

Development of Federation Pathways with Education Technology platforms

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Presentation

- Who am I?
- Education Pathway Programs in Australia
- Higher Education Pathway Programs at Federation
- Education Tools and Platforms we used in Pathway Programs
 - Moodle (Student Learning Management System)
 - H5P (Interactive learning materials)
 - Quitch (Learning and Teaching Games)
- Analysis and Outcomes
- Ongoing Process
 - What is next?

Who I am?

- Migrated to Australia from New Zealand in 2012
- Involved in Pathway programs (VE and HE), private and public sector for over 15 years
- Manager, Global Pathways – Federation University
- Completing my PhD in Indigenous Studies
- Interesting Fact: High Performance Coach in Rugby
 - Head Coach of Rebels Super W Team



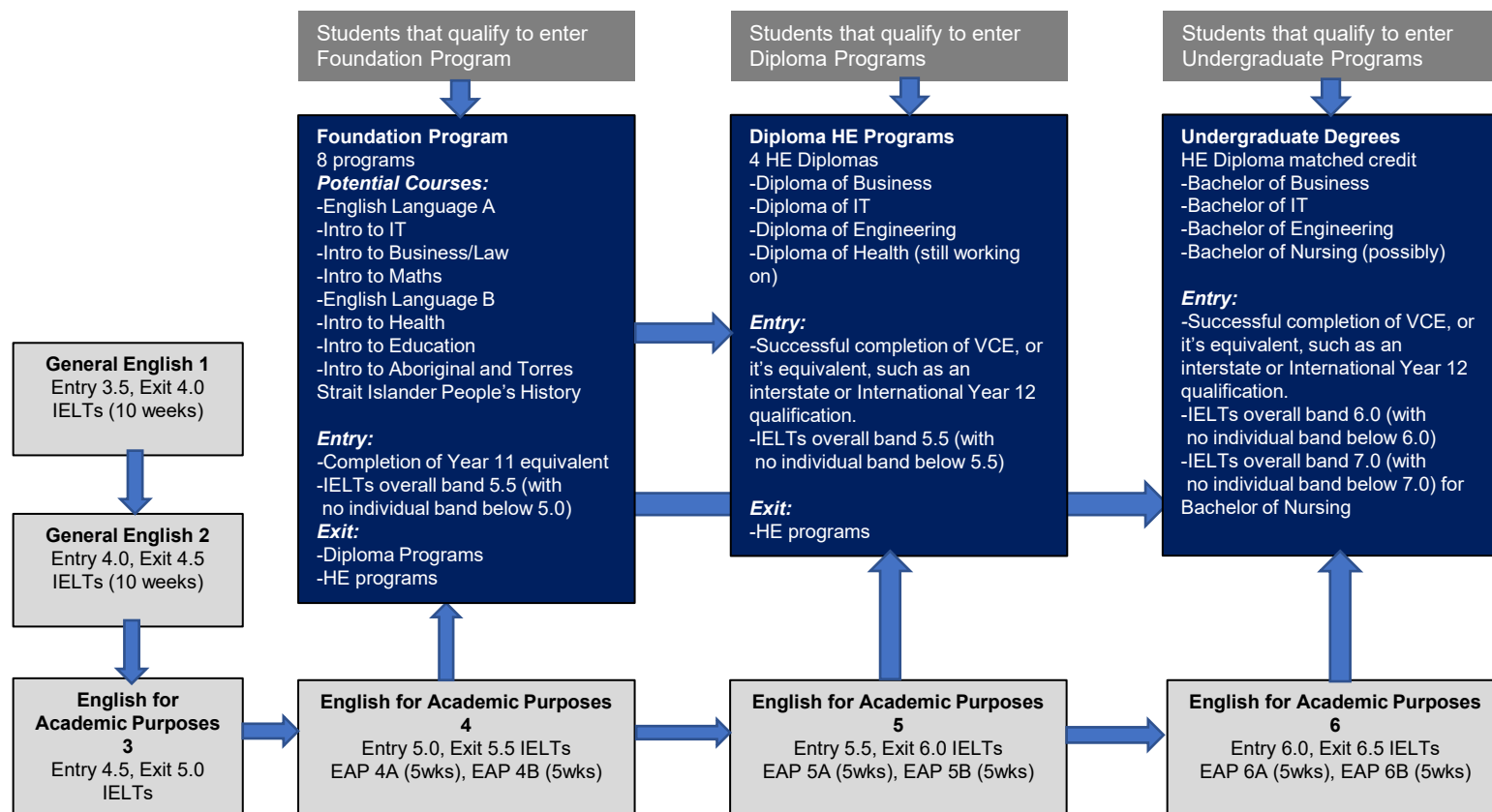
Education Pathway Programs in Australia

Course	2015-16	2016-17	2017-18	2018-19	2019-20	2020-21
Award (Diploma)	54,931	66,027	77,018	84,321	52,342	41,122
ELICOS	28,089	28,930	28,079	25,963	19,767	10,292
Non-award (Foundation)	8,876	13,155	14,112	14,102	12,163	9,574
VET	7,322	5,397	5,881	6,678	7,002	6,600
Schools	2,273	2,525	2,903	3,208	2,948	3,022
TOTAL	101,491	116,034	127,993	134,272	94,222	70,610

