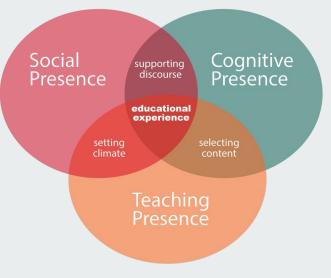
Building Community Online using the **Community of Inquiry Model** 



Garrison, Anderson & Archer, 2000

## Territory Acknowledgement



# Introductions



#### emily.renoe@ubc.ca Senior Educational Consultant CTLT



#### **lucas.wright@ubc.ca** Senior Educational Consultant CTLT

# Session Communication

- Chat to ask questions
- Use annotation tools for activities
- This session is being recorded

# Agenda • Community of Inquiry Model

# • Col Instructional Activities in Practice

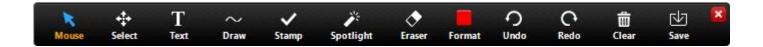
• Next Steps

Interacting with others is a key component of our ability to learn new things. This can happen naturally in the classroom, but it doesn't always happen so easily in an online class. As we have seen, online students are typically isolated, sitting alone behind a computer screen, engaging with class content by themselves. They experience little, if any, real-time exchanges or collaboration with other people, whether students or the instructor.

Flower Darbey (2020)



How do you build community in your current online class?



#### Accessing annotation tools if you are viewing a shared screen

While viewing a shared screen or shared whiteboard, at the top of your screen, click **View Options** then *Annotate*.

#### **Annotation tools**

You will see these annotation tools:

#### How do you build community in your current online class?

Community of Inquiry Framework Social Presence

> educational experience

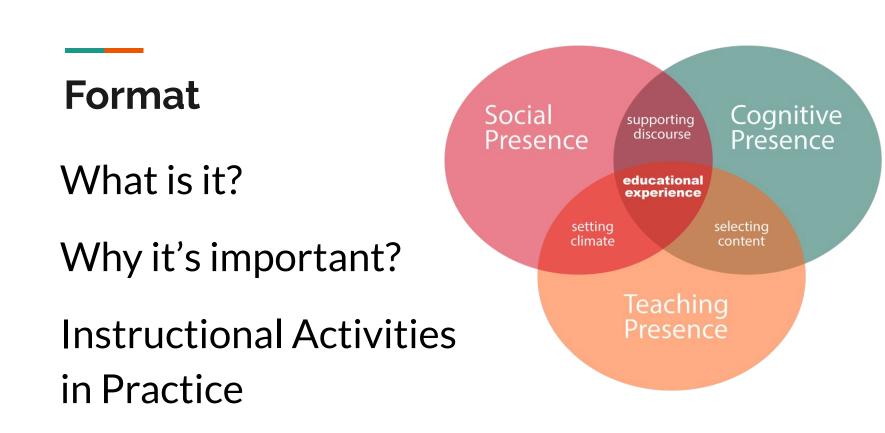
supporting

discourse

setting climate selecting content

Cognitive Presence

Teaching Presence

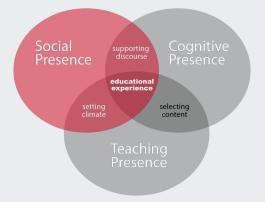


# History of Community of Inquiry (Col)

#### What is it?

The Community of Inquiry (Col) model developed by Garrison & Vaughan (2008) provides a research informed framework to guide the design of an online course by considering the relationships between the instructor, students and course content. The model has three main themes: Social, Teaching, Cognitive.

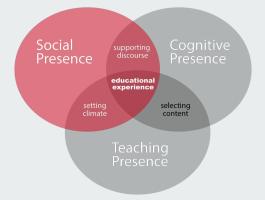
# **Social Presence** 01



## What is it?

Social presence is the ability of learners to project their personal characteristics into the community of inquiry, thereby presenting themselves as 'real people.'

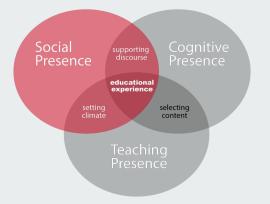
# **Social Presence** 01



## Why is it Important?

A strong social presence builds a climate of trust and environment of comfort and safe risk-taking. This foundation makes the learners ready for your teaching presence and cognitive presence.

# **Social Presence** 01



Social presence has three components:

- 1. Emotional (Affective)
- 2. Open communication (Interactive)
- 3. Group Cohesion

## **Col Instructional Activities in Practice**

# **Social Presence**

#### ) Introductions

"Meet Your Classmates" discussion, where you and students introduce yourselves to one another

## $\bigotimes$

#### Icebreakers

Develop initial course activities (e.g., ice breakers) encourage the development of swift trust

### Videos

Videos of yourself to introduce the course and particular topics



#### Student-to-Student

Explicitly explain to students to the importance of student-to-student interaction so that they can view classmates' perspectives as valuable



#### Feedback

Personalized feedback; one-to-one emails

## $\bigotimes$

#### Synchronous Meetings

Consider including real time communications



#### **Discussions Threads**

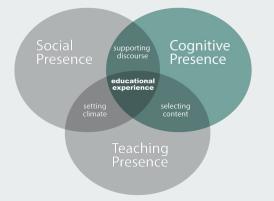
Make students responsible for sustaining discussion threads



How are you or how do you hope to create Social Presence in your course?

