



Tutorial 5:

Adapt a GLO Maker pattern

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Updates to this tutorial, other tutorials and guides and the GLO Maker software are available from the GLO Maker website: <http://www.glomaker.org>

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GLO Maker has been developed by the RLO-CETL and Learning Technology Research Institute (LTRI) at London Metropolitan University



Tutorial 5: Adapt a GLO Maker pattern

The Planner part of the GLO Maker tool is used to view the top level storyline of the learning design. The storyline represents the pedagogical functions in the learning design and how these are linked or sequenced together. It consists of a “palette” of pedagogical functions on the left-hand side of the screen. For each pedagogical pattern there is also a ‘prototypical’ representation of this pattern in the main part of the screen or ‘Stage’ as we call it.

The Planner uses an interface where you drag the pedagogical functions into the sequence that you want them onto the stage. You may use this pattern as it is, or adapt it to suit your needs. The different patterns are accessed when you open the GLO Maker tool and choose ‘Create New Project’.

The screenshot shows the GLOMaker v2.0 software interface. The window title is 'GLOMaker v2.0' and the menu bar includes 'File', 'View', 'Settings', and 'About'. A 'Designer' button is in the top right. The main area is titled 'Planner' and contains a vertical sequence of nodes connected by a line. On the left, there is a palette of pedagogical functions categorized into 'Orient', 'Do Task', and 'Reflect'. On the right, a text box provides details for the 'eMi - Evaluating Multiple Interpretations' pattern.

Planner

Orient

- What Topic
- Why Learn
- Preview Outcome

Do Task

- Do Preparatory Task
- Feedback on Preparatory Task
- Main Task
- Access Views

Reflect

- Multiple Choice
- Reflect

Stage

- What Topic**
To appreciate different interpretations of a common topic.
- Main Task**
Set task to access different views and reflect on the lessons learnt.
- Access Views**
Access the views of different commentators on a common theme.
- Multiple Choice**
Answer questions with feedback designed to improve sensitivity to interpretation.
- Reflect**
Reflect on what you have learned about evaluating the views of others.

eMi - Evaluating Multiple Interpretations

Learning challenge: Getting learners to appreciate that knowledge is often not factual. There are multiples interpretations of the 'same' artefact or situation. This is a core challenge in many humanities and arts subjects. This design is suitable for a situation where you want learners to have access to different perspectives on a common theme, in order to foster critical thinking and deeper understanding.

Key features: At the core of the learning experience is a specially designed task that allows learners to interrogate multiple commentators on the same artefact or situation. The learner can chose a topic and 'ask' a commentator on his/her views. The learner can then compare and contrast the views of the different commentators. The steps that precede this central screen prepare the learners for the task. The succeeding screens use questions and feedback to encourage the learner to think critically, and reflect on what they have learned.

First use: This design was developed in conjunction with the UK National Subject Centre for History, Classics and Archaeology. The first

The Planner interface where you create and adapt your ‘pedagogical storylines’ – this screen shows the eMI pattern (Evaluating Multiple Interpretations)

In this tutorial you will adapt the storyline of the eMI pattern by adding two new nodes: we will add a ‘Why Learn’ option and then an extra ‘Multiple Choice’ node.

Adding a new node to the eMI storyline

Open GLO Maker, choose **Create New Project** and select the **eMI** pattern.

The eMI storyline should now be displayed as shown here.

eMi - Evaluating Multiple Interpretations

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From the 'palette' on the left, click on or select and drag a **'Why Learn'** node onto the main screen area. This will create a new node.

Tip: you can either click on a node to create it or drag and drop it onto the stage area. If you 'drag and drop' you have more control over where the node is positioned.

Drag the node anywhere in the main work area and release.

