

#### STUDENT INTERACTION AND BUILDING COMMUNITY



## Challenge: What Do You Think About This Statement?



"Students learn and achieve more when they do most of the work and support each other in the construction of knowledge".



#### What is it?

#### Student Interaction

# •Building Community



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# Types of Interactions Critical to a Successful Online Course

- Faculty to Student
- Student to Student
- Student to Resources





#### Challenge: Thinking About the Activities in Your Course



Where do your students spend their time in your course?

What kinds of activities lead to more learning gains?



# The Learning Pyramid\*



\*Adapted from National Training Laboratories, Bethel, Maine



# Supporting Evidence

- Student-to-student interaction is vital to building community in an online environment, which supports productive and satisfying learning, and helps students develop problem-solving and critical thinking skills (Kolloff, 2011).
- Students who had high levels of interaction with other students reported high levels of satisfaction and learning (Swan, 2012).
- Students in an online course with a high level of interaction achieved higher performance than students with only a moderate level of interaction (Beaudoin, 2016).
- Interaction has an impact on student achievement and satisfaction, as reflected by test performance, grades, and student satisfaction (Roblyer & Ekhaml, 2010).





## Aspects to Consider to Create Effective Discussion Boards

- What will the experience/engagement look like?
  - In pairs?
  - In groups?
  - Will the group have a leader and designated roles?
- What technology will support the discussion board?
  - Video/Audio?
  - Text?
- What will the experience/engagement look like?
  - In pairs?



### Aspects to Consider to Create Effective Discussion Boards

- What kinds of interactions will the discussion board foster?
  - Collaboration/co-creation?
  - Debate?
  - Negotiation?
  - Competition?
  - Teaching each other?
- What are the logistics of the activity?
  - Do they have enough time?
  - How are they organizing?
  - How will the activity be assessed?



#### Aspects to Consider to Create Effective Student Learning Assessment

- What is the learning outcome?
  - Cognitive
  - Psychomotor Skill
  - Affective
- How will you assess the learning outcome?
  - What is the assignment attached to this outcome?
    - For example: Project, Presentation, Paper, Exam, Discussion Board, Reflection Paper, etc.
    - What is the instrument? Rubric, Team Evaluation Form, Survey Questions, Exam, etc.



# Community of Inquiry





# Challenge: How Could We Re-Engineer This Assignment to Be Student-Centric and Foster Collaboration?



This is the true and tested assignment in many courses.

- It is faculty-centered.
- It is focused on content.
- It often limits student-tostudent interactions and knowledge production.





## Peer to Peer Learning

- To achieve a high level of student-to-student interaction in an online course, students must have many opportunities to **build rapport**.
- Include instructional activities that encourage reflection and discussion support student-to-student interaction online. These activities require students to work with one another, share results.
- Use technology that can support student-to-student interaction in online courses. To promote student-to- student interaction, instructors must select the technologies appropriate for the course goals and that students can use effectively.



# What Are Some of the Skills That Are Developed Through Peer Learning?

- Planning
- Decision-making
- Problem-solving
- Goal-setting
- Assuming responsibility
- Coordinating openly
- Respecting and tolerating differences

- Diversity skills
- Empathy
- Working together cooperatively
- Communication skills
- Giving and receiving feedback
- Proactively seeking knowledge



#### QUALITY MATTERS STANDARD 5



# QM - STANDARD 5

- **QM 5.1** The learning activities promote the achievement of the stated learning objectives or competencies.
- **QM 5.2** Learning activities provide opportunities for interaction that support active learning.
- **QM 5.3** The instructor's plan for interacting with learners during the course is clearly stated.
- **QM 5.4** The requirements for learner interaction are clearly stated.



#### QM - Standard 5.2





#### QM - Standard 5.3





#### Collaboration Is a Journey



Gardner, D. (2005).



## Thank you!

#### Questions or Comments

