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Integrated Digital Learning Environments: theoretical frameworks and applications

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Università degli Studi di Torino



THE LMS-MARM PROGRAM

PRESENTS

NAISSMA 202

University of Turin

Founded in 1404, the University of Turin is one of the most ancient and most prestigious Italian universities.

Hosting about **80000 students**, the University is today **one of the largest Italian Universities**, open to international research and training.

It carries out scientific research and organizes courses in all disciplines, except for Engineering and Architecture.





Digital Education for Learning and Teaching Advances RESEARCH GROUP







Learning Environment

4

A place where learning is fostered and supported.

(Wilson, 1995)



Learning Environment

5

What elements should be included?



Learning Environment

6

It includes at least two elements:



Ecosystem

7

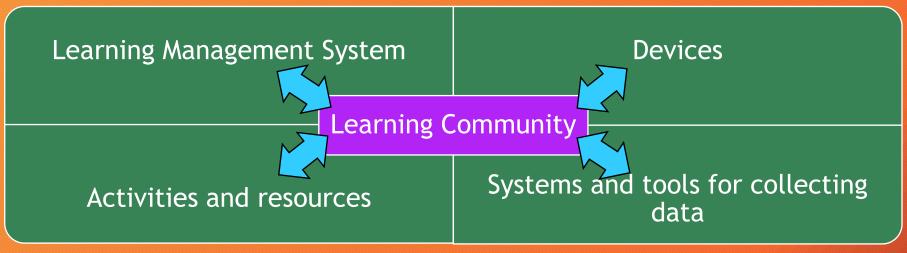


A complex of living organisms, their physical environment, and all their interrelationships in a particular unit of space.

Encyclopaedia Britannica

Digital Learning Environment (DLE)

A learning ecosystem in which teaching, learning, and the development of competence are fostered in classroom-based, online or blended settings. It is composed of a human component, a technological component, and the interrelationships between the two.



(Barana & Marchisio, 2021)

Components of a DLE



Technological component

- Learning Management System
- Integrations for Mathematics
- Tools for communication and collaboration
- Devices
- Digital activities



Human component

- Teachers
- Students
- Tutors

| Osserva la seguente figura Scrivi la formula che esprime come varia l'area della figura variare di c puoi cliccare sull'icona per visualizzare il grafico della | |
|--|--------------------|
| Risposta: c Risposta corretta: 3.2 Clicca su Verify per controllare la tua risposta e | o e proseguire. |

Interrelationships (methodologies, interactions...)

- Adaptive teaching and learning
- Automatic Formative Assessment
- Problem solving
- Collaborative learning

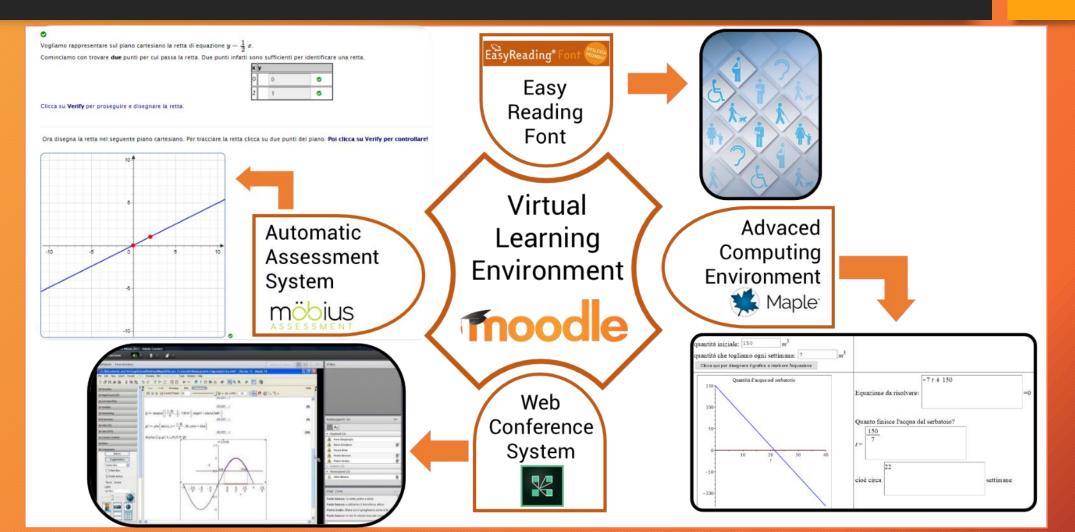
Components of a DLE

10



Integrated Digital Learning Environment

Technological components of a DLE for Mathematics



Virtual Learning Environment

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In this Section you will learn how to:

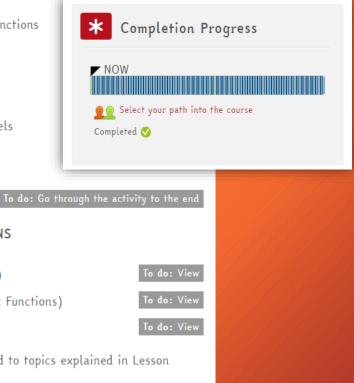
- recognize simple models involving elementary functions
- perform transformations of graphs
- determine domains of functions
- Functions and models
 - Transcript of the video Functions and models
- 1.1 INTRODUCTION

📑 Lesson 1.1.1

- 1.2 A CATALOGUE OF ELEMENTARY FUNCTIONS
 - Lesson 1.2.1 (Linear and Power Functions)
 Lesson 1.2.2 (Exponential and Logarithmic Functions)
 Lesson 1.2.3 (Trigonometric Functions)

Your turn: Explore the following models related to topics explained in Lesson 1.2.2 .

