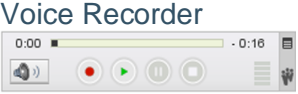
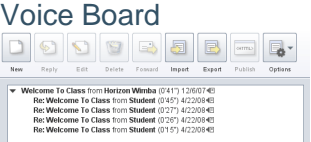

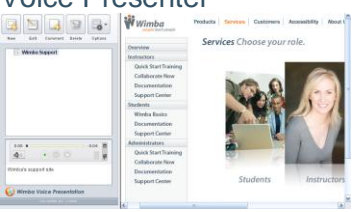
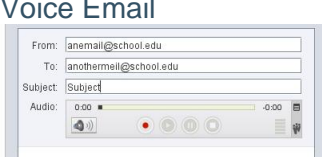


## THE FEATURES

Five features designed to support your learning activities, each with their own best practices. Selecting the right feature increases your student's success.

Feature	Description	Uses
	<ul style="list-style-type: none"> <li>▪ Audio playback which integrates into CMS course pages</li> </ul>	<ul style="list-style-type: none"> <li>▪ Announcement feature to introduce class or course assignments               <ul style="list-style-type: none"> <li>▪ Verbally explain complex ideas, graphics, or images</li> </ul> </li> </ul>
	<ul style="list-style-type: none"> <li>▪ A threaded discussion feature where communication is asynchronous (anytime)</li> </ul>	<ul style="list-style-type: none"> <li>▪ Demonstration of student's ability to apply learning from lecture or course material               <ul style="list-style-type: none"> <li>▪ Private vocal feedback to students about their course work and progress</li> </ul> </li> </ul>
	<ul style="list-style-type: none"> <li>▪ Audio files that are distributed for playback on portable media players or computers</li> </ul>	<ul style="list-style-type: none"> <li>▪ Mini-lectures that enhance what is delivered face-to-face               <ul style="list-style-type: none"> <li>▪ Student generated audio resources</li> </ul> </li> </ul>
	<ul style="list-style-type: none"> <li>• Interactive learning feature which blends voice, text, and web pages in one location</li> </ul>	<ul style="list-style-type: none"> <li>• Vocal overview of material found on web pages</li> <li>• Demonstration of student's ability to apply what they are learning (can be public or private)</li> </ul>
	<ul style="list-style-type: none"> <li>• Vocal messages that are sent to email address(es)</li> </ul>	<ul style="list-style-type: none"> <li>• Role-playing activities</li> <li>• Private communication for instructor to students</li> </ul>

**DESIGN PROCESS: THE FORMAT**

Strong foundation will support your student's learning by identifying what's important to create an activity that has a purpose. Begin by answering these questions.

1. Describe the activity:

---

---

---

---

---

---

---

2. What materials and resources do you already have? What do you need?

---

---

---

---

---

---

---

3. What impact will this activity have on your audience?

---

---

---

---

---

---

---

4. How will you assess the effectiveness of this activity?

---

---

---

---

---

---

---

5. Which tool aligns best with your planned activity?

<input type="checkbox"/> Voice Recorder	_____
<input type="checkbox"/> Voice Board	_____
<input type="checkbox"/> Wimba Podcaster	_____
<input type="checkbox"/> Voice Presenter	_____
<input type="checkbox"/> Voice Email	_____

**DESIGN PROCESS: THE DELIVERY**

Monitoring student's interaction with the activity will provide insight to potential redesign elements.

1. Describe students' interaction with activity:

---

---

---

---

---

---

---

---

2. Are students following your instructions?

---

---

---

---

---

---

---

---

3. Did you have to intervene and explain any confusing elements?

---

---

---

---

---

---

---

---

4. Are you more involved than you originally planned?

---

---

---

---

---

---

---

---

**DESIGN PROCESS: THE STRUCTURE**

Determine if the intended learning took place and if the feature used was the right choice.

1. Reflect and describe the overall student interaction with the learning session:

---

---

---

---

---

---

---

---

2. What was the students' feedback about the activity?

---

---

---

---

---

---

---

---

3. Describe the elements that need to be modified (if any):

---

---

---

---

---

---

---

---

4. Review original plan and notes from your delivery and outline possible design changes:

---

---

---

---

---

---

---

---