- Please note that this data only relates to International students that come to Australia on a student visa. It does not relate to partnerships, where Diplomas are completed offshore.
- COVID has affected International students participating in pathways in Australia
- Source Information: <https://www.education.gov.au/international-data/data-visualisation-education-pathways>

Higher Education Pathway Programs at Federation

Global Professional School Pathway Programs



Purpose of Pathway Programs

- Increase International student enrolments
- Provide academic support within the course structure
- Provide English language programs
- Assist students with various learning activities to embed the knowledge in the subjects they are learning
- Provide program opportunities for Educational Partners to Federation
- Improve socialisation, well-being, and longevity of international students
- Provide a pathway for students who would otherwise not have access to Higher Education

Education Tools and Platforms we used in the Pathway Programs

Moodle – Student Learning Management System

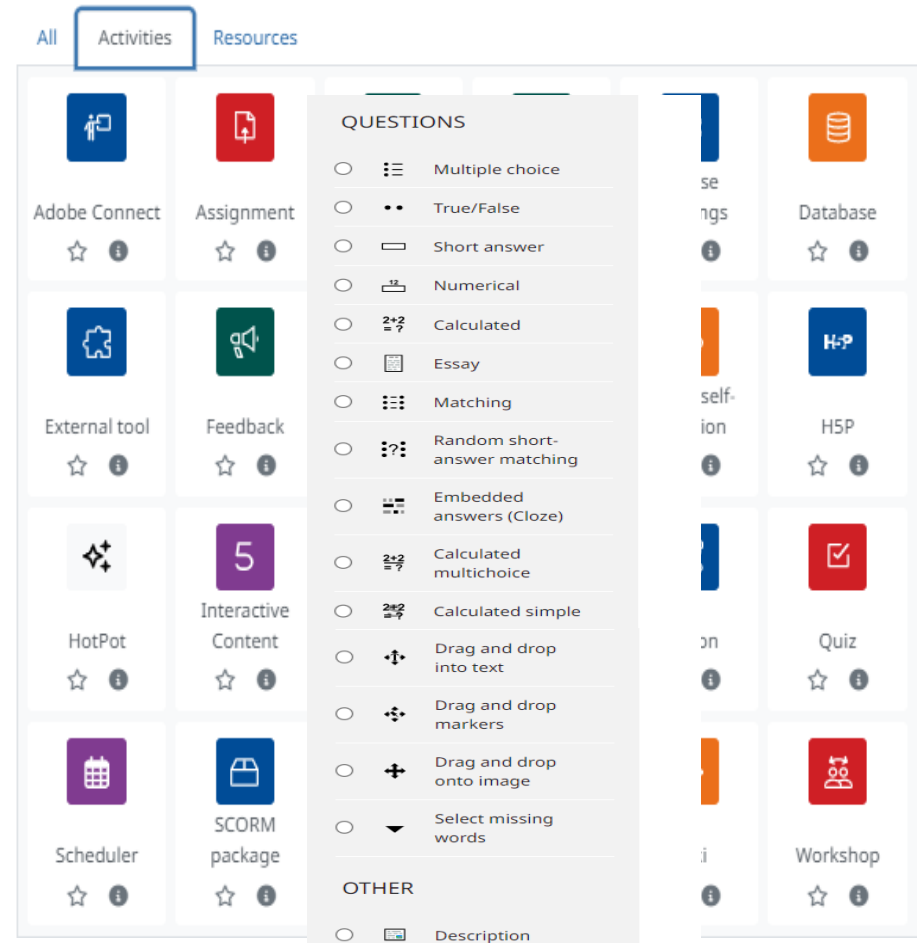
-Focused on maximising our existing LMS to build interactive activities for students.

