Online Professional Learning

Quality Checklist



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Purpose of This Tool

Quality online professional learning is sometimes tough to recognize, yet most district leaders find themselves tasked with making decisions about which potentially costly and resource-intensive learning options are worth investing in.

The primary purpose of this quality checklist is to help busy district leaders—central office staff, building administrators, and teacher-leaders—identify effective online learning options to recommend for their educators. The checklist provides an efficient way to evaluate discrete activities based on their content, characteristics, and format. When completed, the checklist shows decision makers at a glance which online activities will likely help educators further their district's student learning and improvement goals and which ones are of high enough quality to count as part of the formal learning options considered for professional learning credit. It will also guide district leaders in selecting ongoing learning options in which to invest time and staff resources.

Secondarily, this quality checklist could be used by individual educators to select learning experiences in which to participate or by those who are creating or developing online learning experiences as a way of assuring that best practice is adhered to at the design level.

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General Principles of Effective Practice in Online Professional Learning

Online learning that follows certain basic principles (as outlined below) typically provides a solid learning experience. The following statements will help in not only assessing the potential value of an online learning experience but also in providing a foundation for understanding effective practice for online learning as part of a larger professional learning context. These principles and characteristics are substantiated by the References at the end of this tool, and they align with the research and Standards base illustrated in the *Professional Learning Strategies Self-Assessment Tool* and *The Connected District* brief (in the toolkit appendix).

Informal and formal online professional learning should accomplish all of the following:

- Align with district or school student learning and improvement goals
- Embed technology in the learning experience to build capacity to advance student learning, creativity, and innovation in ways that can be generalized to both face-to-face and virtual learning environments
- Support educators in achieving mastery around subject matter knowledge and/or pedagogical skills
- Increase educators' abilities to pose questions and solve problems collaboratively by increasing their digital literacy
- Promote opportunities for self-actualization and growth of the individual
- Promote opportunities for collective growth of a group learning as a team
- Facilitate opportunities to make connections with people that could result in new innovations or initiatives
- Allow for opportunities for co-construction of knowledge and negotiation of meaning
- Promote reflection through the use of collaborative online tools
- Result in a process or product that could be immediately implemented in practice
- Include content that is both of quality and validated by research
- Support change in practice through follow-up, sharing, and documenting the change beyond the initial knowledge development

Online learning experiences share some characteristics of effectiveness. These common characteristics play out differently in specific types of online learning experiences. The criteria in this quality checklist represent the unique characteristics of several common online learning activity types: webinars, hashtag Twitter chats, online conferences, massively open online courses (MOOCs), e-courses more generally, and online communities of practice. Each of these formats is outlined in the checklist. These general characteristics also can be applied to other types of activities.

Characteristics of Effectiveness in Specific Experiences

A high-quality online professional learning experience can be characterized by the following attributes:

- Supports active rather than passive participation
- Is grounded in empirical theories and models of learning
- Purposefully aligns with student outcomes as well as individual educator and organizational learning goals
- Is engaging and relevant
- Is appropriately paced and timed
- Is led or designed by skilled online facilitators
- Establishes a set of norms for participation

Instructions for Using This Checklist

Please use the checklist in each of the following categories to determine whether the online learning event you are evaluating is rated red (does not meet the criteria), yellow (meets enough of the criteria), or green (meets most of the criteria). Feel free to use the "notes" section to add your comments as you reflect on your options.

Webinars

Webinars are Web-based synchronous events conducted using video conferencing software, such as Abobe Connect, WebEx, or Google Hangouts. The term also applies to the archived recordings of the webinars.

Because some of the criteria for webinars is hard to distinguish in advance, it is advisable to have participants check for quality during the webinar using this tool and then share feedback as a means of guiding future choices in webinar providers and sessions.

Criteria	Status	Notes
Aligned with the general principles of best practice listed on p. 2	•••	
Clearly states purpose, goals, and outcomes for the webinar	•••	
Uses highly interactive, facilitated approach instead of lecture. Some techniques might include the following: • Polling • Active questioning • Collective wondering • Encouraging and modeling use of back channel chatting • Co-creation of learning objects on the whiteboard		
Led by seasoned facilitators who are knowledgeable about the topic to be presented		
 Facilitates the contributions of participants in ways that enhance the intended topic of discussion. These techniques may include the following: Open-ended, thought-provoking, questioning techniques that draw on personal as well as professional experiences Protocols to help learners connect around shared problems or possibilities Paraphrasing of participants' contributions as well as comparisons and contrasts between participants' views 		
Provides options for active learning, such as the ability to contribute to webinar discussions and to make comments on content and materials		
Emphasizes sharing of experiences among participants		
Creates a general sense of trust among participants as evidenced by willingness to share failures and works in progress		
Appropriately takes advantage of the available features of the platform—such as backchannel chat, polls, video, and whiteboard—to present content and engage participants		
Produces archives for anytime-anywhere learning and content review		
Limits group size or encourages the use of breakout rooms, enabling personal sharing in smaller groups	•••	

