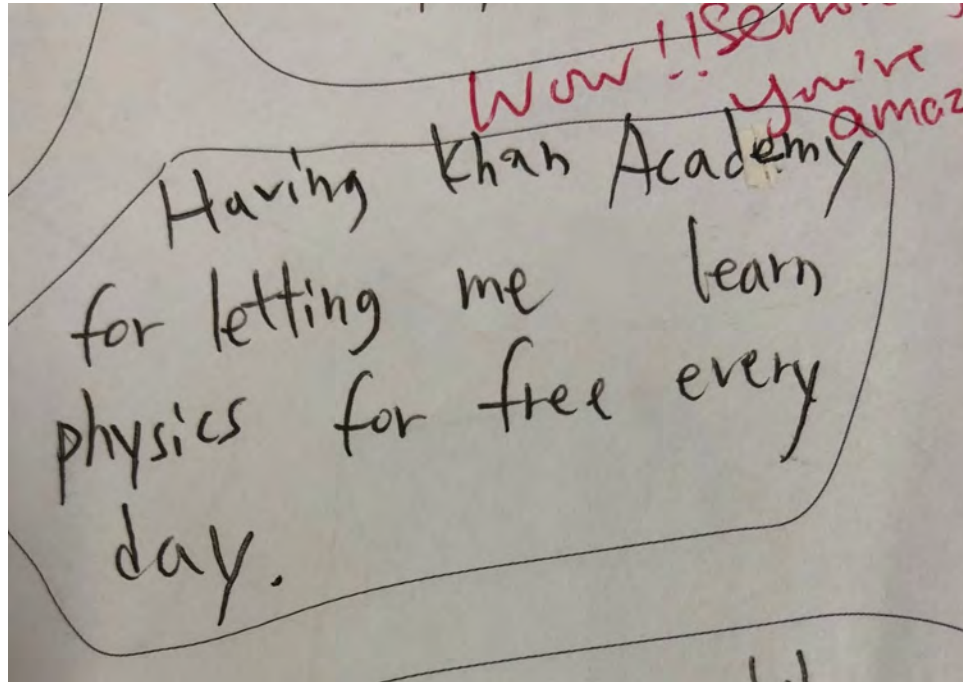


Playlist
[MOOCs 101](#)



Playlist
[South America](#)

Student 's gratitude list





Student watch
video to
pre-learn

Teacher follow-
up responses

Active learning / e-Learning / Higher order
activity

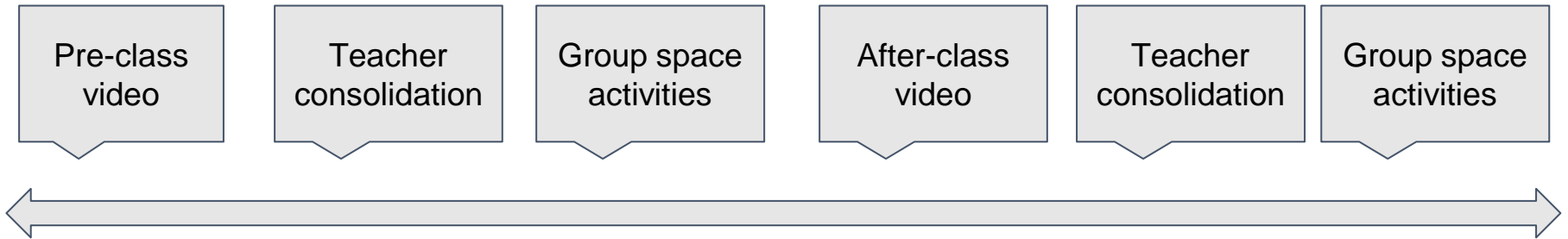
20 mins

10 mins

30 mins

Flipping Classroom Framework

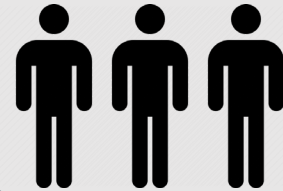
Flipped Learning = Continuum



Individual
Space



Group
Space



“Nice to meet you.”

Before Class

- Watching videos and reading
 - Getting familiar with terms and phrases
 - Introduction to concepts
-
- Formative assessment
 - Check for understanding



“Let’s Do Something Together.”

During Class

- Projects, problems, small groups, discussions, labs, creating things, analyzing things
-
- Formative assessment
 - Check for understanding

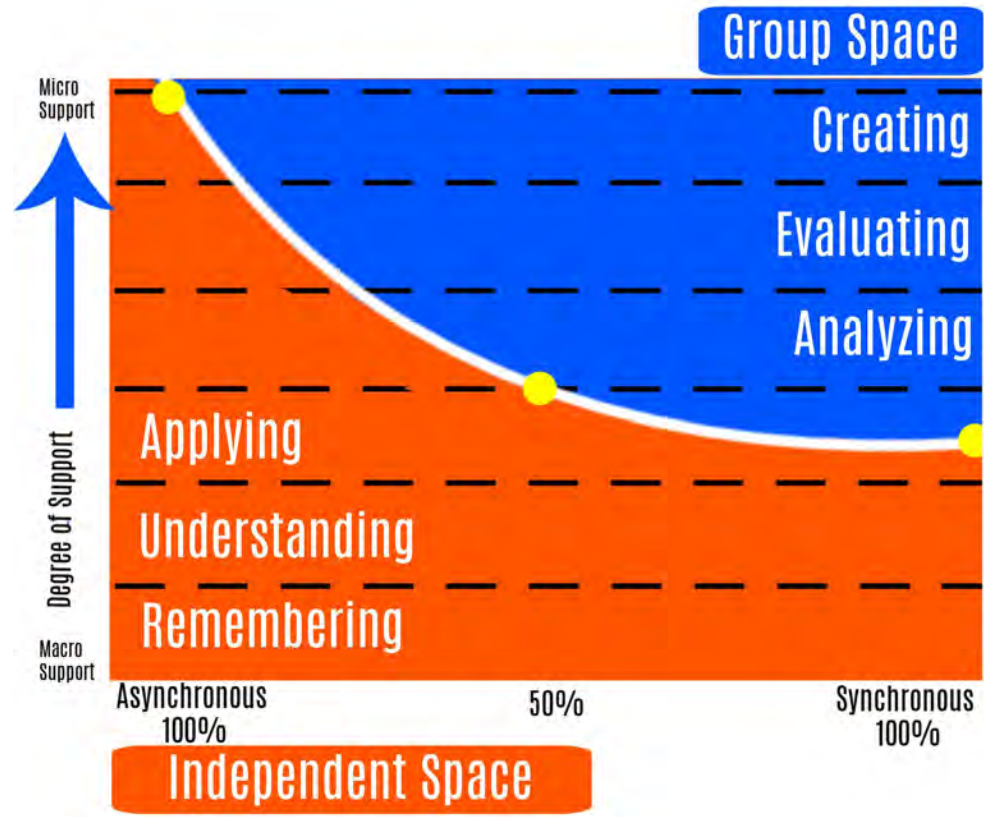


“Will you be my...?”

