

Building Collaborative Learning Spaces with VoiceThread

Supporting Documents

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### Need or Rational

VoiceThread is a powerful online media tool that addresses the needs of a wide range of 21st Century Learners. The three primary principles that comprise the educational approach of Universal Design for Learning provide a framework from which to view the rationale for using VoiceThread:

- **Multiple means of representation**, to give diverse learners options for acquiring information and knowledge,
- **Multiple means of action and expression**, to provide learners options for demonstrating what they know
- **Multiple means of engagement**, to tap into learners' interests, offer appropriate challenges, and increase motivation

### Audience Description

Our intended target audience for this Learning Object is composed of those interested in online teaching and learning. Teachers of any technical skill level will find VoiceThread a comfortable, non-threatening tool to create an on-line learning environment. Learners of all computer skill levels and ages can gain the knowledge to effectively use and comment on a VoiceThread.

### Learning Objective

The objective of this learning object is that instructors who teach online will be able to create a collaborative learning space using VoiceThreads.

After learners have viewed this Learning Object,

**Audience:** The learner

**Behavior:** will comment on an existing VoiceThread

**Condition:** using information from this learning object about VoiceThreads

**Degree:** by either voice narration and/or text

### Development Log

<b>Due date</b>	<b>Done date</b>	<b>Project Activity</b>
1/25	1/17	Form into project teams consisting of 3 members

1/25	1/18	Brainstorm with team on topic and content
1/25	1/19	Post team on Ning on subject content and team members
1/25	1/25	Decide on media format
1/31	1/31	Members of team to create VT to add to project
1/31	1/31	Group meeting – discuss format and assign tasks
1/25	1/31	Identify skill needs and locate training
1/31	1/31	Write Learning Objectives
2/17	1/31	Create .ppt slides for VT narration
2/7	1/31	Create pre and post test
2/5	2/5	Group meeting – 6:30pm. Divide labor and produce LO
2/7	2/7	Narrate the .ppt slides
	2/9	Loss of one team member who dropped the class.
	2/10	Skype meeting to regroup and redesign project on website
	2/15	GoogleSite pages created
	2/21	Marathon work on web site (12 hours) via Skpe
	2/21	Pre/post surveys revised
	2/28	Skpe meeting to finalize project
3/1		Upload or link learning object to <a href="#">Ning/Forum/Assignment 2</a>
April		Present LO to <a href="#">2010 TCC Worldwide Online Conference</a>
		Send evaluation data to course instructor

### Reflection

The initial creative meeting was both exciting and challenging. We threw around many topical ideas, finally landing squarely on VoiceThreads. This is a learning tool that the team members were familiar with, but had not explored in great detail. All three members were looking forward to working together to develop a successful Learning Object while extending their base knowledge of this powerful media tool.

Challenges:

1. How to start. We started by working on a Powerpoint presentation, developing slides, text, and graphics to support the Learning Object. Our plan was to narrate a powerpoint and embed this into the Learning Object. After spending quite a bit of time in this direction we realized that this plan would be technically cumbersome. Had we developed a stronger instructional design plan at the beginning our time would have been more focused, vs. wasted with a false start.
2. Website development. Our second challenge was then to develop a website to host the Learning Object. Two of our members were uncomfortable with developing a website due to lack of skills. Fortunately we were saved by our leader, a techo-goddess who has a strong background in website development. This created a bonus learning opportunity in skill enhancement while working collaboratively to develop the project.
3.  $3-1 = 2$ . One of our teammates had to drop the ETEC 649 class due to serious medical issues. Although our hearts poured out to our missing teammate, we realized that we would be losing 33% of our team. This loss meant that the two remaining group members would be picking up the workload; a huge challenge due to already heavy job, family and personal responsibilities.