

Fred Pacheco



Fred Pacheco is an Experienced professional in Marketing Management and Corporate Education with almost 20 years of executive roles, both in Brazil and US, including startups and Forbes 500s. Strong academic education at major international universities - including one Master in Education Technologies. Always up to date with innovation, lecturing at Graduation courses.



Each course is different



- Lectures or Workshops
 - maximum of contents in a short time
 - learn new experiences and build network
- Academic discipline
 - content of each class should connect to something bigger
 - intensive content could be tiring in the long run
- Non-academic course
 - practical experiences, labs, physical postures etc.
 - individual instructions and development follow-up



Education has hardly changed until now



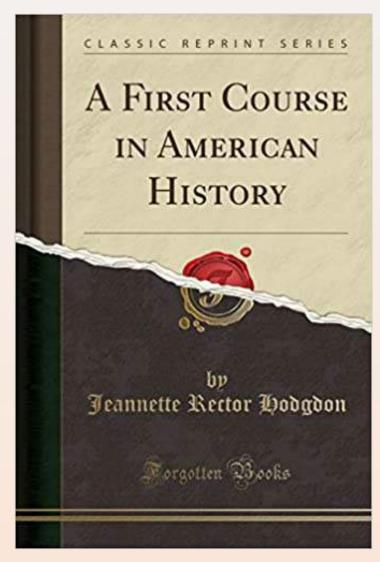
Distance learning is not new...



First Epistle of Paul to the Corinthians, A.D. 54



Distance learning is not new...



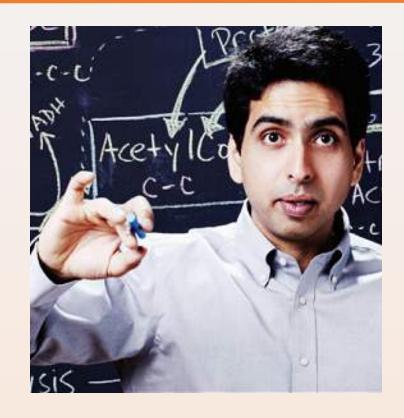


US Mail Courses, 4Mi students, 1920



Learning new formats









(2008)



Learning new formats – MOOCs (2012)

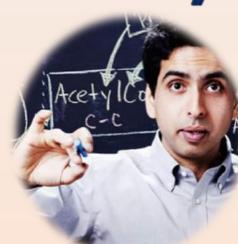












How learning technologies can change education



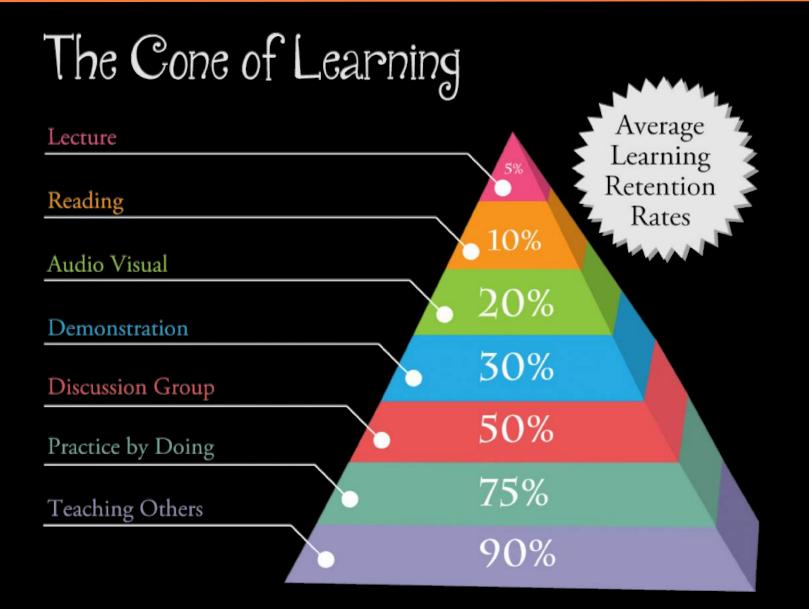
Trends in Education post-pandemic

- Active Learning techniques
- Flipped Classroom
- Adaptive Learning tools
- Live and OnDemand (synchronous + asynchronous)
- Hybrid teaching classes (online + in-person)