After Class

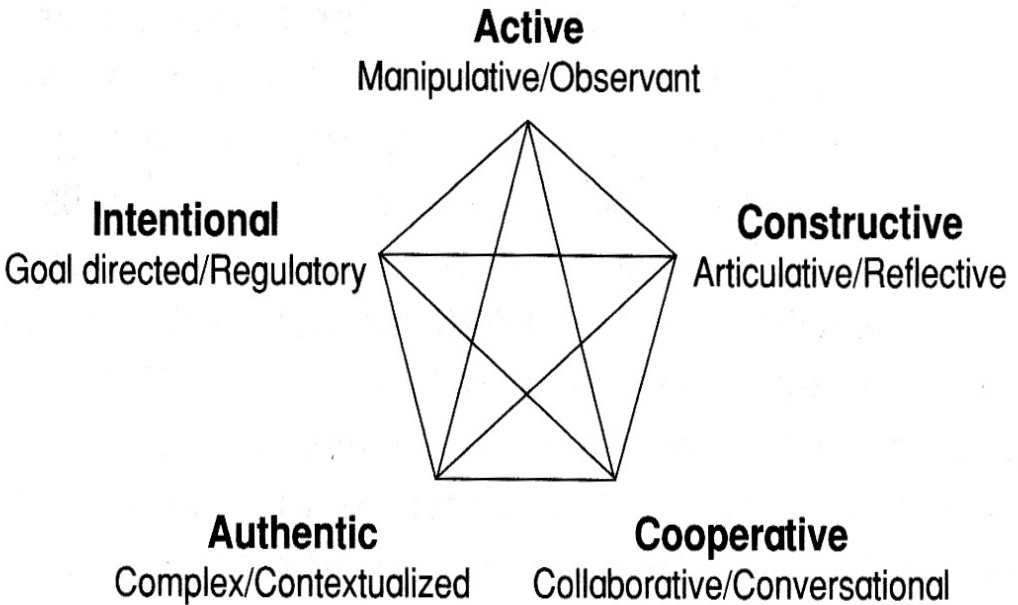
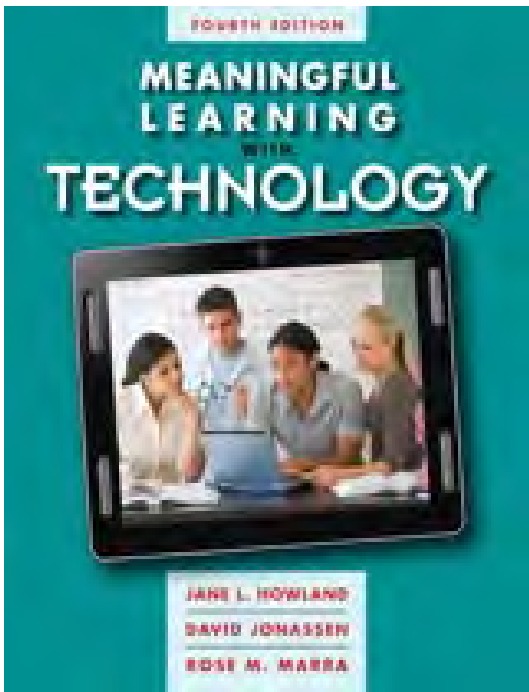
- Projects, papers, creating things, reviewing key concepts
-
- Formative assessment
 - Check for understanding





Meaningful Learning with Technology

By Jane L. Howland, David H. Jonassen, Rose M. Marra



Use of ICT for Learning

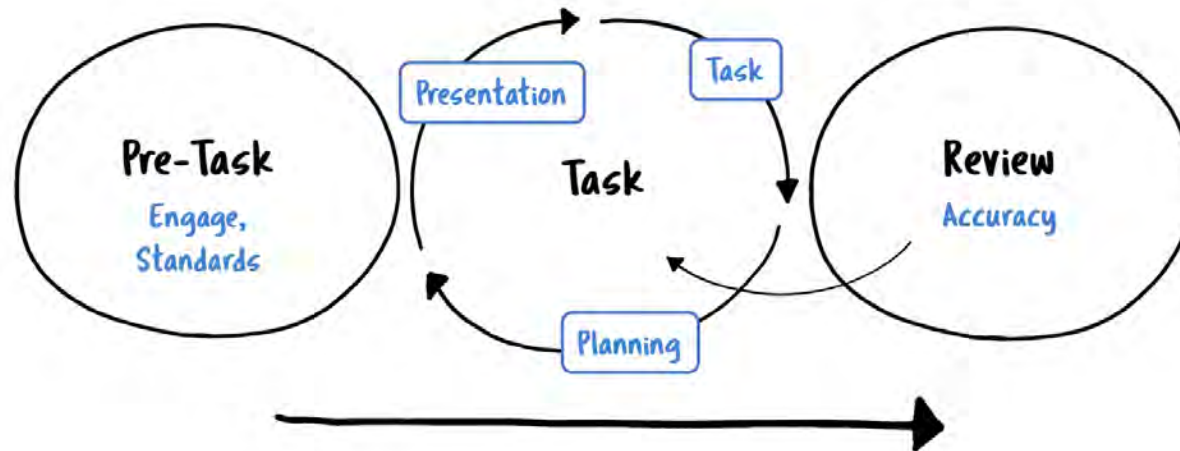
Are students passive consumers of ICT, active users, or **designers of an ICT product** for an **authentic audience**?

Source from: Rubrics for 21st Century Learning Activity Design. (n.d.). Retrieved January 06, 2021, from <https://fcl.eun.org/tool5p2>

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Task-Based Learning (TBL)



barefootTEFLteacher.com

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課前導讀 分組討論

學習管理系統 (LMS)

1. 你任教的學校使用那套學習管理系統？
2. 有那些主要的學教功能？
3. 疫情期間，能否有效發揮停課不停學效能？
4. 有甚麼改善空間？
5. 你所期望學生能在學習管理系統如何做到自主學習？



2. 不同學習管理系統 (LMS) 的基本學教功能、共通元素、使用限制及最新發展功能



學習管理系統 (LMS) 的基本學教功能

1. 資訊發佈 Announcement by subject/class
2. 中央化學習資源 Central repository of learning resources
3. 個人化學習進度 Personalized learning progress
4. 協作支援 Teacher collaboration tools
5. 自動批改 Self-assisted assessments
6. 收集回饋 Collection of feedback for further elaboration
7. 收發功課 Online assignment submission and collection
8. 協作社群 Community building (as a Facebook-like social platform)
9. 雲端存儲 Cloud storage syncing
10. 學生自助加入 Student self-enrollment
11. 家長監察 Parent's monitoring
12. 應用軟件 Mobile apps

學習管理系統 (LMS) 的主要套件

1. 資源庫 Resource Library
2. 交流討論 Discussion Forum
3. 分享行事曆 Calendar
4. 內容管理系統 Content Management System
5. 考測評估 Test and Assessment
6. 自動批改 Grading
7. 協作互動 Collaboration



學習管理系統 (LMS) 的主要限制

1. 用家介面 User interface
2. 兼容格式 Upload formats
3. 賬戶管理 Difficult account management
4. 電子學習檔 Complicated ePortfolio for students
5. 評估工具 Lacks rigorous assessment-management tools
6. 有限互通 Limited interoperability



學習管理系統 (LMS) 的最新發展

1. 個人化學習經歷 Personalized learning experience for each learner
2. 數據為本學習分析 Detailed statistics on students' learning progress and customized reports that analyze students' answers
3. 遊戲化學習 Gamification
4. 行政自動化 Automated admin tasks



學習管理系統 (LMS) 的分類

1. Software as a service (SaaS) v.s. self-hosted
2. Web-based interface vs App-based interface



課前導讀 分組討論

學習管理系統 (LMS)

你學校使用的學習管理系統，能否有效處理英國語文學科學教中：

1. 製作簡單電子學習教材
2. 進行電子評估活動
3. 發放教學材料給學生
4. 派發及收集學生課業及作出回饋

4. 學習管理系統的基本操作技巧


- i. 製作簡單電子學習教材
- ii. 進行電子評估活動
- iii. 發放教學材料給學生
- iv. 派發及收集學生課業及作出回饋

實習：

- a. 實際應用及操作：VLE (HKEdcity)
- b. 實際應用及操作：Google Classroom



實際應用及操作：Schoolology

 schoolology®

[Tour](#)

[Stories](#)

[Connect](#)

[Resources](#)

[About](#)

[Log In](#)

[Get Started](#)



The perfect course
made possible by Schoolology

實際應用及操作：VLE (HKEdcity)

用戶指南 https://www.edcity.hk/vle/zh-hant/user_guide



用戶指南

教師指南 學生指南

1. 課程設定、界面設定、課程首頁

課程設定、界面設定、課程首頁

03:11

This screenshot shows the 'User Guide' page for teachers. The page title is '用戶指南'. Below the title, there are two tabs: '教師指南' (Teacher Guide) and '學生指南' (Student Guide). The '教師指南' tab is selected. The main content area is titled '1. 課程設定、界面設定、課程首頁' (1. Course Settings, Interface Settings, Course Home Page). Below this title, there is a large white box containing the text '課程設定、界面設定、課程首頁'. At the bottom of the page, there is a video player with a play button and a progress bar showing 03:11.



