

vision for the future



TRAINING & STUDENT ENGAGEMENT

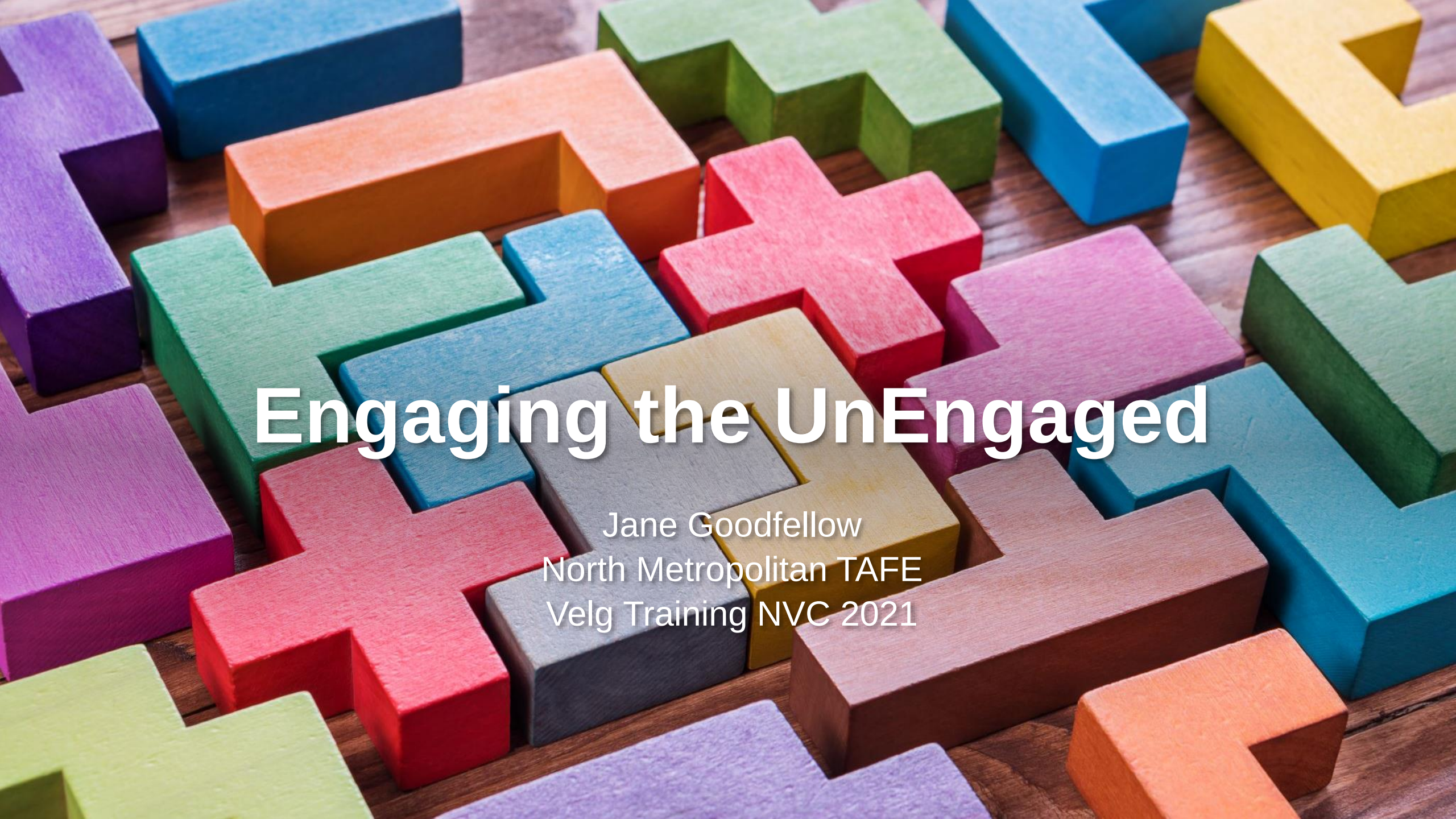
Engaging the Unengaged

Jane Goodfellow



NATIONAL VET CONFERENCE
GOLD COAST 2021

#2021NVC



Engaging the UnEngaged

Jane Goodfellow
North Metropolitan TAFE
Velg Training NVC 2021

What you need:

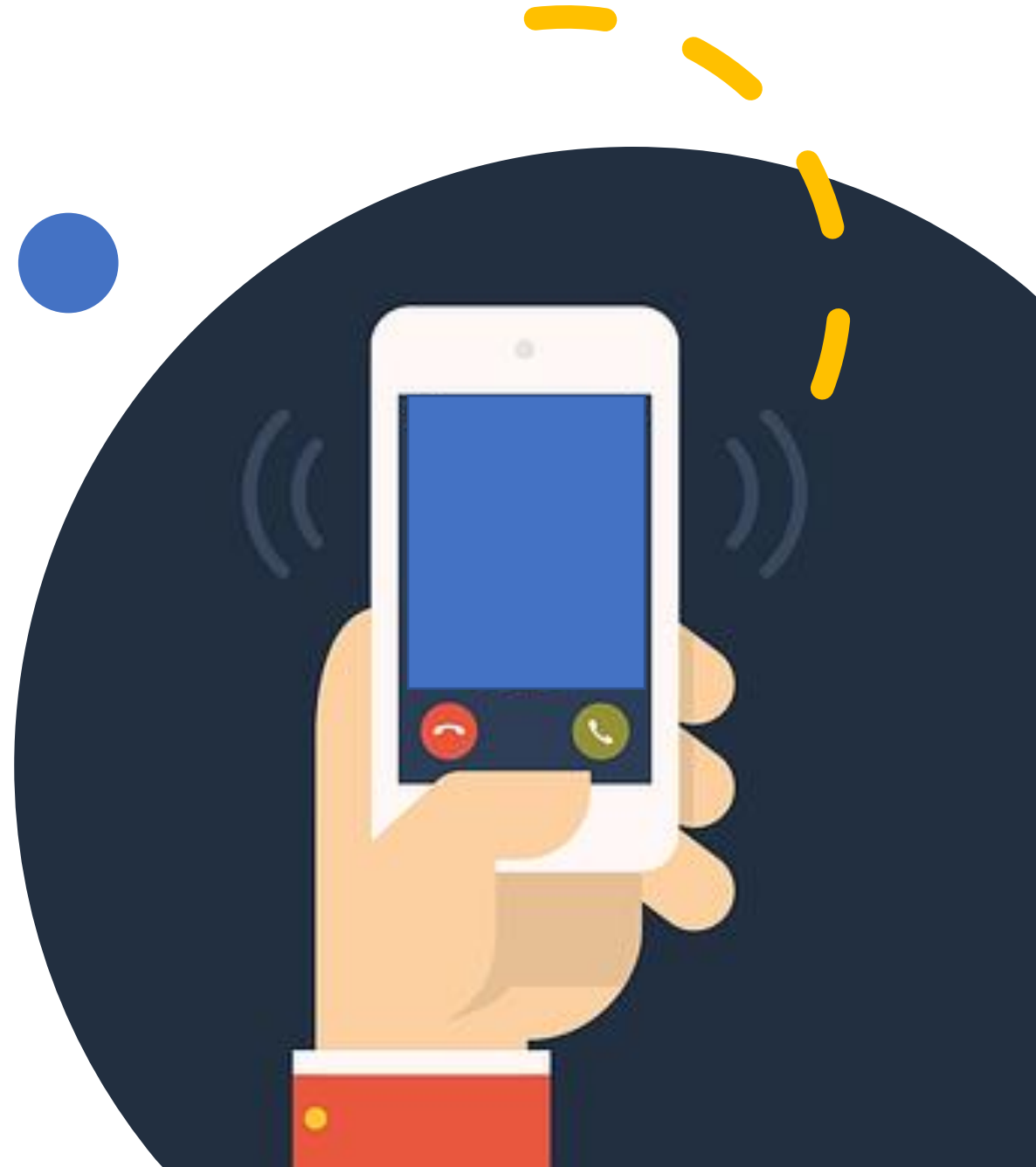
- QR code reader

What we will discuss:

- Why students are disengaged
- Student expectations
- Universal Design for Learning

What you will learn:

- Strategies and ideas that reengage students



What is your current role?

- 👉 Trainer/academic
- 👉 Manager/leadership
- 👉 Support services



Universal Design for Learning (UDL)

