



How to Conduct Group Activities in Online Courses

FDIC Webinar: Flexible Teaching Series

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Agenda



Design of group activities



Synchronous group activities in
Collaborate Ultra



Asynchronous group activities in
D2L

Why Group Projects?

- Collaboration helps to develop many of the key skills that will be required of students for their future success.
- Collaboration can lead to
 - Greater retention
 - Improved student achievement
 - Increased self-esteem and metacognition
 - Facilitate active learning
 - Promote inclusion by increasing contact among diverse groups
- Research has shown that online courses with high levels of student-to-student interaction have a positive impact on learning.
 - Student-to-student interaction is vital to building community in an online environment.

Designing Effective Team Projects in Online Courses

- Align group activities with learning objectives.



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Designing Effective Team Projects in Online Courses

- Intentionally create teams.
 - The best teams are formed when each member can bring something different to the group.
 - Get to know your online students and their preferences. This can come from a survey or preference inventory or through online discussion boards or other interactive course features.
 - Are there certain people who always respond to each other's discussion board responses?
 - Get to know your students as much as possible within the online course and be very intentional in creating groups.



Designing Effective Team Projects in Online Courses

- Keep groups small and odd.
 - Students are busy and scheduling time to meet as a team can be difficult.
 - The larger the teams, the more complicated scheduling can be.
 - Consider capping Teams at approximately three students.
 - Having an odd number also eliminates the potential of groups being split when forced to make a decision.



Designing Effective Team Projects in Online Courses

- Set clear expectations for individual contributions.
 - Most assignments have general directions with a rubric explaining how the final product will be assessed.
 - For team projects, it is imperative to go beyond this and identify individual contributions and expectations for each team member.
 - If the instructor wants each team member to contribute something to the entire project, those expectations should be laid out with a framework to help facilitate that dissemination process.



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Designing Effective Team Projects in Online Courses

- Create a virtual group space.
 - Instructors should create a private virtual space for each team where they can connect with one another and share ideas.
 - At a minimum, the shared virtual team space should include a discussion board, a file sharing area, and a space for live, real-time sessions or chat.
 - Be sure that all students know how to access and use the virtual team space to support the team's work.



Designing Effective Team Projects in Online Courses

- Monitor online group space.
 - Do not wait for students to email you when issues arise.
 - Make it known that you will be “present” within the virtual space and offer advice and feedback as the team progresses through the project.
 - Monitoring of the online group space also builds faculty presence within the online course and presents another opportunity to engage with students virtually.



Designing Effective Team Projects in Online Courses

- Develop a peer feedback system.
 - Develop a template for peer feedback and share it with students prior to the project.
 - Peer evaluations benefit students who make contributions and can help address students who do not fully participate in the collaborative experience.
 - The knowledge that they will be evaluated by peers can motivate students to work more collaboratively with their team members.



Designing Effective Team Projects in Online Courses

- Assign Individual and team grades
 - It is important to assign both individual and team grades for the team assignments.
 - Assigning individual grades increases individual accountability and can make for a more positive collaborative experience..



