

# Constructing an online collaborative learning space for Adult Basic Education



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# Agenda



- The aim of this study
- CSCL – what is it, who uses it and what are the benefits associated with it?
- Why use CSCL for ABE?
- Methodology used for study - Design Based Research (DBR)
- Designing CSCL for ABE
- Data Gathering
- Findings
- Implications for Practice

# Computer Supported Collaborative Learning (CSCL)

'Learning collaboratively with the support of computers' (Kirschner & van Bruggen 2004)....

- Pedagogical approach combining collaboration and technology to facilitate learning and knowledge creation through social interaction online
- Used by Higher Education, Mainstream Education eg Moodle, Blackboard

# CSSL effectively enables..

On an online platform, learners express opinions, defend, challenge and compare, pursue lines of inquiry, listen and see others' perspectives ...leading to new lines of inquiry

- Opportunity to gain other perspectives
- Embedded negotiation and meaning-making
- Collaboration
- Co-construction of knowledge

## ***Characterised by:***

- Iterative group interaction and analysis
- Synchronous and/or asynchronous communication
- Use of authentic activities based on real-world scenarios

# Outcomes reported for effective CSCL

'Learners understand how they can become creators and co-creators rather than consumers of knowledge

- Deeper and higher order learning
- Equalising effect\* - more equal participation than face-to face
- Self regulation
- Shift in beliefs about learning

***All outcomes are relevant to ABE learners  
.....but are these outcomes achievable for  
ABE learners?***

\*Hollingshead, 1996

# Is CSCL a realistic approach for ABE?

From a  
theoretical,  
practical and  
equality  
perspective

...yes

- Both share theoretical roots
- CSCL expands on existing social learning approaches already popular within ABE – reconfigure existing practice
- Equalising effect may enhance learner participation – help address issues of power/identity
- Focus is on the learning and how it is being achieved (metacognition) – learning to learn
- Facilitates development of skills essential for ‘new work order’ (Gee, 1996)

# There are challenges for ABE

But, there are no records of CSCL use for ABE in existing research.....  
.why?

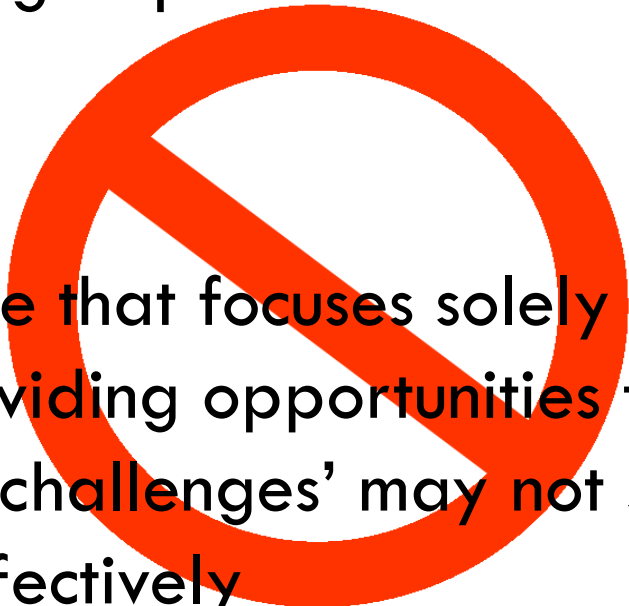
- ❑ IT access and competence required
- ❑ Team-work and negotiation skills required
- ❑ Learners have a predisposition to 'banking model' of learning
- ❑ May set responsibilities for learners too high
- ❑ Tutor role changes to moderator
- ❑ May provoke too great a shift in existing roles and power relations

# There are challenges ....**BUT**

Access to this learning opportunity should not be a privileged practice

And..

ABE practice that focuses solely on basic skills without providing opportunities for 'authentic intellectual challenges' may not serve ABE learners effectively





# CSCCL design

Design goal must be set,  
this then informs elements  
of CSCCL design



- ❑ Difficult yet critical to the achievement of the expected learning outcomes
- ❑ Requires skilful planning, design, coordination and implementation of content, pedagogy and technology
- ❑ Involves multiple variables



The group  
involved

task assigned

The computer  
platform used

Framework are  
used to provide  
structure

The process  
designed

Means of  
assessing the  
environment and  
learning

# Design Based Research

What methodology can cope with this range of variables, which are difficult to separate from their context?