WHY

Affective Network – interest, motivation, & excitement

WHAT

Recognition Network – facts & storing what we see, hear, read

HOW

Strategic Network – plan/organise & perform tasks

Trainers need to

01

Create curiosity
and interest

02

Present content
in different ways

03

Allow various
ways for
demonstrating
learning



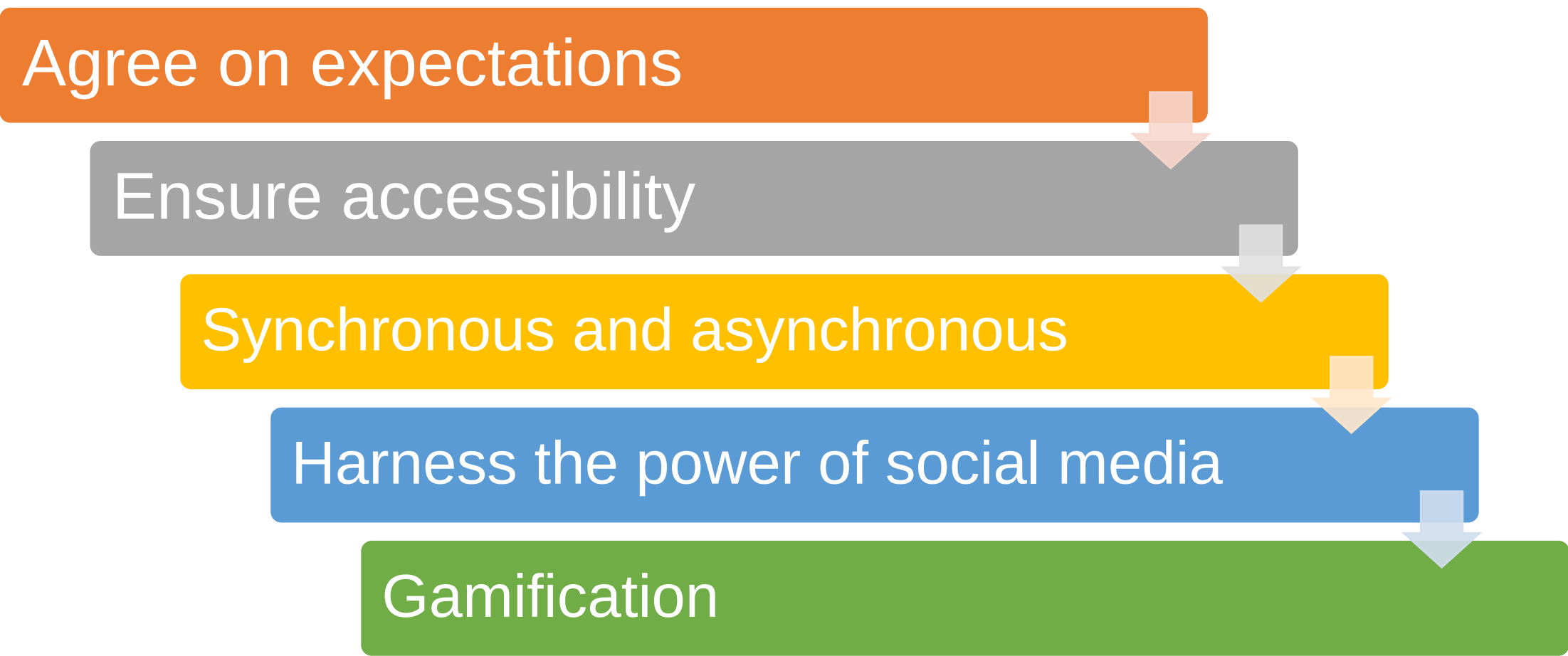
Why are students disengaged?



SCAN ME

Five Steps to Engagement

Agree on expectations



```
graph TD; A[Agree on expectations] --> B[Ensure accessibility]; B --> C[Synchronous and asynchronous]; C --> D[Harness the power of social media]; D --> E[Gamification];
```

Ensure accessibility

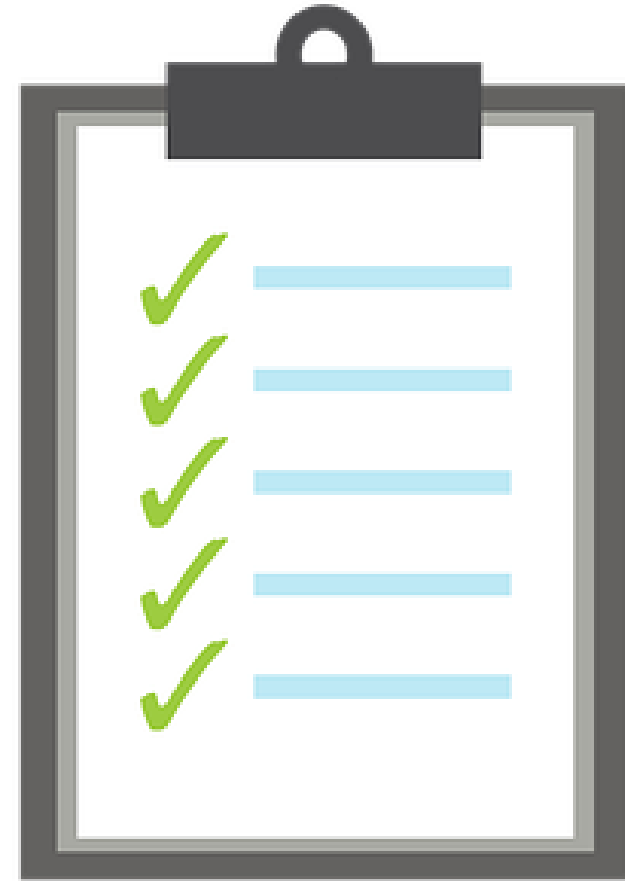
Synchronous and asynchronous

Harness the power of social media

Gamification

Expectations

- What are your **Terms and Conditions**?
- What are the students' **Terms and Conditions**?



