



MITEN HUOMIOIDA "JATKUVAT OPPIJAT" OPETUKSESSA?

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What is the learner thinking?
What inspires her? What
makes her afraid?
What motivates? Why?



LEARNING DESIGN IN PRACTICE: STRUCTURED PROCESS + CREATIVE WORK

TOOLS THAT
SHAPE THE
PROCESS →
LOW
TRESHOLD

FACILITATED
LEARNING
DESIGN
SESSIONS →
CREATIVITY

LEARNERS
NEEDS FIRST,
NOT THE
CONTENT

LEARNING EXPERIENCE COURSE: TEAM:

This canvas is used to plan individual modules or weeks as learning experiences. Use the Course Structure canvas for general planning.

MODULE #: MODULE NAME: KEY TOPICS:

CONTENT DRIVEN

CONTENT EXPERIENCE

VIDEO(S) What video material is there? Mockup of the video

READINGS What text material is there?

LECTURE/SEMINAR What synchronous teaching there is? Sketch of the lecture

PARTICIPATORY EXPERIENCE

ACTIVITIES What is the learner doing? Use the Activities and Formats canvas.

EXAMPLES

- Quiz
- Mindmap
- Essay
- Exercise: multi/voice exercise
- Classification
- Other

ASSIGNMENTS What do the learner need to turn in?

KNOWLEDGE CONSTRUCTION What tools are the learners using to build connections between topics?

SOCIAL EXPERIENCE

MEETING(S) What face-to-face or online gatherings there are?

COMMUNITY/DISCUSSION What channels there are for informal chat and support?

REAL-WORLD RELEVANCE How do you connect the content to the real world?

PROCESS DRIVEN

INTERFACE EXPERIENCE

VIRTUAL ENVIRONMENT What is the platform? What other online tools are needed?

MICROLEARNING/CHUNKING How is the content chunked to accessible nuggets (15 min)?

PITCH TALK What's the purpose of this module, told in 30 seconds?

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fiTech

MACHINE LEARNING WITH PYTHON (AALTO)

SELF-EVALUATION OF PREVIOUS COURSE (PROF + TA'S)

1ST WORKSHOP: CLARIFYING THE LEARNING OBJECTIVES BASED ON COMMENTS

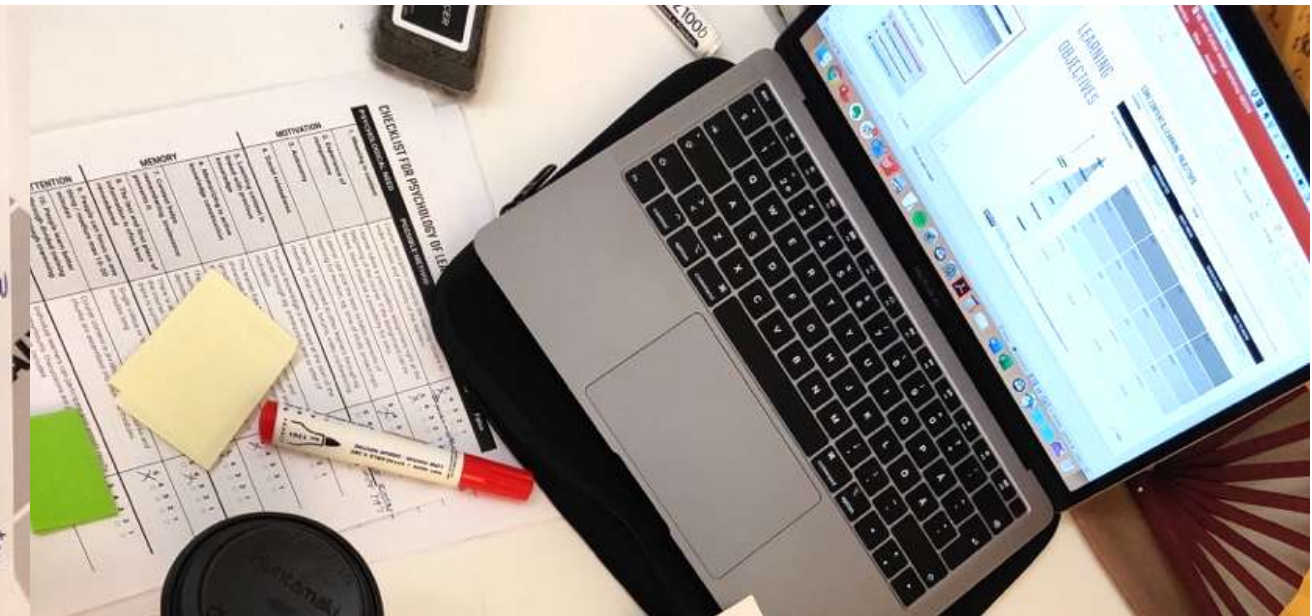
SOME FIXES: INTRO VIDEOS, PROGRESS BAR, COOURSE DESCRIPTION

CHECKLIST FOR PSYCHOLOGY OF LEARNING

COURSE:

