

# Index of methods & best practices in blended learning

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of best practice and methods report for trainers in vocational education and training.

Please refer to the folder containing the methods and best practices for the complete documents.

This Report was produced by the partners in the Erasmus+ project:  
BlendedVET

The partnership was made of organisations from 4 European countries: OSENGO (France, coordinator), Wisamar (Germany), EuTrade (Lithuania), Euroform RFS (Italy) and Fonix SA (Norway).

## Project Information

Erasmus+ Project-No.2020-1-FR01-KA202-079830 Information on the project is available at the project website: [www.blendedVet.eu](http://www.blendedVet.eu)

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## Interesting Blended Learning Methods

### Pedagogical Methods

#### Flipped Classroom

Flip the traditional teaching/learning method by a role reversal: the pedagogical control goes from the teacher to the student. Make students more independent and responsible about their own learning process, always under the guidance of teachers.



## Lab rotation model

In this model, students come to school, but the teaching is done entirely online through the school's computer lab. Teaching takes place online, but trained non-teaching professionals assist students on-site and supervise the teaching.

## Station-rotation model

Station rotation model is one of the most popular blended learning approaches. The model is not new or unique to blended learning; teachers have been using "centers" of learning activities in their classrooms for decades, especially at the elementary level, where teachers are already familiar with rotation. Station rotation model is considered a blended model when at least one station involves student-directed online learning. By definition, the model allows students to rotate stations/activities according to a fixed schedule, usually set by the teacher.

## Self-blend model

The Self-blend Model allows students to take online courses with a dedicated instructor, beyond their traditional training program, often giving them more flexibility in their schedules. This method can be an interesting option when schools cannot offer specific learning opportunities, such as an advanced internship or optional. These courses thus complement their regular curriculum. For this method of learning to be effective, students must be highly motivated. This model emphasizes learner maturity.

## Enriched virtual model

The Enriched Virtual Model is a model in which e-learning is the backbone of learning. It allows students to focus on completing online courses while meeting with the instructor only intermittently/as needed. The trainer has the role of online driver/facilitator who guides the students in their distance courses and the material is mainly provided via an online learning platform and tools. Students can discuss online with the instructors if they have any questions.

## Flex model

This method is mainly characterized by its versatility to meet the needs of various formal and informal learning processes (schools, organizations, home schooling, ...). The majority of content is delivered through digital platforms, with face-to-face support for learners. Although teachers are present to provide on-site support when needed, learning is primarily self-directed, as students learn and practice new concepts independently in a digital environment. The instructor's role is that of facilitator, guide rather than education provider.

## Technical Methods

### Kahoot!

The main objective of Kahoot! method is to combine learning and play, to make learning easier and funnier for everybody, regardless their age. Through the creation of educational quizzes, teachers can facilitate students in their learning process. Learners will participate in an active and interactive way, motivated by an engaging experience.

### Piktochart

Piktochart is a tool to create reports, presentations and infographics starting by several available templates designed by experts. You can choose one of them to create your product, or you can use a blank template and customize it as you like.

## **Symbaloo Learning Path**

Symbaloo Learning Path is a method that can be adopted in blended learning courses to make them quicker and efficient. Symbaloo Learning Paths can be used to create a gaming-style digital lesson plan using the best open educational resources. Tile by tile, create pathways for students so they may learn at their own speed.

## **Kialo (Kialo Edu)**

Kialo Edu is an argument mapping site, specifically designed for classroom use.

This tool allows to create discussions on one or more topics, encouraging students to explore arguments and develop their own ideas on classroom content. Kialo Edu has an argument-tree structure: through the visual representation of topics, students can follow the logical scheme of the argument and better organize their ideas. At the top of the tree, there is the thesis, followed by pro and con claims that can support or challenge the original thesis.

## **Mentimeter**

Mentimeter is a Swedish application. It is used to insert in presentations interactive questions that request the participation of the audience (learners, students....). The Mentimeter questions can be inserted according to the wishes of the presenter starting right at the beginning or in the middle of the presentation. The audience needs to use their smartphones or computers to insert the answers that are then shown virtually in the presentation.

## **Facebook as learning platform**

The aim of this method is to create secret closed secret groups on Facebook in the beginning of a training program. Then invite all students in a course to be part of the group. Then Facebook are functional as learning platform and tool for communication between the students during the complete course.

## **ZOOM as educational platform**

ZOOM is a cloud-based video conferencing service that can be used to virtually meet with others - either by video or audio-only or both, all while conducting live chats. ZOOM also lets you record those sessions to view later.

## **CryptPad**

CryptPad is a kind of online tool that allows groups of people to work together on documents (text documents, presentations, tables...) together without being at the same place. They can work at the same time or time-displaced. This enables different group work and can thus be very useful for e-learning or blended learning. When a so-called pad is open you also have the chance to chat with your team mates and therefore can discuss different issues regarding the contents.

## **EdPuzzle – a tool with videos**

With EdPuzzle you can use videos for teaching. The videos can have comments, questions or Voiceover. You can either embed your own video (e.g. a record of your own lecture) or a video that already exists (e.g. a You Tube video where you add your questions and comments) or a video in EdPuzzle that already has questions and comments inserted.