Accessibility



Word and
PDF



captions or
transcripts



font



images



colour



chunk it

Synchronous & Asynchronous Learning

- TED Talks/Crash Course
- Reflection questions/discussion
- Polls





Social Media Based Learning



How to engage people on social media:

- Trigger an emotional response
- Relevant questions for your target audience
- Sense of humour
- Contrary point of view
- Compelling storytelling
- Newsworthy content and updates
- A consistent presence
- Mix of content topics and formats
- Include a call-to-action

Ziplet



Jamboard

Google
Classroom

ClassClicker

Flipgrid

Nov 1, 2020



Share

Actions ▾



3 responses • 15 views • 0 comments • 0.1 hours of engagement

Three ways you can communicate with students in the online environment.

Join Code: [30bcfc6c](#)

info.flipgrid.com



9 views

Responses (3)

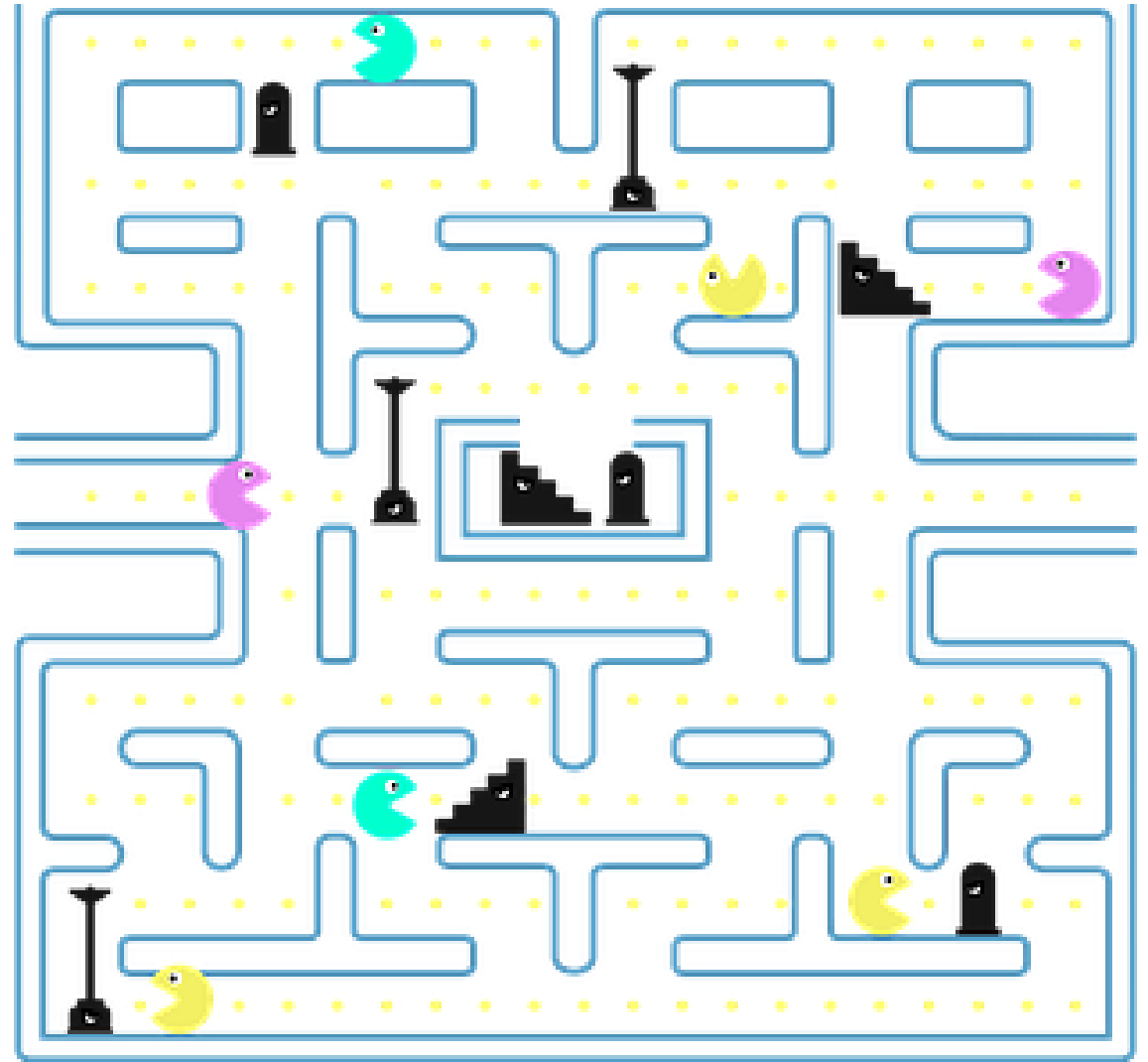
[Export Data](#) [Print QR Codes](#)