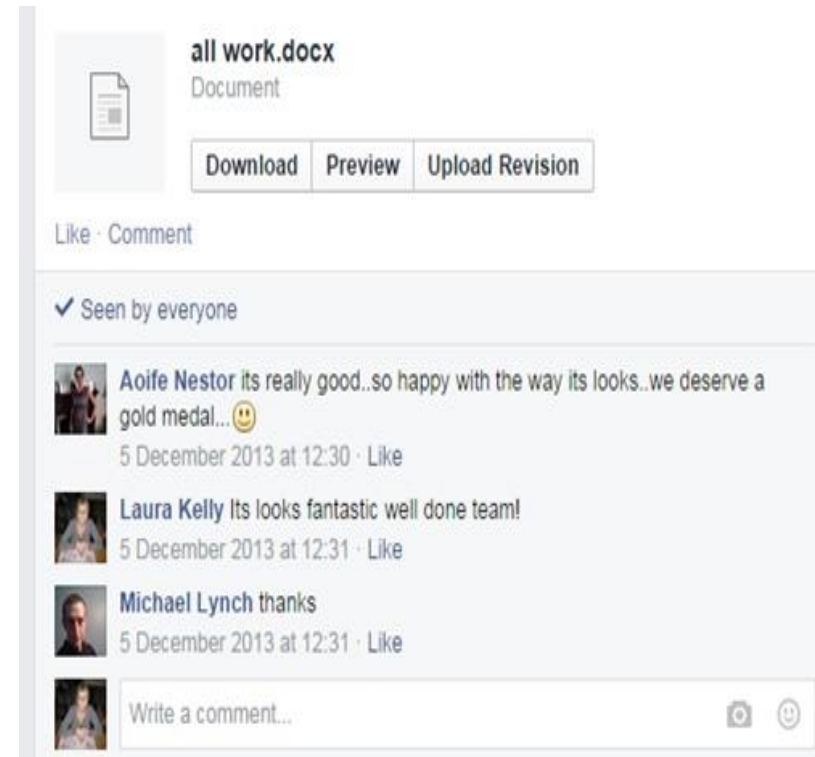
Means of studying learning in context

- Systematic methodology which:
  - ▣ Copes with multiple dependent variables
  - ▣ Involves **iterative** design revision enabling try and try again approach
  
- **Limitations**- rich data, too much? when to stop iterations? cannot generalise findings



# Computer Platform: Facebook

- Free, easy to use, requires little IT support, secure and accessible 24/7
- Many learners already comfortable with it
- Social environment
- Provides most of the functionality of the usual platforms, facilitating...
  - Discussion with real time comments
  - Collaboration – can work, edit and upload changes to files that are shared with all
  - Files, images and links can be uploaded
  - Control – can see who has read/worked on any posting, comments can be monitored
  - Surveys/poles can be easily conducted





# The tasks assigned

Based on existing research recommendations:

- based on real-world scenarios or problems 'authentic assessment'
- must elicit several possible solutions to discuss, challenge, defend thereby providing opportunity for higher order learning
- meets definite course assessment outcomes towards accreditation
- enables both individual and group work through division of labour
- facilitates the participants to take responsibility for own and group tasks
- situated within the zone of proximal development of all participants

Task 1: Select a holiday for a couple with 10 criteria(including health issues), explain reasons for selection

Task 2:Design a 4 page brochure according to spec, to promote Christmas products for a local retailer

