
Adventure Learning: GoNorth! Greenland 2010 Spring 2010

Instructor

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Course Description & Outcomes

Thirty-three (33) hours of continuing education units (CEU's) will be earned based on GoNorth! educators meeting the following objectives:

- Develop an understanding of the adventure learning theory to online learning.
- Develop an understanding of an adventure learning online learning environment.
- Develop an understanding of the mission and goals of the GoNorth! adventure learning program.
- Develop a comprehensive understanding of the online curriculum for GoNorth!.
- Develop an understanding of the online learning environment for GoNorth!
- Develop an understanding of the appropriate pedagogical methods to integrate adventure learning into the curriculum.

Course Web Sites

GoNorth! Greenland 2010: <http://www.polarhusky.com>

Course Structure

Readings

Readings for this course are located at <http://www.polarhusky.com/support/profl-dev/>

Technology

You must have access to the Internet to meet the objectives of this course.

Class Sessions

This course is developed as modules that should be completed in sequential order.

Assignments and Grades

You will receive credit for this course upon answering the questions posed within each module listed within this syllabus. Please submit only one Microsoft Word document and one concept map. They can be submitted to Dr. Aaron Doering at adoering@umn.edu.

Return of Course Papers:

Your papers will be returned as soon as Dr. Doering returns from the Arctic with Team GoNorth!.

Performance Task Descriptions

Module #1 : What is Adventure Learning? (6 Hours of CEU's)

Please read the following Adventure Learning (AL) article(s) and peruse the following AL learning environments.

Doering, A. (2006). Adventure learning: Transformative hybrid online education. *Distance Education* 27(2), 197-215. (*transformative.pdf*)

Doering, A. (2007). Adventure learning: Situating learning in an authentic context. *Innovate* 3 (6). Sign-in and read at <http://innovateonline.info/index.php?view=article&id=342&highlight=doering> .

After completing your reading and perusing the web sites, please answer the following questions:

- What is adventure learning?
- How is adventure learning different than other online learning environments?
- What do you believe are the benefits of adventure learning?
- Develop a concept map using a program such as Inspiration™ (www.inspiration.com), Mindmeister™ (www.mindmeister.com), or even MS word that has “*Adventure Learning*” in the middle node. Then, begin to create your understanding what adventure learning is and what you believe you are the features, benefits, and future of this approach to online learning. For an example of a concept map, please note *whatisAL.pdf* .

Module #2: Adventure Learning and the K-12 Classroom (5 Hours of CEU's)

Please read the following articles.

Doering, A., & Veletsianos, G. (in press). What lies beyond effectiveness and efficiency? Adventure learning design. *Internet and Higher Education*. (*efficiency.pdf*)

Doering, A., Miller, C., & Veletsianos, G. (2008). Adventure Learning: Educational, social, and technological affordances for collaborative hybrid distance education. *Quarterly Review of Distance Education*, 9 (3), 249 - 266. (*affordances.pdf*)

After completing your reading and viewing the web sites, please answer the following questions:

- Why does the Arctic provide an excellent foundation for adventure learning and for all study related to human/environmental interactions?
- What are the affordances of adventure learning and how can they be applied to K-12 education?
- In addition to *effectiveness* and *efficiency*, what else does adventure learning provide in the K-12 classroom?
- What do you see as the benefits of adventure learning in the K-12 classroom and beyond?
- Continue to work on your concept map.
- Join the adventure learning Ning site and peruse the activities that are taking place in the University of Minnesota course.

Module #3: GoNorth! Online Curriculum and Classroom (18 Hours of CEU's)

Please download the curriculum units from the GoNorth! online classroom located at <http://www.polarhusky.com> .

After perusing the curriculum and comparing and contrasting it to the logistics and goals of your classroom curricula, please answer the following question:

- Please explain the design of the GoNorth! curriculum as it relates to integrating it into your classroom (Experience, Explore, Expand).
- How do you believe you can integrate the content of GoNorth! into your classroom?
- Please give specific examples of the integration you would like to see and how you would go about achieving this in your classroom with possible barriers (access, state testing, administration, context)?

Now that you have become familiar with the GoNorth! curriculum, it is time to explore the online classroom in more depth. Go to <http://www.polarhusky.com> and freely explore the online classroom becoming familiar with the many collaborative features and how it relates to the curriculum.

- What features of the online classroom do you find most useful to integrate in your classroom to enhance your student's learning? Please explain your answer.
- Within your concept map, please note how the curriculum and online learning environment work together to make adventure learning a success.
- Participate in the adventure learning Ning site.

Module #4: Adventure Learning Pedagogy (4 Hours of CEU's)

Please read the following articles.

Doering, A., & Veletsianos, G. (2008). Hybrid Online Education: Identifying Integration Models using Adventure Learning. *Journal of Research on Technology in Education*, 41 (1), 101-119. (*models.pdf*)

Doering, A., & Veletsianos, G. (2007). An Investigation of the Use of Real-Time, Authentic Geospatial Data in the K-12 Classroom. *Journal of Geography*, Special Issue on Using Geospatial Data in Geographic Education, 106(6), 217-225. (*geospatial.pdf*)

Now that you have become familiar with adventure learning, the GoNorth! curriculum and online classroom, please answer the following question:

- How do you believe you will integrate the GoNorth! program into your classroom and why?
- Participate in the adventure learning Ning site.