

OLTD 502 - Learning Outcomes

OLTD 502 will enable students to do the following:

- Become familiar with common terms, definitions and elements related to blended and online learning environments
- Demonstrate basic competency with design and implementation within blended and online learning environments
- Plan learning opportunities most suitable to the strengths and challenges of blended and online learning environments
- Develop and design intentional learning activities suitable for the learning environment and the learner
 - Incorporation of Universal Design for Learning (UDL principles)
 - Selection of strategies and resources appropriate for the learning environment, learners, and learning outcomes
- Create assessment and evaluation methods and tools most suitable to the strengths and challenges of blended and online learning environments
- Integrate current cognitive learning and change management theory
 - Examine current research on emerging practices for blended and online learning environments
- Develop practical and technical skills in all phases of concept, development, design, implementation, etc. for blended and online learning environments
- Develop skills to optimize learning environments through personalization based on characteristics, needs, stages of development, current personalized learning mandates, and misconceptions
- Continue for OLTD 501
 - Engage in learning communities and communities of practice
 - Critically assess and evaluate resources for best practice in online learning
 - Consider responsibility, accountability and civility in online environments
 - Continue evidence and reflection collection in a D2L ePortfolio template to demonstrate course and program mastery
 - Maintain a personal web space to support your learning throughout the OLTD program