用戶指南

教師指南 學生指南

學生提交測驗、作業及查閱分數

學生提交測驗、作業及查閱分數

03:40

This screenshot shows the 'User Guide' page for students. The page title is '用戶指南'. Below the title, there are two tabs: '教師指南' (Teacher Guide) and '學生指南' (Student Guide). The '學生指南' tab is selected. The main content area is titled '學生提交測驗、作業及查閱分數' (Student Submission of Tests, Assignments, and Viewing Scores). Below this title, there is a large white box containing the text '學生提交測驗、作業及查閱分數'. At the bottom of the page, there is a video player with a play button and a progress bar showing 03:40.

實際應用及操作：Google Classroom

<https://support.google.com/edu/classroom#topic=10298088>

熱門文章

探索 Classroom

開始使用 Google Classroom

學生：加入及管理課程

學生：繳交及追蹤作業

學生：與老師或同學溝通交流

老師：建立、加入及管理課程

老師：建立、追蹤及批改作業

老師：與學生和監護人溝通交流

G Suite 管理員：管理 Google Classroom

隱私權、政策和濫用情形

實際應用及操作：Google Classroom

<https://classroom.google.com/c/NDQwOTg4MDM1MzQz?cjc=pbawjjm>



3. 不同資訊科技工具 (IT TOOLS) 的基本學教功能、共通元素、使用限制及最新發展功能



資訊科技工具 (IT TOOLS) 的基本學教功能

1. 基本操作 Basic operations
2. 開設賬戶 Create an account (teacher, student)
3. 加入任務 Create e-learning tasks/games/e-assessments
4. 匯入資源 Use existing e-resources
5. 分享內容 Share with students
6. 追蹤進度 Track students' responses
7. 匯出報表 Download reports
8. 其他設定 Other settings

Forethought: Motivation

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The Chinese University of Hong Kong





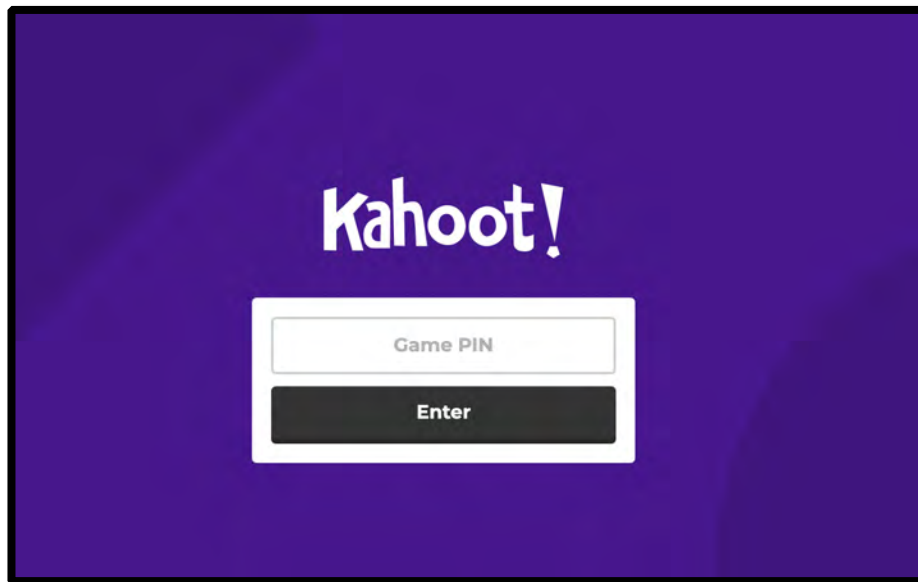
<https://game.classcraft.com/>

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The Chinese University of Hong Kong



資訊科技工具 (IT TOOLS) 的基本學教功能

參與：www.kahoot.it 輸入 Game PIN



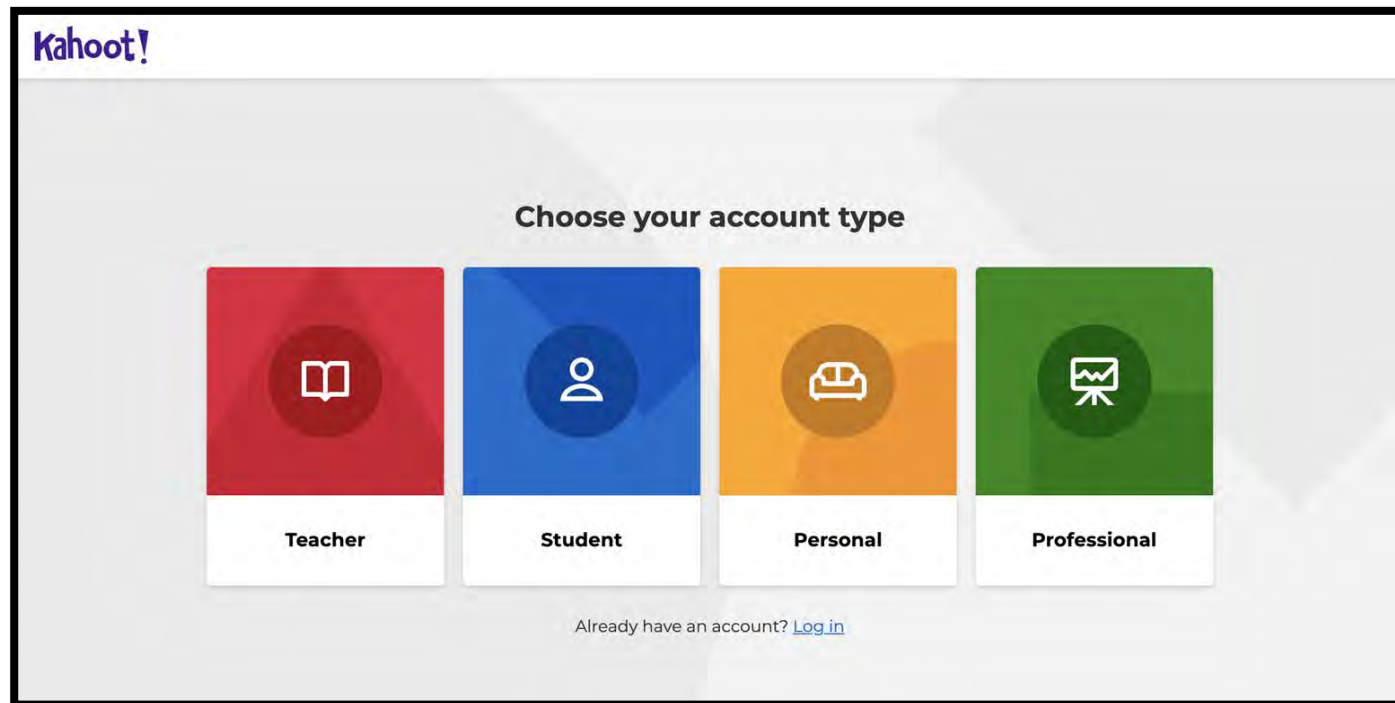
資訊科技工具 (IT TOOLS) 的基本學教功能

KAHOOT!: <https://kahoot.com/schools/distance-learning/>

The screenshot shows the Kahoot! website interface. At the top, a yellow banner reads: "Are you a teacher, business or parent affected by COVID-19? See how Kahoot! can support you. Learn more". Below this is the navigation bar with the Kahoot! logo, "News" (with a red notification bubble containing the number 3), "School" (with a red notification bubble containing the number 3), "Work", "Home", "Academy" (with a red "New" badge), "Contact sales", "Explore content", "Play", "Sign up", and "Log in". A secondary navigation bar lists: "How it works", "Schools & districts", "Ways to play", "Distance learning" (underlined), "Assessment", "Interactive lessons", "Higher education", "Learning apps", and "Available pla". The main content area has a green background. On the left, it says "Kahoot! for schools" and "Distance learning" in large white text. Below this, it reads: "We believe that there should be no limits to when and where you can learn. Engage students in learning when your school is out and stay on track with curriculum while instructing online." A "Sign up for free" button is located below the text. On the right, there is a collage of four images showing students in a classroom setting, some holding Malaysian flags, and one student holding a sign that says "Hope You had Fun!".