💥 Explore: Population growth 🎬 Explore: Richter scale



To do: View

To do: View

Web conference tool

14

| 💦 Riunione 📢 | · # · | | |
|--|---|-------|--|
| Condividi - Cecilia Fissore | | | Video Condivisione schermo |
| | | | Per una condivisione dello sc efficace, passate alla modaliti |
| | | | |
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| Edit View Jorant Enroyat Table Drawn | g Plot Spreadsheet Tools Window Help | - 0 × | |
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| xpression | | | |
| and the second | blico in studio: 100 persone Giuria di esperti: 40 persone | | |
| $\frac{a}{b} = a^b \sqrt{a}$ Pe | centuale di voti del pubblico del primo concorrente: 28 0 20 40 60 80 100 | | Partecipanti (2) |
| Va a! a | 0 20 40 60 80 100 | | A = |
| $e^a \ln(a) \log_{10}(a)$ Pe | centuale di voti della giuria del secondo concorrente: 0 20 40 60 80 100 | | 🚱 Relatori attivi |
| $t_b(a) \sin(a) \cos(a)$ | | | * Ospitanti (1) |
| $n(a) \begin{pmatrix} a \\ b \end{pmatrix} = a_{a}$ | oti totali primo concorrente: 49 → percentuale: 35 % | | 🈹 Cecilia |
| (0) | oti totali secondo concorrente: 91 - percentuale: 65 % | | ► Relatori (0) |
| $f := a \rightarrow y$ | | | ▼ Partecipanti (1) |
| $f := (a, b) \rightarrow z$ | | | A Francesco |
| $\int *x x \leq a$ | Concorrente 1 | | |
| $\left x = a \right x x \ge a$ | | | |
| ^π , ^π , d | | | |
| $\sum_{i=k} f \prod_{j=k} f \frac{d}{dx} f$ | | | |
| $\int \int dx \int \int \int dx$ | | | |
| $J^{\mu} = J^{\mu}_{\mu}$ | | | |
| alculus | Concorrente2 | | Chat (Tutti) |
| mmon Symbols | | | Rosalba : grazie |
| e Data Plots | | | Alice : a voi, buon proseguimento! |
| ady | Maple Default Profile Griff mio Drive DesktopDrive Memory: 4 | | |
| | | | Sara : ciao! |
| | | | |
| | | | |
| | | | |

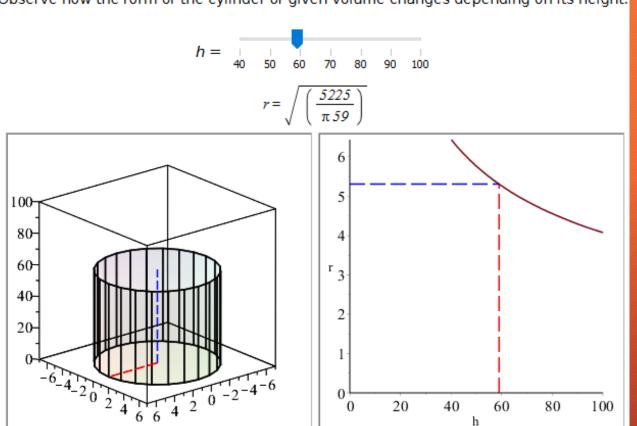
Advanced Computing Environment (ACE)

System which allows to embed in a single worksheet:

• text

- numeric computations
- symbolic calculus
- geometric visualizations
- interactive components
- algorythms and procedures

FLEXIBLE TOOL FOR STEM



Observe how the form of the cylinder of given volume changes depending on its height.

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Advanced Computing Environment (ACE)

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ACTIVE USE of the ACE

 Students actively use the ACE to solve problems

Thanks to the integrated platform, the worksheets can be uploaded in the platform and visualized without having the software installed, maintaining the **interactivity**.

INTERACTIVE USE of the ACE

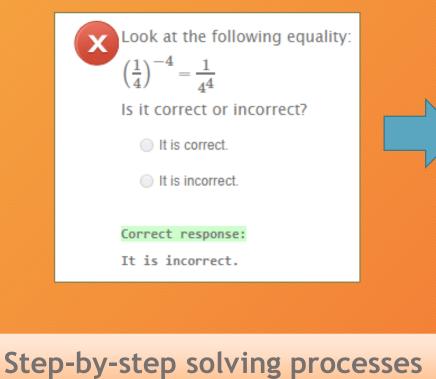
- Teachers create interactive worksheets and make them available to students through the DLE
- To overcome difficulties
 - To boost Math competence
 - To develop Problem Solving skills
- To study, review, understand theoretical concepts