- Quizzes within Activities

- Multiple Choice
- True/False
- Short answer
- Numerical
- Essay
- Drag and drop
- Select missing words

- Assignments
- Chat and Forum discussion
- H5P interactive content

-GPS hired Learning Designer to help with the development of activities for students



Moodle – Student Learning and Teaching Platform

Diploma of Engineering – GPENG1002 Engineering Physics

What is the Delta to Y Conversion? [Example](#)

This example just illustrates different ways we can present content to the students to help with their learning. There are a number of different examples we are using in Pathways to help our students learn.



H5P – Foundation and Diploma Programs

The key functions used in H5P for the Pathway courses (predominantly used in our English Language courses) included:

- **Dialog Cards**
 - Provided students with visual and text space learning materials.
- **Image Choice**
 - Students are selecting images for the appropriate text, to find a match.
- **Guess the answer**
 - Students can create meaningful memory of learning. Can use multiple choice, blank answer question

Students receive instant feedback and if it is gamified, will then get their badge/reward.



Branching Scenario

Create dilemmas and self paced learning



Timeline

Create a timeline of events with multimedia



Interactive Video

Create videos enriched with interactions



True/False Question

Create True/False questions



Image Hotspots

Create an image with multiple info hotspots



Guess the Answer

Create an image with a question and answer



Dialog Cards

Create text-based turning cards



Image Choice

Create a task where the alternatives are images

H5P – Foundation and Diploma Programs

Foundation Studies - Academic and Communication Skills A

Game 1: Reaching and writing exercises - [Example](#)

Game 2: Reaching, matching and writing exercises - [Example](#)

These activities provide a number of different opportunities for our students to learn and embed the knowledge. There are a number of different examples within pathways that we are testing to help our students learn.

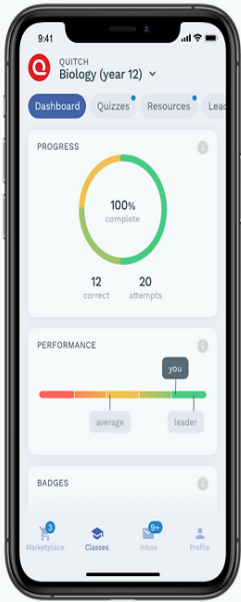
Quitch – Diploma of Information Technology

Positives:

- Weekly Questions/activities were loaded into the Lectures each week
- Students enjoyed doing the quizzes/activities and getting rewarded for their success.
- Students were comfortable using their mobile data to complete the quizzes and activities.
- Our teacher found the app easy to use and the building of the quizzes weren't difficult. So from a functionality point of view it was positive.
- It's a different alternative to learning from Moodle.

Improvements:

- Quitch server sometimes was not functioning
- Students need to leave Moodle and download the Quitch app to use the functionality. We couldn't embed the platform into the LMS.
- Teachers have to have an account and use a web based version of Quitch to enter the questions.
- Moodle have similar functions within the Learning Platform.




