Continuing Professional Development in Vocational Education and Training

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# Flipped Classroom Explained Using Nearpod

Inspiration for online teaching





In the COVET project, we have collected many great examples of teaching that have been transformed from the classic off-line version into a modern online learning method.

These sample lessons have been created by VET teachers from different EU countries. We present them to you as inspiration for your work.

The lessons are particularly suitable for vocational teachers, but can also serve as a training tool for teachers, trainers and lecturers in other educational settings.

All sample lessons, training materials as well as all information about the project are available at: <u>https://www.covet-project.eu/</u>

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# Flipped Classroom Explained Using Nearpod

# Offline version of the lesson

#### Goal

In this lesson, trainees (who were in this case teachers and educators) learnt about the flipped classroom method in education, in an online environment, using Nearpod software resources.

In face-to-face training, the Flipped Classroom method was presented by using a PowerPoint presentation, followed by extended discussions about the ways in which teachers could approach each part of the flipped methodology.

Another important part of the training was focusing on the tools and instruments teachers and trainers could use (and eventually already know how to use) in order to flip the class.

Debate with participants was focused on the concrete examples of various tools and instruments used, together with practical illustration, if available online. Participants could use the classical multimedia means in the classroom to illustrate (video projector, etc.).

The closing of the training included evaluation and feed-back from participants.

# Online version of the lesons

Teachers and trainers had to work completely remote and urgently update their digital skills, in order to provide education during lockdown. Biggest issue for me as a trainer was how to succeed in keeping people actively involved in learning and how to provide good resources and instruments/tools, in order to facilitate their transfer from face-to-face education to online education.

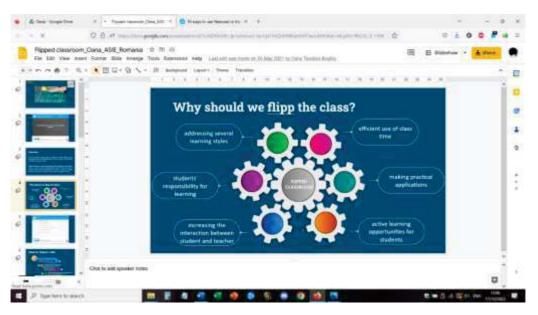
I chose Nearpod as the main engine in which each teacher could develop completely independent lessons that could be implemented both, synchronously and asynchronously. Moreover, the topic for my Nearpod lesson was Flipped classroom methodology – another educational resource that could be developed by teachers in their online teaching. So, my online training provided a double goal:

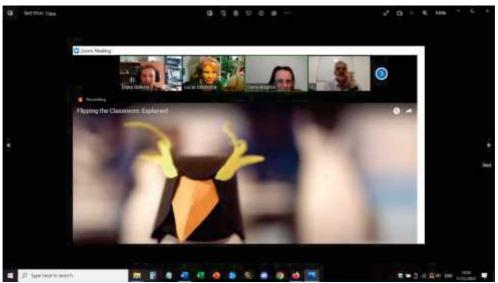
- Teaching and illustrating the use of Nearpod in creating online lessons
- Teaching and illustrating the flipped classroom methodology

Nearpod helps educators make any lesson interactive whether in the classroom or virtual. The concept is simple. A teacher can create interactive presentations that can contain Quizzes, Polls, Videos, Collaborate Boards, and more.

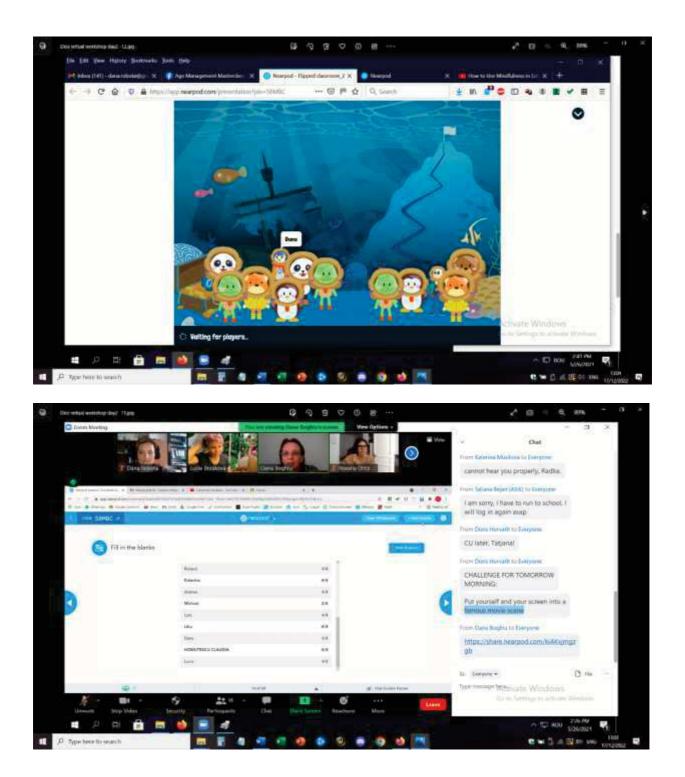
The students can access a teacher's Live Participation presentation through a code and the teacher then moves the class through the lesson and lets students interact with the media as they go. Teachers can also opt for Student-Paced mode, where the student controls the flow of the lesson. This mode is perfect for remote learning, hybrid learning, sub days, homework assignments, or independent work. The app is web-based and works on any device with an internet connection.

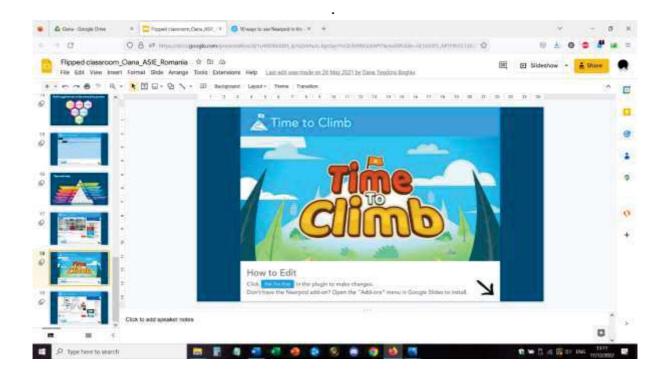
I created my lesson in Nearpod in advance and in this training, I chose to have a synchronous participation by me moving the class through the lesson, in each sequence. Participants were connected already by Zoom so we could communicate in real time video and audio with all students, especially I could guide the students through each sequence of the lesson.





For the formative evaluation part, I illustrated all the interesting resources offered by Nearpod: Polls, Multiple-Choice Quiz, Matching Pairs, Open-Ended Questions, Fill the blanks. The summative evaluation was even more fun with the gamification resources of the software: I involved participants in interactive activities such as game Time to Climb. To review the contents, participants had a multiple-choice quiz.





### Feedback from the lesson

Teachers and trainers got involved in the lesson and were interested in this way of implementing the learning contents. Both the Nearpod and the Flipped classroom topics were considered interesting and having potential to be further explored by the participants.

They considered that the lesson presented in this way can easily be followed by students using phones, tables, laptops, PC, with the best results when using laptop or PC.

The Nearpod lessons can be also followed asynchronously which is a good point in approaching online resources and education and does offer an assurance for the learner to access first the best conditions for taking the class (having proper learning conditions and the optimum equipment). This is the best match for the flipped part of the classroom, in the flipped classroom methodology.

To sum up, the customizable nature of the Nearpod app means that it can be applied to any age range and teaching context. It saves you time with real-time formative assessment and session reports and helps build a connected culture in and outside of the classroom.



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