Flipped | Active | Blended (FAB) Resources

FAB is a toolkit of tip sheets to guide the design and implementation of flipped, active and blended and interactive classrooms. These tip sheets were created by the University of Queensland. The Office of Educational Quality and Innovation has added some strategies and resources from Adelaide University, Yale University, and NYU.

- What is the Flipped classroom?
- What is Active learning?
- What is Blended learning?

Designing learning

Learning Outcomes Articulate and guide expectations for your course.
Backwards Design Wiggins and McTighe's (2004) framework for explaining the role of learning outcomes in aligning curriculum.
SOLO taxonomy Biggs and Collins' Structure of Observed Learning Outcomes (SOLO) is a systematic way of describing how a learner's performance grows in complexity.
Constructive Alignment Similar to Backwards Design, Biggs (1999) explains the alignment of intended learning outcomes, activities and assessment.

Strategies to promote active learning

- Think-Pair-Share is designed to encourage students to share and discuss ideas around a particular topic, issue or problem

- The Minute paper is designed to take a minute to complete. It is commonly used at the end of class to diagnose students' understanding of key concepts or topics, but can also be used throughout the lecture.

- The Jigsaw technique is designed for cooperative learning in small groups.

- Mind mapping is a visual exercise to help students organize and structure complex content.

- Peer instruction is an interactive teaching technique to gauge students understanding of conceptual problems.

- Case based learning is an interactive teaching technique to engage students in real life problems.

- Peer assisted learning is a student-centered learning model which focuses on providing formative self- and peer assessment practice with immediate feedback.

- Problem based learning is an enquiry-guided learning method characterized by active learning in small groups where solving interesting real-life problems is central to the learning process.

- Project based learning focuses on real world problems and challenges using problem solving, decision making and investigative skills.

- VoiceThread is a web-based application that allows conversations to occur around centrally placed media, such as video, audio and images. VoiceThread has been successfully used for teaching and learning in the School of Nursing.

- Social media

    o Twitter is a tool designed for social networking, micro-blogging or aggregating information such as news and opinions. Users have only 280 characters to post or 'tweet' an update.

    o Padlet features a virtual wall where multiple users can post comments and media. For teaching and learning purposes, it encourages collaboration and knowledge sharing around particular topics in both face-to-face and online activities. It immediately gathers and stores valuable ideas for future reference.

- Audience Response Systems. The use of ARS typically involves students answering questions for which immediate feedback is provided, like clickers, polling technologies, and index cards. These and other tools can be implemented in a variety of class types including large lecture courses and seminar-style classes, and can be used with individual, team, or group assignments.

- Posters provide an opportunity to pair visual learning with textbook reading, lecture, and other assignments.

Other resources

- https://www.nyu.edu/content/dam/nyu/facultyResources/documents/ESMITS/Flipped-Class-Case-Study.pdf

- https://file.scirp.org/pdf/CE_2015080511022968.pdf

- https://www.adelaide.edu.au/flipped-classroom/resources/7_Steps_to_Flipping.pdf

- https://facultyinnovate.utexas.edu/sites/default/files/utflipquickstartguide120516-2.pdf

- http://www.uq.edu.au/teach/flipped-classroom/resources.html

- https://ctl.yale.edu/

- Hopkins Article: http://krieger.jhu.edu/magazine/v14n2/flipped-learning