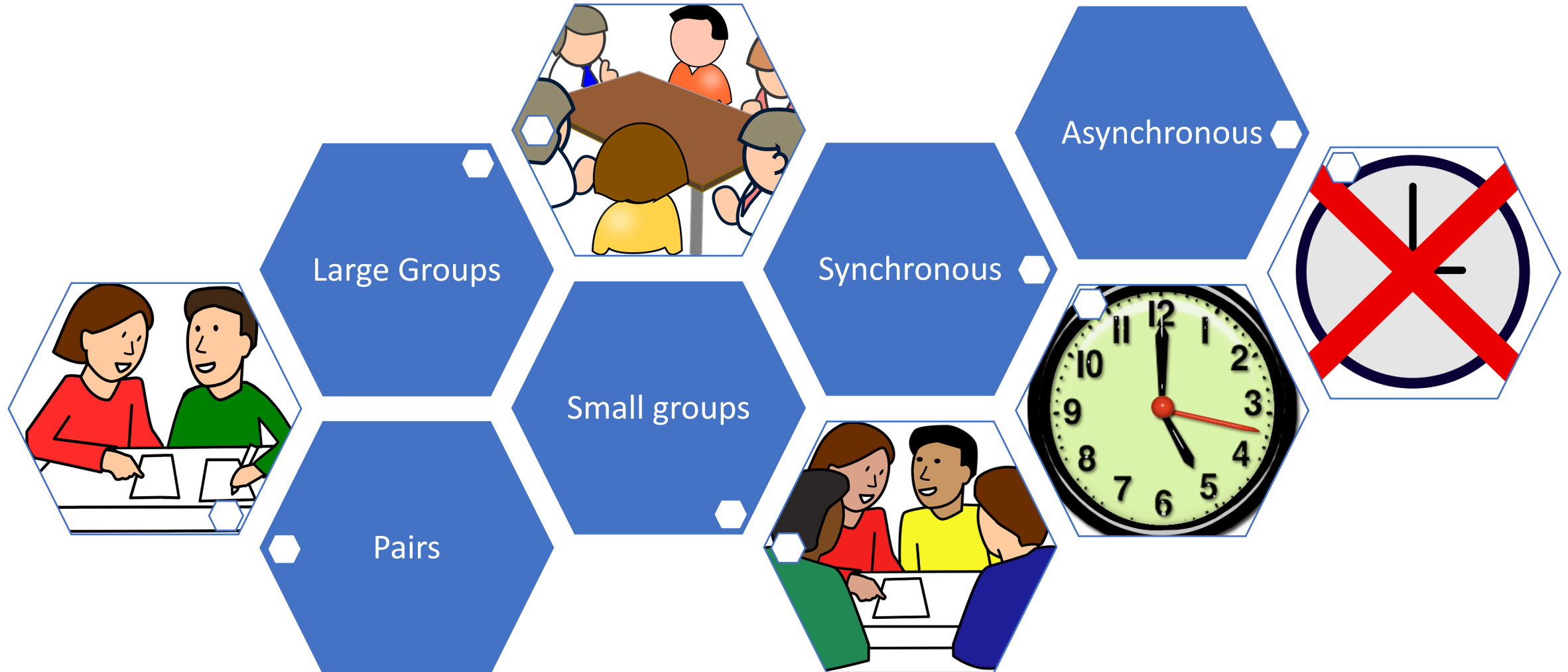
To Maximize Success

Start slow and
start early in the
semester.

If you interweave
small collaborative
activities into the
class,

a group
assignment later in
the semester will
seem much less
daunting to
students.

Multiple Forms



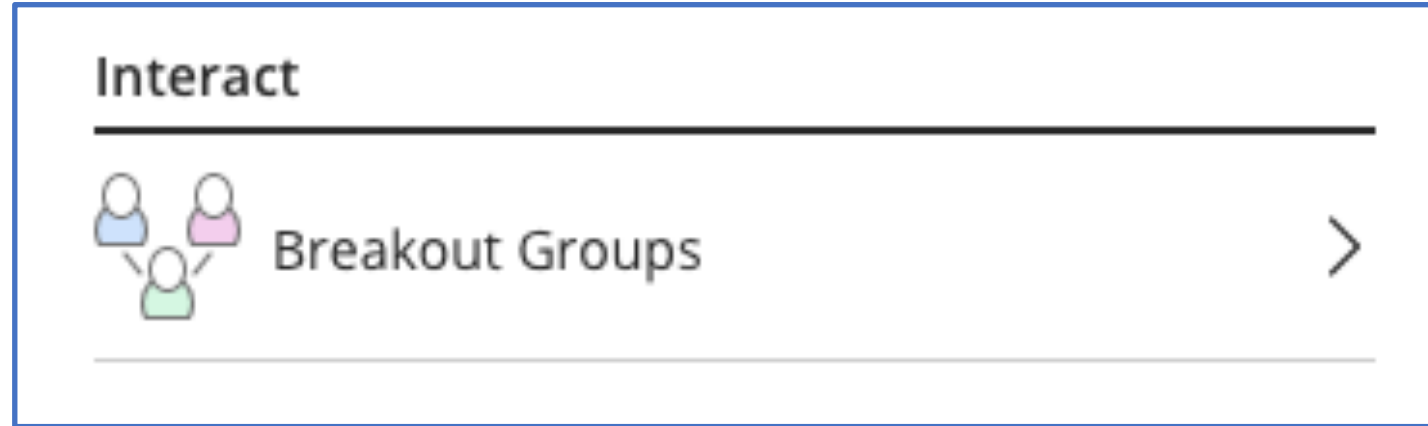
Synchronous Group Activities in Collaborate



Breakout Groups

Blackboard®

Breakout Groups in Collaborate



- To facilitate small group collaboration, moderators can create breakout groups that are separate from the main room.
- Breakout groups have their own private audio, video, whiteboard, application sharing, and chat. Any collaboration that takes place in a group is independent of the Main room (and other groups).
- The moderator can move between groups.

The Moderator can choose to have Collaborate create and randomly assign breakout groups.

Breakout Groups

Assign Groups

Randomly assign ▼

☐ Include moderators in group assignment

Number of Groups

2 ▼

2 groups of 2 attendees

☐ Allow attendees to switch groups

↻ Shuffle attendees

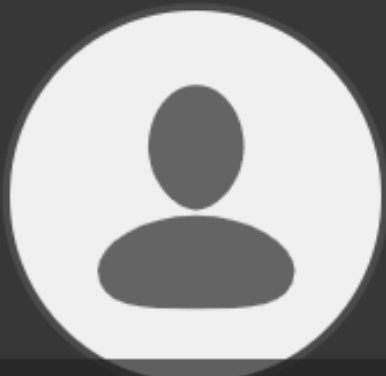
Main Room

≡ Julie Lockett ...

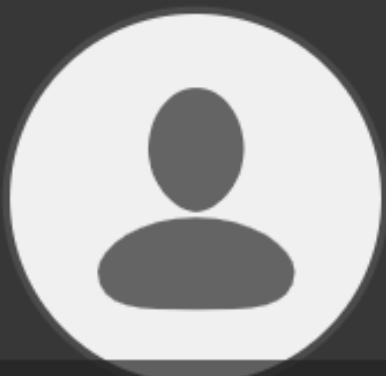
1 member

Cancel Start


Or the Moderator can manually assign the groups.



