



	Face-to-Face learning	Online learning
Synchronous	Lecture/instruction* Discussions* Office hours Peer-to-peer work	•Web conferencing (e.g., Adobe Connect) •Text/video chatting (e.g., Skype) •Telephone •Virtual worlds (e.g., Second Life)
Asynchronous	<u>Independent</u> Study Writing Practice	•Web-based readings, videos & content* •Self-paced tutorials, case studies •Practice activities and quizzes
	<u>Collaborative</u> Projects Field research Resource development	•Discussion forums* •Web 2.0 tools, e.g., wikis, whiteboards, blogs, Google docs, concept maps, etc. •Social media (FB, Twitter) •Digital stories, video
F2F + Online → Blended learning		
Example models	“Supplemental”—tech-rich, asynchronous activities outside of class “Replacement”—reduced in-class time, replaced by online activities “Emporium”—reduced in-class time, w/ place-based (e.g., WisCEL) activities	