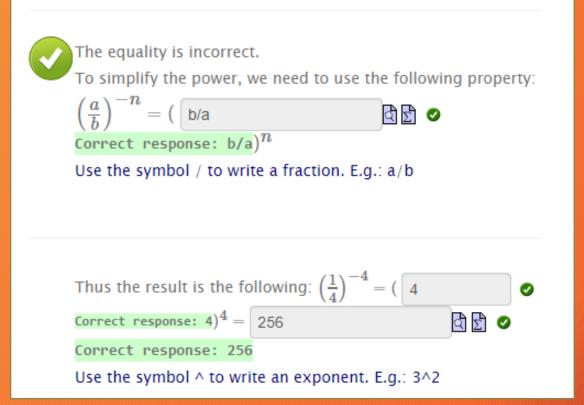
Automatic Assessment System

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| | Find the value of k for to the x-axis. | which $\left(1+k ight)x-4ky-2=0$ is a line parallel |
|--|---|--|
| Question 3: Score 1/1 | | k= -1 |
| Question type: Mathematical Formula Quali sono i vertici dell'ellisse di equazione $\frac{x^2}{9} + \frac{y^2}{16} = 1$? Elenca tutti i punti separati da ; Esempio: (0,1); (1,0); (1,1) | that you have found. | sheaf of lines which corresponds to the value of k to visualize the graphic of the line and to check af. |
| Your Answer: (0,4);(0,4);(3,0);(-3,0) Correct Answer: (3,0); (-3,0); (0,4); (0,-4) Comment: | Equation Editor | Preview |
| Question 4: Score 0/1 Your response Correct response | a^b $\sin(a)$ $\frac{\partial}{\partial x} f$ | |
| Trova lo zero della funzioneTrova lo zero della funzione $f(x) = \frac{\ln(x-1)}{x}$ $f(x) = \frac{\ln(x-1)}{x}$ $x = 0$ (0%) $x = 2$ | Adaptivity $y = \frac{1}{2}$ Grade Refresh Close | y 5 |
| Total grade: 0.0×1/1 = 0% Comment: | Immediate feedback | |
| Question 5: Score 1/1 Question type: Maple-Graded Scrivi l'equazione della circonferenza di centro (0, 0) e raggio 3. | Algorithm based questions | -5 |
| Your Answer: x^2+y^2-9=0 Correct Answer: x^2+y^2 = 9 Comment: | Open Math answers | Close |

Automatic Assessment System





Automatic Assessment System

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 \bigcirc A mountain spring constantly feeds a tank with 5 m³ of water each week. Today the tank contains 160 m³ of water and a village starts getting 9 m³ of water each week.

Complete the following table with the number n of m³ of water that the tank contains in function of the number *t* of weeks, starting from today.

| t (weeks) | n (m ³⁾ | | |
|-----------|--------------------|---|--|
| 0 | 160 | | |
| 1 | 156 | 0 | |
| 2 | 152 | 0 | |
| 3 | 148 | 0 | |
| 4 | 144 | 0 | |

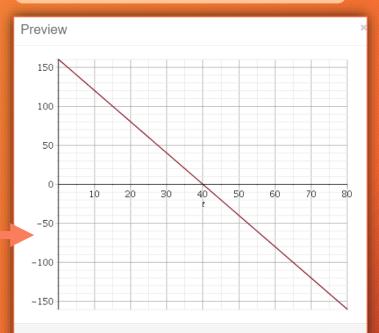
Write an expression representing the number n of m³ of water that remain in the tank, in function of the numerb *t* of weeks.

े 🖸 🖉 n(t) = 160-4tCorrect response: 160-4*t

Ø

Multiple representations

Real-world problems

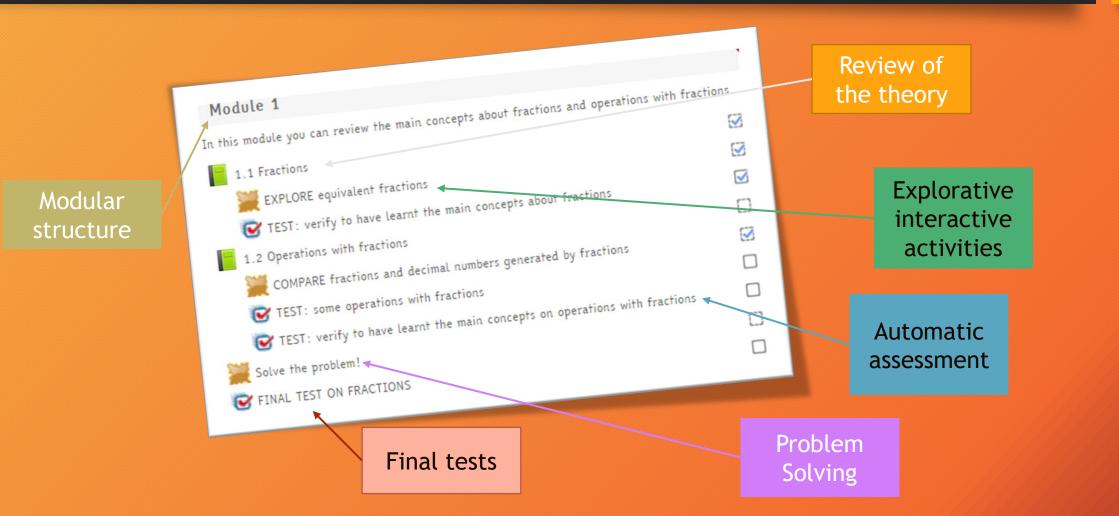


After how many weeks will the tank be empty?