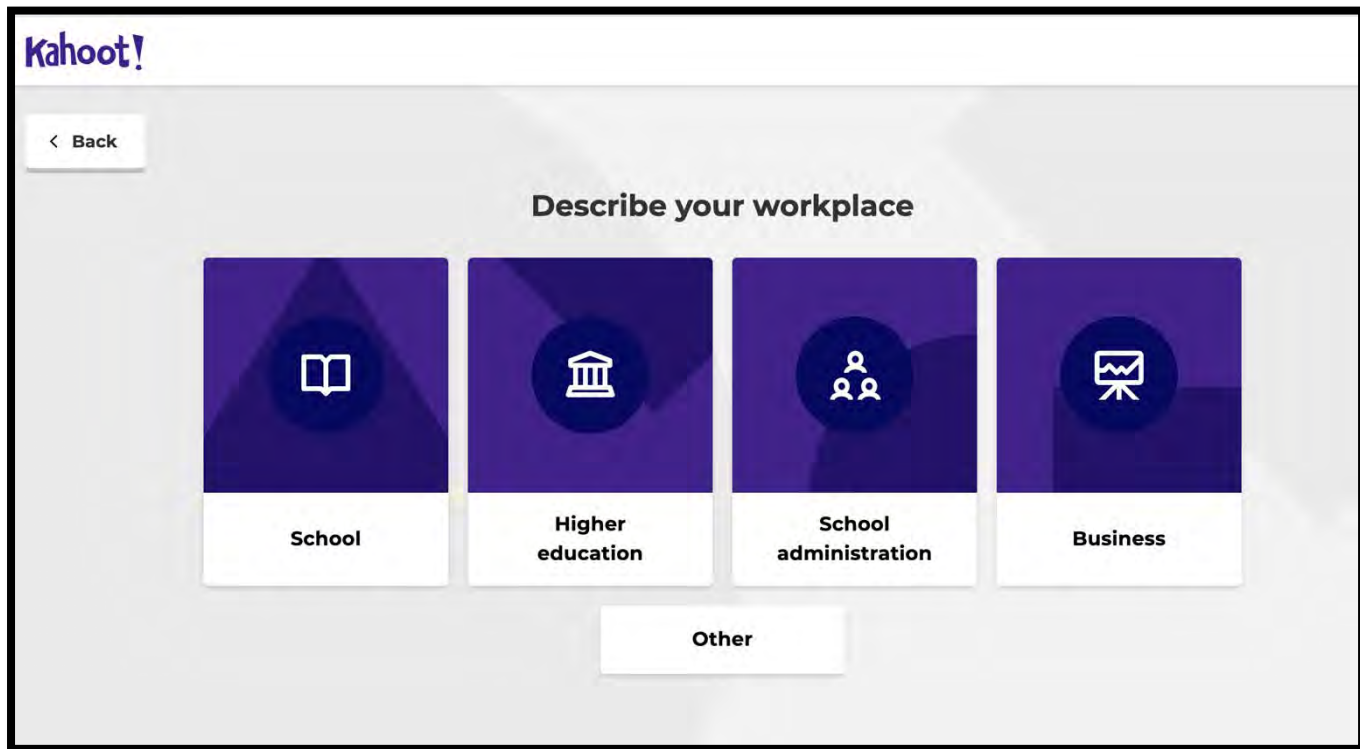
資訊科技工具 (IT TOOLS) 的基本學教功能

KAHOOT!: <https://kahoot.com/schools/distance-learning/>



資訊科技工具 (IT TOOLS) 的基本學教功能

KAHOOT!: <https://kahoot.com/schools/distance-learning/>



資訊科技工具 (IT TOOLS) 的基本學教功能

KAHOOT!: <https://kahoot.com/schools/distance-learning/>


Sign up with your email


Email


Password

I wish to receive information, offers, recommendations, and updates from Kahoot!

or

 Continue with Google

 Continue with Microsoft

 Continue with Apple

Kahoot!

Level up Kahoot!'ing in any learning environment

Kahoot! empowers teachers to engage and motivate students, increase participation in class and virtually, and assess learning.

Teacher | School & District

| Basic Free | Kahoot! Pro | Kahoot! Premium | Kahoot! Premium+ |
|--|--|--|---|
| Get started with Kahoot! basics <ul style="list-style-type: none">✓ Create kahoots with quiz questions✓ Host and play kahoots✓ Assign student-paced challenges✓ Up to 100 players per game | Teach interactive lessons <ul style="list-style-type: none">✓ Polls, puzzles and multi-select answers✓ Advanced slide layouts✓ Premium image library✓ Up to 200 players per game | Unlock more customization <ul style="list-style-type: none">✓ "Type answer" question✓ More teacher groups✓ Personalized learning✓ Up to 500 players per game | Become the ultimate Kahoot!er <ul style="list-style-type: none">✓ Unlimited teacher groups✓ Lesson plans with kahoots✓ Access more learning apps✓ Up to 2000 players per game |
| Continue for free | \$3 per host per month \$36 billed annually | \$6 per host per month \$72 billed annually | Level up learning! \$9 \$6 per host per month \$108 \$72 billed annually |
| | Buy now Try free trial Cancel at any time. Trial duration: 7 days | Buy now Try free trial Cancel at any time. Trial duration: 7 days | Buy now Try free trial Cancel at any time. Trial duration: 7 days |



資訊科技工具 (IT TOOLS) 的基本學教功能

The screenshot shows the Kahoot! user dashboard for a user named 'MAN SIR' (wallacemanhw). The interface includes a navigation menu, a welcome message, and several key sections:

- Plan:** Shows the user's plan and an [Upgrade](#) button.
- Member of:** Lists the user's affiliation as 'LOK SIN TONG YU KAN HING SEC SCHOOL'.
- My interests:** Includes an [Add interests](#) button.
- Challenges in progress:** A section with a description: 'Students play independently during a set time frame with questions and answers displayed on their devices.' It features a [Learn more](#) button.
- Let's get started:** A central green banner with three steps: 1. Play demo game, 2. Create a Kahoot, and 3. Host kahoot.
- Collections:** A section titled 'Collections' with a description: 'Welcome to Collections! Here you can create collections and add several kahoots to them. Get started by creating your first collection and assign to your learners.' It includes a [Create collection](#) button.
- My Kahoots / Team space:** A section with a description: 'Create your first kahoot using one of our templates.' It features a [Create kahoot](#) button.
- Latest reports:** A section with a description: 'Host your first kahoot to see'.
- Make virtual classrooms awesome by adding Bitmoji to Kahoot!:** A promotional banner with an illustration of a teacher and a [Learn more](#) button.

At the bottom right, there is a logo for 'CLLST'.

資訊科技工具 (IT TOOLS) 的基本學教功能

The screenshot displays a user interface for an interactive learning tool, organized into three main sections:

- Test knowledge**
 - Quiz**: Give players several answer alternatives to choose from.
 - True or false**: Let players decide if the statement is true or false.
 - Type answer**: Ask players to type a short correct answer.
 - Puzzle**: Ask players to place answers in the correct order.
- Collect opinions**
 - Poll**: Get players to choose from up to 4 opinions.
- Present info**
 - Slide**: Give players more context or additional explanation.

資訊科技工具 (IT TOOLS) 的基本學教功能

Quizizz: <https://quizizz.com/>

QUIZIZZ

For Work For Teachers Schools & Districts Enter code [Sign up >](#)

The 100% engagement platform

Find and create free gamified quizzes and interactive lessons to engage any learner.

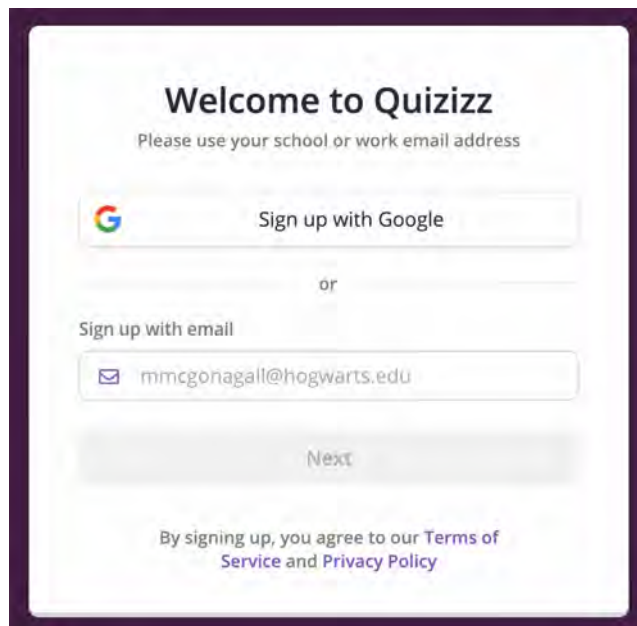
[Get started >](#) [Log In >](#)

(ST)



資訊科技工具 (IT TOOLS) 的基本學教功能

Quizizz: <https://quizizz.com/>



The image shows a screenshot of the Quizizz sign-up page. At the top, it says "Welcome to Quizizz" and "Please use your school or work email address". There are two main sign-up options: "Sign up with Google" (with a Google logo) and "Sign up with email". The email field is filled with "mmcgonagall@hogwarts.edu". Below the email field is a "Next" button. At the bottom, there is a link to "Terms of Service and Privacy Policy".