Here are possible ways to show evidence of the learning event's value add through documentation and artifact collection as a means of credentialing or determining the quality for awarding professional learning credits:

Low-Level Evidence

- Certificate of participation or badge
- Archive of the webinar

Medium-Level Evidence

- Results from a quiz or test based on content covered in the webinar
- Completed template that demonstrates learning acquired

- Blog post with deep reflection about what was learned
- Documented change in practice and corresponding effect on students related to new knowledge and skills resulting from participation

Hashtag Twitter Chat

A hashtag Twitter chat is a pre-arranged chat that happens on Twitter through the use of Twitter status updates (called tweets) that include a predefined hashtag (such as #ce13) to link those tweets together in a virtual conversation.

Criteria	Status	Notes
Aligned with the general principles of best practice listed on p. 2		
Facilitated by hosts skilled in online moderation. Effective facilitation techniques may include the following: • Open-ended, thought-provoking questioning techniques that draw on personal as well as professional experiences • Protocols to help learners connect around shared problems or possibilities • Paraphrasing of participants' contributions as well as comparisons and contrasts between participants' views		
Uses precrafted questions to provide a structure within which more spontaneous give and take can occur		
Participants regularly share resources, such as webpages and videos, via links during the chat		
Part of a regular series of chats rather than a one-time event		
Encourages participants to share their learning outputs using a <u>Creative</u> <u>Commons license</u> .		

Here are possible ways to show evidence the learning event's value add through documentation and artifact collection as a means of credentialing or determining the quality for awarding of professional learning credits:

Low-Level Evidence

• Transcript of chat participation

Medium-Level Evidence

• Bookmarked collection of resources shared

- Blog post reflecting on the learning experience
- Documented changes in practice and corresponding effect on students resulting from participation

Online Conference

An online conference is an online version of the traditional conference with virtual participation. It can be a blended approach to conference participation that supports both face-to-face and online attendance or a stand-alone online event.

Criteria	Status	Notes
Aligned with the general principles of best practice listed on p. 2		
States clear purpose, goals, and outcomes for the conference		
Provides opportunities for self and collective reflection throughout		
Makes available opportunities for collaborative construction of knowledge		
Provides opportunities for intentional matching or connecting of attendees		
Organizes around multiple time zones for global participation		
Offers a diversity of presenters and topics around specific themes or strands		
Encourages participation from individuals, teams, or collectives		
Sponsors or encourages informal gatherings or social experiences between sessions for individuals and organizations to connect and learn informally from one another		
Provides easily accessible and archived session recordings and materials		
When international in scope, furnishes transcripts in different languages		
Supplies resource lists for learning more and presenter contact information with each session		
Uses help desk and scaled tech support for participants		
Provides broad access and availability (e.g. limiting file sizes and offering multiple formats)		
Encourages participants to share their learning outputs using a <u>Creative</u> <u>Commons license</u> .		

Here are possible ways to show evidence of the learning event's value add through documentation and artifact collection as a means of credentialing or determining the quality for awarding of professional learning credits:

Low-Level Evidence

- Certificate of active participation in conference activities
- Comments made during or about presentations, within the conference tools or on social media

Medium-Level Evidence

• Badges earned for participation

- URL of a blog dedicated to reflections related to participation
- Documented changes in practice and corresponding effect on students resulting from attendance

MOOC

An acronym for "Massive Open Online Course," MOOC refers to a Web-based class designed to support a very large number of participants.

Criteria	Status	Notes
Aligned with the general principles of best practice listed on p. 2		
Clearly states goals and objectives of the learning to take place in the MOOC experience		
Content is accurate, complete, clear, and accessible		
Uses a variety of multimedia and interactive media	•••	
Allows for ongoing formative and summative assessment of the learning	•••	
Provides multiple pathways for learners throughout	•••	
Encourages and expects High-Levels of reflection in online spaces	•••	
Expects learners to take control of their own learning; this is not something done to them but rather something they create for themselves	•••	
Encourages diverse perspectives		
Expects learners to communicate extensively and share on blogs, discussion boards, or other online venues	•••	
Encourages High-Levels of collaboration		
Encourages participants to share their learning outputs using a <u>Creative</u> <u>Commons license</u> .	•••	
Supplies resource lists for learning more and presenter contact information with each session		
Uses help desk and scaled tech support for participants		
Provides broad access and availability (e.g. limiting file sizes and offering multiple formats)		