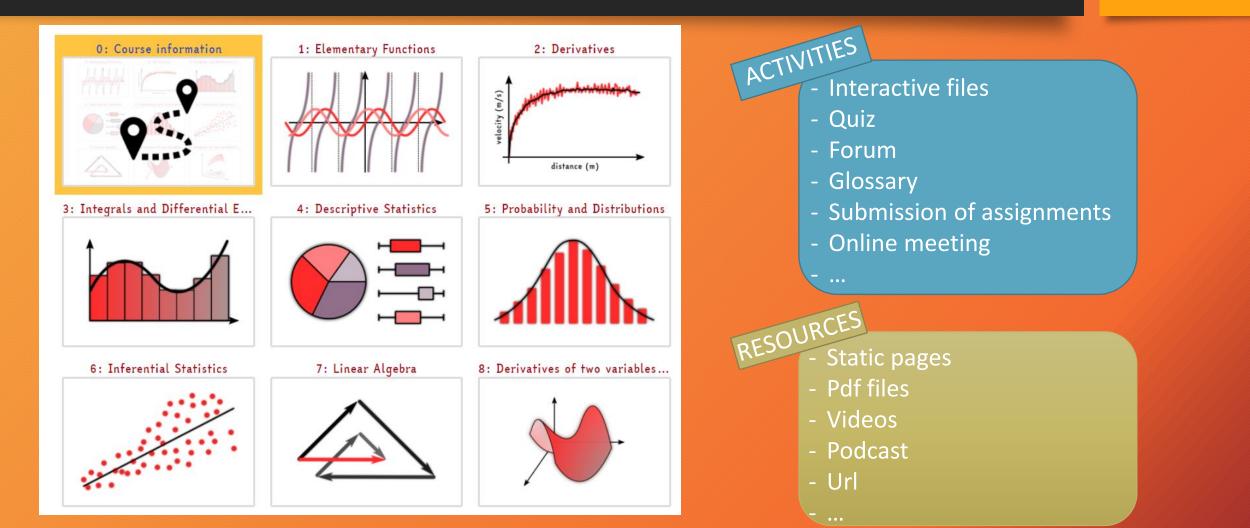
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Integrated virtual learning environment

20

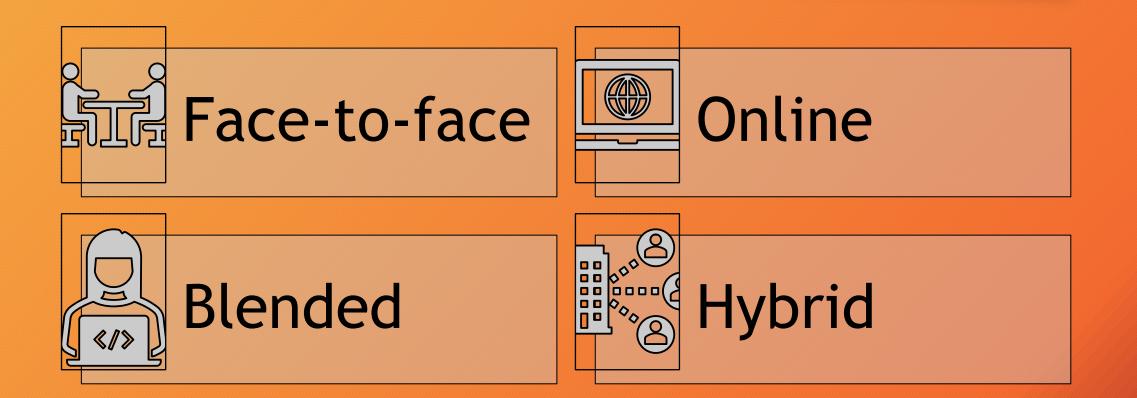


Integrated virtual learning environment



Teaching and learning modalities in a DLE

22



Time of the activities in a DLE

23

Syncronous

Asynchronous

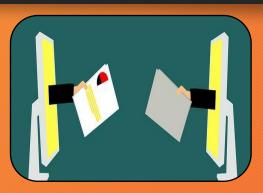
Asynchronous activities



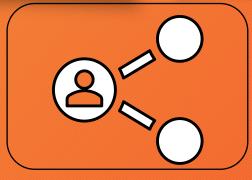
Discussions



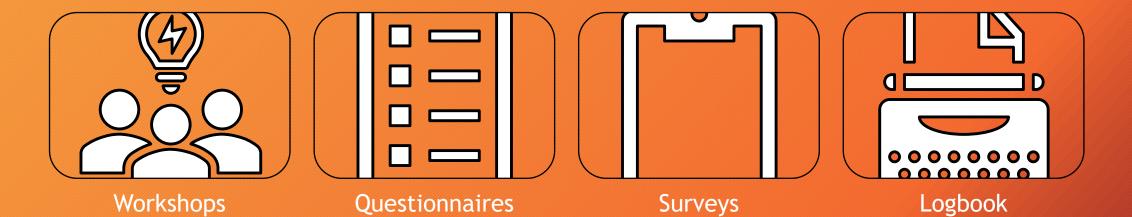
Automatic assessed tests



Submission of assignments



Shared materials



Functions of a DLE

Creating and managing courses and activities

Delivering and displaying activities and resources

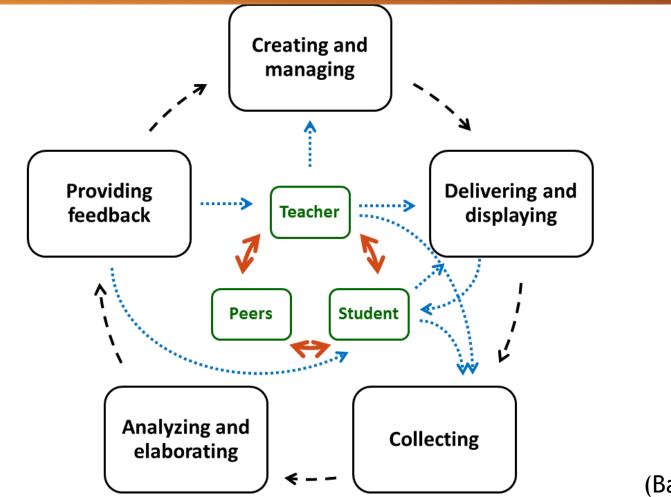
Collecting qualitative and quantitative data