☐	Actions ▾	Name	Date	Comments	Feedback	
☐		 Carolyn G 3 views	Nov 6, 2020	-	-	Active ▾ Share
☐		 Stephen G 3 views	Nov 6, 2020	-	-	Active ▾ Share

- Edit Response
- Hide Response
- Add to Mixtapes
- Move Response
- Duplicate Response
- Download Video
- Download Selfie
- Download Captions
- Edit Captions
- Delete Response

Gamification

- True/False
- Trainer Vs Class
- Kahoot! *
- Pick a Box
- Would you rather?



Do you know anyone with a disability?

11



▲ Yes, a family member

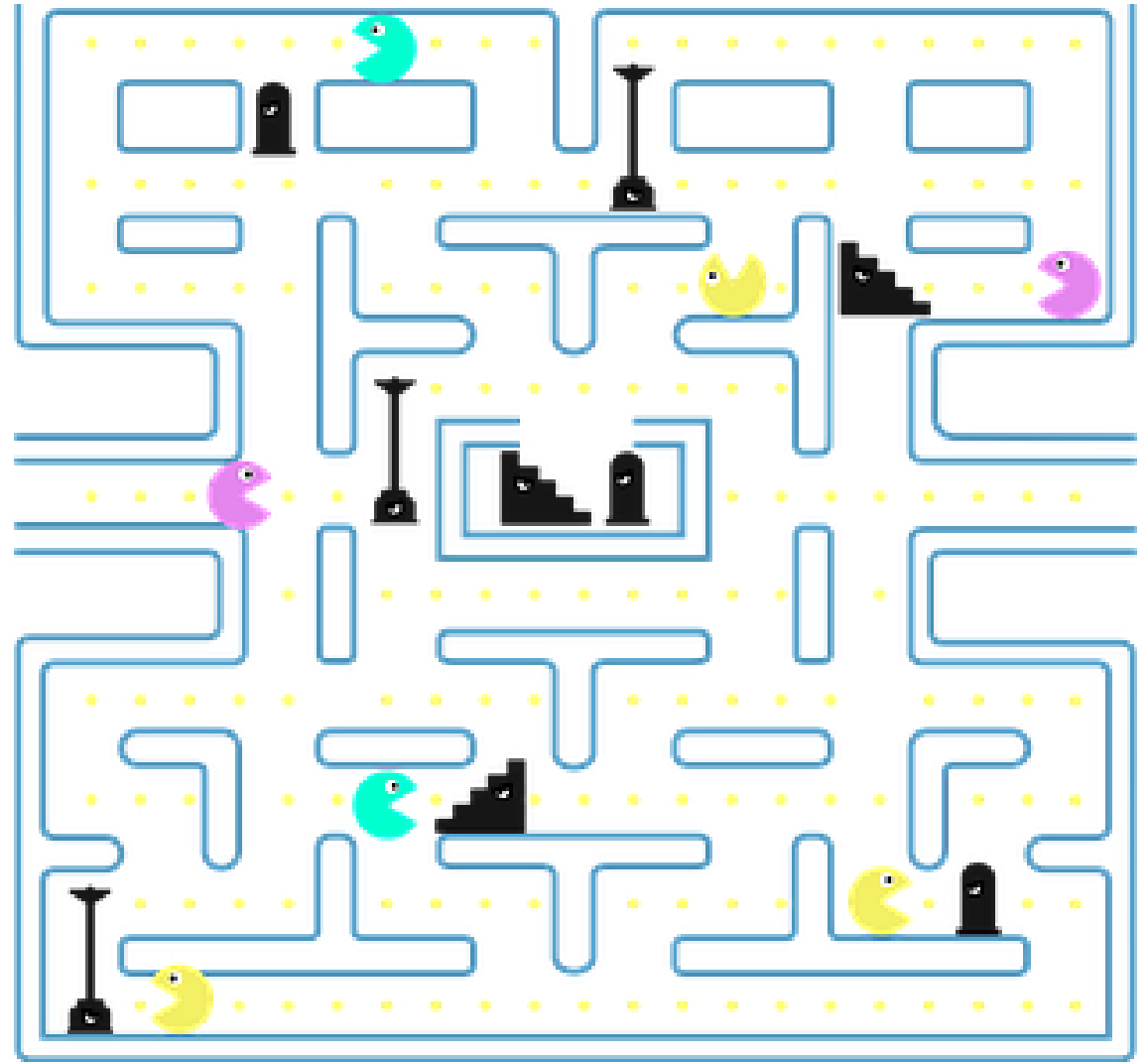
◆ No, I don't know anyone with a disability