# The Process

The process  
designed

Pre-assessment\*

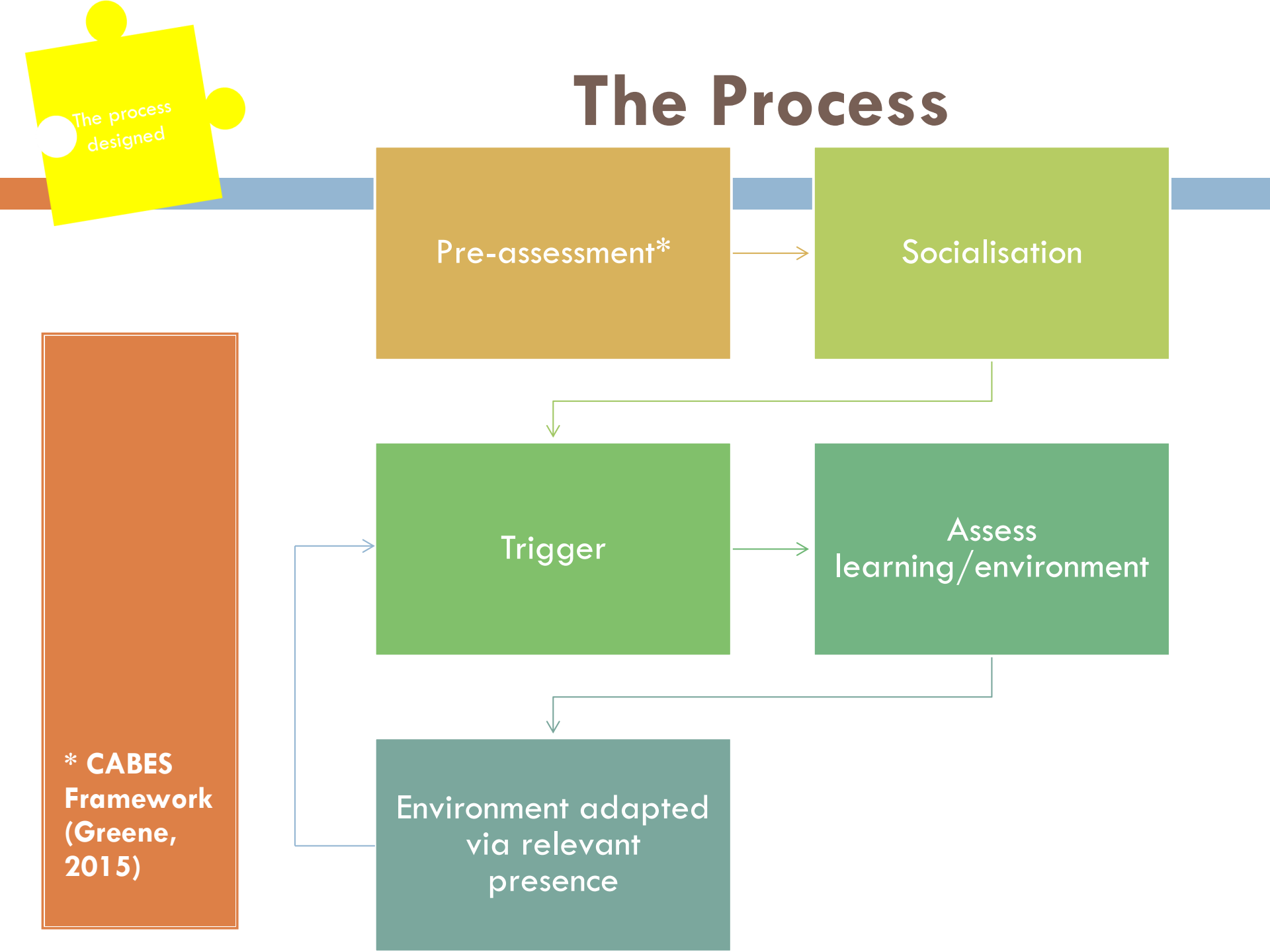
Socialisation

Trigger

Assess  
learning/environment

Environment adapted  
via relevant  
presence

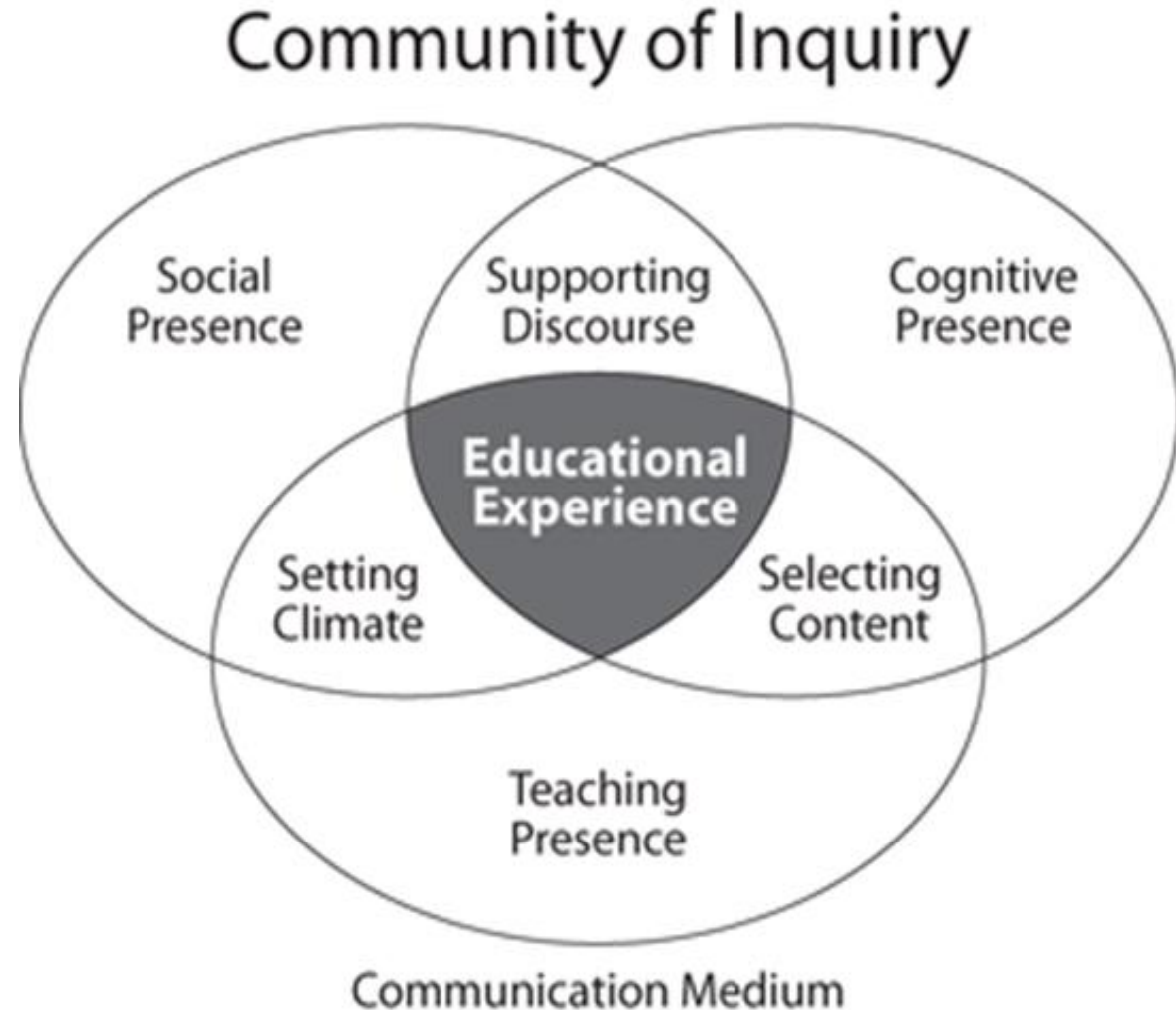
\* CABES  
Framework  
(Greene,  
2015)



The Framework  
used to provide  
structure

# Framework for structure

Salmons  
(2003)  
popular  
model states  
that online  
learning  
moves through  
5 connected  
linear phases  
but....



# Creating Social, Teaching & Cognitive Presences

**Combined 2 face-to-face socialisation sessions with ongoing monitoring of the environment and learning**

- practiced various types of interaction, checked security, agreed ground-rules, discussed expectations, anxieties
- explored shifting role of receivers of knowledge to co-constructors
- discussed higher order learning – definition, indications of, uses and importance (made explicit)
- Invited participants to be the teacher - substantial, valuable existing knowledge



The Framework  
used to provide  
structure





# The 'Facebook Project'

*The group involved*

Task assigned

Computer  
Platform used  
- Facebook


*Framework used to provide  
structure – Community of  
Inquiry*

The  
process designed

Means of assessing the  
environment and the  
learning

# The findings – general overview

- Both groups were very positive, enjoyed the pilots
- High levels of participant engagement
- Evidence of growing confidence
- Participants took responsibility for their own and others work
- Leaders emerged early



it's a gud n  
different way  
of doing  
work, fun as  
well, kept us  
all interested

# The findings – general overview

## Evidence of sharing of teaching

- participants provided an equal number of instruction/advice postings as the tutor
  - several examples of giving instruction, encouragement, checking for updates

## Participants felt 'in control'

- when asked to estimate the perceived division of power within the learning space, all participants selected a ratio of 50:50 between participants and tutor.
- similarly when asked about the extent of their input into the final product, participants selected a ratio of 85:15; 85% of their final report was contributed by themselves with 15% contributed by the tutor.

