SYNCHRONOUS AND ASYNCHRONOUS eLEARNING

POCKET PEDAGOGY

WHAT ARE THEY?

Two approaches to eLearning.

Synchronous means live, face-to-face learning, using technologies such as Skype and Zoom.

Asynchronous learning is learning that is not live, and is not face to face. It takes place online but without the presence of teacher.

The definition of asynchronous is quite broad; it encompasses everything from emails, to videos, images, worksheets and projects.

WHAT DOES IT REALLY LOOK LIKE?

William Horton (2006) proposed a three-part model to structure distance learning courses: *'Absorb-Do-Connect'*

- *'Absorb'* activities provide learners with information.
- The *'Do'* activities turn information into knowledge and skills. For example, completing projects, accessing individual tasks and participating in games.
- *'Connect'* activities are consolidation tasks and include discussions or presentations about what has been learned. You can think of them as being like a plenary.

WHY IS IT USEFUL?

Teachers should avoid using only synchronous learning as this overlooks the key benefit of e-Learning, flexibility.

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