
Creating the conditions for effective blended learning

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6 P's of blended learning

1. Participation

6 P's of blended learning

1. Participation
2. Pacing

6 P's of blended learning

1. Participation
2. Pacing
3. Personalisation

6 P's of blended learning

1. Participation
2. Pacing
3. Personalisation
4. Sense of place

6 P's of blended learning

1. Participation
2. Pacing
3. Personalisation
4. Sense of place
5. Personal interaction

6 P's of blended learning

1. Participation
2. Pacing
3. Personalisation
4. Sense of place
5. Personal interaction
6. Preparation

Do we intentionally consider prior knowledge when we're designing blended learning experiences?

Prior knowledge can **aid**
learning if it's:

- activated
- sufficient
- appropriate
- accurate

Prior knowledge can **aid** learning if it's:

- activated
- sufficient
- appropriate
- accurate

Prior knowledge can **hinder** learning if it's:

- inactive
- insufficient
- inappropriate
- inaccurate

Do we intentionally consider prior knowledge when we're designing blended learning experiences?



How do we invest in
metacognition in a
blended learning context?

Metacognition

Metacognitive
knowledge

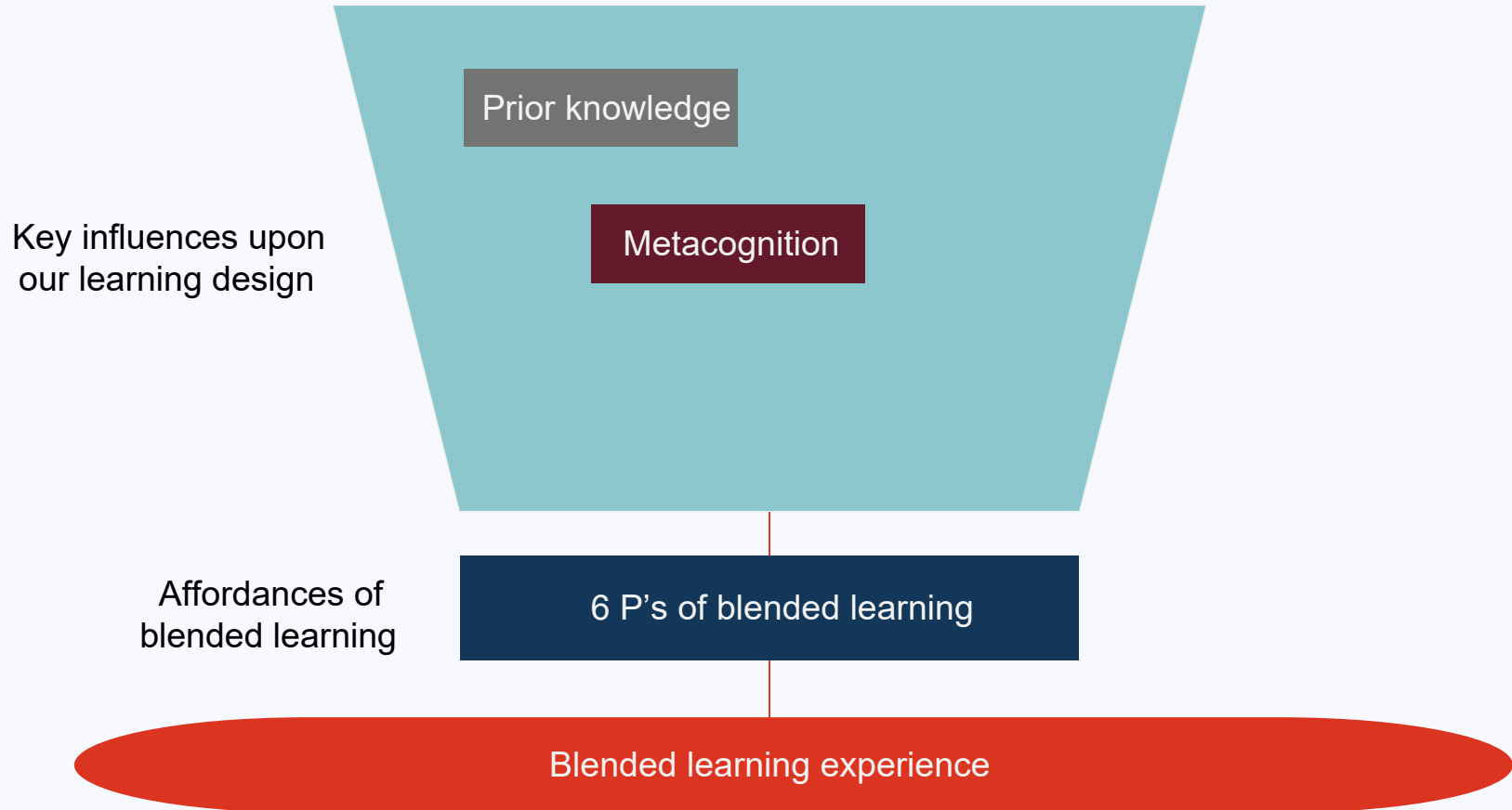
Metacognitive
monitoring

Metacognitive
control



How do we invest in
metacognition in a
blended learning context?

Summary



Questions, comments, reflections.....

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