Julie Participant Lockett



Julie Student Lockett



Breakout Groups

Assign Groups

Custom assignment


☐ Allow attendees to switch groups

Main Room

Create New Group


Group 1

Group 2

 Julie Student 2 Lockett

5 members | [Show All](#)

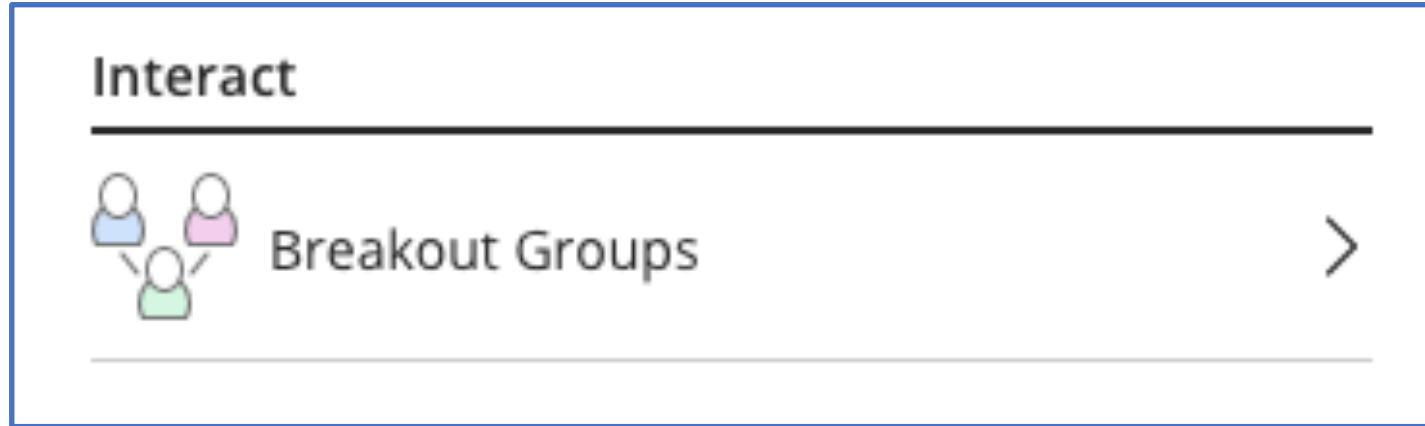
Group 1



Cancel

Start

Breakout Groups in Collaborate



- Every attendee enters the group is a presenter. This means that all attendees can share the whiteboard, files, and applications with the rest of their group.
- *What is said or viewed in a breakout room isn't captured in recordings.*
- *Content shared in a breakout group is not available when breakout groups end.*

Collaborate Breakout Groups



Synchronous Group Activities in Collaborate

- Create Collaborate group meeting rooms in D2L
- Can be used to create a group video project.

The screenshot shows the 'Sessions' page in a D2L interface. At the top, there is a dark header with a hamburger menu icon and the word 'Sessions'. Below the header, a 'Menu' button is visible. The main content area shows a list of sessions. The first session is 'Julie Test - Course Room', which is 'Unlocked (available)'. Below this is a 'Filter by' dropdown menu set to 'All Upcoming Sessions'. A 'Create Session' button is located below the filter. The list of sessions includes:

- Group #1 Meeting Room
5/14/20, 9:34 PM (available)
- Group #2 Meeting Room
5/14/20, 9:36 PM (available)
- Group #3 Meeting Room
5/14/20, 9:37 PM (available)
- Group #4 Meeting Room
5/14/20, 9:38 PM (available)
- Group #5 Meeting Room
5/14/20, 9:38 PM (available)

Each session entry is preceded by a calendar icon and followed by a circular icon on the right.

Collaborate Group Meeting Rooms and Asynchronous Group Activities in D2L



Tutorials & Support

- Collaborate Ultra, <https://www.eiu.edu/collaborate/>
- D2L Brightspace, [Create Group Work Areas for Learners](#)
- For Technical Support, contact your ISS at support@eiu.edu.
- For Design Support, contact the FDIC at fdic@eiu.edu.

Resources



8 New Ideas for Engaging Online Students. (n.d.). Retrieved May 15, 2020, from <https://www.wbtsystems.com/learning-hub/blogs/8-new-ideas-engaging-online-students>

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Four Types of Group Work Activities to Engage Students. (2017, September 08). Retrieved May 12, 2020, from <https://www.facultyfocus.com/articles/course-design-ideas/group-work-collaborative-activities/>

Inside Higher Ed. (n.d.). Retrieved May 13, 2020, from <https://www.insidehighered.com/digital-learning/article/2018/04/25/group-projects-online-classes-create-connections-and-challenge>

Online Learning Tips: Five Rules for Online Group Work. (n.d.). Retrieved May 12, 2020, from <https://www.geteducated.com/elearning-education-blog/online-learning-tips-5-rules-for-online-group-work/>