



## BLEND – A Model for Designing a Blended Learning Activity

**Big Idea.** *Choose a focal point. Provide details about how a blended learning approach can help support one aspect of student learning in your classroom.*

**Learning Outcome.** *Clarify your big idea. Narrow the scope of your big idea and create a course learning outcome. At the end of the activity students will be able to:*

**Engagement Strategy.** *Engage students. [Select one student-centered teaching method](#) that will sustain your student’s engagement throughout the activity. See hyperlink above for ideas!*

**Navigate Integration Between Spaces.** *Integrate spaces thoughtfully. Assess which learning space is the most suitable for your activity and explain how that activity will support student learning in both the F2F and online space?*







**Design a Blend.** *Create a blend. Use the graphic organizer below (or one of your choice) to convey at least three sequenced blended learning activities that build upon one another and thoughtfully integrates the activity between the F2F and online environments. See example below.*

F2F		The Blend (shows integration)		Online
Discussion groups	◀	Students individually present one essential question they have about the lecture in-class.	◀	Watch pre-recorded lecture
Guest Speaker and revisit discussion groups	▶	Student groups reflect on guest speaker and discussion and post to discussion groups online.	▶	Provide feedback to one other group.
Instructor elaborates on key concepts from guest speaker in-class lecture.	▶	Students (in groups) apply new learning to their group interests and self-enrol to choose a research topic online.	▶	Instructor posts research topics into D2L for self-enrolment.

*Now, create your own below...*



*Use the chart below or create your own diagram to show your blend!*

F2F	The Blend (shows integration)	Online
    	    	

**Reflection:** What is your biggest take-away from the process of designing a multi-step, blended activity?

*Thank you for your participation and attention,  
we hope you enjoyed the process!*