

# Designing an online activity in English studies: individual activity

**Collection:** Online teaching

**Resource:** Designing learning with new media

## Learning outcomes

By the end of this activity you will have developed the confidence to design engaging online activities that employ a range of pedagogical approaches and a variety of media types.

## Introduction

The main point of this activity is to design a piece of interactive online learning based on your own context and resources.

\*This activity could very easily follow another in this collection: 'Exploring new media and its potential in teaching' where the use of different kinds of media in teaching are explored.

## The activity

1. Firstly select an image (or other digital artefact) from a collection of your choice either your own or one from an online collection (see links to copyright free image collections below) to work on.

Here are some examples of the types of images that might be suitable for English Literature & Creative Writing audiences.

- A pre-Raphaelite painting could be an entry point into activities on pre 1840s narrative culture

- An image of a Medieval manuscript could be the start of an activity examining 14th century culture and society
  - An image of an object or landscape..(like the one below) could be the springboard for a Creative Writing task
2. Imagine you are going to incorporate this image/artefact into an online activity for a class you are teaching. How might you use that image/artefact to create a piece of engaging learning content? Things to consider might include:
- What the teaching context is e.g. UG/PG, 1st/2nd/3rd year, specialist module or survey course?
  - What the learning outcomes will be? Why do you want the students to do this activity?
  - When the task is going to take place? i.e. is it before, during or after the lecture or seminar? Is it connected to face-to-face work at all?
  - How long it will take to complete the task?
  - Will the students require any extra technology / skills / equipment?
  - What tools might you need to create the activity? (e.g. a discussion forum, a quiz, an animation?)
  - How the exercise will be delivered e.g. via a VLE? On a mobile phone? Will you need the support of your institutional e-learning team?
  - How much information you will need to put into the instructions for the student and how might you structure those instructions?
  - What you could do to make the experience more engaging and interactive i.e. how could you enhance the effectiveness of it?
  - How will you evaluate whether the activity has been successful?
3. Capture your ideas on paper with headings corresponding to the questions above. You are actually building a piece of interactive online learning.



## Example



The damaged hulk of a children's toy in the aftermath of a fire could be the stimulus for a writing task (photo courtesy of Brett Lucas)

## Links & References

- Copyright free online images are available from:
  - The [HumBox](#) Humanities OER Repository
  - [Flickr creative commons](#)
  - [JISC Advance guide to website images and online collections for educational purposes](#) - a comprehensive roundup of great resources for educators

## Relationship to the Professional Standards Framework

- **Area of Activity 1:** Design and planning of learning activities and / or programmes of study.
- **Core Knowledge 2:** Appropriate methods for teaching and learning in the subject area and at the level of the academic programme
- **Core Knowledge 4:** The use of appropriate learning technologies

More information about the Professional Standards Framework can be obtained from the summary factsheet in the *Subject & Pedagogy* collection in HumBox.

<http://humbox.ac.uk/2731/>



**3 |** This resource is part of a set of professional development resources for Higher Education English (including English Literature, English Language & Creative Writing) called 'The Pool'. The resources were developed by the English Subject Centre in 2011 as part of a JISC/HEA Open Educational Resources (OER) Project.

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## Resources in the Online teaching Collection

- Online teaching: introduction to the collection
- What are VLE's good for?: resource overview
  - What is a VLE and why use it?: group activity
  - What is a VLE and why use it?: individual activity
- The design of online activities in English Studies: resource overview
  - Evaluating online activities in English Studies: group activity
  - Evaluating online activities in English Studies: individual activity
- Designing learning with new media: resource overview
  - Exploring new media and its potential in teaching: group activity
  - Exploring new media and its potential in teaching: individual activity
  - Designing an online activity in English Studies: group activity
  - **Designing an online activity in English Studies: individual activity (\*you are here)**
- Teaching with digital archives: resource overview
  - Teaching with digital archives: group activity
  - Teaching with digital archives: individual activity
- Online discussion in English Studies: resource overview
  - Should online discussion be assessed?: group activity
  - Should online discussion be assessed?: individual activity
- Workshopping online: resource overview
  - Designing an online Creative Writing workshop: group activity
  - Designing an online Creative Writing workshop: individual activity