資訊科技工具 (IT TOOLS) 的基本學教功能

Quizizz: <https://quizizz.com/>

How are you using Quizizz?



at a school

K-12 or University



at a business

Or nonprofit



personal use

Friends and family

I am a...



Teacher

or school administrator



Student

a parent

資訊科技工具 (IT TOOLS) 的基本學教功能

The screenshot displays the Quizizz website interface. At the top, there is a purple header with the Quizizz logo, a search bar, and navigation links for 'Quizizz library' and 'Enter Code'. On the left side, a sidebar menu lists user information ('Ho Man', 'Plan: Basic'), an 'Upgrade to Super' button, and navigation options: 'Create', 'Explore', 'My library', 'Reports', 'Classes', 'Settings', and 'More'. A red '幫助' (Help) button is located at the bottom left of the sidebar. The main content area features a 'BASIC' level indicator and four primary action cards: 'Create an account' (with a character saying 'HI'), 'Create a lesson' (with a character holding a sign that says 'LET'S CREATE!'), 'Present a live lesson' (with a character saying 'QUIZ ME!'), and 'Assign a quiz' (with a character's face). Below these cards, the text 'What will you teach today?' is displayed above a search bar that prompts the user to 'Search for quizzes on any topic'. A red '幫助' (Help) button is also present at the bottom left of the main content area. The bottom right corner of the page features a colorful logo consisting of the letters 'E', 'L', 'S', 'T' in red, yellow, green, and blue.

資訊科技工具 (IT TOOLS) 的基本學教功能

Nearpod : <https://nearpod.com/>

nearpod

Request a quote Sign up for FREE Log in

You'll wonder how you taught without it

Engaging media and formative assessments to make every lesson interactive.

STUDENTS
Join a lesson
Enter CODE

TEACHERS
Sign up for FREE
or Log in

ADMINISTRATORS
Discover more
or Request a quote



資訊科技工具 (IT TOOLS) 的基本學教功能

Nearpod : <https://nearpod.com/>

The screenshot displays the Nearpod website interface, divided into two main sections: Teachers and Students.

Teachers Section (Left):

- Headline: **Teachers**
- Text: Sign up for FREE
- Buttons: "Sign Up with Google" (blue) and "Sign Up with Office 365" (red).
- Separator: "Or" with horizontal lines on either side.
- Form fields: "First Name", "Last Name", "School Email", and "Password".
- Footnote: "Minimum 6 characters, no common words."

Students Section (Right):

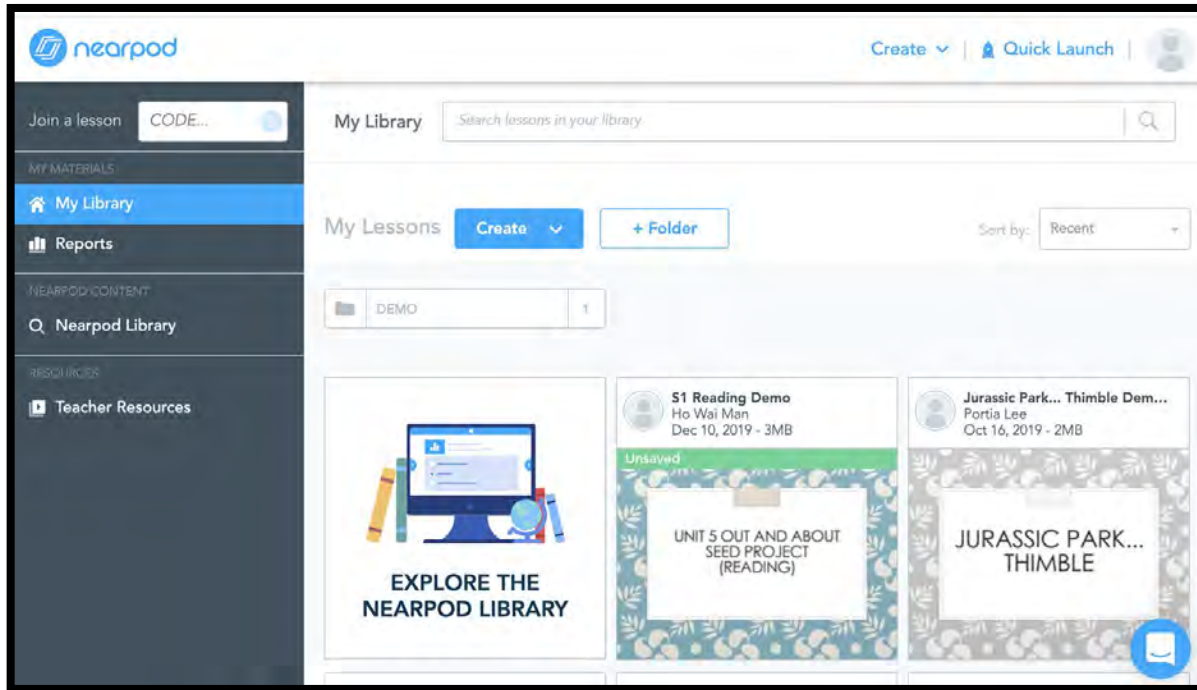
- Headline: **Students**
- Text: Join a Lesson
- Form: "Enter CODE" input field followed by a "Join" button.
- Text: "Don't have a CODE? Test out Nearpod using MAGIC"

ST)



資訊科技工具 (IT TOOLS) 的基本學教功能

Nearpod : <https://nearpod.com/>



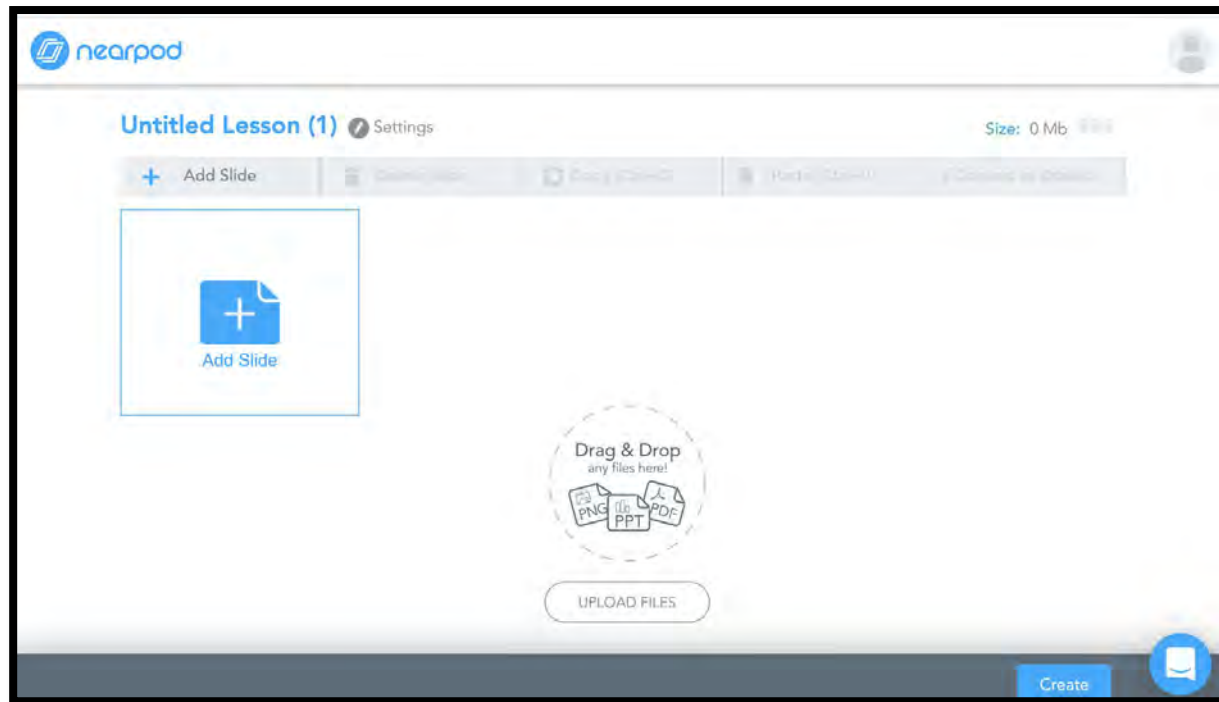
The screenshot displays the Nearpod user interface. On the left is a dark sidebar with navigation options: 'Join a lesson' with a 'CODE...' input field, 'MY MATERIALS' (including 'My Library' and 'Reports'), 'NEARPOD/CONTENT' (including 'Nearpod Library'), and 'RESOURCES' (including 'Teacher Resources'). The main area is titled 'My Library' and features a search bar. Below this is the 'My Lessons' section, which includes a 'Create' button, a '+ Folder' button, and a 'Sort by: Recent' dropdown. A 'DEMO' button is also visible. The main content area shows three lesson cards: 'EXPLORE THE NEARPOD LIBRARY' with a computer icon, 'S1 Reading Demo' by Ho Wai Man (Dec 10, 2019 - 3MB) with a green floral border, and 'Jurassic Park... Thimble Dem...' by Portia Lee (Oct 16, 2019 - 2MB) with a grey floral border. A blue chat bubble icon is in the bottom right corner of the interface.