#### How are you or how do you hope to create Social Presence in your course?

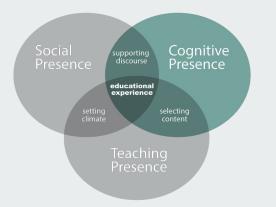
# **Cognitive Presence** 03



## What is it?

The primary focus of cognitive presence is to develop a higher-order thinking process (i.e. critical thinking or practical inquiry) that integrates existing learning with new learning through reflection, discussion, and feedback.

# **Cognitive Presence** 03



- The PIM includes four phases:
- 1. Add
- 2. Add
- 3. Add
- 4. Add

## **Col Instructional Activities in Practice**

# **Cognitive Presence**

## $\bigotimes$

#### Self-testing

Use self-testing, practice assignments, simulations & other interactive activities to support skill development & convergent thinking.



#### Learning Activities

Develop learning activities that are relevant, challenging, collaborative engaging and require deep thinking.



Encourage learners to make thoughtful decisions and apply what they are learning, when possible, to real-world situations.

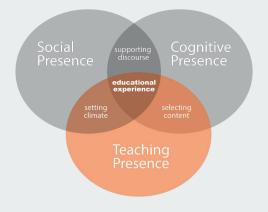
## Group work

When appropriate, utilize group and team-based learning to build collaborative knowledge and solve in-depth problems.

## Goals

Ask learners to identify their learning goal(s) for the course

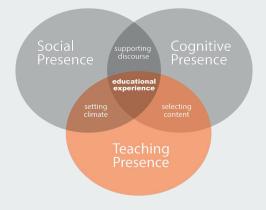
02



## What is it?

Teaching presence includes designing and developing the course and guiding and supporting the learners during the course delivery.

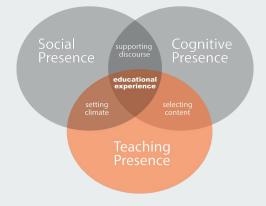
02

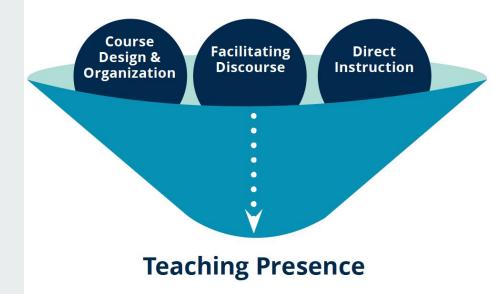


## Why is it important?

Teaching presence is manifested in everything the instructor does to **guide**, **support**, **and shape** the learners' experiences.

02





## **Col Instructional Activities in Practice**

# **Teaching Presence**

#### **Course Orientation**

Share a course overview and welcome message

#### Inject New Knowledge

Suggest new resources/content; inject knowledge from outside resources

#### **Expectations**

Communicate expectations for teacher participation

## > Diagnose

Diagnose misperceptions, confirm understandings, and summarize discussions.

## $\bigtriangledown$

#### Announcements

Use announcements to ensure students are aware of responsibilities, due dates, and other activities.

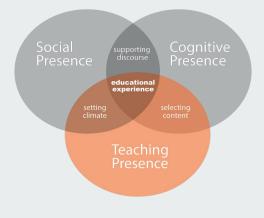
### > Personal Sharing

Provide personal anecdotes and commentary on the teacher's own efforts to master material



In your breakout room share how incorporate teaching presence when you design and teach an online course.

## 02

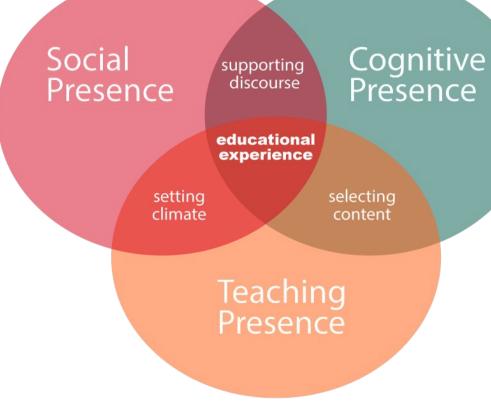


# Teaching presence has three components:

- 1. Instructional design and organization (e.g., setting curriculum, designing methods, etc.)
- 2. Facilitating discourse (e.g., setting course climate, acknowledging or reinforcing student contributions, etc.)
- 3. Direct instruction (e.g., summarizing the discussion, presenting content/questions, etc.;

#### Share back

# Summary



Garrison, Anderson & Archer, 2000

## **Questions?**



## References

- Fiock, H. (2020). Designing a community of inquiry in online courses. International Review of Research in Open and Distributed Learning, 21(1) doi: <u>http://dx.doi.org.ezproxy.library.ubc.ca/10.19173/irrodl.v20i5.3985</u>
- DARBY, F.; LANG, J. M. Small Teaching Online : Applying Learning Science in Online Classes. San Francisco, CA: Jossey-Bass, 2019. v. First edition ISBN 9781119619093. Disponível em: http://search.ebscohost.com.ezproxy.library.ubc.ca/login.aspx?direct=tr ue&db=nlebk&AN=2145811&site=ehost-live&scope=site. Acesso em: 19 jun. 2020.
- McMillan, D. W., & Chavis, D. M. (1986). Sense of community: A definition and theory. Journal of Community Psychology, 14, 6-23. doi: 10.1002/1520-6629(198601)14:1%3C6::AID-JCOP2290140103%3E3.0.CO;2-I