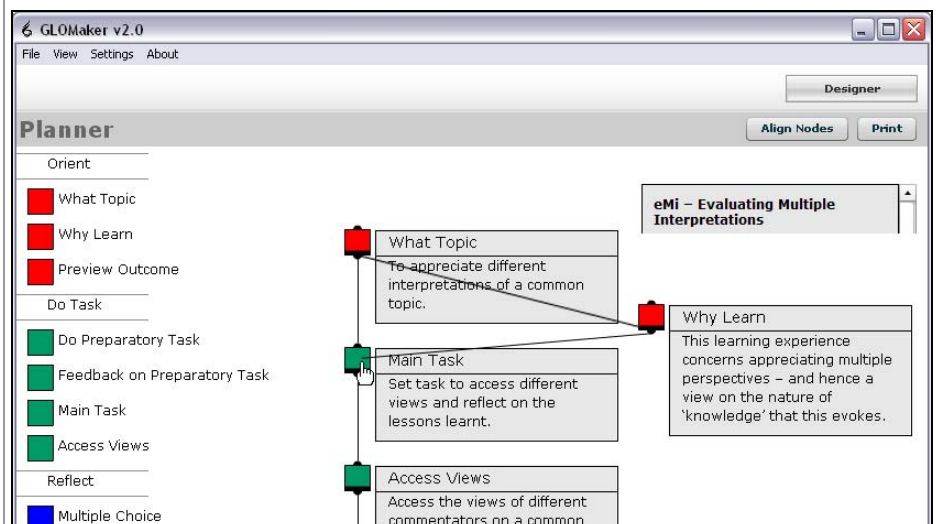
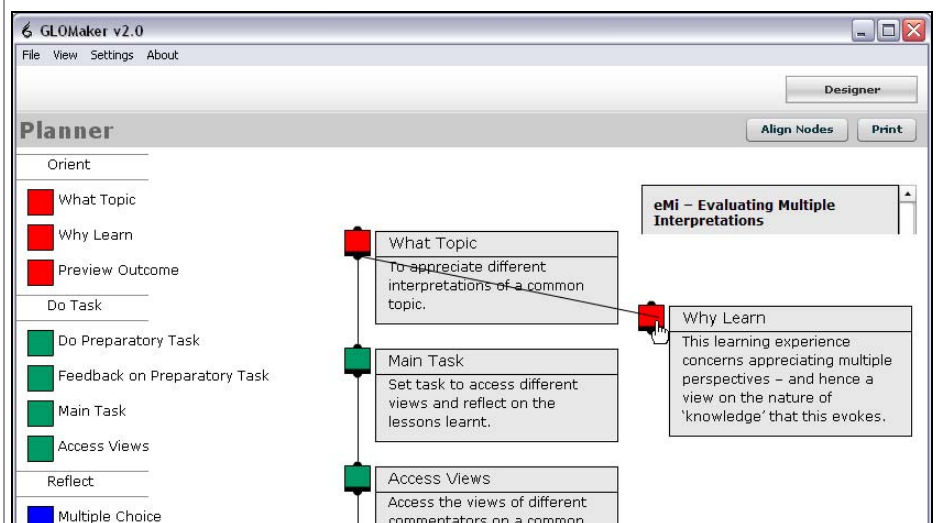
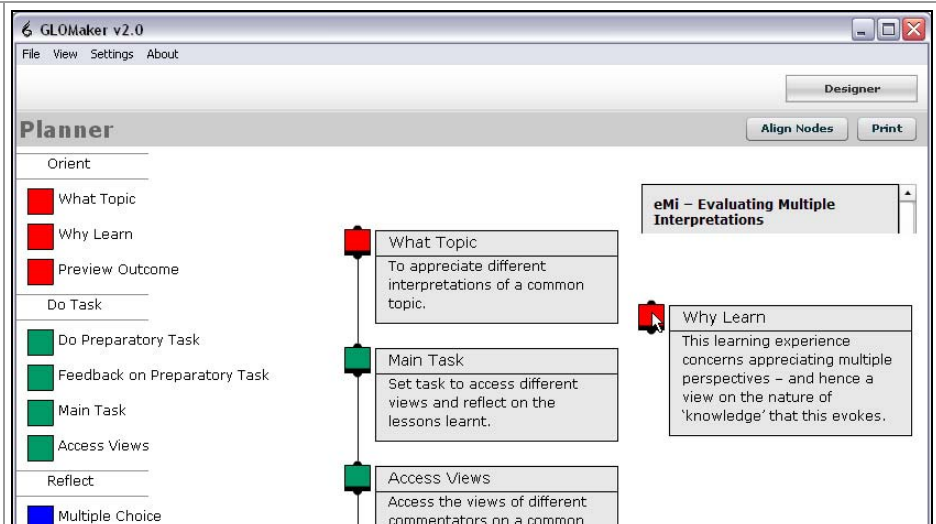
Now join up the new node between the 'What Topic' and 'Main Task' nodes.

