

This 1 page guide has been desigend for learners preparing to participate in 'The 4 Jems' virtual debate activity.

What's the Activity?

You are invited to participate in an online 'virtual debate'. Using an online discussion forum, you will be allocated to one of two groups to debate the motion of "PowerPoint as a tool for modern teaching is dead".

One group will argue *for* the motion and one to argue *against*. The names chosen by each team will be posted in the discussion forum one week ahead of the commencement of the task. Each team will be required to carry out the following tasks over a 4 week period.

Individual Expectations

Week 1 - Research and provide at least one disadvantage / advantage with supporting evidence

Week 2 - Prepare either a written question, video simulation or technical demonstration challenging the opposing team's position in their opening statement

Week 3 - Provide feedback and response to one of the opposing teams technology pitches/questions

Week 4 - Research one example of good practice in PPT or one alternative technology to PPT for contribution to the 'Dragon's Den' pitch via a virtual boardroom.

Group Expectations

- Nominated Chair role will rotate as group see fit
- Evidence of research on presentation technologies with appropriate supporting evidence
- Group managed Synchronous and Asynchronous collaboration – with evidence of such collaboration activities

What will I Learn?

Through the format of virtual debating, you will gain a deeper understanding of the benefits and hindrances of Powerpoint (i.e. - how to use it effectively, an alternative to PPT and its advantages) through both independent and collaborative group learning.

What's the Timeline?

Week 1 – Present your team's *Opening Argument*

The 'For' team must present an argument which supports the motion and actively suggests alternative options which exist to PPT.

The 'Against' team must present an argument which is supported by specific reference to the practical application of PPT as a tool for learning.

Relevant references to scholarly publications / academic research / video simulations / /websites should be used to support your stance.

Week 2 – Team prepares and submits *Six Questions* for the opposing team.

Week 3 – Responses to Questions & Counter Argument

Your team will provide further supportive evidence where possible; optimising the use of technology for learning in your response alongside 3-5 scholarly publications / academic research / video simulations / /websites.

You will also be required to provide feedback on the opposing team's response.

Week 4 - "Dragons' Den" Closing Presentations.

Your team will present a 5 minute closing presentation in defense of the team's position. This "Dragons' Den" presentation will be facilitated through an Adobe Connect virtual boardroom. Your audience will include all members of your opposing team, module tutors and two guest peers.

How will I Learn?

- Interactive social learning with and from peers
- Team collaboration activities
- Constructive criticism
- Practical application and trial of technology
- 4 Weeks
- 4 Tasks
- 8 Hours Online Activity Per Week (discussion boards, wiki updates, virtual meetings etc.)
- 5-6 hours individual research

Assessment

- Continuous Assessment individual and group tasks
- Tracked in LMS
- End of programme reflection (600 words)