Analyzing and elaborating data and answers

Providing feedback to students and teachers

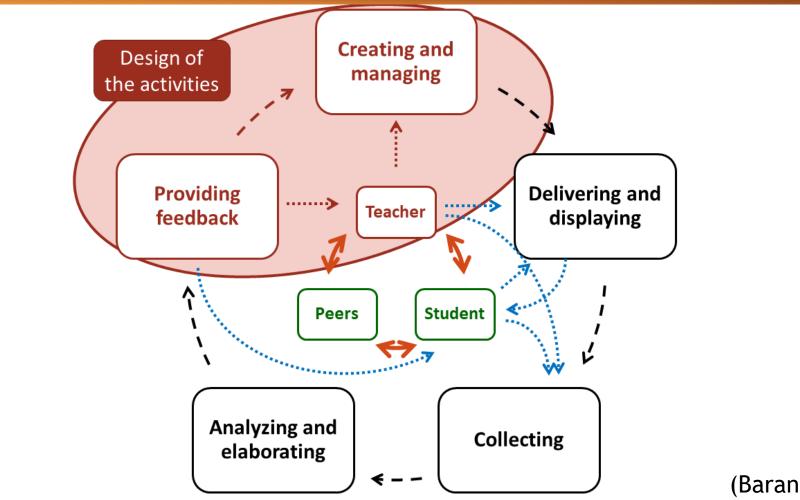
(Barana & Marchisio, 2021)

26

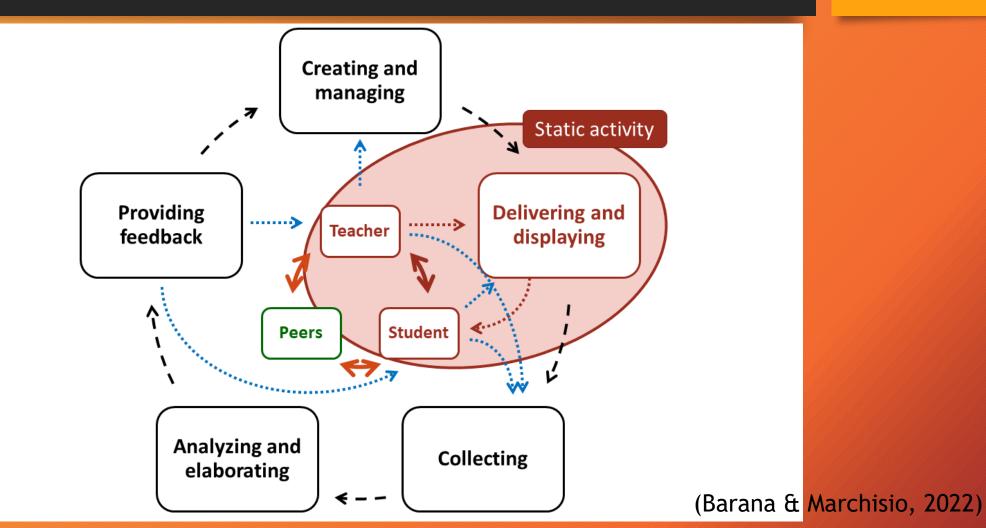


(Barana & Marchisio, 2021)

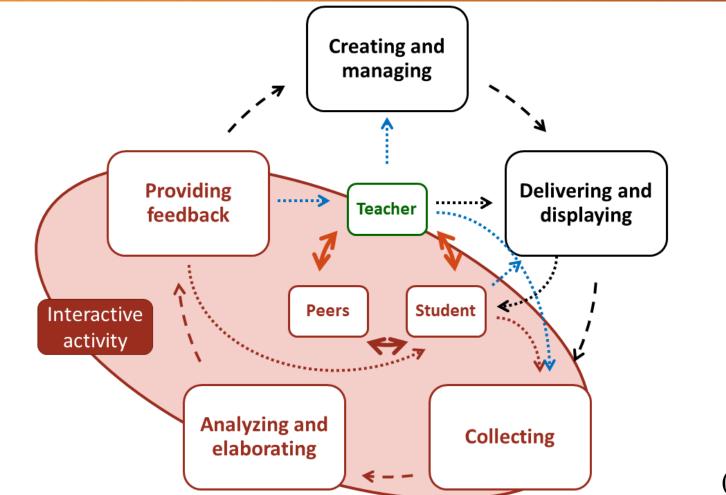
27



(Barana & Marchisio, 2022)



29

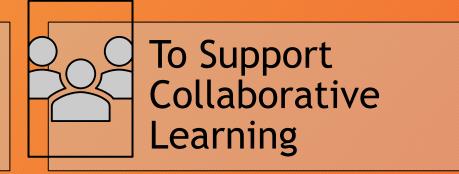


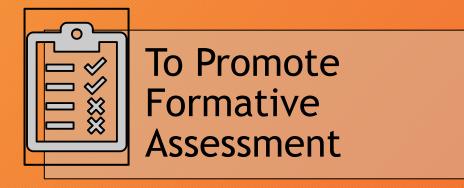
(Barana & Marchisio, 2022)

Outcomes of an integrated DLE

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To Create an Interactive Learning Environment

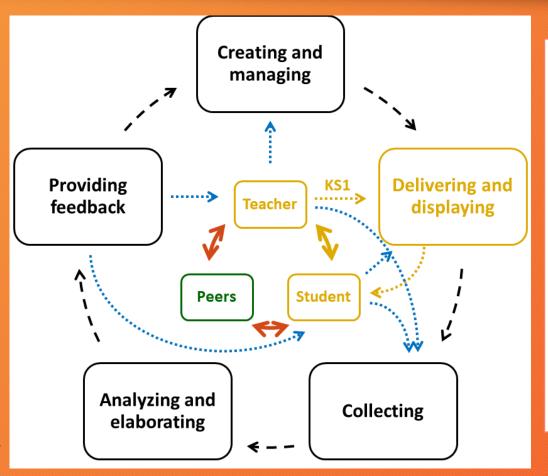




(Barana & Marchisio, 2022)



"Look at this figure. Write the formula which expresses how the area of this figure varies when *a* varies. That is, how long is this side?"