● Yes, a friend

■ Only people in a professional capacity

Gamification

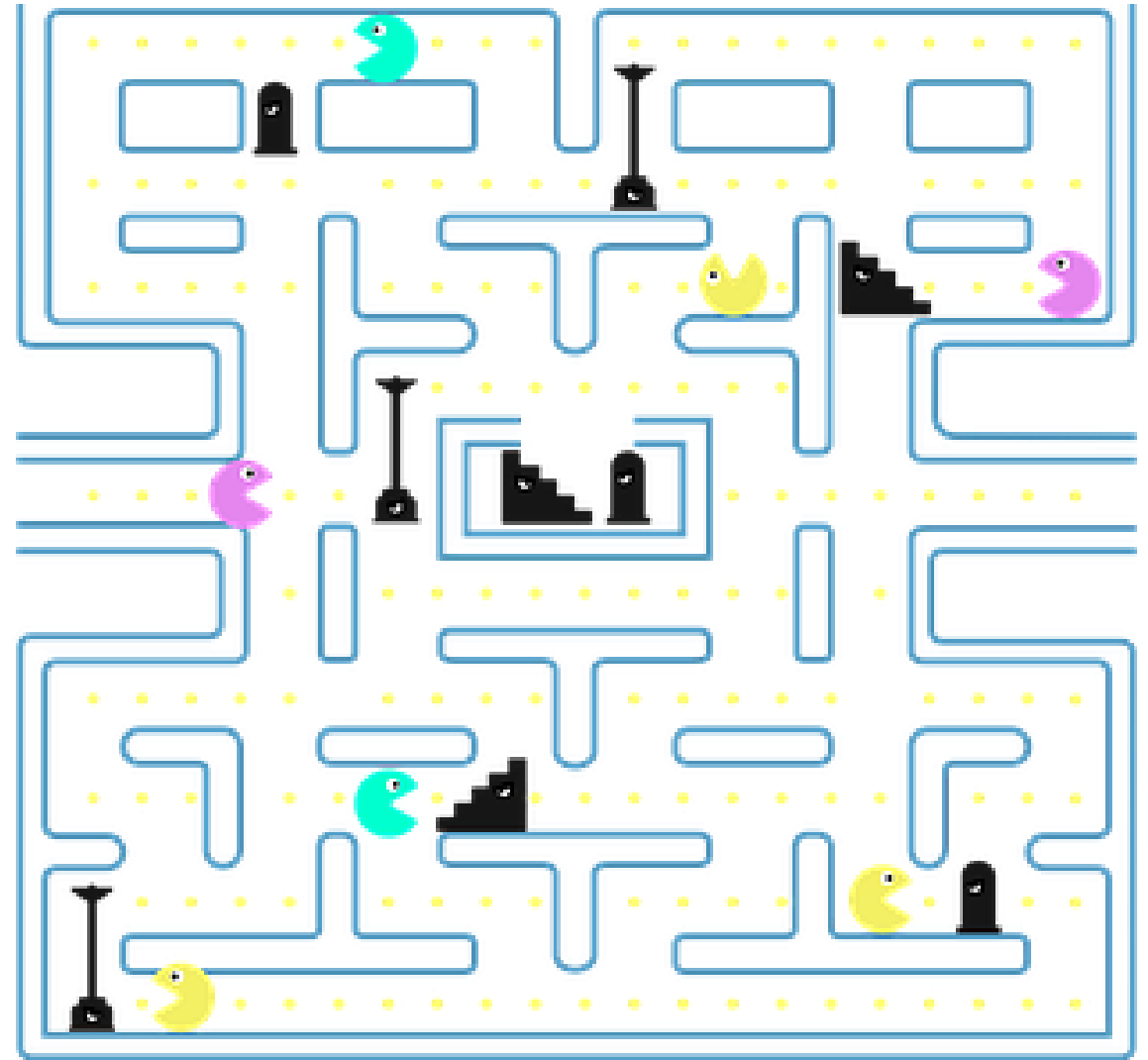
- True/False
- Trainer Vs Class
- Kahoot!
- Pick a Box *
- Would you rather?



