Online Programming for Early Adolescents

Developmentally
Appropriate Practice



Gratitude

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Learning Objectives

- 1. Identify the strengths, weaknesses, opportunities, and challenges of online learning.
- 2. Clarify online programming strategies that are developmentally appropriate for early adolescents.
- 3. Describe and compare the characteristics of platforms and programs for online instruction.

Aspects of Online Programming

What are your perceptions of online learning?

Cheap? Accessible? Impersonal? Complicated?

List your thoughts in the chat!





SWOC Analysis

Strengths

Weaknesses

Opportunities, and

Challenges

Internal

External

associated with online learning during COVID-

Dhawan, S. (2020). Online learning: A panacea in the time of COVID-19 crisis. Journal of Educational Technology Systems, 49(1), 5-22.

Strengths

What do you think?

Time flexibility

Location flexibility

Caters to wide audience

Wide availability of courses and content

Immediate feedback

Dhawan, S. (2020). Online learning: A panacea in the time of COVID-19 crisis. *Journal of Educational Technology Systems*, 49(1), 5-22.

What do you think?

Technical difficulties

Learner's capability and confidence level

Time management

Distractions, frustration, anxiety, and confusion

Lack of personal attention

Weaknesses

Dhawan, S. (2020). Online learning: A panacea in the time of COVID-19 crisis. *Journal of Educational Technology Systems*, *49*(1), 5-22.

Opportunities

Dhawan, S. (2020). Online learning: A panacea in the time of COVID-19 crisis. *Journal of Educational Technology Systems*, *49*(1), 5-22.

What do you think?

Scope for innovation and digital development

Designing flexible programs

Strengthen skills, problem solving, critical thinking, and adaptability

Users can be of any age

An innovative pedagogical approach

What do you think?

Unequal Distribution of ICT (information and communication technology) Infrastructure

Quality of education

Digital literacy - <u>digitalliteracy.us</u>

Digital divide

Technology cost and obsolescence

Dhawan, S. (2020). Online learning: A panacea in the time of COVID-19 crisis. *Journal of Educational Technology Systems*, *49*(1), 5-22.

Challenges

Early Adolescence

- Ages: 9-14
- Grades: 4th-8th
- Optimal intervention age
 - Still engaged with parents
 - Less peer pressure
 - Typically less engaged in health risk behavior



Addressing Biological Development

Puberty and Sex Differences

- Puberty begins between age 9-13 for girls, 10-14 for boys
- As puberty begins, modesty about body exposure increases
- Decreased self-esteem can reduce girls' participation in discussions





Puberty and Sex Differences

Online considerations

 Modesty may encourage youth to not turn on camera or mute mic

Strategies

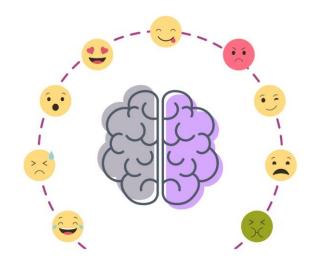
- Separate breakout groups by sex
- Rotate leadership positions between boys and girls
- Incorporate a Q&A structure that allows all to contribute
 - Include chat box option for answering



Behaviors and moods

Hormones changes can create unpredictable behaviors and moods

 Seemingly insignificant events can have a greater emotional effect on youth



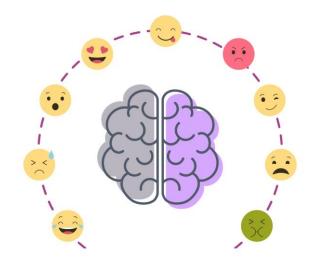
Behaviors and moods

Online considerations:

 Breakout rooms provide the ability to check in with students one-on-one and to diffuse conflicts that arise

Strategies:

- Acknowledge emotion and move on to avoid heightening emotional state.
- Use breakout rooms to follow up later when youth is calm.



High levels of energy

- Young people enjoy high levels of physical activity
- Also benefit from different levels of competition
 - Group competition takes the pressure off individuals



High levels of energy

Online considerations:

 Important to intentionally build in these opportunities - students are otherwise required to sit still at a desk

Strategies:

- Big group vs. smaller groups
- Guided stretches, yoga, jumping jacks, and other movement at desk (noncompetitive)
- Kahoot! Online game options.
 - kahoot.com



Socially-Mediated Activity

Small group activities increase feelings of involvement, engagement, and social presence

Examples:

Zoom Charades or Pictionary using a <u>random</u> <u>word generator</u>.

