

UNIT OF COMPETENCE: FLEXIBLE AND BLENDED LEARNING II

UNIT CODE: OD/C/7250

Relationship to Occupational Standards

This unit addresses the Unit of Competency: Flexible and Blended Learning II

(FAB II)

Duration of Unit: 40 hours

Unit Description

This unit covers the competencies required by the trainer to design eLearning resources. It involves: Developing online user support system, Creating the Learning Management System, designing online courses, designing online instructional resources and designing the EPortfolio

Summary of Learning Outcomes

1. Design EPortfolio
2. Develop online user support system
3. Create the Learning Management System
4. Design online courses
5. Design online instructional resources

Learning Outcomes, Content and Suggested Assessment Methods

Learning Outcome	Content
1. Design e-portfolio	• Concepts of e-portfolio ✓ Types of -portfolio ✓ Qualities of a good e-portfolio • Design of an E-Portfolio • Publishing of an e-portfolio
2. Develop online user support system	• Communication • User support manual • Learner participation and engagement • Learners' completion of competencies and assignments. • Targeted support and interventions • Quality assurance standards.
3. Create the Learning Management Systems	• Learning management system Gnomio platform • Administration of Moodle LMS Basic Moodle site Customization • Management of Moodle LMS • User Management: • Password management. • Creating Courses. • Enrolling Participants to courses • Tracking learner's progress • Designing and development of online Moodle resources and activities • Designing and development of online assessments in Moodle

4. Design online course	• Training Needs Assessment (TNA) survey • CBET Principles. • Course title • TNA report • Learning outcomes • Storyboarding • Knowledge and skills • Planning for the learning experiences and facilitation • Assessment Methods
5. Design online instructional resources	• Design specifications and standards for instructional resource • Identification of design principles • Development of prototypes • Preparation of instructional resource • Test of functionality • Guidelines for utilization and maintenance of instructional resources • Digital content development • Video/Audio editing using available editing tools • Visual content, Podcast, Infographics Text, Images

Suggested Delivery Methods

- Instructor led facilitation of theory
- Demonstration
- Role play
- Dramatizing
- Demonstration
- Mind map
- Buzz groups
- Think pair share
- Practical work
- Video based instruction
- Project based instruction

Recommended Resources

- Desktop computers/laptops
- Internet connection
- Projectors
- Smart phones