OLTD 511 – Reflection on my I.T. Tutorial Collection

A couple of years ago, fresh out of school, I was assigned an I.T. course teaching the basics of Photoshop, Illustrator and other programs. I wanted the class to learn the topics, but at the same time, I felt like the "teacher on front" forcing students to follow step-by-step was an outdated and clunky way to teach I.T. I always loved following tutorials online, and decided to create a series of tutorials to be made available online for students to learn on their own. This allowed for students to work through their learning at their own pace; when they needed my help, they would raise their hand in the lab and I would come over. I was always at least two tutorials ahead of the fastest student, and so, there were students working on sometimes four different things at a time in the same classroom.

I didn't know it at the time, but I had created a blended learning program following a Flex Model. The course utilized online learning as the main structure, where every student logged in and went their own ways from the beginning of every class. My job was simply to provide individual tutoring and feedback on completed assignments, and answer any questions the students may have.

That model provided me a tremendous sense of freedom, and I remember how much I enjoyed working with the students in that setting. They loved it because they were able to follow their own pace, but they also loved the fact that I was not set regarding the "proof of learning", and they could modify and submit their own version of the assignments, as long as it showed me that they knew the subject matter.

This reflection is evidence of the following course outcomes:

- Demonstrate basic competency with design and implementation within a variety of online learning environments and tools

- Engaging in building learning communities and communities of practice