Zoom Musical Chairs



Addressing Social Development

Clique Membership

- Common among early adolescents
- Can lead to youth being excluded from groups



Clique Membership

Considerations for online:

 Easier to manage online, facilitator decides members of breakout groups

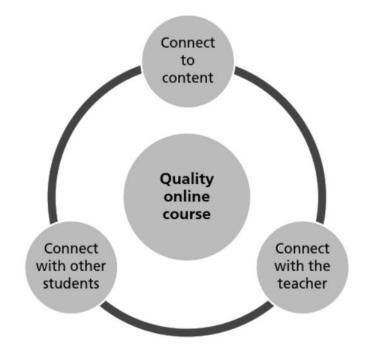
Strategies:

- Use predetermined breakout groups to encourage association with different peers
- Use randomized breakout groups to allow youth to work with all other peers



Peer Affiliations

Developing a strong social presence among youth participants is essential to creating a healthy, digital learning environment.^{1,2}



- 1. Ostashewski, N., Howell, J., & Cleveland-Innes, M. (2016). Optimizing K-12 Education through Online and Blended Learning. In Optimizing K-12 Education through Online and Blended Learning. IGI Global.
- 2. Semingson, P., Smith, P., & Anderson, H. (2018). The community of inquiry framework in contemporary education: emerging research and opportunities. Information Science Reference.



Peer Affiliations

Online/distance learning is often perceived by participants as a highly individualistic activity

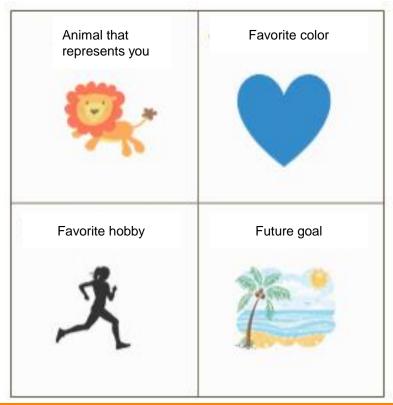
 Incorporating frequent peer-networking activities helps build peer relationships and establish a stronger sense of community.^{1,2}

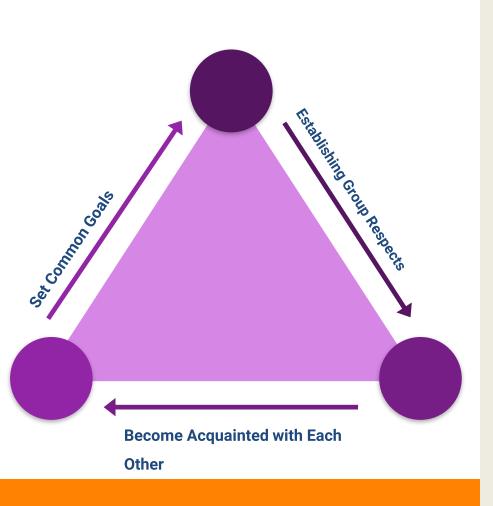


- 1. Guo, K., Bussey, F., & Adachi, C. (2020). Digital learning across cultures: an account of activity theory. Intercultural Education (London, England), 31(4), 447–461. https://doi.org/10.1080/14675986.2020.1747259
- 2. Armellini, D. (2016). Social presence in the 21st century: An adjustment to the Community of Inquiry framework: Social presence and the Community of Inquiry framework. British Journal of Educational Technology, 47(6), 1202–1216. https://doi.org/10.1111/bjet.12302



Social Development Activity





Creating the Social Environment

Addressing Cognitive Development

Discerning Facial Expressions

Youth at this age are less able to discern negative emotions based on facial expressions

 Need verbal identification of emotions



Discerning Facial Expressions

Online Considerations:

- Especially important online!
 More opportunities to look at other things on screen (shared screen, other window)
- Lack of eye contact

Strategies:

- Model verbal expression of emotions
- Provide reflection time before, during, and/or after activities for youth to share feelings



Processing Information

Do not process information at the same speed as older individuals

- Prefrontal cortexes not yet fully developed
- Need short, concise tasks and opportunities for reflection



