Designing for Blended Learning

What is blended learning?

Blended learning combines online and campus based learning. It is based around a combination of face to face teaching and online delivery. This combination is fluid and depends on the requirements of the particular course. Learning technologies such as Canvas and Panopto are used to support the online provision.

Blended learning also covers approaches such as **_flipped learning_**, where the majority of traditional lecture content is provided online in the form of short videos, interactive presentations or reading material which then frees up the face to face sessions for a more active session where students can apply what they have learnt in an authentic scenario.

The Teaching Excellence Academy's Blended Delivery Primer outlines the university's approach to blended learning and the Blended Learning Checklist will help you to consider different aspects of your delivery.

What are the benefits?
There are many benefits to exploring a blended approach. These include:

- **Flexibility** - A mixture of delivery ensures that the student can learn at their pace and in a style that suits them. With a growing number of students working part or full time, this flexibility is of great importance.
- **Accessibility** and **Inclusion** - This flexibility also supports those students who may not be able to attend regular face to face sessions.
- **Active learning** - Delivering subject material online allows the face to face sessions to be focused around student participation. The principle is to take what they have learnt from the materials and apply it to a problem or scenario. This encourages the student to take ownership of their own learning.
- **Reuse** - There are a vast number of readily available resources to use within your teaching. From videos on YouTube or Box of Broadcasts to blogs and journal articles. Top tip - look out for materials covered by a Creative Commons license - this explains how you are able to reuse the content and if you need to acknowledge the creator. Note: if you use externally produced resources accompany them with a learning activity, be that a discussion, quiz or reflection.
- **Digital skills** - The introduction and application of technology helps to develop the student's digital skills and replicate many of the scenarios they may find in the workplace (e.g. online conference calls).

Case Study
Self-determined blended learning: a case study of blended learning design.