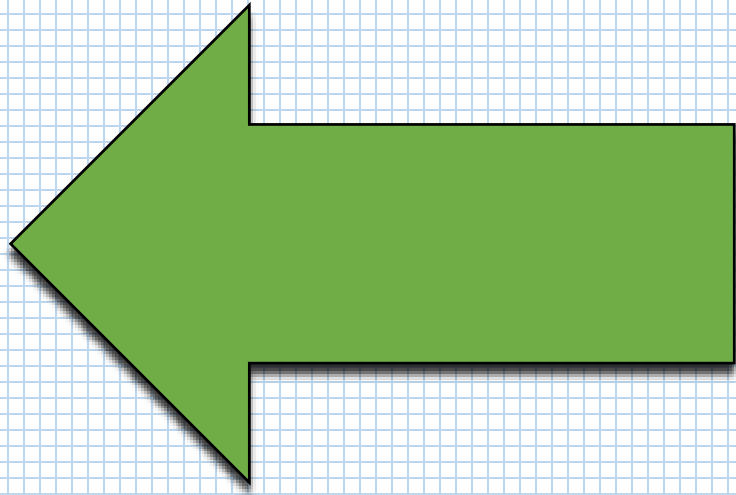
1	2	3	4
5	6	7	8
9	10	11	12

Gamification

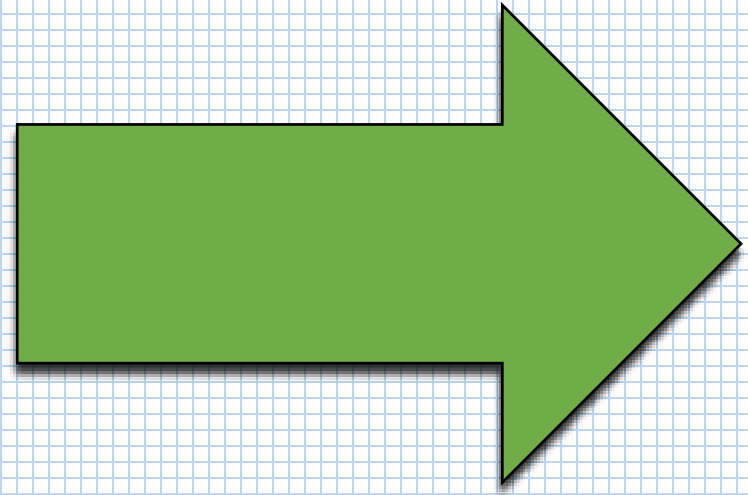
- True/False
- Trainer Vs Class
- Kahoot
- Pick a Box
- Would you rather? *



WOULD YOU RATHER?

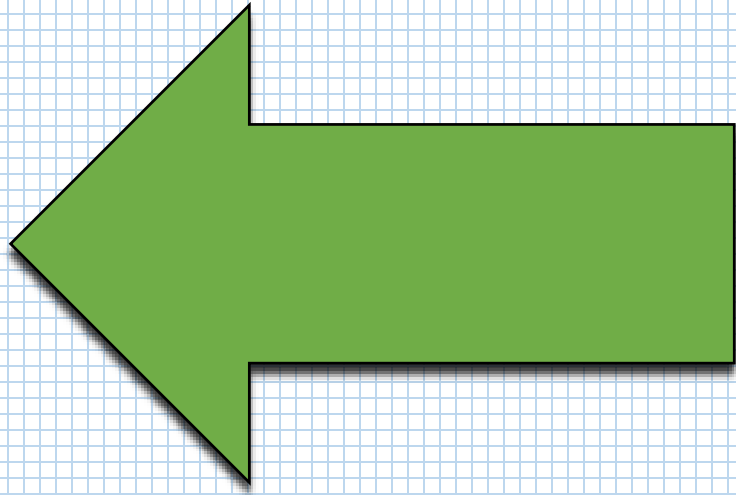


Sit through a
2hr lecture

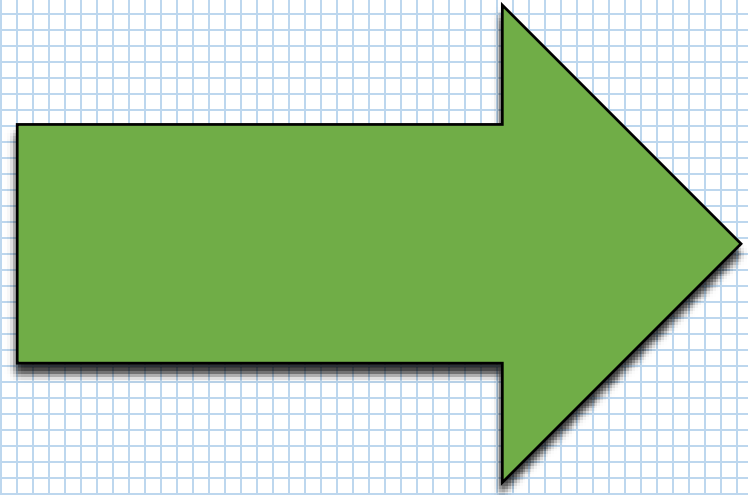


Spend 2hrs
on a quest

WOULD YOU RATHER?