Meschke, L., Peter, C., & Bartholomae, S. (2012). Developmentally Appropriate Practice to Promote Healthy Adolescent Development: Integrating Research and Practice. Child & Youth Care Forum, 41(1), 89–108. https://doi.org/10.1007/s10566-011-9153-7

Processing Information

Strategies:

- Present information in small pieces rather than in large blocks, split activities into steps with short timelines
 - Shared screens can show bulleted list of tasks, discussion questions, etc. Avoid excessive text.
 - Consider adding progress bar at the bottom of your slides to show progression through steps
- Timed breakout rooms can provide structure
- Ask questions that encourage engagement and reflection
 - Can use chat box "annotate" feature



Processing Information

Here's an example of splitting up tasks: Lets learn about Dolly Parton!

- 1. 5 min: Watch this video about her early life (shared screen on Zoom)
 - a. What about her early life do you think inspired her music career?
- 2. 10 min: Youth visit https://dollyparton.com/about-dolly-parton and read through the page about her life and achievements, scroll through the pictures, taking notes on the parts they find interesting
 - a. What did you learn that surprised you?
- 3. 5 min: Youth groups choose a Dolly Parton song from a list on the screen and listen to it in small groups (or read the lyrics).
 - a. What is the song you selected about? How do you think her life may have inspired that song?

Control and Responsibility

Youth at this age are developing a sense of control and responsibility

- Resist patronization and condescension
- Benefit from leadership opportunities



Control and Responsibility

Online Considerations:

Seemingly fewer opportunities for student leadership

Strategies:

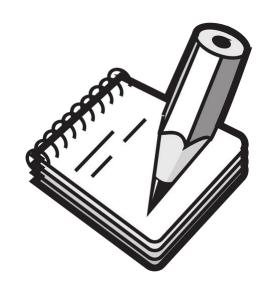
- Provide age-appropriate leadership opportunities
 - Discussion leader
 - Note taking (Zoom annotate and whiteboard feature)
 - Researcher



Build Engagement

Adult facilitators guide learning processes and encourage active engagement from youth members

 Role playing exercises are excellent for creating hands-on experience for youth



Reflection and Dialogue

Along with hands on activity, guided reflection is a key element for keeping youth engaged and connected with program content¹

Possible questions can include:

- What did you learn during the session?
- How did the topics discussed make you feel?
- Did any of the day's discussion change your opinion on the subject?



What is one thing that you intend to incorporate from this training?

Brainstorm Follow-up

- Expands adolescent critical thinking
- Provide open ended questions
- Clarify guidelines
 - No "right" answer
 - Do not take over the lead in the discussion.
 - Do not offer comments until all ideas are shared
 - Allow enough time (some youth will take longer to process)

Virtual Learning Platforms

Zoom



- Ranges from free to \$15 per month
- Up to 300 participants
- Polls, Draw, Share Screen, Annotate, File
 Share, Chat, waiting rooms, virtual background
- No Project Space, Zoom-bombing
- Security Features



Security

Waiting Room



When participants join a meeting, place them in a waiting room and require the host to admit them individually. Enabling the waiting room automatically disables the setting for allowing participants to join before host.

Waiting Room Options

The options you select here apply to meetings hosted by users who turned 'Waiting Room' on

✓ Everyone will go in the waiting room.

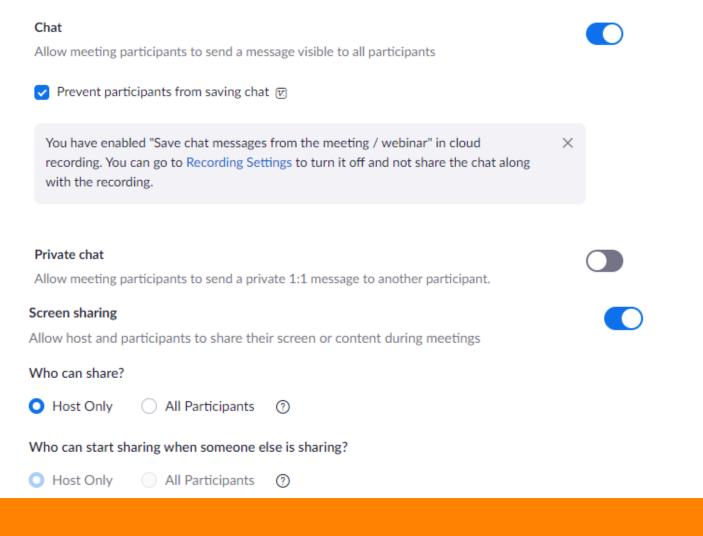
Edit Options Customize Waiting Room

Require a passcode when scheduling new meetings



A passcode will be generated when scheduling a meeting and participants require the passcode to join the meeting. The Personal Meeting ID (PMI) meetings are not included.