Both findings were as a result of the **equalising effect** and represent a significant **shift in thinking about learning**, moving away from the traditional banking model



I love being in control 100%.  
Wud think about my post all day and then post when ready with the right answer

# 1. Quantitative:

## participant engagement figures

Group	Total posts	participant posts (%)	Tutor posts (%)	Average thread length (posts)	Average number posts/day
1	332	10-36	18	3.96	21
2	305	15-26.5	26	2	27.7
3 <sup>rd</sup> level (from Ma, 2013)	162			3	

# What kind of interactions were evident?

- Social messages to start – security, instructions
- Task uploaded- the trigger
- Exploration - links to information, suggestions for consideration, information exchanges
- Later started qualifying why information posted was relevant
- Work plan decided and division of work (leader emerged)
- Requesting feedback, offering updates on progress
- Beginning to hold each other accountable
- Integration – comparing, assessing, combining information; new triggers emerged to start further rounds of inquiry
- Resolution – indications of solution testing and defending. Comparisons of solutions with requirements of the task, evaluating and final agreement made.

# 2. Qualitative interaction analysis

Cognitive Presence	Iteration 1 (%)	Iteration 2 (%)	Akyol & Garrison (2011)
Trigger	6.6	7	4
Exploration	24.8	16.4	14
Integration	21.7	16.4	52
Resolution	12.4	17.4	6
Other	34.5	43	24

# 3. Survey - participants' perceptions

Presence	Feature	Average Score Iteration 1	Average Score Iteration 2
Teaching	Design & organisation	5 (strongly agree)	4.75
	Facilitation	5	4.64
	Direct instruction	4.67	4.67
Social	Affective expression	5	4.44
	Open communication	5	4.33
	Group cohesion	5	4.22 (agree)
Cognitive	Triggering event	5	4.56
	Exploration	5	4.56
	Integration	4.67	4.56
	Resolution	5	4.67



# This is Ann



# Implications for practice

1. **Community of Inquiry** framework helps to bring into focus practical factors for successful CSCL
  - ▣ Social presence ensured sound space where participants felt comfortable to learn – participants began contributing to teaching presence and eventually cognitive presence
  - ▣ Tutor adapted usual approach – she modelled, challenged and encouraged and waited for other participants to respond to requests for advice

# Implications for practice

2. Higher order learning is feasible through **effective design** of the learning environment/process.
3. **Facebook** provided a social learning environment for effective collaboration, including 24/7 access and space to think more deeply about, draft/redraft posts.
4. **Task design** is essential to creating opportunities for higher order learning.

# Recommendations

- Tutor CPD
- Pre-assessment of participants
- Include socialisation weeks (3-4 weeks) to develop necessary skills for effective participation: eg using Facebook, develop IT skills, group-work competences
- Further study – these results are specific to this project, small group, not generalisable

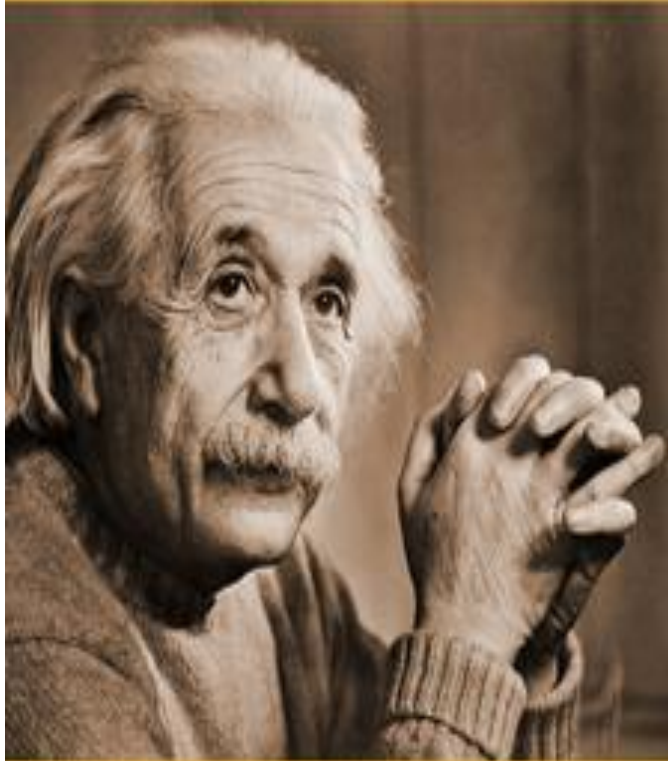


# To summarise...

1. CSCL is feasible for ABE
2. Learning outcomes as reported for Higher Ed are realistic and achievable objectives for ABE:
  - Higher order learning
  - Self regulation
  - Increased confidence
  - Equalisation effect
  - Shift in thinking about learning
  - Sharing of power within the learning environment
3. Participants' perception was positive







**“Learning is  
an experience.  
Everything else is  
just informatioin.”**

Albert Einstein

Thank you, any questions?  
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