Here are possible ways to show evidence of the learning event's value add through documentation and artifact collection as a means of credentialing or determining the quality for awarding of professional learning credits:

Low-Level Evidence

• Certificate of active participation in open online activities

Medium-Level Evidence

- Badges earned with preset criteria of specific learning outcomes
- Course assessment results

- URL of a blog dedicated to reflections
- e-Portfolio with artifacts of participation, such as discussion forums, blog posts, and other multimedia reflection

e-Course

An e-Course is comprised of a specific set of loosely structured learning objectives and outcomes that are supported with online activities, tools and interactions. It can be self-paced or facilitated by an instructor.

Criteria	Status	Notes
Aligned with the general principles of best practice listed on p. 2		
Clearly states goals and objectives of the learning to take place in the course	•••	
Aligns meaningful content objectives with evidence of mastery in a manner appropriate for an online learning environment	•••	
Presents course content activities that are of sufficient rigor, depth, and breadth to stimulate higher-order thinking skills		
Supports the development of self-directed learners		
Enables learners to customize the course according to their needs and preferences, individually and collectively		
Provides multiple opportunities for self-assessment and reflection		
Offers multiple opportunities for interaction among learners, between learners and the instructor, and between learners and content	•••	
Encourages transparent thinking and sharing		
Presents or enables a global or diverse perspective		
Enables co-construction of knowledge		
Inclusive in design to be accessible to all learners		
Uses a variety of technology tools that are appropriate and effective for facilitating online learning		
Expects learners to take control of their own learning; this is not something done to them but rather something they create for themselves		
Encourages participants to share their learning outputs using a <u>Creative</u> <u>Commons license</u> .		
Led by instructors/facilitators who are highly qualified with expertise in adult learning and the subject matter		
Encourages the growth of relationships among participants that continue beyond the span of the course		

Here are possible ways to show evidence of the learning event's value add through documentation and artifact collection as a means of credentialing or determining the quality for awarding of professional learning credits:

Low-Level Evidence

- Documentation or 'certificates' of involvement and completion
- Badges earned by showing evidence of specific outcomes

Medium-Level Evidence

- Instructor evaluations and participant feedback
- Evidence of goals met in a district- or school-created professional learning plan
- Grades aligned with graduate credit or CEU requirements

- Portfolio of artifacts created during the course (e.g. discussion threads, chat transcripts)
- Artifacts of project work
- Reflections captured on blogs, videos, podcasts, or tools such as VoiceThread

Online Community of Practice

An online community of practice is a group of individuals who share a practice and interact regularly about it to advance their collective knowledge using online tools. For the purposes of this checklist, online communities include both those anyone can join and those open only to members of a particular group or organization.

Criteria	Status	Notes
Aligned with the general principles of best practice listed on p. 2		
Has a clearly stated purpose and domain of interest		
Employs trained and skilled community facilitators, who receive appropriate support from the community sponsor		
Evidences active and consistent participation		
Displays culture of inquiry and promotes deep thinking	•••	
Promotes co-construction of knowledge, including collaboration around common outcomes and opportunities to innovate and create new ideas	•••	
Promotes collective responsibility for the community goals. Members set the learning agenda for the community, and leadership is distributed across the membership.		
Attends to building and sustaining social bonds among members, including through intentional trust building, regularly celebrating successes, and providing opportunities for socializing and play		
Builds a shared body of knowledge in the community's domain, including models and examples		
Utilizes technology that is appropriate to the purposes and activities of the community and is accessible to and usable by its members	•••	
Integrates face-to-face interactions and participation in social networks	•••	
Encourages participants to share their learning outputs using a <u>Creative</u> <u>Commons license</u> .		

Here are possible ways to show evidence of the learning event's value add through documentation and artifact collection as a means of credentialing or determining the quality for awarding of professional learning credits:

Low-Level Evidence

• Analytics and metrics of user participation and contribution

Medium-Level Evidence

• Badges earned with preset criteria of specific learning outcomes or uses of the community spaces

- Artifacts of member-created content analysis of conversations around practice as aligned with district or school improvement goals
- Portfolio of artifacts created during engagement within the community (i.e., discussion threads, shared videos, negotiation of meaning with others)
- Artifacts of project work
- Documented changes in practice resulting from participation
- Documentation of action research plans and implementation

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