Concept of blended learning – teaching & learning needs in pandemic of COVID-19 or blended learning– new or traditional model

Dr. Shilpi Rastogi and Dr. Yashasvini JP Hegde

DOI: https://doi.org/10.22271/allresearch.2020.v6.i10b.7230

Abstract
The blend of humans and technology has led to an integrated approach of blended learning. In this article, you will learn the need for blended learning and some of the application which will create learning activities that will offer the best of both worlds and make the teaching-learning more interactive and innovative.

Keywords: Blended learning – teaching, learning needs, COVID-19

1. Introduction
During this global pandemic of COVID 19 – the process of disseminating education has taken a toll on all learners and facilitators. From primary education to higher educational institutes, teaching-learning processes have become challenging, as conventional ways of teaching methodologies were not possible because of the absence of learners from live classrooms.

Teaching-learning methodologies are one of the most crucial parameters in higher education institutes. Innovation & advancement, in the field of teaching-learning methodologies, is always in demand for improving the skills of stakeholders. Incorporating advanced tools for teaching-learning makes the facilitator and learners grow mutually.

The need for the hour is to enable technology into teaching-learning, which is to be adopted on a mandatory basis, for the virtual scenario of the classroom.

The learners of the 21st century are the “digital natives” as they are born in a world where technology was an integral part of one’s lifestyle, whereas the facilitators are “digital immigrants”, as they are still in process of learning and incorporating technology. During this pandemic of COVID 19, the biggest challenge is to bridge the gap between digital natives and digital immigrants, so that dissemination of information will reach the desired destination.

Hence, blending technology in our teaching-learning process is a necessity for imparting education through virtual mode. For the same, the facilitator has to go through an immense course of “learning --unlearning--- relearning” as integrating technology as a pedagogical method was optional previously in classroom teaching but not in the era of virtual learning.

So, redefining the design to classroom instruction should be done, to achieve the desired outcome from the learners, which is to be called Blended Learning.

The design of redefining classroom teaching with technology may vary from subject to subject, in the field of health sciences. The design for teaching preclinical/para clinical/ clinical subjects is different from the other. Depending upon the desired outcome, the technology-enriched tool for the learning process to be adopted. So, the integration of technology-enabled tools should be in context of the content of the requirement.
2. Tips to Design Blended Learning Course: It’s all about the Right Blend

While designing a blended classroom the key aspect to be considered on the type of information to be delivered, this can be categorized as –

1. Factual information or visual identification
2. Principles/concepts or rules
3. Learning of procedures or concepts
4. Performing skill/perpetual act
5. Developing attitude, motivation, opinion & desires

It is really challenging to incorporate technology in learning of pure homeopathic core subjects as they require a thorough explanation of the philosophical concepts and their utility in clinical practice. Similarly, teaching the clinical subject or clinical skills through online mode is again a difficult task, but by incorporating technology in form of certain apps (Mentimeter, Kahoot, Hot Potato) or certain tools (Quizizz, Flipgrid) in online classes can make the learning more engaging.

Redefining the design and incorporating the correct tool for delivering the content, will make the exact integration of technology with teaching-learning methodology to be rightly called blended learning.

The virtual model of learning adapted with the tool of blended learning is the need or necessity to be practiced to Inform as well as to make the student Perform in the learning process.

Technology will not replace great teachers but technology in the hands of great teachers can be transformational for good.

3. Advantages of Blended Learning

Implementing technology doesn’t mean the elimination conventional pedagogical methods that existed but it’s a “transformation” for the change. It is easier for teachers to interact or engage millennials through technology as they are netizens. It’s also a cost-effective and flexible methodology for teaching learning process. It brings students and teachers to the parallel platform of enjoying learning mutually.

4. Limitations of Blended Learning

Blended learning can only be possible with good and accurate use of information and communication technology, which ask for continuous upgradation of the teacher’s. To have a consequential impact, we have to be dependable for up to date digital tools. Many teachers still believe in the traditional methods of teaching as also CHANGE demands for moving away from your comfort zone. This adaptation calls to bring a “renaissance” in the field of teaching-learning.

5. Conclusion

Different learning problems require different solutions. This global pandemic of COVID 19, has proved a paradigm shift, new normal of perpetual flux is blended learning or “hybrid learning” can be the best of both worlds through a successful implementation for the purpose of enhanced learning.

“Change Is the Only Constant”

6. References

1. https://educationaltechnologyjournal.springeropen.com/articles/10.1186/s41239-017-0087-5
2. https://educationaltechnologyjournal.springeropen.com/articles/10.1186/s41239-017-0043-4
3. https://eric.ed.gov/?id=EJ918218
4. https://www.sciencedirect.com/science/article/abs/pii/S1096751607000516
5. https://www.sciencedirect.com/science/article/abs/pii/S1096751607000516
6. https://www.learntechlib.org/p/188232/
7. https://files.eric.ed.gov/fulltext/EJ1184993.pdf
8. Kahoot! Play and create quizzes – (https://kahoot.com/)
9. Flipgrid. Empower every voice-(https://info.flipgrid.com/)
10. Hotpotato-( https://hotpot.uvic.ca/)
11. Mentimeter-(https://www.mentimeter.com/app)
12. Quizizz: Play to learn-(https://quizizz.com/join)