Google Classrooms



- Free to \$25 per month
- 150 to 250 people per call
- Shared project space
- Primarily used for learning modules or units, meeting comes secondary
- Polls, Screen share, small group rooms, file share, chat, discussion boards
- All enrollees need a google account



≡ Google Classroom





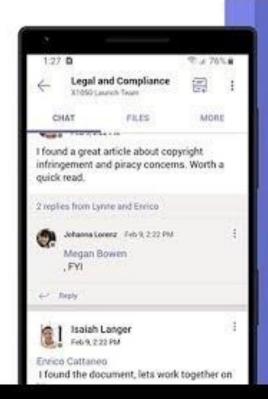
Microsoft Teams



- Ranges from free to \$5 per month
- Up to 250 participants
- Polls, Share Screen, Annotate, File Share, Chat
- Primarily used for learning modules or team projects, meeting comes secondary
- Security Features

Microsoft Teams

Welcome to Teams

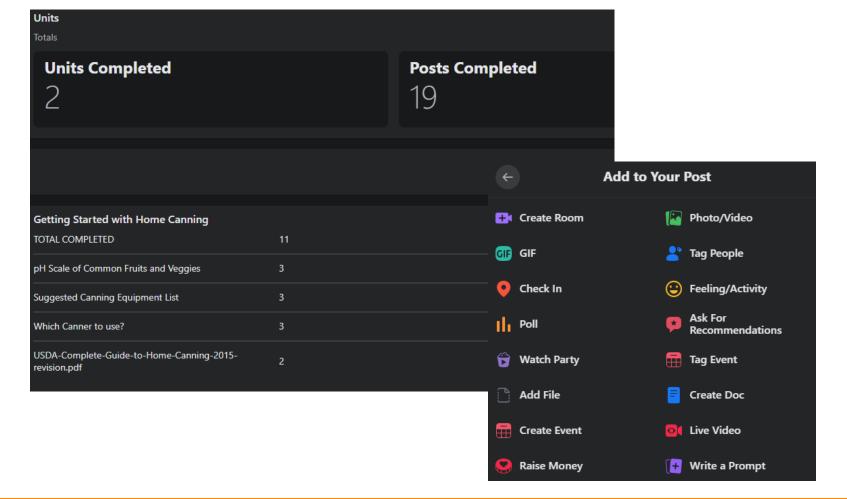




Facebook

4

- Free!
- 50 people per call
- Shared content space
- Primarily used for learning modules or units, meeting comes secondary
- Polls, Screen share, group rooms, file share, chat, discussion boards, content quizzes, track progress
- All enrollees need a Facebook account





Group Rules from the Admins

Be Kind and Courteous

We're all in this together to create a welcoming environment. Let's treat everyone with respect. Healthy debates are natural, but kindness is required.

2 No Hate Speech or Bullying

Make sure everyone feels safe. Bullying of any kind isn't allowed, and degrading comments about things like race, religion, culture, sexual orientation, gender or identity will not be tolerated.

3 No Promotions or Spam

Give more than you take to this group. Self-promotion, spam and irrelevant links aren't allowed.

4 Respect Everyone's Privacy

Being part of this group requires mutual trust. Authentic, expressive discussions make groups great, but may also be sensitive and private. What's shared in the group should stay in the group.

5 Evidence-Based Information Only

This group is for evidence-based canning and food preservation only. Techniques or tips without scientific evidence for safety will be deleted.



Cisco Webex



- Free to \$18 per month
- 100 people per call
- Polls, Screen share, small group rooms, file share, chat, virtual backgrounds, draw, annotate, waiting room
- No joint project space, can be slow and clunky
- Desktop app not required but recommended
- Security Features





Virtual Learning Tools

Kahoot!