DLE:

- LEARNING COMMUNITY: teachers and students
- TECHNOLOGIES: IWB, computers, LMS integrated with an AAS for Mathematics
- INTERRELATIONSHIPS: formative assessment, classroom discussion

MODALITY: face-to-face

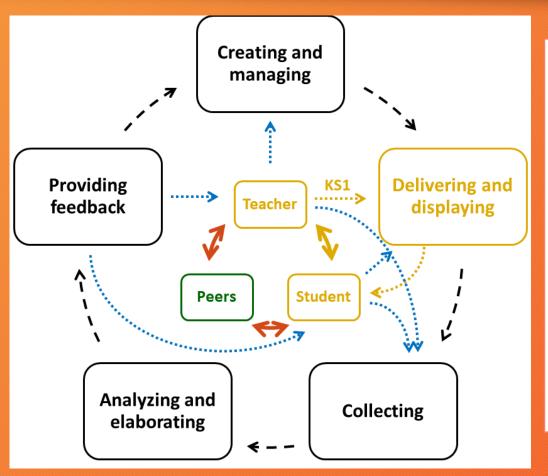
(Barana & Marchisio, 2022)

lt's a.



Well, you have to compute the area of this figure using *a*. Those sides measure *a*. What does it mean? What is *a*?

A variable.



DLE:

- LEARNING COMMUNITY: teachers and students
- TECHNOLOGIES: IWB, computers, LMS integrated with an AAS for Mathematics
- INTERRELATIONSHIPS: formative assessment, classroom discussion

MODALITY: face-to-face

(Barana & Marchisio, 2022)



We have to compute the area, but we don't have any data!

But we have a.

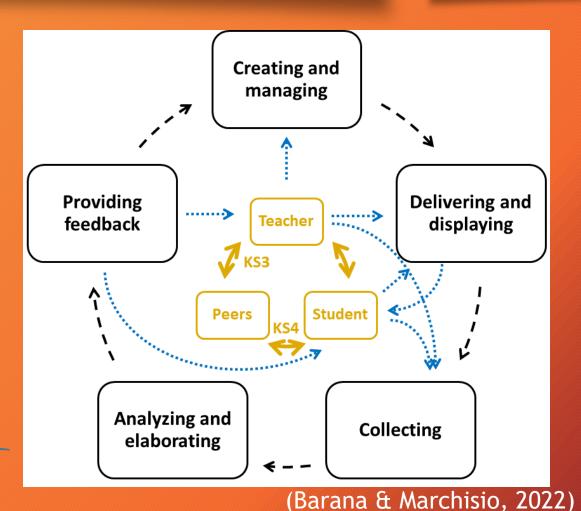
But *a* is not a number!

Ok, but we can compute the area using *a*.

Teacher, how can we compute the area without numbers? Can we use a?

Yes, it is like a generic number.

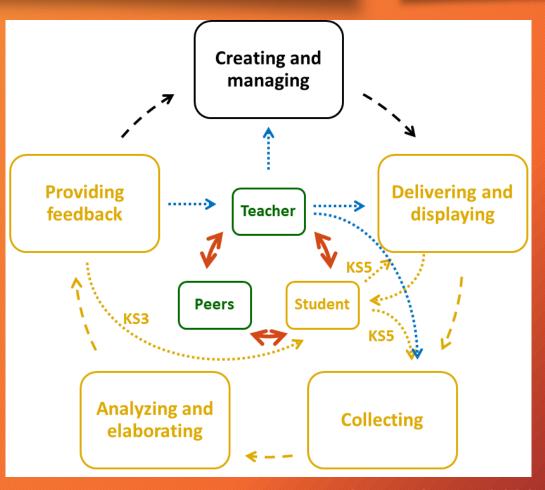
We have to write a formula using *a*, isn't it?





Ø

Area =
$$((a+a)\cdot(a+a)) - \sqrt{a^2+a^2}\cdot\sqrt{a^2+a^2}$$



(Barana & Marchisio, 2022)

ACTIVITY - PART 1

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Think about a learning situation in a Digital Learning Environment that you experienced in your career. Try to model the DLE and the interactions occurring through the given framework.

COMPONENTS:

✓Learning community: ______

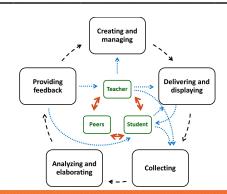
✓ Technologies: _____

✓ Methodologies/interactions: ______

MODALITY (face-to-face, blended, online, hybrid): _____

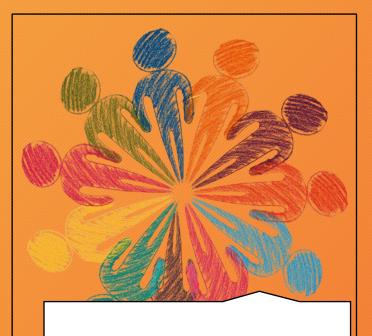
DIAGRAM OF THE INTERACTIONS:

WHAT OUTCOMES HAVE BEEN ACCOMPLISHED?
To Create an Interactive Learning Environment
To Support Collaborative Learning
To Promote Formative Assessment



Advantages of using a DLE

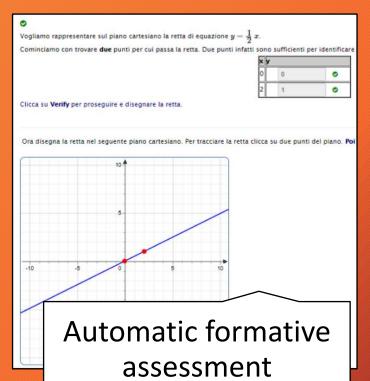
For teachers...



