

Blend Project Newsletter

Issue n. 3 - September - 2017

Multiplier Events

Leading the way to effective Blended Learning

Partners' Materials and Courses



Developing and testing innovative
blended work based learning in VET

Co-funded by the
Erasmus+ Programme
Of the European Union



The **BLEND** project will develop, share and test high quality blended work based delivery models over a three-year period (2015 - 2018) with project partners in Holland, Finland and Spain.

employers
teachers
students

E-LEARNING MODEL

Blend project applies a **blended learning** model consisting of a combination of face to face training sessions with high quality interactive activities uploaded to a Moodle online campus: training videos, presentations, 360° pictures, etc. Screencast of the Interactive Learning Resources and Blended Learning Pathways can be viewed on the project website.
<https://www.blendproject.eu/products/>

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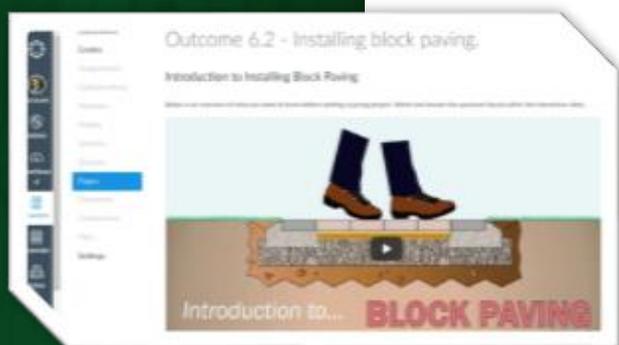
<https://campus.blendproject.eu>



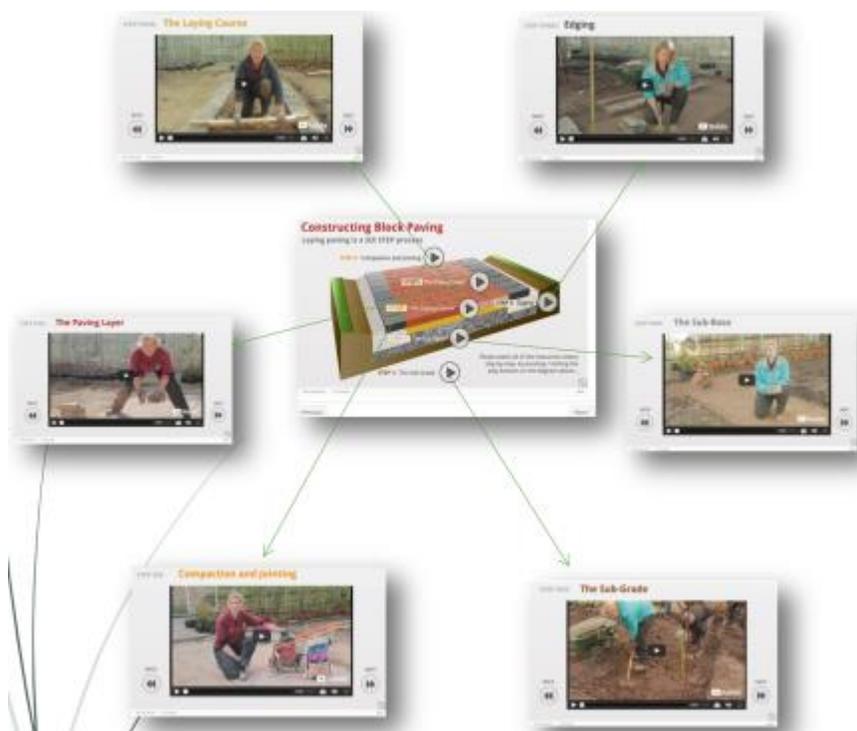
@blendprojecteu

Leading the way to effective Blended Learning

A significant amount of work has taken place over the summer months to enhance the Level 2 Landscape site. Focus on intellectual output #1 (The structure of the site) continues to be refined linking directly to the learning outcomes of the qualification. This has two clear benefits, firstly it allows the tutor to effectively plan the variety of resources required to stretch, challenge and capture the interest of the learners' and secondly it enables the tutors to signpost learners directly to the relevant resources to enhance their learning experience. Within units, the learning outcomes are clear and within each learning outcome the presentations become sequential using H5P tools such as 'course presentation'. This ensures that the learner works their way systematically through each resource, maintaining their attention whilst being exposed to regular checks on learning.



The skills and knowledge of our tutors and the E-Learning Team on the project are constantly increasing and as a result of this the quality of the interactive resources (Intellectual output #2) are going from strength to strength. This combined with regular evaluative feedback from learners is now transforming the Canvas VLE. An example of transforming resources through learner feedback can be seen below. Instructional videos can be exceptionally powerful and will no doubt have a positive benefit in preparing learners for their 'end-point assessments', however the length of the video can equally have a negative effect on the learning experience if it is too long. Breaking the resource down and embedding shorter videos linked to critical steps of a process enhances this learning experience.



