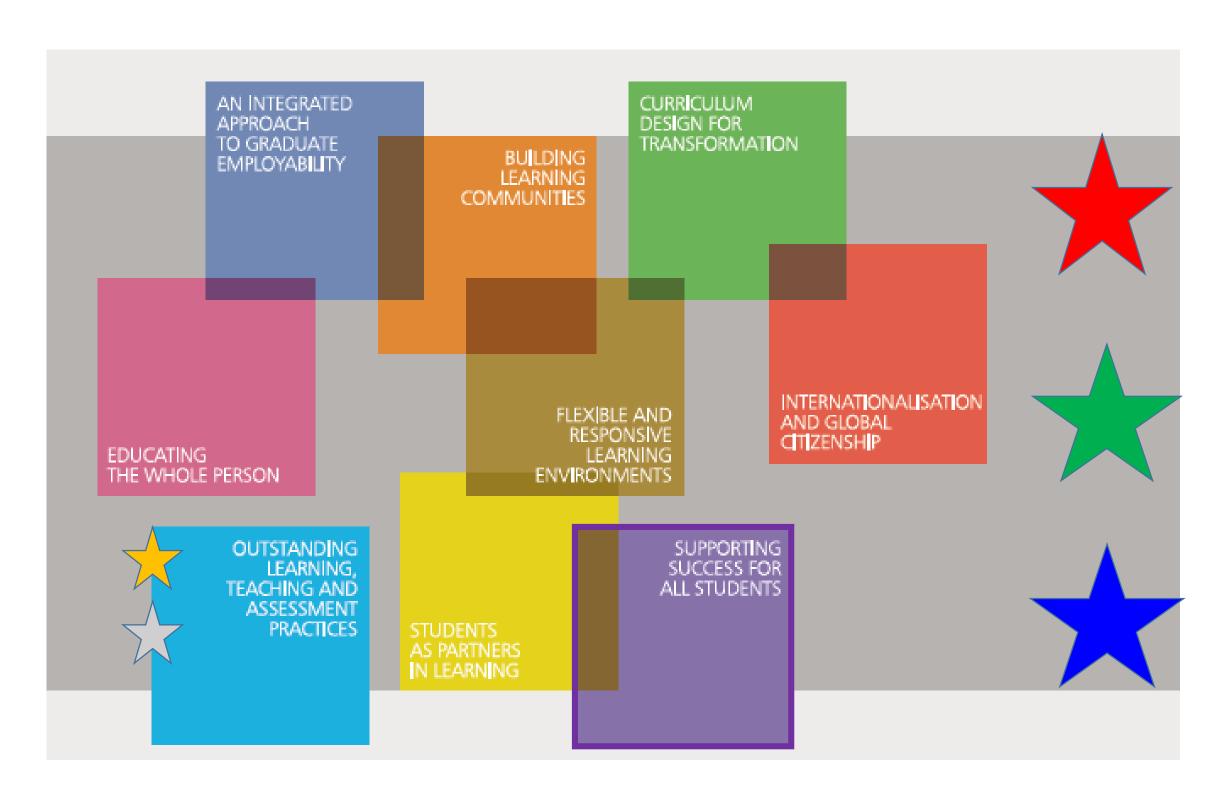


## Curriculum Design for Transformation Adapted from the UCL ABC Workshop

## LEARNING AND TEACHING ENHANCEMENT

Lynne Burroughs – Faculty Learning Technologist Rosie Greenslade – Senior Academic Developer

#### **Curriculum Design for Transformation (UCL ABC Workshop)**



#### **Curriculum Design for Transformation (UCL ABC Workshop)**

## INCLUSIVE LEARNING & TEACHING RESOURCES



The University has a duty to provide an inclusive learning and teaching environment which meets the needs of all of our students.

This site signposts staff to resources to support them in developing a more inclusive curriculum.

Visit the Blackboard site: Inclusive Learning & Teaching Resources





The Digital Learning Thresholds (DLT) site provides a supportive framework and offers a range of advice, guidance, and resources on:

- · Developing opportunities for digitally-rich learning
- · Using digital technologies situated in various authentic contexts
- Enabling students to develop digital literacies
- · Ensuring copyright and accessibility compliance

There are useful resources on the site such as a DLT checklist, FAQs, exemplars and more.

