# Teaching with the Web

# Move your course to hybrid with web resources

Editor's note: The following is an excerpt from the new Third Edition of How to Teach Adults, by William A. Draves. How to Teach Adults is the most popular book on the subject, with more than 100,000 sales.

You are teaching face-to-face, or in-person. You meet in person with your participants. Nevertheless, the World Wide Web has so many resources that you can and should use the Web to enhance the learning of your participants. The web has tools to help your teaching, and their learning.

The web has something to add for almost every class, subject and situation.

This chapter is about using the resources of the web to enhance your teaching and the learning of your participants in the traditional classroom or learning room environment, face-to-face (F2F).

Some people call the integration of the web into an F2F course a "hybrid" course. The reality is that in a decade or so just about every class will utilize the web in some way.

For most of us, the best way to incorporate the web into your teaching is to start slowly and take it one step at a time. Here we provide you with a set of levels of using the web, with each level representing a more indepth use in both increased technical sophistication and also greater pedagogical understanding and changes in your teaching.

At a certain level of integration of the web into your course, you will see your approach to learning and teaching start to change. Welcome the changes. They will be positive and improve your teaching and your participants' learning.

One of the first questions teachers ask about using the web is how much technical expertise is needed. The answer is none. Many teachers like to become involved with the technology, and that is great. But other teachers, including your author, have little or no technical expertise. For us, we can have others with technical expertise work with us. There is "What" the technology can do, and we

all need to understand what technology can do to enhance your course. And then there is "How" the technology does it, and whether you become involved in how the technology works is completely up to you (your choice).

Currently we are in a period of rapid innovation with regards to the Internet. New software and technical capabilities ap-

pear frequently. Consequently, we will talk about concepts and practices, and not focus on specific technical requirements or resources that might become out of date.

# Level One: Information

The place to begin for most of us teaching adults in a face-

to-face situation is with information. The web can provide access to increased information and resources for your learners.

Get a web page or a weblog, where you can post information for your class. Here are the first things to consider.

## A. Readings

Information you want your participants to read in preparation for your class meetings. These can be original material you have written, or articles available on the web.

#### **B.** References

Supplemental readings, including books and other references, you want your participants to know about for further study.

#### C. Web sites

Links to sites with relevant information.

### D. Announcements

Information about your class.

## E. Calendar updates

Meeting date changes, location changes, and other news.

## F. Assignments

Work your participants need to do during the course.

## Level Two: Individual Study

The web provides an enormous wealth of exciting, different and fun knowledge resources, most of which are free for your learners to use in furthering their interests. With only minimal time commitment on your part, you can link to a variety of resources.

#### G. Audio

Clips of famous speeches, music, and radio programs.

## H. Virtual tours

Your participants visit a series of web sites on the same theme or subject.

## I. WebQuests

With a WebQuest, your participants not only go to several different web sites, but they engage in an activity with a stated result during and after visiting the sites.

## J. Video

Video clips from history, current events, movies, and documentaries.

# K. Animations

Illustrated.

## L. Simulations

Participants model an activity online, helping to prepare for a "real world" experience or skill.

## M. Drag-and-drop exercises

A form of simulation where the participant moves the cursor to complete an activity, enhancing their learning by the physical movement and engagement with the cursor.