



4. Design a lesson

Build Content

Assessments

Tools

Publisher Content



Design a Lesson

Module Focus

Now that you studied mobile learning, you can put it to use in your own teaching. In this module you will implement a course lesson demonstrating a few of the many ways BYODs can be used in the classroom.

Learning Objectives

- Incorporate mobile devices into classroom lessons
- test and troubleshoot mobile device access



General Instructions

In this activity, your group will incorporate mobile devices into a classroom lecture or activity of your choice. The focus is on the use of mobile devices, not the content, but please choose something related to your field of interest.

Utilize mobile devices in at least two different ways. These could include audience response polling, web searches, photo or video collecting, bookmark gathering/hash tags, and collaboration thru various means. There are countless possibilities.

Use the CourseSites wiki for your group to host your course page with instructions for your 'students'.

See specific instructions for each part below.



Design a Lesson Example

This links to a CourseSites wiki that provides an example of a Design a Lesson activity.



Part 1 – Decide

As a group, choose a topic for the Design a Lesson assignment. Select something that is related to your field or interests. Also decide on at least two ways you will incorporate BYODs into the lesson. Try to be mindful of the wide range of devices students could bring to class. Some possibilities:

- student response systems (polling)
- web searching
- photo or video collection
- bookmark gathering

- collaboration

See Jeff's wikispaces [page](#) and Learning Module 3 for more BYOD tools.
Post on your group wiki:

- group members
- topic for the lesson
- two ways BYODs will be used

Your group may use any tools you wish for communication, e.g. email, chat, discussion board, Skype, etc.

Due Tues Jun 19



Part 2 – Develop

Configure accounts (if necessary) with the services the mobile devices will access. Add whatever content is required (in the example this is the initial poll question). Add a brief lesson description to the wiki. Include screen shots and links to the services.

Due Wed Jun 20



Day 3 – Implement

Implement the Lesson with a class of students, if possible. As a minimum, you must test at least three different types of mobile devices with your lesson.

Due Thu Jun 21



Day 4 – Evaluate

Write a short reflection of your Design a Lesson activity. Each group member should write an individual reflection and post it on the group wiki page.

Reflections should include the following:

- Difficulties you faced and how you solved them
- Successes you achieved and new insights you have gained
- Things you would do differently next time and why

Due Fri Jun 22



Collaborative Work Skills Rubric

Complete the Collaborative Work Skills Rubric. Be sure to complete one for each of your group members, including yourself.