LST)



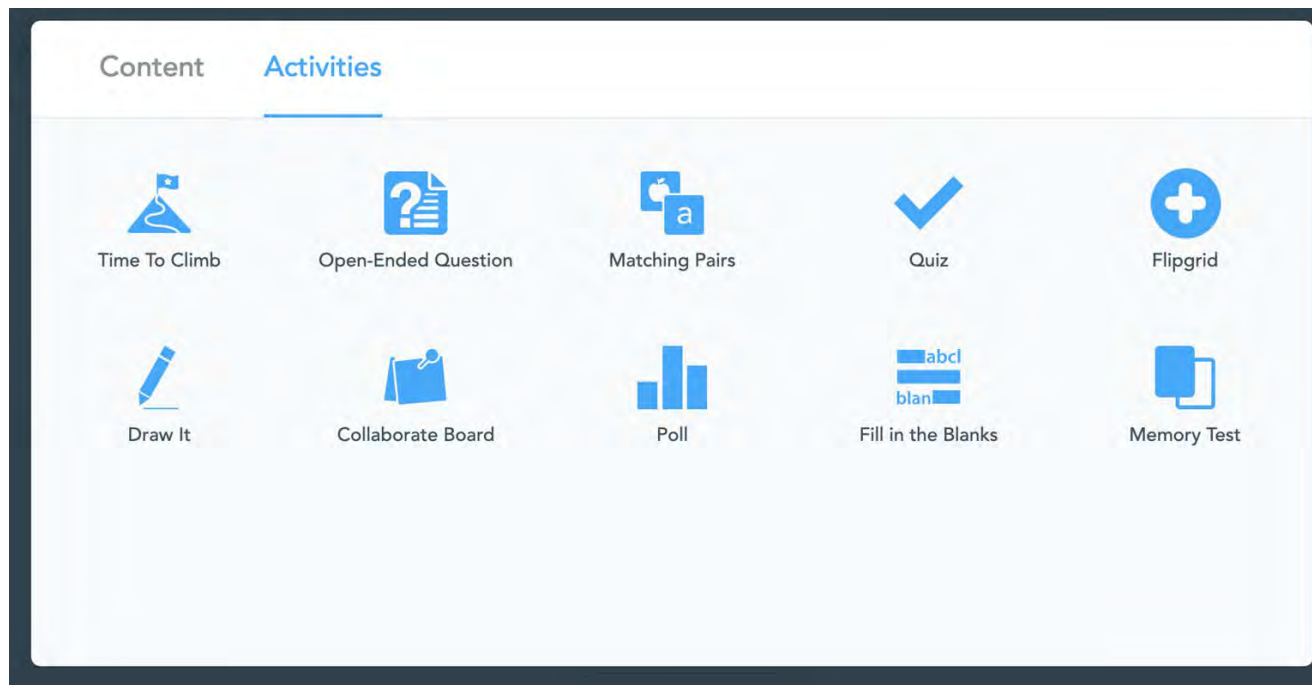
資訊科技工具 (IT TOOLS) 的基本學教功能

Nearpod : <https://nearpod.com/>



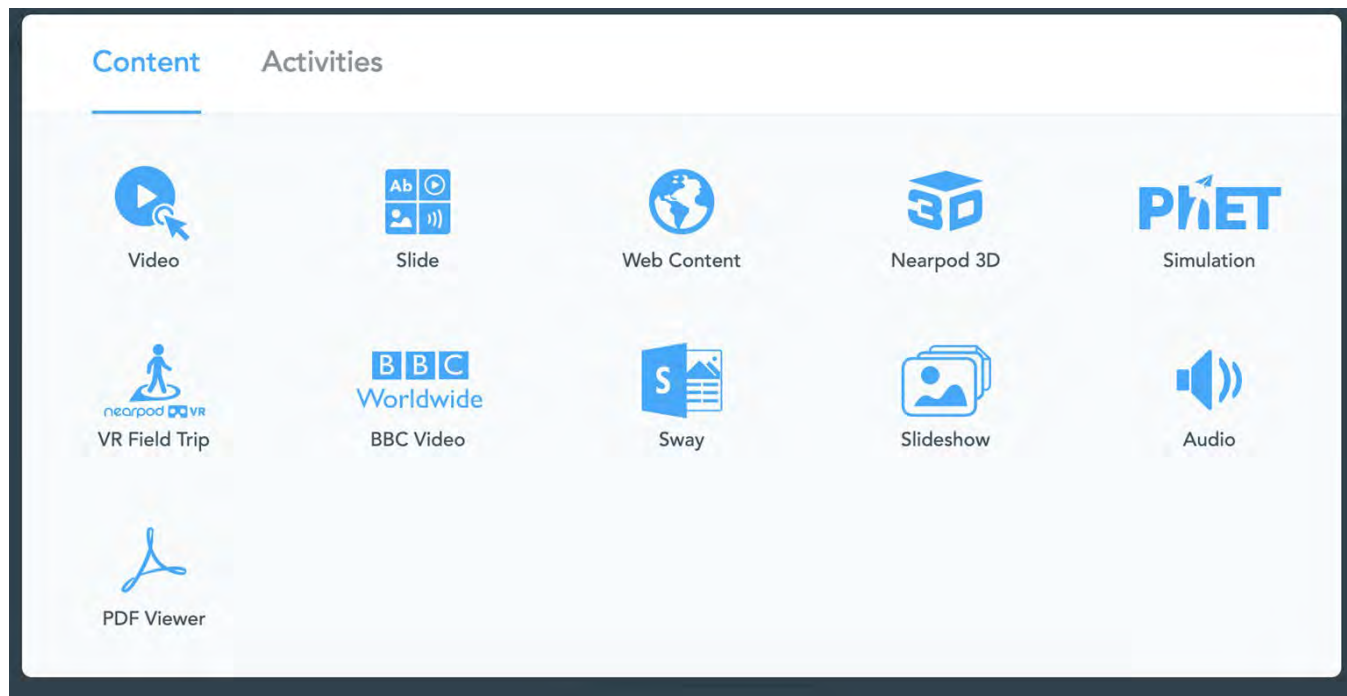
資訊科技工具 (IT TOOLS) 的基本學教功能

Nearpod : <https://nearpod.com/>



資訊科技工具 (IT TOOLS) 的基本學教功能

Nearpod : <https://nearpod.com/>



資訊科技工具 (IT TOOLS) 的基本學教功能

| | Kahoot | Nearpod |
|-------------------|--|--|
| Updated functions | <ul style="list-style-type: none">• Multi-select answers• Microsoft Teams integration• “Groups” facilitates the easy sharing of content with other users and make online collaboration more flexible | <ul style="list-style-type: none">• Require students to submit a response to certain learning activities• Microsoft Teams integration• Teacher view in student-paced mode• Student audio submissions for open-ended questions |
| limitations | <ul style="list-style-type: none">• 10-player limit for free accounts• Teacher can't ask challenging and complex questions due to the time constraints for Q&A• Limited question and chart types• Few customization options | <ul style="list-style-type: none">• Time consuming to create presentations• Some features may not work on all devices• Take much time to load with a slow wireless connection |