Practice community



Adaptive teaching



Advantages of using a DLE

For learners...



Theoretical frameworks to build DLEs

Different terms, different concepts

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Emergency education Distance education Online/digital education

4 "A" in education Human Rights Obligations in Education



Acceptability

Accessibility

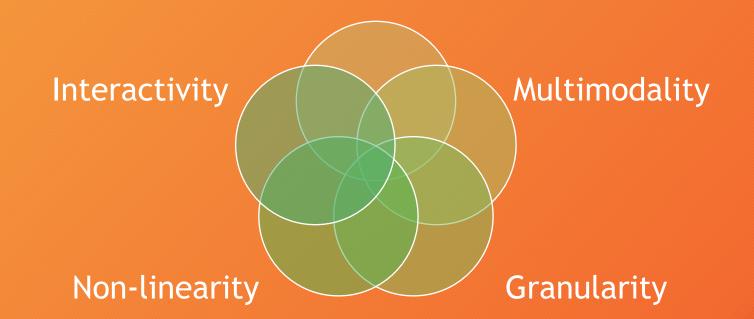




Online didactics

41

Multimediality



Characteristics of online resources

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Schematism

Syntattic semplicity

Visual impact

Brevity

Heading

Thematic compactness

Engaging

43

Learning is a **lifelong active process of knowledge building** mediated by experiences and relations with the environment and the community



(von Glasersfeld, 1989)

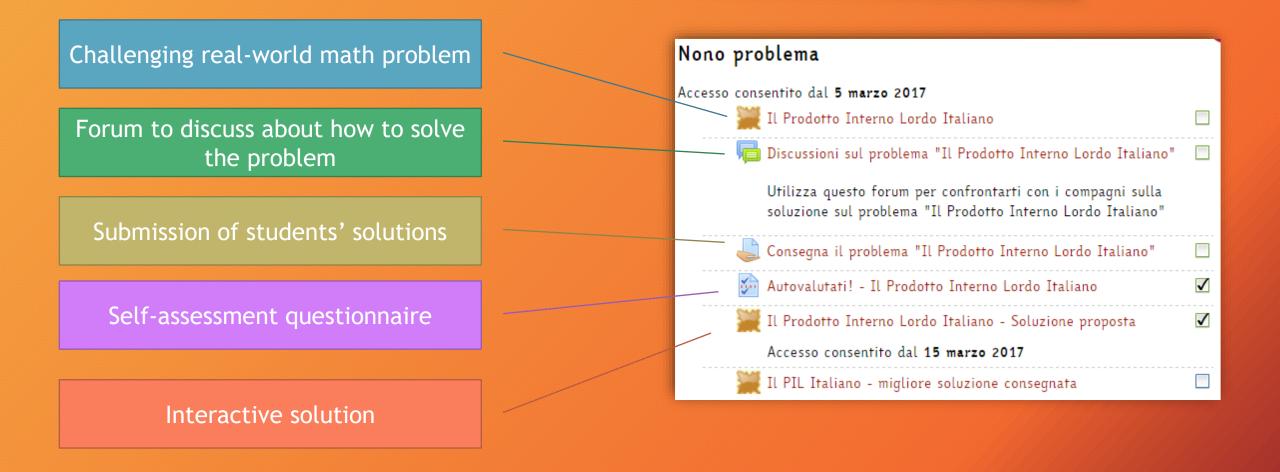
Technology can support the creation of constructivist digital environments through

- computer mediated communication
- computer supported collaborative work
- case based learning environments
- computer supported cognitive tools

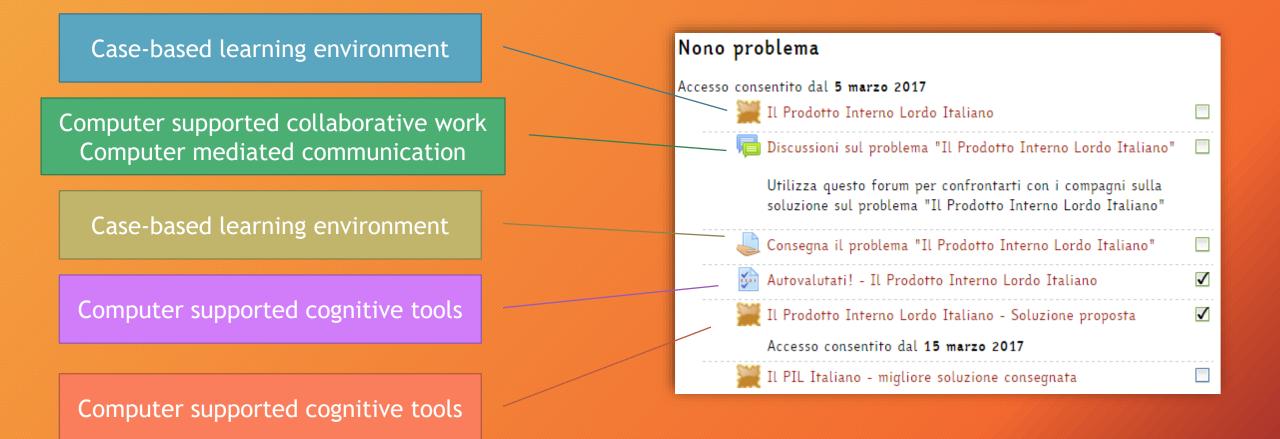
(Jonassen, et al., 1995)