The image shows a smartphone screen displaying the Quitch app interface. At the top, it says 'QUITCH Biology (year 12)' with a dropdown arrow. Below this are tabs for 'Dashboard', 'Quizzes', 'Resources', and 'Leaderboard'. The main section is titled 'PROGRESS' and features a circular progress indicator that is 100% complete. Below the circle, it shows '12 correct' and '20 attempts'. The next section is 'PERFORMANCE', which includes a horizontal bar chart comparing 'you' (a grey bar) to 'average' (a red bar) and 'leader' (a green bar). The bottom section is 'BADGES'. At the very bottom of the screen are icons for 'Marketplace', 'Classes', 'Inbox', and 'Profile'.

Get the Quitch app

Download the Quitch app today and start learning like never before.

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Quitch – Diploma of Information Technology

EDIT QUESTION



Question Details

Question Type
Multiple Choice (Select one)

☐ Enable Formulas

Question 98/500

Any situation where a technological medium is introduced into face-to-face interaction is known as

Image

Drop an image here, or click to browse [Generate an image with Unsplash](#)

Question Hint 0/500

Add a hint here

Answer explanation 0/500

Add an explanation here

> Question Settings

Answers

Answer (required) 22/300

Mediated

☒ Correct Answer

Add an image

Answer (required) 24/300

Non-verbal

☐ Incorrect Answer

Add an image

Answer (required) 19/300

Group communication

☐ Incorrect Answer

Add an image

Answer (required) 28/300

Intra-personal

☐ Incorrect Answer

Add an image

Answer (required) 17/300

None of the above

☐ Incorrect Answer

Add an image

+ Add answer

Quitch – Diploma of Information Technology



GPSIT1001 Communications and Technology ☆

Dashboard Content Learners Invitations More ▾

[+ Edit Content](#)  

WEEK 1

✓ Introduction to communication

5 answers • 2 correct 1 of 1 available

40%

42%

Completion Accuracy

Resources Viewed Time Played

0%

48s

Which is your preferred definition of communication?

5 answers • 2 correct Sent 14 Nov 2022 9:00 AM

✓ Perception and noise

5 answers • 2 correct 1 of 1 available

40%

42%

Completion Accuracy

Resources Viewed Time Played

0%

42s

Why are schemas important when interpreting information?

5 answers • 2 correct Sent 14 Nov 2022 9:00 AM

✓ Models of communication

2 answers • 2 correct 1 of 1 available

40%

100%

Completion Accuracy

Resources Viewed Time Played

0%

28s

A good communicator ...

2 answers • 2 correct Sent 14 Nov 2022 9:00 AM

Quitch – Diploma of Information Technology

Learners					Invite
<div>ACTIVE</div> <div>SUSPENDED</div>					
<div><div></div><div>Q Search</div></div>					
POS	Name	Accuracy	Recent Accuracy	Correct	Points
1	Krystal Clarke	78		21 / 31	180 / 230
2	Mohammed Anis	70		9 / 15	63 / 90
3	Zain Ali	83		3 / 4	25 / 30
4	Md Rifat Hasan	78		4 / 6	23 / 30
5	Sally Firmin	31		5 / 13	12 / 40
6	Navi Sadoughi	33		4 / 12	11 / 20
7	Raveesha Silva	100		1 / 1	10 / 10
8	Hiba Abdulsattar	0		0 / 0	0 / 0
9	Fionna MacRae	0		0 / 0	0 / 0
10	Jessica Morales-Morin	0		0 / 0	0 / 0

Summary

The tools in Moodle, H5P and Quitch have provided the following for our Pathway programs:

- Created a variety of opportunities to transfer knowledge from Teachers to students
- Allowing for knowledge to be embedded at the end of each week through quizzes and activities
- Catered to a variety of learning styles amongst the students
- Created interesting opportunities to transfer knowledge, where students were able to have fun experiences participating in different activities
- Helped with the students engagement.

Thank you for your time

Questions?