Visit the Blackboard site: Digital Learning Thresholds



This site features guidance, examples and evidence for ways technology can support and enhance various assessment and feedback aims, including:

- · Making assessment more flexible and efficient
- Using technology to improve feedback
- Promoting critical reflection and personal development
- Working in groups and teams
- · Creative and innovative assessment

Visit the Blackboard site: <u>Technology-Enhanced</u> Assessment



The Flipped Classroom site provides a range of pedagogic resources for staff who are considering 'flipping' elements of their classroom activities, these include:

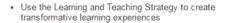
- · Ideas of what to do inside and outside of the classroom
- Practical guidance on how to get started
- · Creating a range of online materials and activities
- Access to toolkits, copyright cleared content and Open Educational Resources (OERs)

The site comes complete with further readings and case studies

Visit the Blackboard site: Flipped Classroom

## CURRICULUM DESIGN FOR TRANSFORMATION

Writing a new programme? Looking for ideas to improve your current one?
The Canterbury Christ Church curriculum design tool can help



- Create an Employability strand running through your programme using the CCCU Graduate Attributes
   Embod Sustainability in the design, content and
- Embed Sustainability in the design, content and delivery of your programme
- Work with your students as Partners in Learning

Visit the Blackboard site: <u>Curriculum Design</u> for Transformation

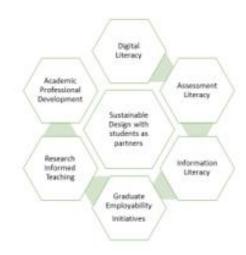


**Academic Support** 

#### **Curriculum Design for Transformation (UCL ABC Workshop)**



#### Sustainable Design



#### Curriculum Design Tools

- Constructive Alignment
- Threshold Concepts
- Assessment for Learning
- · Blended/eLearning
- Inclusive Curriculum