Active Learning: Student Centered



Some examples:

- Problem-Based Learning
- Problem-Solving
- Role Playing
- Discussion Boards
- Learning by Teaching
- Project-Based Learning
- Game-based Learning
- Think-Pair-Share





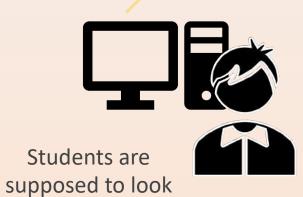
Traditional Classroom Model





Professor presents a lecture and students take notes





over the material



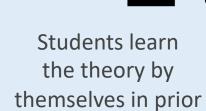
Flipped Classroom Model



















Students check their understanding and extend their learning



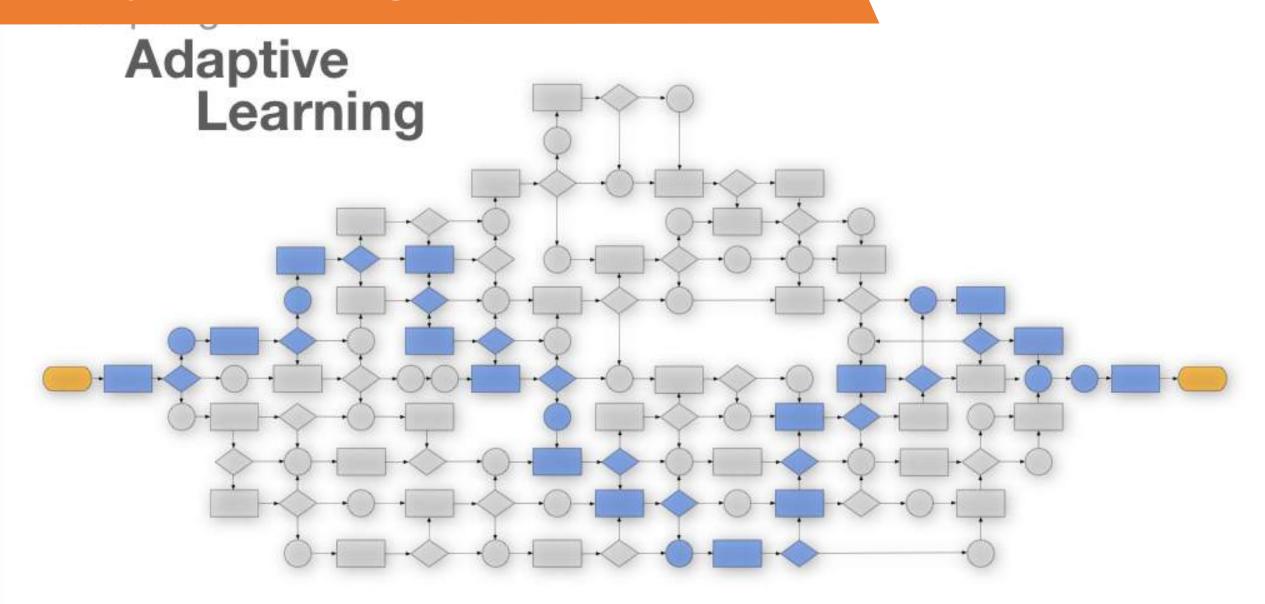


Students clarify doubts and practice together in classroom, applying key concepts and having feedbacks





Adaptive Learning

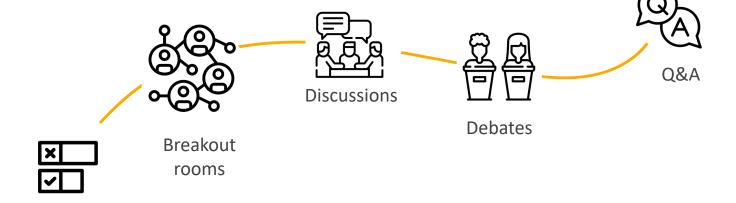


Synchronous activities

Polls



1 ½ hour longer top



nchronous: cual classroom, l at, instant mess at, live quizzes, TAKE
ADVANTAGE
OF THE LIVE
ATTENDANCE



