

## OLTD 511 Reflection #1

The evidence piece I have chosen for this outcome is my OLTD 511 Blender assignment. This assignment's goal was to look at class I taught and turn a unit or the whole class into some form of blended learning environment. In my case, I opted to plan out how I might attempt to turn my class into a Flipped classroom. A Flipped classroom is where lessons are observed/taken outside of class time via instructional videos or other means and then work time is allotted during class time, essentially flipping homework and lessons around.

By creating this document I was able to better understand the flipped model approach to blended learning and begin the steps of designing my classroom and educational features to build this blended learning environment. To actually employ this model, I would need to do a ton of front end work which can be considered a design issue in building this blended model along with how to enforce the viewing of the lesson materials before class begins. I was able to learn about more of these types of aspects as I planned out how my course would develop and what tools to utilize. A very important learning experience and a great exercise to go through.

Understanding, designing and committing to student success in online learning environments is a continual process and never-ending. Designing courses that will provide students with opportunities to succeed or provide alternative learning methods is something as educators we should all try to embrace. Each year, we tweak our courses always with the students best interest in mind by staying current, eliminating unnecessary content, and/or providing new options for projects/assignments. As an online educator these matters are even more important as online students can have a harder time completing your course. By constantly, updating our courses and finding new ways to engage students we will at least give our students the best chance for success online.