#### Graduate Attributes

- ADAPTABLE
- · DIGITALLY LITERATE
- EFFECTIVE COMMUNICATOR
- INFORMED
- INNOVATIVE
- PROFESSIONAL
- \* SELF-AWARE



### Spiect | Discipline/Profession the heart of Towledge-Skills-Value



#### Learning and Teaching Strategy



for a curriculum which is

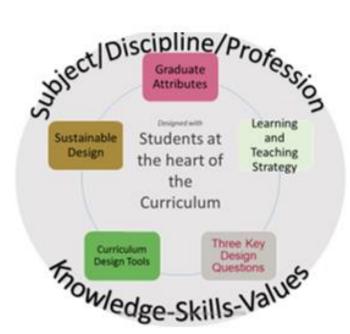
Informed

Inspired

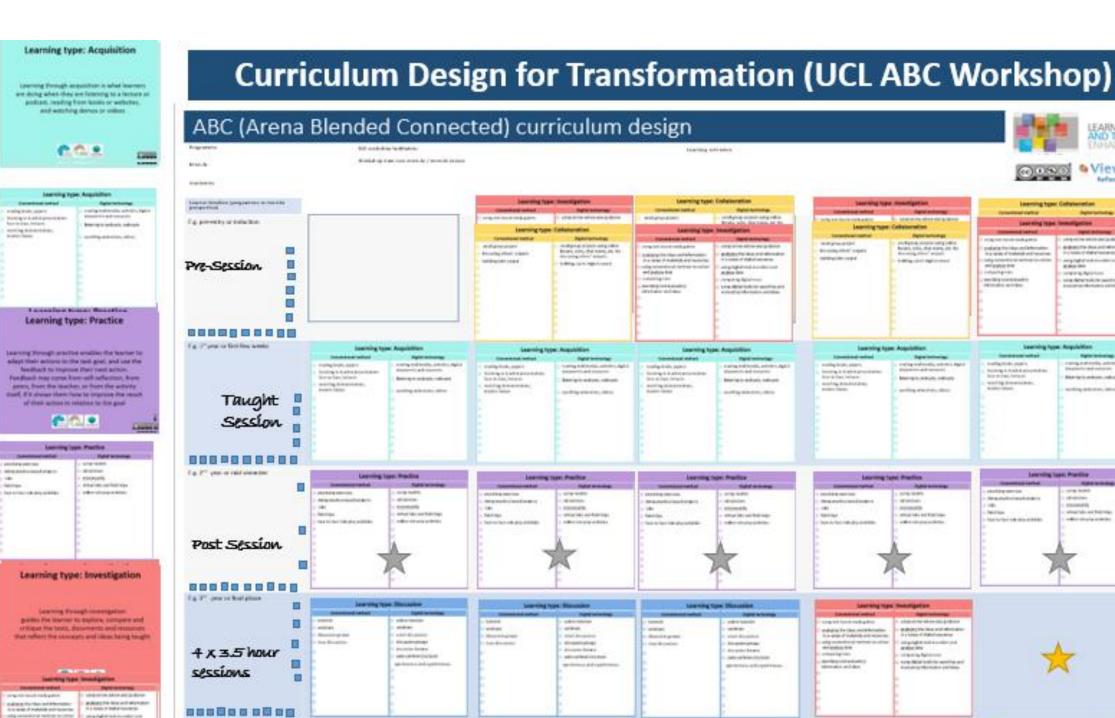
Innovative

#### Three Key Questions How does the curriculum help your students

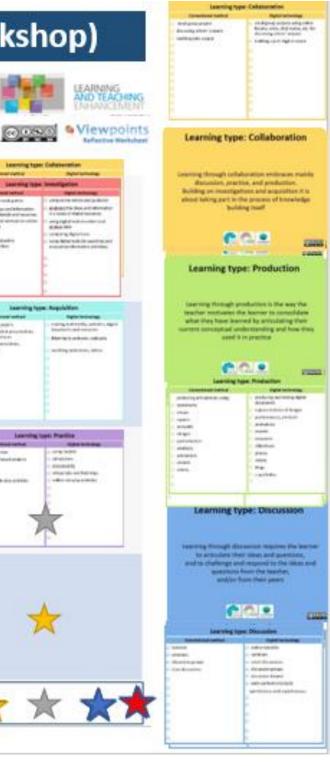


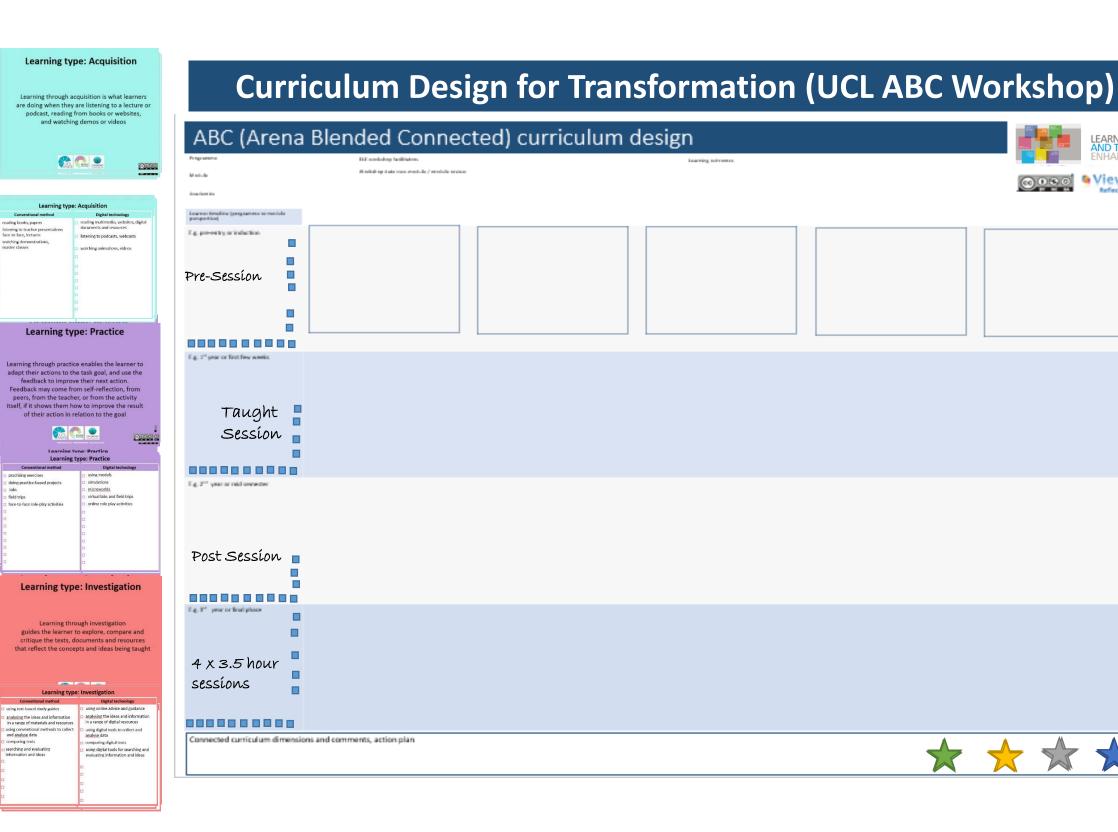


The Curriculum Design Toolkit



Connected corriculum dimensions and comments, action plan







#### **Learning type: Learning type:** Description: Description: @ ① ③ @ BY NC SA Learning type: **Learning type:** Digital technology Conventional method Digital technology Conventional method

earning type: Acquisition Learning type: Collabor Learning type: Acquisition Conventional method Digital technolog Learning through acquisition is what learners reading multimedia, we reading books, papers Learning through collaboration embraces m documents and resour are doing when they are listening to a lecture o listening to teacher presentations face-to-face, lectures discussion, practice, and production. listening to podcasts Building on investigations and acquisition it podcast, reading from books or websites, watching demonstrations, about taking part in the process of knowledge master classes watching animatio and watching demos or videos LEARNING HING AND TEACHMENT Learning type: Production Learning type: Investigation Digital technology Conventional method Digital technology producing and storing digital using online advice and guidance using text-based study guides Conventional method documents analysing the ideas and information analysing the ideas and information producing articulations using: in a range of digital resources in a range of materials and resources representation using conventional methods to collect using digital tools to collect Learning type: Practice performance statements analyse data wpe: Discussion animations essays models reports Learning through practice enables the learner to accounts resourg Conventional me adapt their actions to the task goal, and use the designs □ slides equires the learner practising exercises performances ph feedback to improve their next action. □ doing practice-based proj □ artefacts and questions, Feedback may come from self-reflection, from ond to the ideas and labs animations peers, from the teacher, or from the activity field trips models itself, if it shows them how to improve the result the teacher, ☐ face-to-face role-play activit ☐ videos n their peers of their action in relation to the goal LEARNING HING AND TEACHENT ENHANCEMENT 

