

# Active methodologies and e-learning environments: challenges and trends

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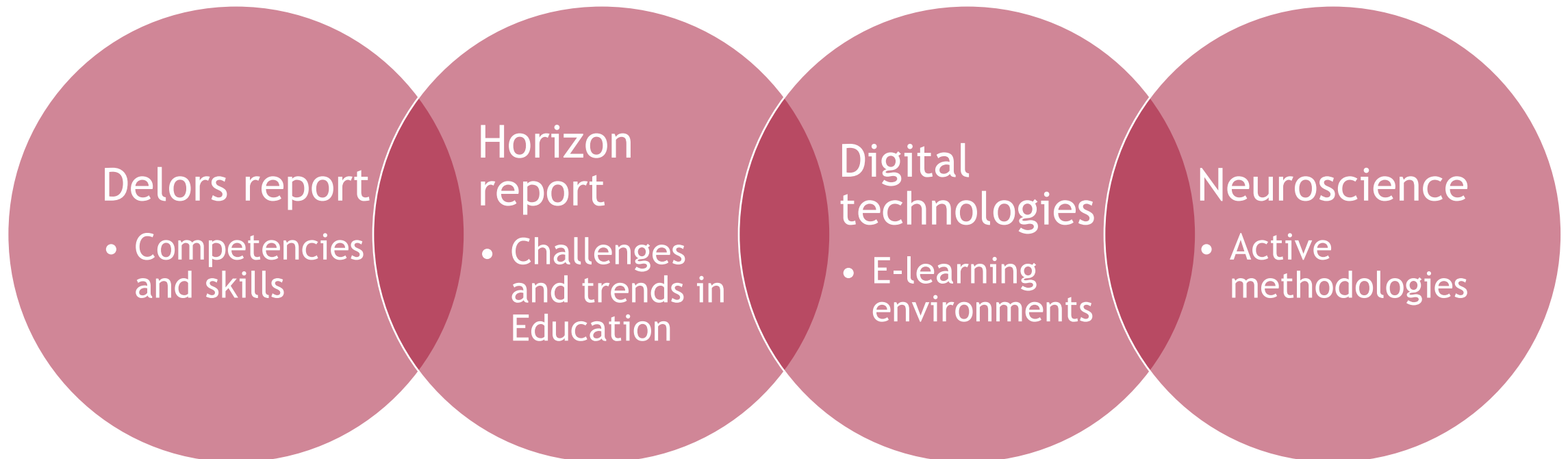
1st International Conference on e-learning



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## Framework



# What was happening?



- Virtual spaces and e-learning environments or platforms, such as Moodle, Blackboard or Canvas, were acquiring more and more relevance before the pandemic due to several circumstances:
  - Lifelong learning and compatibility (work and studies)
  - Internationalization of education (MOOCs, multicultural groups...)
  - Adaptability and flexibility for students with special educational needs

# What is happening now?



- The global situation has forced educational institutions to move towards e-learning in a faster way than expected to meet the educational needs of their students in spite of the impossibility of being physically together.



# Challenges (I)



If we focus on active methodologies and strategies, we may encounter several challenges.

Experiential Learning and Problem/Project Based Learning require participation, manipulating objects, real experiences and contexts and assessment techniques such as observation and self-assessment on the students' side

Dialogic Learning and Cooperative Learning require teamwork and the possibility to meet in groups and discuss

## Challenges (II)



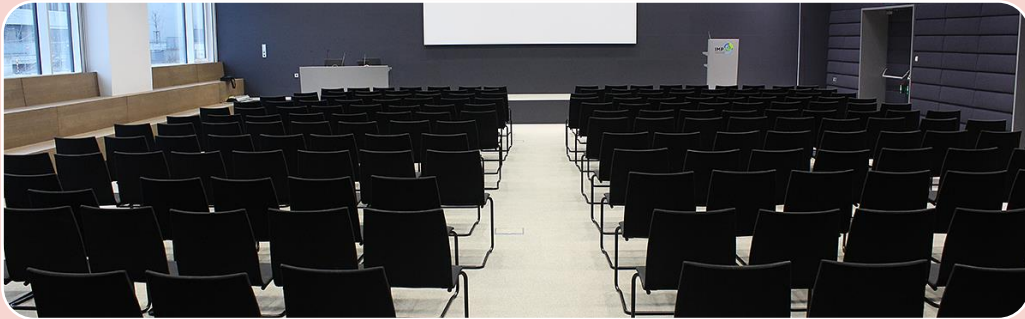
Challenge 1. Making sure everyone participates (lack of access or tools)

Challenge 2. Making sure the online environment allows students to work in groups

Challenge 3. Making sure we can continue with formative assessment techniques, such as observation

Challenge 4. Making sure we can bring the real world to the online classroom

# Problems and dangers



## Going back to only lectures

- Forgetting active methodologies affects the development of skills and competences

## Digital divide

- Some students may not have access to digital technologies or lack the necessary digital skills

# Trends and good practices



Using e-learning environments that allow us to teach in a way as similar as the face-to-face one as possible



- Forums
- Virtual classrooms
- Feedback for the activities
- Multimodal materials





## Summarizing:

- E-learning environments can be challenging, but through careful reflection, teachers can find the best possibilities those platforms offer to create learning situations where not only contents, but also skills are worked on.

# Thanks for your attention

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