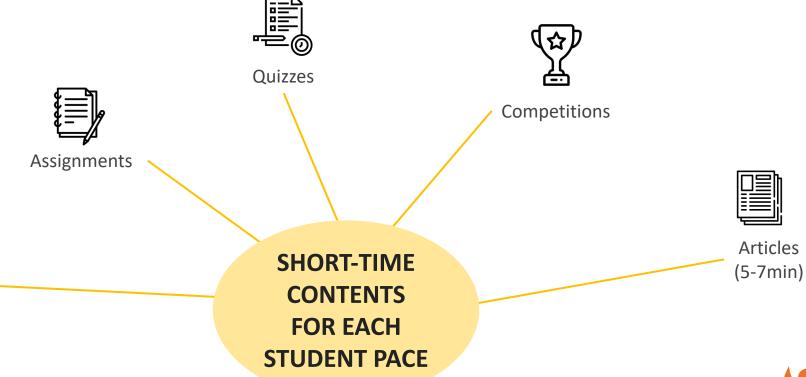
Asynchronous activities



Videos

(2-8min)

Promote engagement through multimedia





Online teaching tips



- ✓ Do focus on preparation (pre class)
- ✓ Do keep classes varied (some activities)
- ✓ Do allow time to form connections



- O Don't assign too much reading
- O Don't be obsessed with technology
- O Don't try to cover too much



Classes planning check-list

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Pre class

- Prep by students, flipped classroom
- Vary media: reading articles, videos, games

During class

- Interactive: polls, q&a, chat, student-led, breakout rooms
- Student's shared screen

Post class

Reflections



Mix it up!
Combine
some learning
experiences



Guiding questions



- Who are my course participants? (digital natives, generation Z...)
- What behavioral profile do they have? (more agitated, more mature ...)
- How familiar are they with technologies? (heavy users, low tech...)
- Are you used to online contact? (they work on the computer, they already have online meetings...)
- What kind of digital tools are they used to using? (whatsapp, zoom, tiktok...)