Use: Quiz/Trivia Games

Cost: Free to \$6 per month

Pros: Shared Experience

Can add pictures from your phone

Nickname generator

Cons: Wifi speed can be an issue







Factile

Use: Jeopardy-style games

Cost: Free



Pros: Can upload videos and pictures

Integrates easily with virtual platforms

Individual and Team play

Can preset teams

Customize colors, logos, pictures on board



How to Create and Play eopardv Games

for Remote

Distance Learning & In-Classroom



Baamboozle!

Use: Quiz/Trivia Games

Cost: Free to \$8 a month

Pros: Individual or Team Play

Can upload video and GIFs

Power Ups

Cons: Limited with basic plan





Wordwall

Use: Quiz/Trivia, Sketch Pad, Brainstorms



Cost: Free to \$9 per month

Pros: Creates virtual and printable activities

Can be embedded into other websites

LOTS of templates and games available

Multiplayer games

Cons: Limited with basic plan





Match up

Drag and drop each keyword next to its definition.



Quiz

A series of multiple choice questions. Tap the correct answer to proceed.



Random wheel

Spin the wheel to see which item comes up next.



Open the box

Tap each box in turn to open them up and reveal the item inside.



Find the match

Tap the matching answer to eliminate it. Repeat until all answers are gone.



Group sort

Drag and drop each item into its correct group.



Random cards

Deal out cards at random from a shuffled deck.



Matching pairs

Tap a pair of tiles at a time to reveal if they are a match.



Unjumble

Drag and drop words to rearrange each sentence into its correct order.



Anagram

Drag the letters into their correct positions to unscramble the word or phrase.



Missing word

A cloze activity where you drag and drop words into blank spaces within a text.



Gameshow quiz

A multiple choice quiz with time pressure, lifelines and a bonus round.



Labelled diagram

Drag and drop the pins to their correct place on the image.



Wordsearch

Words are hidden in a letter grid. Find them as fast as you can.



Maze chase

Run to the correct answer zone, whilst avoiding the enemies.



Categorize

Drag and drop the items into the appropriate category column.



Rank order

Drag and drop the items into their correct order.



Airplane

Use touch or keyboard to fly into the correct answers and avoid the wrong ones.

Flippity



Use: BINGO, MadLibs, Quizzes, Board Games,

Hangman, Tournament Brackets, Scavenger Hunt

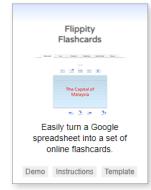
Cost: Free

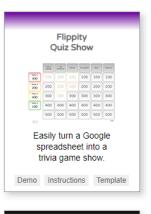
Pros: Versatile- lots of options!

Can include YouTube videos, links and pics

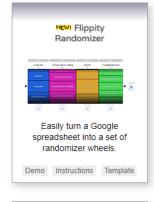
Instructions with every template

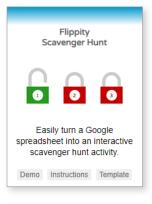
Cons: Google Drive Add on - Google Account required

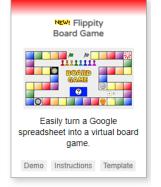








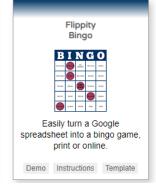




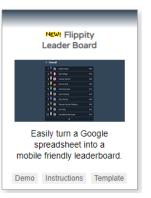


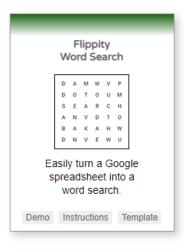


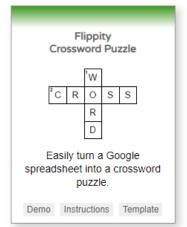


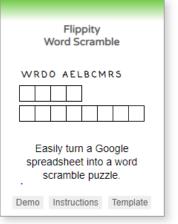


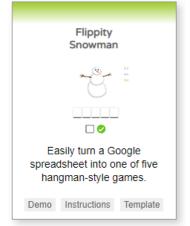




















Ditch that Textbook

Uses: Game Templates

Pros: Versatility! The most available pre-made content Google Slides and PowerPoint Templates,