Example: the Digital Math Training Project



Example: the Digital Math Training Project



7 goals for building learning environments (Honebein, 1996)



to provide experience with the knowledge construction process

to provide experience in and appreciation of multiple perspectives

to embed learning in realistic and relevant contexts

to encourage ownership and voice in the learning process

to embed learning in social experience

to encourage the use of multiple modes of representation

to encourage self-awareness in the knowledge construction process

to provide experience with the knowledge construction process

to provide experience in and appreciation of multiple perspectives

to embed learning in realistic and relevant contexts

to encourage ownership and voice in the learning process

to embed learning in social experience

to encourage the use of multiple modes of representation

to encourage self-awareness in the knowledge construction process

Problem Solving Interactive activities

Explorations Interactive feedback

Real-world problems

Interactive activities Automatic assessment

Classroom activities Forum discussions

Explorations Algorithmic questions

Immediate feedback Self-assessment

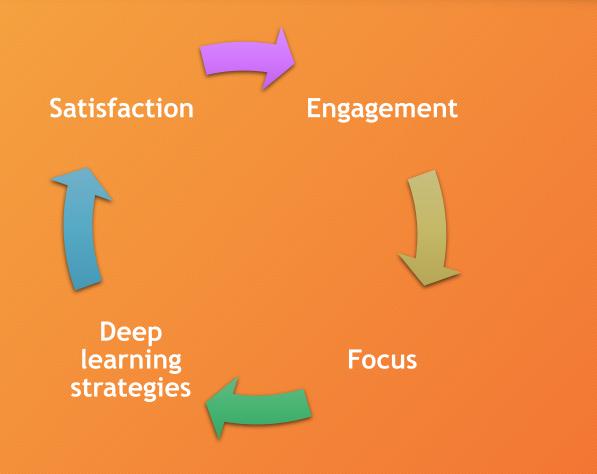
Engagement

49



Engagement

50





Interactive Low sociotechnologies economic status

Approaches to foster equity in Mathematics

- teaching mathematics through more open-ended, collaborative, problem-solving approaches, with students in mixed-ability groups (Boaler, 2008)
- classrooms need to be places where students have the opportunities to change their current situation, that is, covering their next step in their learning path (Heritage and Wylie, 2018)
- metacognitive reflection helps develop a strong sense of personal agency and identity as competent and confident doers of mathematics (Heritage and Wylie, 2018)

- peer collaboration and working in small groups during Mathematics classes were effective for addressing and overcoming language difficulties (Elbers and de Haan, 2005)
- Using computers (Nortvedt & Buchholtz, 2018)

Approaches to foster equity in Mathematics

- 1. employing collaborative, discursive, problem-solving, and problem-posing pedagogies, which promote the engagement of learners with Mathematics;
- 2. recognizing and drawing upon learners' **real-life experiences** to emphasize the cultural relevance of Mathematics;
- 3. promoting mathematical **inquiries** that enable learners to develop greater understanding of their social, cultural, political, and economic situations;
- 4. facilitating mathematical investigations that develop learners' **agency**, enabling them to take part in social action and realize their foregrounds; and
- 5. developing a **critical understanding** of the nature of Mathematics and its position and status within education and society to maintain equity in the classroom.

(Wright, 2016)

ACTIVITY - PART 2

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Start from the DLE you considered in the previous activity. How could you change it in order to achieve Honebein's 7 goals for building learning environments?

You can add or change activities, elements, modalities, etc.

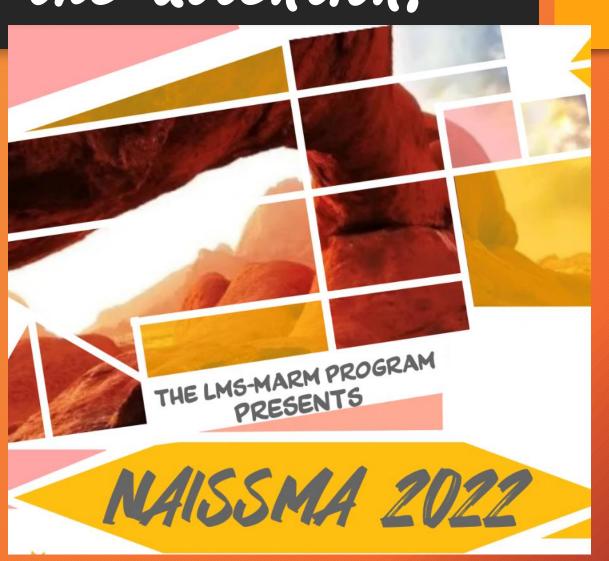
| 1. to provide experience with the knowledge construction process | |
|---|--|
| 2. to provide experience in and appreciation of multiple perspectives | |
| 3. to embed learning in realistic and relevant contexts | |
| 4. to encourage ownership and voice in the learning process | |
| 5. to embed learning in social experience | |
| 6. to encourage the use of multiple modes of representation | |
| 7. to encourage self-awareness in the knowledge construction process | |

Thank you for the attention!

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