

	<p>Basic - Minimum Expectations</p> <p><i>All unit resources are available in the online space. Assessment marks and feedback are available in the online space. The teacher uses the online space as an adjunct to on-campus classes. Each week, there are a few learning tasks or activities using digital technologies that students complete online and/or in class.</i></p>	<p>Proficient - Good Practice</p> <p><i>In addition to Minimum Expectation requirements, Good Practice is a step up in terms of complexity, variety and frequency of activities, with some integration between on-campus and online activities. There is some level of building online interaction between students, as well as engagement with course content online. Every week students use digital technologies in class as part of their learning activities.</i></p>	<p>Distinguished - High Level Practice</p> <p><i>In addition to Good Practice requirements, High Level Practice demonstrates a more integrated online and on campus experience. Students undertake a range of learning activities online, including revision of difficult concepts, practice sets, extension work and creation of digital content, connecting with their peers, the teacher, the content and the relevant industry context.</i></p>
<p>Active Learning</p> <p><i>The design ensures students have meaningful activities to complete online, either on their own or interacting with other students.</i></p>	<p>Technology based activities in the online space help students engage with a key aspect of the content in a meaningful way.</p> <p><i>Practical examples:</i></p> <ul style="list-style-type: none"> • Choice Poll to orient students to a topic & give feedback; • Vocabulary quiz to prepare students for class; • In-class poll for concept checking; • Simple screencast covering main point of the week. 	<p>Technology based activities help students engage with key concepts in a meaningful way and to make connections with other students.</p> <p><i>Practical Examples:</i></p> <ul style="list-style-type: none"> • Discussion forum that prepares for or reflects on a class activity; • Students asked to watch a video and answer questions. 	<p>Multiple technology based activities per week help students engage with key concepts, connect with peers, review class material or prepare for next class.</p> <p><i>Practical Examples:</i></p> <ul style="list-style-type: none"> • Student created Blogs or Vlogs for reflection and sharing; • Discussion forum to connect concepts & practical examples; • Activities for students to solve problems collaboratively.
<p>Authentic Learning</p> <p><i>The design integrates discipline/profession specific activities /experiences and meaningful, real-life tasks.</i></p>	<p>Technology based activities help students link their learning to real-world experiences.</p> <p><i>Practical examples:</i></p> <ul style="list-style-type: none"> • Welcome video includes statement about relevance of the unit to employment/profession and prioritised signature capabilities; • Links to news items related to topic; • Case studies from industry examples; 	<p>Technology based activities help students make connections between their learning, real-world experiences and future professional or study prospects during semester.</p> <p><i>Practical examples:</i></p> <ul style="list-style-type: none"> • Recorded videos of experts in the field; • Field trips with students reflecting on their learning in relation to the unit content (online & in the field); • Guest speakers from industry, reviewing of industry standards or practices. 	<p>Technology based activities encourage students to reflect on gaps in their learning, with reference to real-world experiences and future professional or study prospects.</p> <p><i>Practical examples:</i></p> <ul style="list-style-type: none"> • Each week includes a statement linking previous learning and highlighting what is ahead; • Blog activities for students to capture their reflections • Online role plays or debates for students to make links with future practice
<p>Technology-enhanced Learning</p> <p><i>The design ensures that students are using a variety of technologies to complete learning activities, assessment and interaction, both in and out of class.</i></p>	<p>Technologies enable students to find information about the unit, assessment tasks, collaboration and revision activities.</p> <p><i>Practical examples:</i></p> <ul style="list-style-type: none"> • A welcome video outlining unit requirements, link to overall program, link to the unit outline; contact details for the teaching staff; forum for discussion. • Instructions to guide the use of preferred tools for student discussion or revision activities. 	<p>Technologies are used to guide student learning before class, share practice & build learning collaboratively.</p> <p><i>Practical examples:</i></p> <ul style="list-style-type: none"> • Technology-based activities encouraging students to engage with screencasts of key concepts prior to class; • Forums or wikis to share their ideas and solve problems collaboratively; • Quizzes or glossaries for students to revise key definitions 	<p>Technologies are used before, during & after class to guide students to integrate learning and connect with teacher & peers.</p> <p><i>Practical examples:</i></p> <ul style="list-style-type: none"> • Apps for use in class to gauge student understanding and guide them in applying learning; • Collaborative tools for students to co-create content; • Reflective blogs for students to reflect on their learning.
<p>Personalised Learning</p> <p><i>The design allows for affirming & supportive learning where each student is provided with individualised feedback on their progress.</i></p>	<p>Technologies enable students to review their progress and get individualised formative feedback during the term.</p> <p><i>Practical examples:</i></p> <ul style="list-style-type: none"> • Progress bar and activity completion settings in LMS; • Quizzes with automated and individualised teacher feedback; • Videos with questions for checking comprehension and immediate feedback 	<p>Technologies enable students to review their progress, get individualised formative feedback each week during semester.</p> <p><i>Practical examples:</i></p> <ul style="list-style-type: none"> • Weekly video reviewing learning and prompting reflection • Collaborative tools such as wikis, Google Docs for students to collate ideas together 	<p>Technologies enable students to engage in revision or extension activities to support specific interest or development needs.</p> <p><i>Practical examples:</i></p> <ul style="list-style-type: none"> • Weekly revision quizzes and extension activities for students to apply their learning; • Use of learning analytics from each week used to inform planning to optimize learning in the next week.