Cons: Some require Google Drive account for youth to all access and work on it at the same time





Question text goes here

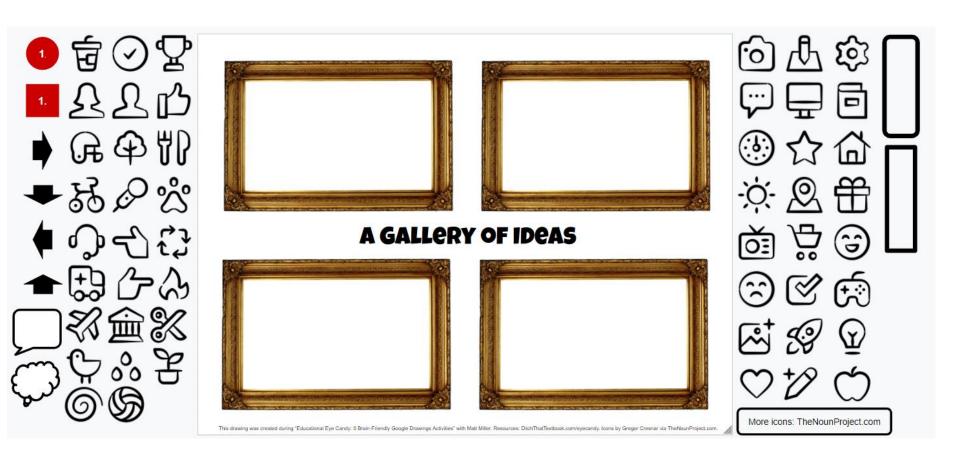
A. Answer text here

C. Answer text here

B. Answer text here

D. Answer text here

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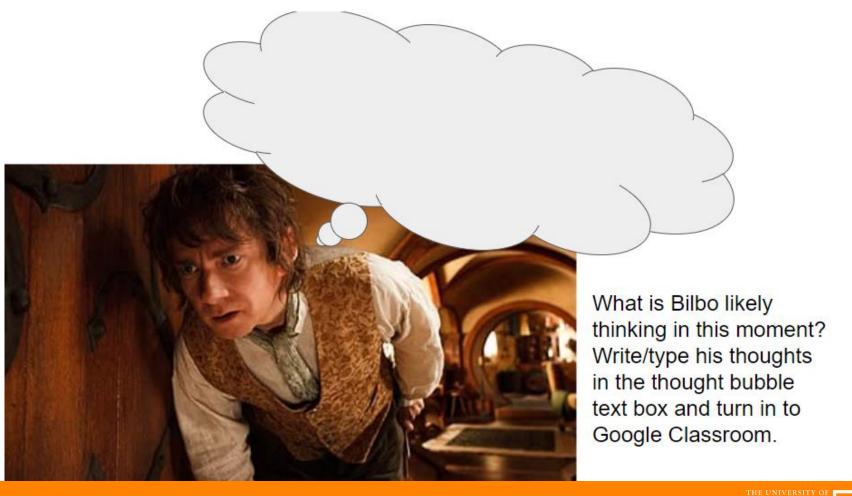






What's the most common excuse when students don't do homework?

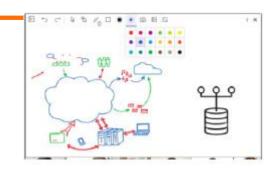
Forgot (39)	
No time/Too busy (17)	
3	
4	
5	



Whiteboards/Annotation

Use: Drawing/Discussion/etc...

Cost: FREE with some programs



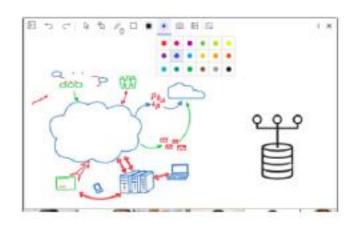
Pros: Brainstorming

Drawing Games

Cons: Only host can move contributions

Game Ideas

- Pictionary
- Tic Tac Toe
- Hangman
- Sudoku
- Word Search
- The possibilities are endless!



Take Aways

- Research on adolescent development informs strategies that can promote youth engagement with learning or health promotion
- The tools to promote success are readily available and affordable
- You too can be an online expert

Kahoot!

Please use your phones or a browser to pull up:

Kahoot.it



Questions?