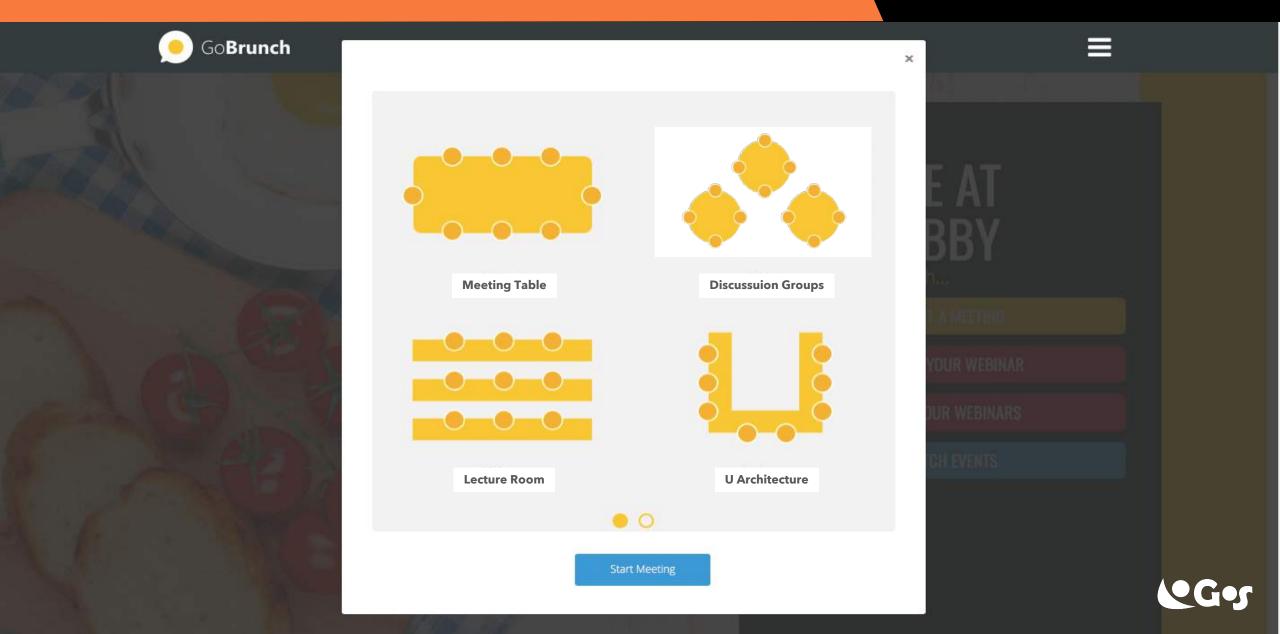
Guide of useful interactive tools

- Videos for asynchronous learning
- Dojo approach with student sharing screen
- Laboratories allow students to practice (together or alone)
- Assignments and final projects
- Case study driving discussions
- Quizzes and competitions





Choose the right style to set the tone

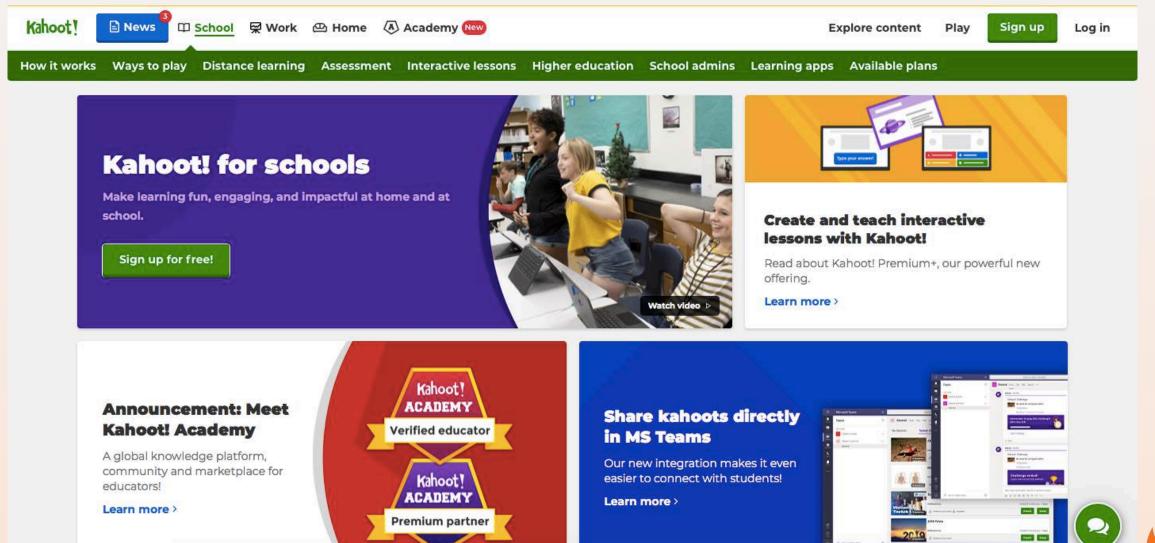


Gamification



Quizzes tool: Kahoot!

https://kahoot.com





Which of the following statements is wrong? Responsible management...



Skip

O Answers

... integrates sustainability, responsibility, and ethics.

...centers on moral excellence, TBL, and stakeholder value.

...is responsible, sustainable, and ethical management.

...is a synonym for responsibility management.