Click on the black area at the bottom of the 'What Topic' node and start to drag. This should display a connection line.

Drag the connection line over to the 'Why Learn' node and release.

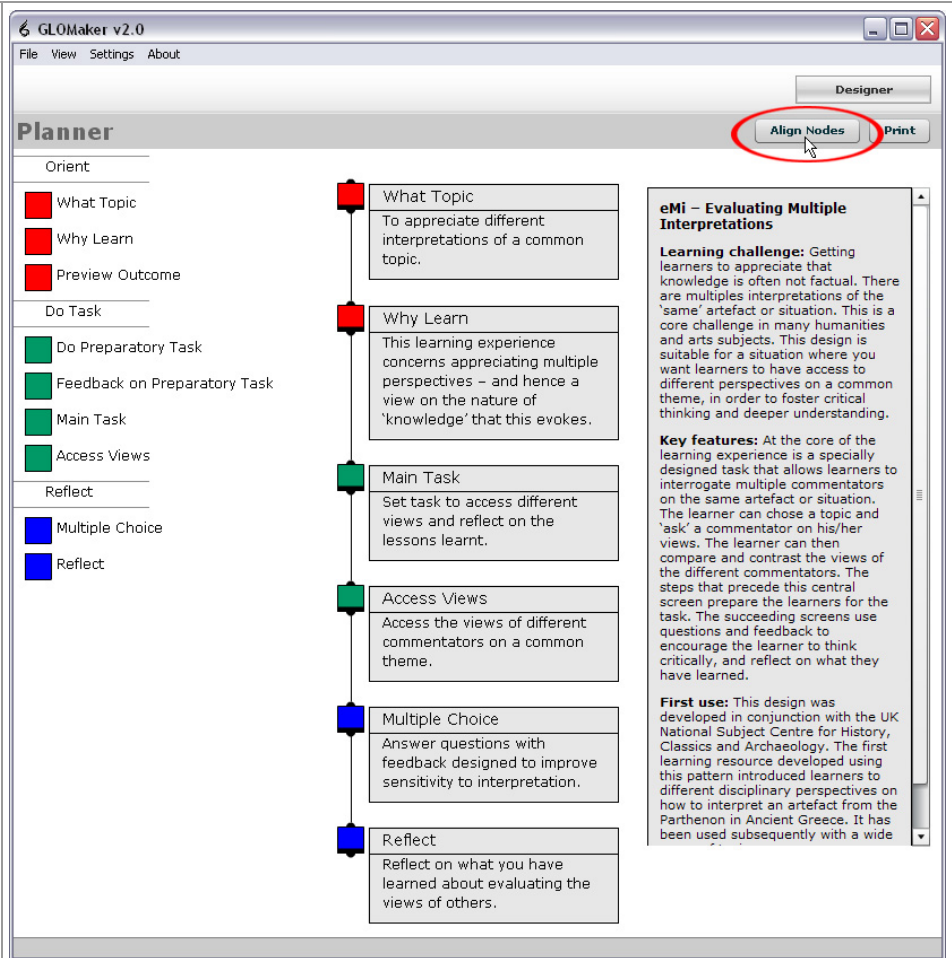
Connect the 'Why Learn' node to the 'Main Task' node by clicking on the black area of the 'Why Learn' node and dragging the connection line across.

The 'Why Learn' node has now been inserted into the 'pedagogical storyline'.