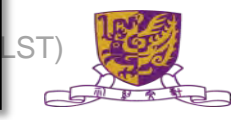
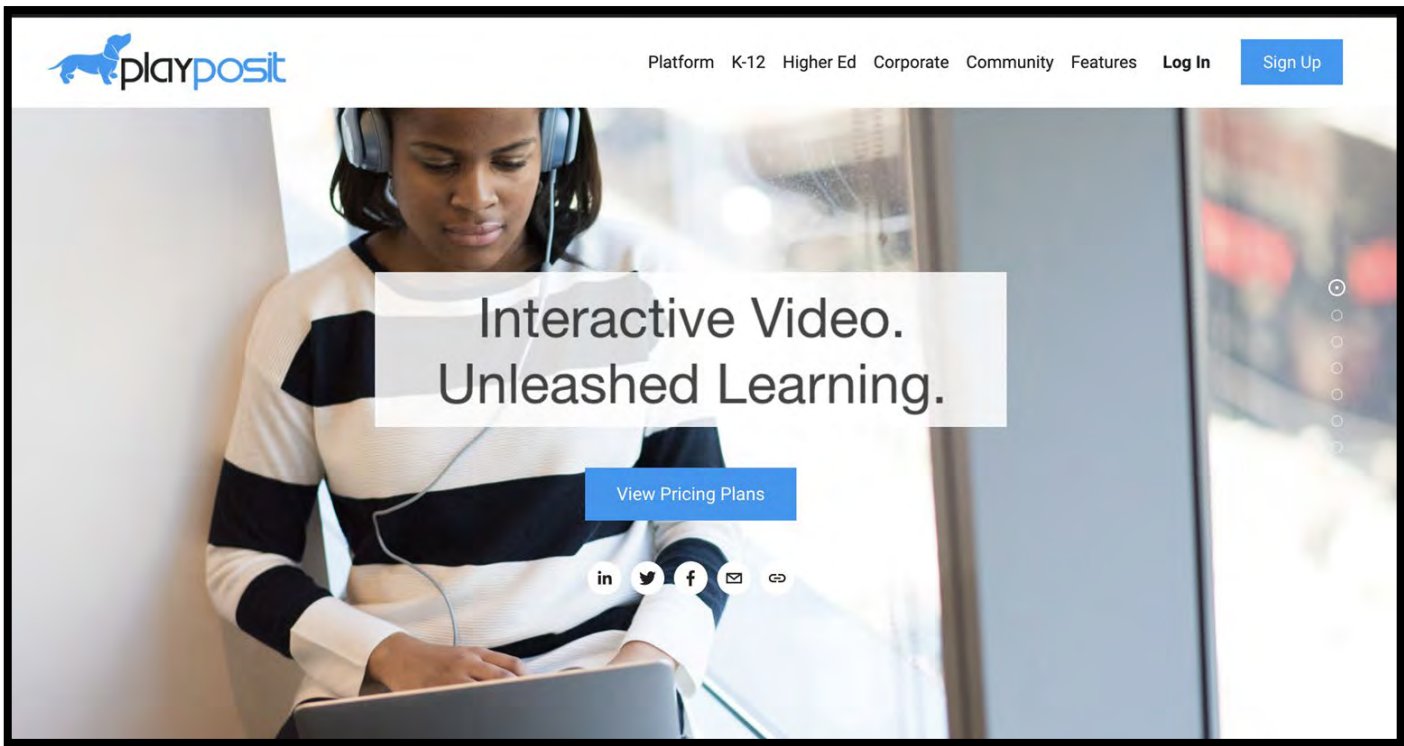
Performance: Active Learning Strategies

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資訊科技工具 (IT TOOLS) 的基本學教功能

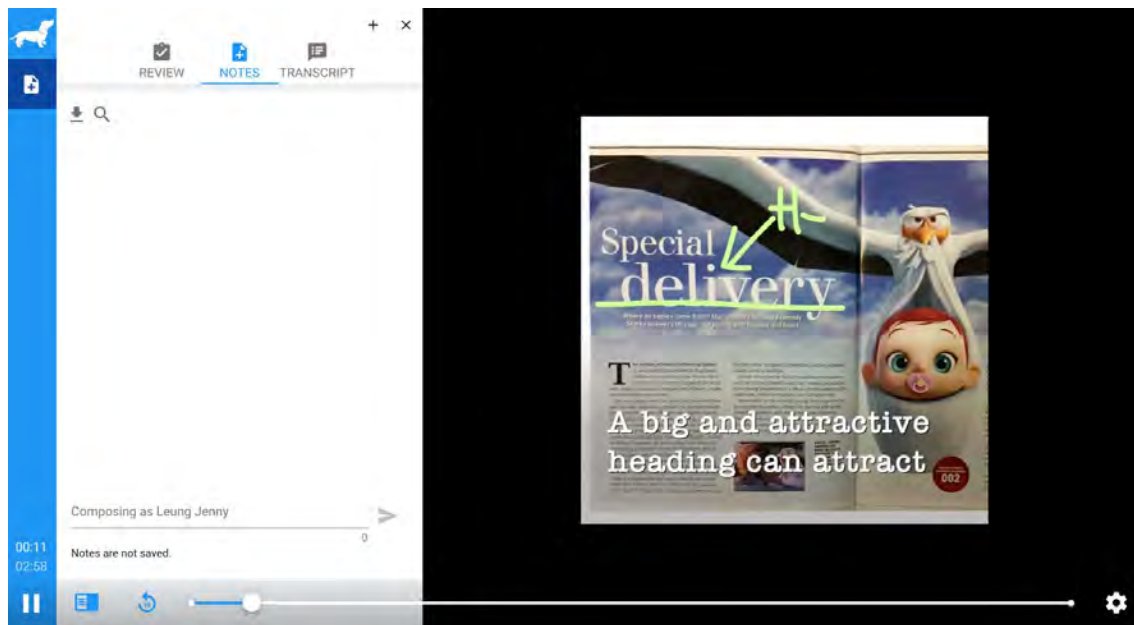
Playposit : <https://www.playposit.com/>