Complete solution: GoConqr





Students Centered Collaboration: Ment.io

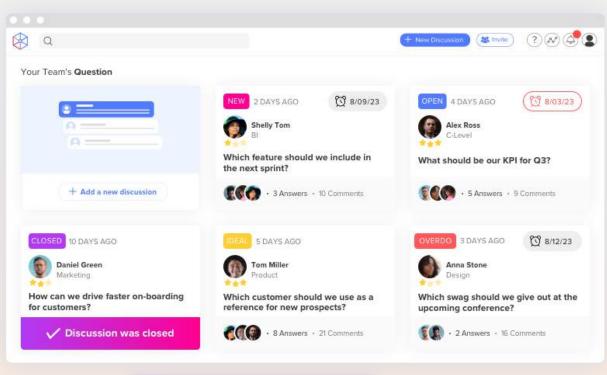
https://www.ment.io

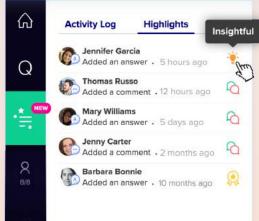
53

members

Participation by

MENT tip [§]
+ invite people from other department







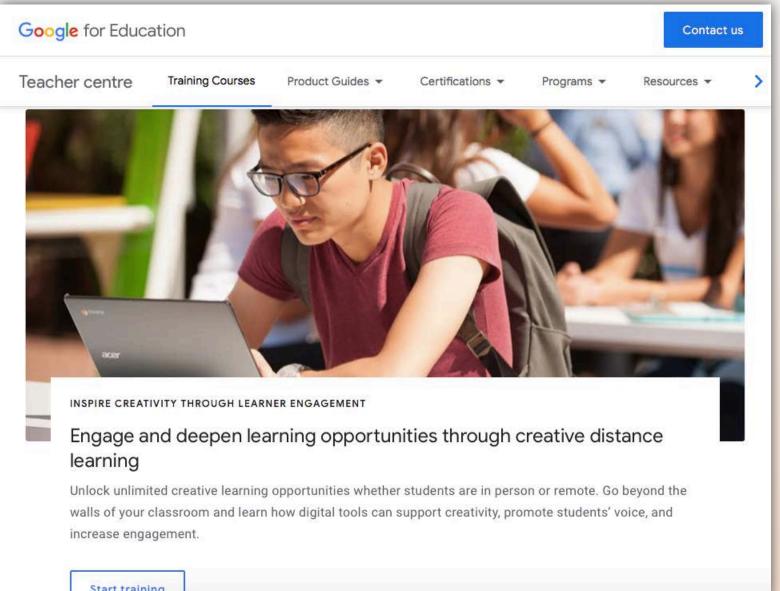
More powerful tools



- Sources of information / prep study
 - https://ed.ted.com
 - https://www.youtube.com/user/crashcourse
 - https://www.khanacademy.org
- Animated cartoon custom presentations
 - https://www.powtoon.com
- Interactive whiteboard
 - https://www.educreations.com/
- Create asynchronous interactive classes
 - https://nearpod.com



Lifelong learning for educators



https://edu.google.com/intl/en_us /teacher-center/training

https://skillshop.exceedlms.com /student/path/30509

https://www.coursera.org <u>/learn/teach-online</u>



Final tips





Make a strong first impression

- Show good energy
- Take some caffeine
- Smile to the camera
- Dress little better
- Innovate on formats