## Embedded in the UCAP/PGCAP





Deep and surface Learning (Marton & Saljo 1976, et al)
Active vs Passive Learning
Constructive Alignment (Biggs 1999)
Taxonomies of learning
Bloom's taxonomy
Andersen & Keathwohl
The SOLO taxonomy (Biggs & Tang 2007)
Ripples Model (Race 2010)
Threshold concepts (Meyer & Land 2003)

Relates previous knowledge to new knowledge

Relates knowledge from different courses Information for assessmen memorised.

Relates theoretical ideas to everyday experience unself-cities?

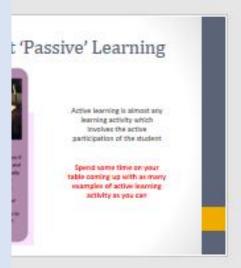
Relates and distinguishes evidence and apparent.

Organises and structures content into coherent whole

Emphasis is internal, from within the student.

Emphasis is internal, from within the student.

6





Comparison of pedagogical benefits

A computational representation could analyse how much of each activity has been designed in

Care Conventional

Categorised learning activities

Blended

Acquisition

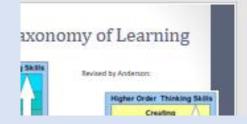
Practice
Production

Analysis shows more active fearning

Constructive Alignment

The sixed of the standard of the stand

10









12

The 'Rippl underpins r 2<sup>nd</sup> edi 'Making

## Programme Teams



## Small Module Teams



## One to One



Learning
Technologist
view of ABC
curriculum
workshop





## Advantages of ABC Curriculum Workshop

#### ABC curriculum design Workshop facilitation plan







Activity	Instructions	Time /role
Session outline, Workshop introduction and overview of activities Including discussion time	A simple description of 'big picture' the essential elements of the course in terms of learning types (video), Connected Curriculum elements and the type of blend expected (face to face and online) derived from the Programme Specification TLA Strategy Inclusive Learning Curriculum Design Discuss difference between Blended and Flipped and give practical examples of how this can work well – dispel worries around usual challenges.	15 20 minutes (facilitators)





# Our Challenges with the ABC Curriculum Workshop