## **Moodle**

Moodle is a learning management system designed to provide educators, administrators and learners with a single robust, secure and integrated system to create personalised learning environments. The heart of Moodle is courses that contain activities and resources. There are about 20 different types of activities available and each can be customised quite a lot.

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## Twiducate

Twiducate allows teachers to create a private social media platform for their class to use in their learning and activities. Rather than having students sign up and enter an email address, a teacher signs up and creates a class code. Using this code, students log in to the class network. Here, they can answer questions, collaborate on problems, and even embed pictures and videos.

## ScreenCast – Screencast-o-Matic

A screencast is a digital recording of computer screen output, also known as a video screen capture, often containing audio narration. Screencasts provides learners with a learner-centered approach to learning which can be experienced in both online and face-to-face settings.

## Quizlet

Quizlet: it is an individual or group study tool that allows teacher to create sets of cards with the important topics of a class or activity, which they can share with the students or with other people. It's an interesting 2.0 tool for creating flashcards with educational content including text and images, once the cards are created, the tool automatically develops activities and games to interact with the specific topics and evaluate the obtained knowledge.

## H5P

H5P is a free and open interactive content creation platform, it allows to create around 35 types of interactive content, such as interactive image sequence, audios, writing eraser, collages, voice quizzes, dictations, interactive exercises, surveys and questionnaires.

## Wonder

Wonder is an online platform/social space that wants to make online meetings or conferences more interactive to avoid that the participants get tired or inattentive. When using Wonder you create a virtual room, where you can meet with your audience. At the beginning, you can create your avatar and with this avatar, you interact with the others, in either big or in small groups

## PADLET in education

Padlet is a website that provides users with a digital canvas. The user can post text, videos and images from a mobile device or a desktop. One of the great appeals of Padlet for classroom use is the fact that many people can post to the same board at the same time, making it very suitable for collaborative work and the creation of projects.

## Google Classroom in education

Google Classroom sits between you and Google Drive and provides a teacher/student-friendly way of managing classroom documents. Here's what you can do with Google Classroom: Make assignments, Make announcements, Store classroom materials, Allow students to interact.

# Good practice collection

## Italy - Euroform

- Professional training for teachers “New narratives, new explorations”
- Cometa Formazione experience to innovate TVET
- Linguistic literacy of Italian for foreigners: teaching and methodologies
- Strategies to enter the world of work

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- “Data analyst manager (Data scientist)” training path
- Strategic innovation in the digital era
- Youth Empowerment by Entrepreneurial Skills
- Hygiene and Public Health toward 2020
- Hybrid Italian L2 courses
- European Partnership for Social Inclusion and Creation of Skills for Women Entrepreneurship E-learning

### Germany - Wisamar

- ENNE - European National Networks for the Enhancement of VET
- Einstieg Deutsch - Learning German for Refugees and Migrants
- OpenITup - Boosting Adult Educator Competences to Upskill Pathways of Adult Learners
- BICAS - Building Intercultural Competencies for Ambulance Services
- Stories that move - Toolbox against discrimination
- Increasing attractiveness of the dual VET education in rural areas through innovative learning scenarios (“Attraktivitätssteigerung dualer Berufsausbildung in ländlichen Räumen durch innovative Lernszenarien “)
- Sinbad – a journey to promote key competences in early childhood education through storytelling
- Boosting Educators’ Competences to Do Quality Blended Learning - BlenditWell
- Blended Learning Coaches
- Training Adults Online (TAO) – Handbook for teachers of learners 50+

### Lithuania - Eu-Trade

- Boosting Educators’ Competences to do Quality Blended Learning
- B-Learning: Curriculum Design for Blended Learning
- Meant to be a Mentor - ERASMUS+
- RELESE - RE-integration into Labour market through Entrepreneurship
- Online4EDU - ERASMUS+
- DigitalCulture - Improving the Digital Competences and Social Inclusion of Adults in Creative Industries
- VR@School - Future schools using the power of Virtual and Augmented Reality for education and training in the classroom
- REINCLUSION - Guidelines for the work inclusion of the refugees and the asylum seekers
- RELIVET – Reducing Early Leaving in VET
- VOCAL – Vocational Online Collaboration for Active Learning

### France - AFORMAC

- Educational initiatives: An example of hybrid teaching of English in L3 Accounting at TSM
- Preparing for the digital university: a review of the history and current state of distance, blended, and online learning
- Su2ip - University service of engineering and pedagogical innovation
- Exploring Blended Learning approaches for VET

- B-Learning: Curriculum Design for Blended Learning
- TIBL-Project: Technical Innovation in Blended Learning
- What are the challenges for trainers today and how to mobilise them on digital blended learning?
- Hybrid or Blended Learning in continuous training
- White Paper: When digital enriches professional training
- Design and set up a system of blended learning

### **Norway - Fonix**

- “Entreprenerdy” - Digital support program for entrepreneurship training for the unemployed
- The use of iPads in language training for migrants
- Digital tools for the implementation of Upskilling Pathway, A new national digital career guidance service
- Open Educational Resources for secondary education - The Norwegian Digital Learning Arena (NDLA)
- Use of ZOOM as educational platform
- “Frostrune” in basic language teaching A1-A2
- The use of Kahoot in education
- The use of Padlet in education
- The use of Facebook in education
- Use of Google Classroom in education