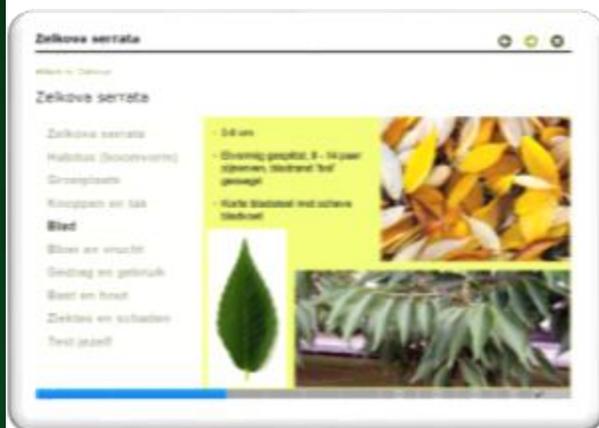
IPC – Groene Ruimte

As part of Project Blend IPC is fully engaged in the (further) development and application of interactive learning and teaching methods in its electronic learning environment. Almost all modules of the course European Tree Worker (ETW) have now been made blended. Learners now have the opportunity to use various kinds of interactive (preliminary) exercises and train their knowledge with interactive presentations, interactive videos and tests. In this way, learners and trainers can prepare themselves optimally for the upcoming training days. In the meantime, as a consequence of Project Blend, other IPC-courses are being developed as partly or fully blended courses: Greenkeeper, Groundskeeper, Engineer excavator, Cemetery keeper, Cemetery supervisor, Specialization Land development and Supervisor/Foreman outdoor space (OUB). The newest development is the production of a full digital course about Nature Legislation level 1. This course will be published in November 2017.



New videos about chainsawing (how to handle the chainsaw) are now available as (instructional) interactive videos for the module ECC 1 (competence chainsaw level 1) and 2 (level 2).

ETW interactive (instructive) videos



All species now have their own H5P-presentation, with quiz questions and summary in the end. The next group of learners are now using these presentations to prepare themselves for the ETW-exam.

The videos about knots which have been produced for the ETW-module Tree climbing 1 (videos about how to make knots and how to use them in a tree) are now available as interactive videos, both informational and as exercises. The learners now have the opportunity to practice knots at home and by doing so spare instruction time at the course day.



Full digital course Nature Legislation Level 1 a course in which students can watch and listen to instructional videos. These videos are presented in H5P format Interactive video. During the videos, questions and extra information appear. Besides, they can test their knowledge about the legislation in interactive tests. For IPC, this is the first full digital course, without interference of a trainer. After preparing the exam material in this course in their own time and place, students will be able to make the exam about nature legislation level 1.

KPEDU



Videos produced during this summer and autumn are part of unit "Operation, maintenance and repair of agricultural machinery and equipment". Videos have been filmed in school's workshop and farm as well as work places. Videos have been utilised for different purposes: students use the material as part of independent learning in school workshop and at work places, and teachers use the videos during face-to-face lessons.

Based on the feedback from students, videos have been made shorter by dividing them based on the content. Videos contain "talking head", text and interactive elements. This way the videos are suitable for different students with different styles of learning. Good example is repairing tractor power take-off system. The subject is divided in 6 videos that cover the whole work process from washing the pto system to assembling it



Blend project has promoted the e-learning process at Kpedu. We have had resources to involve staff to planning new blended learning path and to producing interactive learning materials. Staff's attitudes towards e-learning are more positive due to increased knowledge on e-learning possibilities. Project results are also disseminated to other Kpedu units in different events.



CESGA



The second BLEND Spanish multiplier event took place the 6th of July 2017, from 16.30 to 19.30 at CESGA. More than 20 people attended, most of them professors at the Education Science Education Faculty, as well as post-doc student teachers. They learned the basics of the learning paths used in the BLEND project, and the key elements to build Interactive Learning Resources.

Attendants created an interactive video with OS technologies that could be watched in different devices (tables, mobiles, laptops ...) and also could test and upload the video to the campus platform with the H5P authoring tools ready to be used.



CESGA is in charge of maintaining and management of the Virtual Campus Infraestructure, available at <https://campus.blendproject.eu/> of the project.

Also CESGA maintains and provides support to more than 10.000 teachers, researchers and students through Aula Cesga, a free and open source based VLE, which is the first and biggest open free collaborative and learning platform in Galicia: <https://aula.cesga.es>