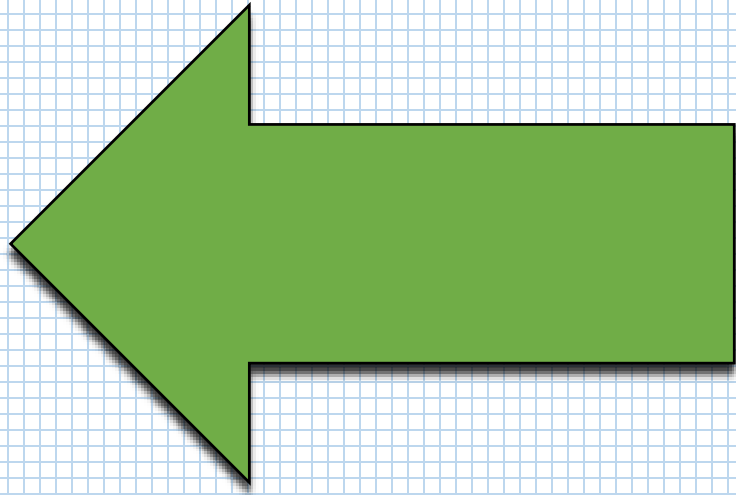


Understand
expectations upfront

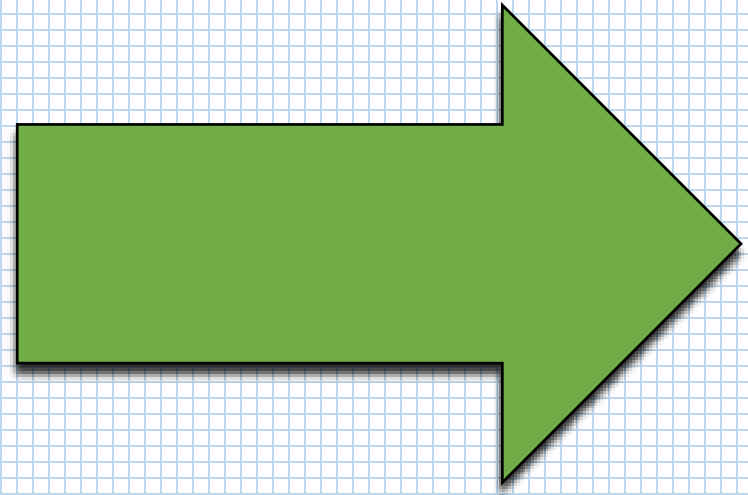


Try to guess
expectations

WOULD YOU RATHER?



Go to lunch



Stay here and talk
about engagement

Engagement

- ✓ Remove barriers
- ✓ Set T&Cs
- ✓ Autonomy and choice
- ✓ 'Mix tape' your teaching
- ✓ Make learning social
- ✓ Add a game or two





The Curse of Knowledge



Facebook: *Trainers (VET) Network Australia*

References and links to websites:

CAST. (2020). Universal design for learning. Retrieved from: <https://www.cast.org/impact/universal-design-for-learning-udl>

Flipgrid: info.flipgrid.com

Images copyright free from: <https://pixabay.com/> and <https://unsplash.com/>

Kahoot: <https://kahoot.com/schools-u/>

MS PowerPoint Pick-a-Box template: <https://slidelizard.com/en/blog/powerpoint-quiz-templates>

McCarthy, J. (2010). Blended learning environments: Using social networking sites to enhance the first year experience. Australasian Journal of Educational Technology 2010, 26(6), 729-740

Retrieved from: <https://citeseerx.ist.psu.edu/viewdoc/download?doi=10.1.1.367.2917&rep=rep1&type=pdf>

Top Dog Media. (2021). How to Engage on Social Media: the psychology behind social media engagement. Retrieved from: <https://topdogsocialmedia.com/social-media-engagement/>

COMING UP **NEXT:**

11.50AM - 12.50PM



vision for the future

MANAGEMENT

**Glimpsing the Future:
Why supply chain
careers just
became cool.**

Paul Walsh

DEEP DIVE

**Analyzing Learning
Effectiveness**

John Blake

TRAINING & STUDENT ENGAGEMENT

**Training the Learning
Magician...It's a skill and
incredibly enjoyable**

Laurie Kelly

RTO ADMINISTRATION

**The Keys to RTO
Administration Success!**

Angela McGregor

GOVERNMENT / REGULATOR

**VET Student Loans –
Past, present
and future**

Kathy Dennis