To tidy up the storyline layout, click on the **'Align Nodes'** button at the top.

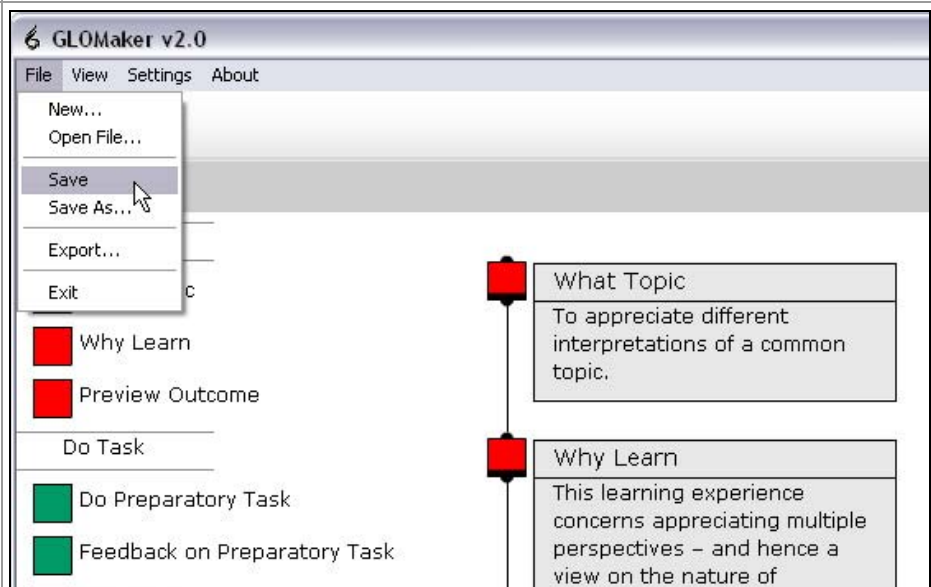
Repeat the same process to add another 'Multiple Choice' node and place it between the first 'Multiple Choice' node and 'Reflect' node in the storyline.



Saving your work

To save your pedagogical pattern (storyline), select **File** from the main menu (top left of the screen).

From the drop down list select **Save**.

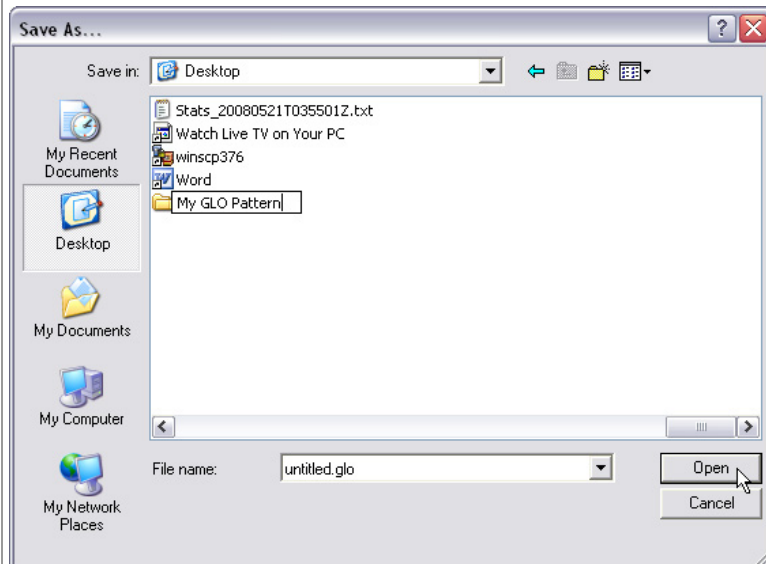


The **Save As...** pop up window will open.

In 'Save in:' select **'Desktop'** and click on the **Create New Folder** button.



Name the new folder: **'My GLO Pattern'** and click **Open**.



In the 'File name:' box name the file **GLOPattern.glo** and click **Save**.

Tip: Keep the **.glo** extension so that GLO Maker will recognise files created with it.

For guidance on how to add content in the 'Designer' see Tutorial 3.