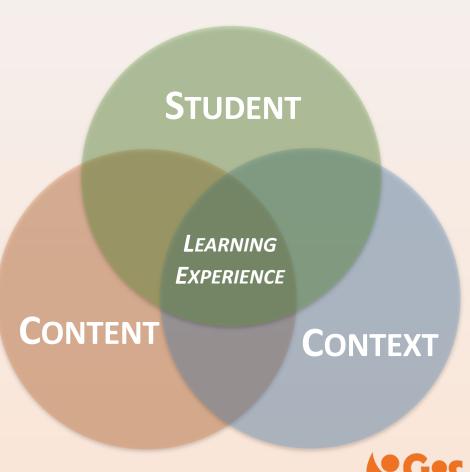


Design the Learning Experience

Holistic view about the goals of all participants

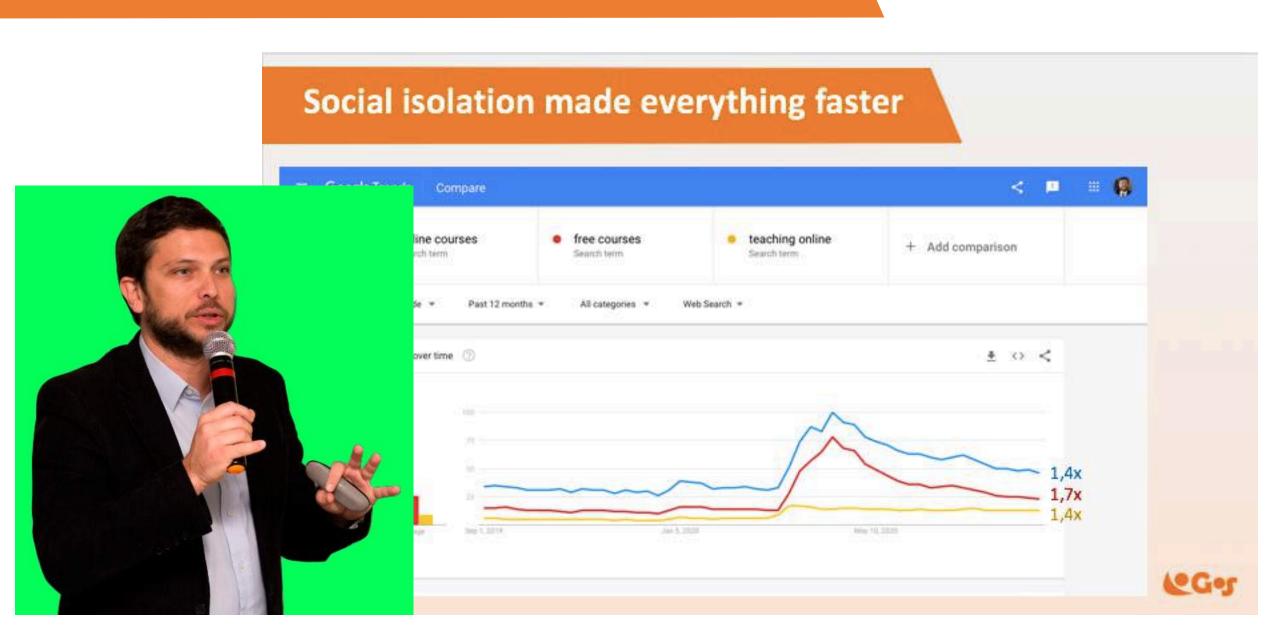
• Put students at the center of the experience

Address students' goals and aspirations





You gotta make it personal





Summarizing Everything

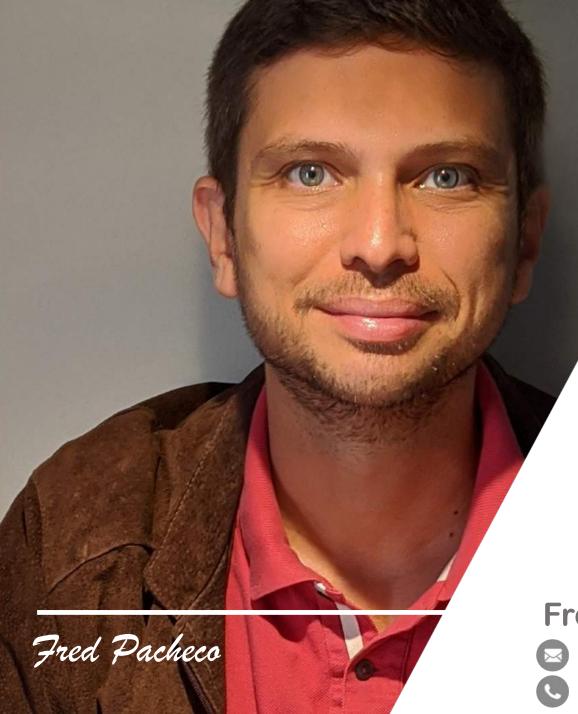
- 0. **Know your audience**, raise information about your profile and your expectations in advance
- 1. **Adapt your content** to make it lighter and more objective
- 2. Create constant breaks in theoretical content, make variations, dynamics, discussions, **keep things moving**
- 3. Promote **interaction between participants** to enhance real exchanges about real problems
- 4. Use tools that provide support and **flexibility to open groups** and subgroups within the class (Zoom and Blackboard have these functions)
- 5. Use and abuse **shared co-creation tools in real time** like Miro, Google Docs, Figma

- 6. Work with challenges or projects that can take advantage of **real problems from participants** whenever possible
- 7. Promote chair changes between **participants from different groups** to increase networking and keep teams energized with outside visitors during activities
- 8. Use or create **canvas and frameworks** to facilitate instructions during practical activities, as you will not be too close to answer any questions that arise
- 9. **Set times and use a timer** for activities, this keeps the mood dynamic and people focused (Miro has a timer inside his boards that appears for everyone who is working on it)
- 10. Do it all, both on online and in-person classes





In memory of Sir Ken Robinson, Ph.D. (1950 - 2020)





Let's share education

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