資訊科技工具 (IT TOOLS) 的基本學教功能

Playposit 示例：





<http://bit.ly/LMSSDL-SS-ENG-POSTIT>



資訊科技工具 (IT TOOLS) 的基本學教功能

Playposit : <https://www.playposit.com/>

Single sign-on

 Edmodo  Log in with Clever  Office 365  登入

Sign up

I am an INSTRUCTOR I am a STUDENT

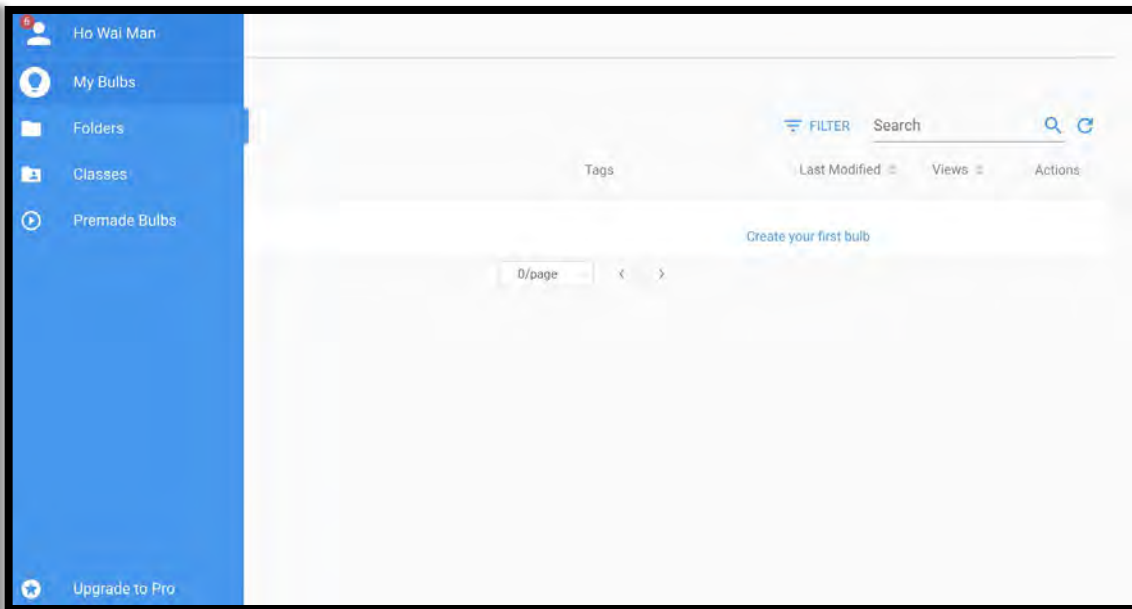
first name last name

name my students call me

email address or username retype email/username

password

SUBMIT >



The screenshot shows the Playposit user interface. On the left is a blue navigation sidebar with the following items: 'Ho Wai Man' (user profile), 'My Bulbs', 'Folders', 'Classes', 'Premade Bulbs', and 'Upgrade to Pro'. The main content area on the right features a search bar with 'FILTER' and 'Search' labels, and a 'Tags' section with options for 'Last Modified', 'Views', and 'Actions'. A 'Create your first bulb' button is visible in the main area, and a pagination control shows '0/page'.

資訊科技工具 (IT TOOLS) 的基本學教功能

Playposit : <https://www.playposit.com/>

1 Video Source — 2 Captions — 3 Trim & Crop

MY VIDEOS INPUT URL UPLOAD VIDEO UPLOAD MP3

RECORD

YOUTUBE VIMEO 3C MEDIA KALTURA

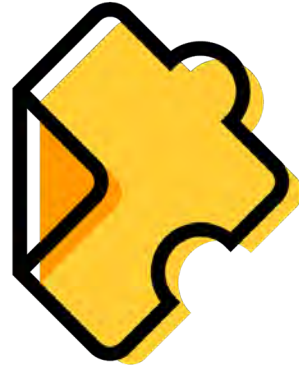
PANOPTO ZOOM WISTIA MEDIAAMP

MEDIASITE WARPWIRE ENSEMBLE BRIGHTCOVE

CANVAS STUDIO

CANCEL

The main video preview area displays a white silhouette of a dachshund dog on a blue background.



edpuzzle

<https://edpuzzle.com/>

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edpuzzle

Search content...



Content

Gradebook

My Classes



YouTube video

Ching Luen Jenny LEUNG

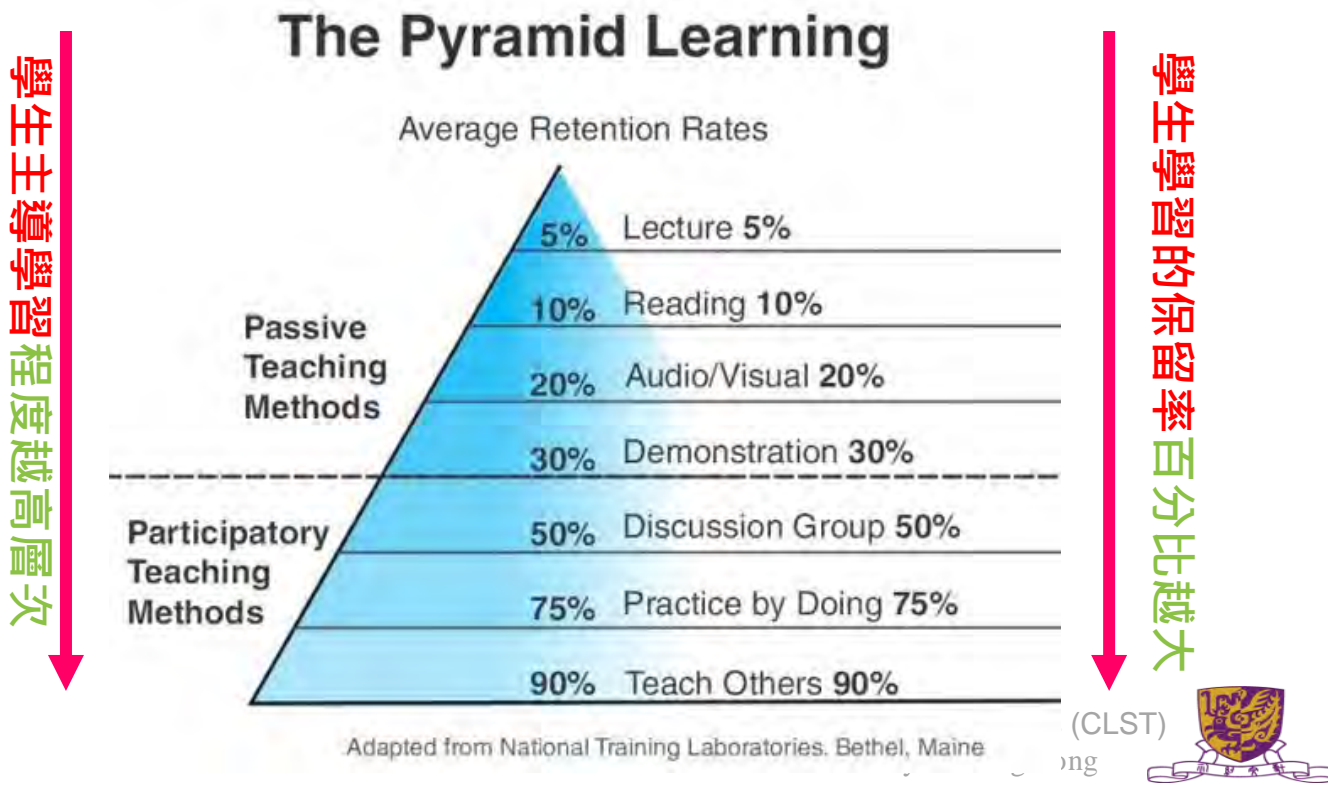


Video events

- 01:25
• Multiple-choice
- 04:24
• Multiple-choice
- 06:50
• Open-ended

[Assign](#)[Edit](#)[Duplicate](#)[Delete](#)[Private](#)

自主學習的內容及步驟



Jill Bolte Taylor



Centre for Learning Sciences and Technologies (CLST)
The Chinese University of Hong Kong



PRESENTATIONS

Is the key





Rotation Presentation (ENVOY)



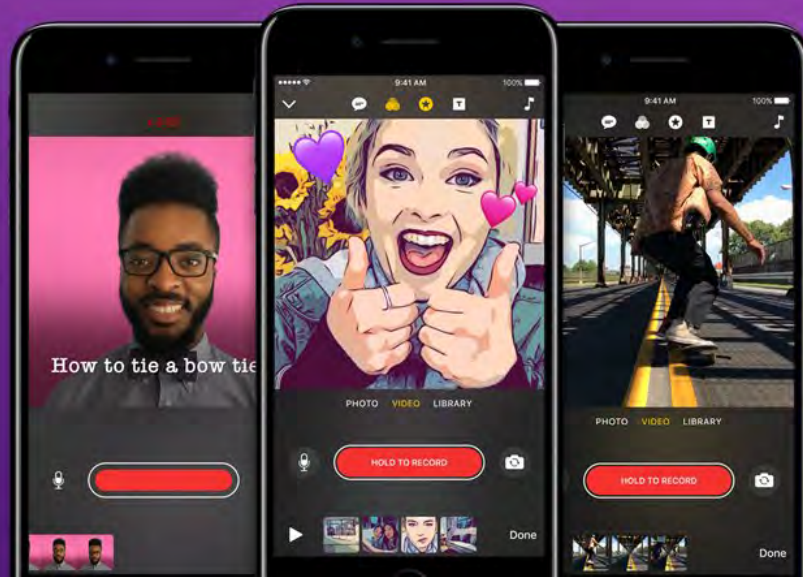
Rotation Presentation (ENVOY)







Clips





Flipgrid

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5. 習作講解



習作講解

Try one strategy that you've learned today in the coming week and share your reflection in the following padlet.

<https://padlet.com/missjennyhk/cuhkclstlmssdleng20211201>