| PSYCHOLOGICAL NEED | POSSIBLE METHOD | True | | | | | False | | | | |
|--------------------|---|------|---|---|---|---|-------|---|---|---|---|
| | | 5 | 4 | 3 | 2 | 1 | 5 | 4 | 3 | 2 | 1 |
| MOTIVATION | 1. Meaning in content | 5 | 4 | 3 | 2 | 1 | X | | | | |
| | 2. Experience of competence | 5 | 4 | 3 | 2 | 1 | X | | | | |
| | 3. Autonomy | 5 | 4 | 3 | 2 | 1 | | X | | | |
| | 4. Social relatedness | 5 | 4 | 3 | 2 | 1 | | | X | | |
| | 5. Learning content is linked with previous | 5 | 4 | 3 | 2 | 1 | X | | | | |

Handwritten notes: "MINI-EXAMPLE IN DESCRIPTION" and "EXERCISE SESSION WITH TA'S"

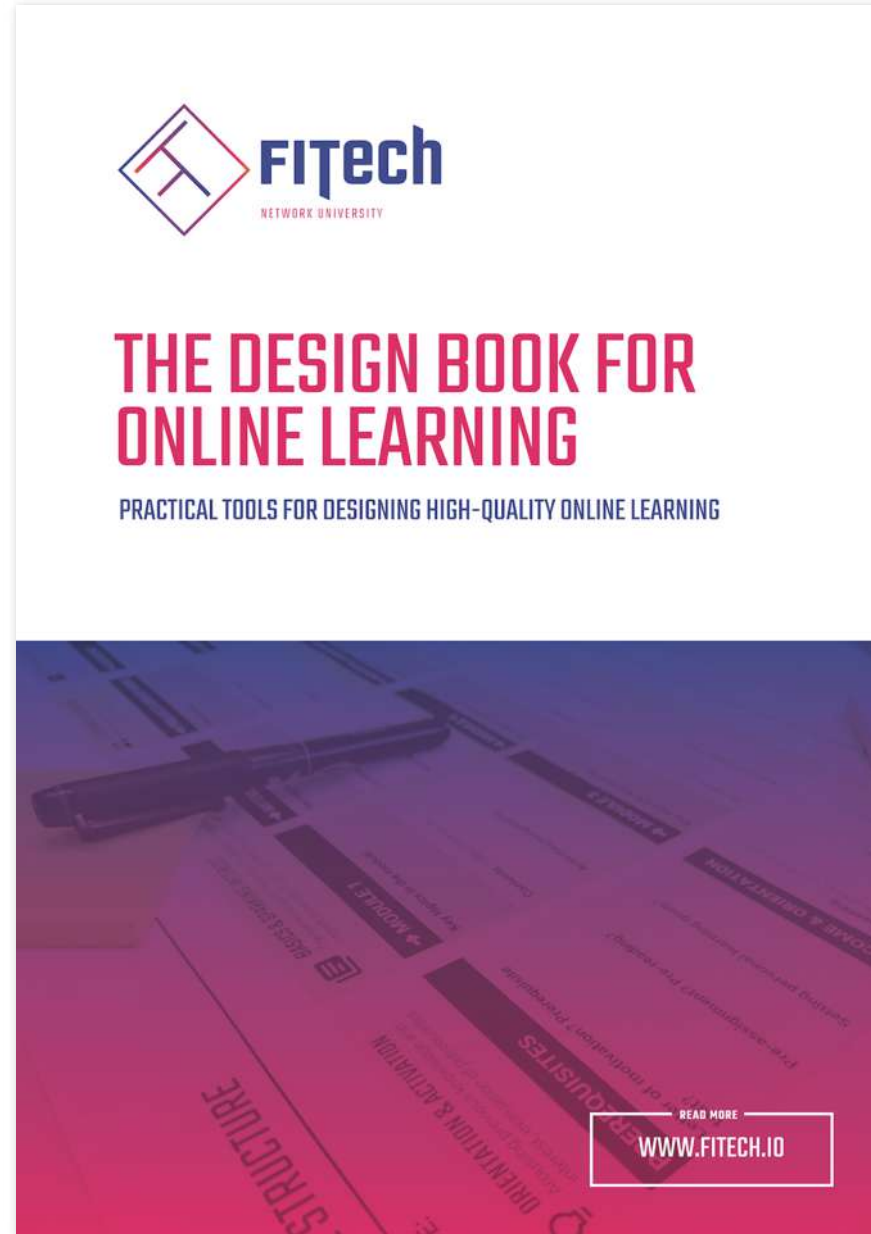


CASE: BASICS OF SOFTWARE ENGINEERING (UTU)



MORE INFO:
THE DESIGN BOOK
FOR ONLINE
LEARNING (2019)

→ WWW.FITECH.IO



YOUR COURSE IN FITECH? LET'S TALK:

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