

Slide Number	Narration
1 (title slide)	eLearning sucks
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2	One of the most popular tools used for teaching in classrooms, from the K to 12 system all the way to post-secondary, is lecturing. However, it can be argued that lectures are an inefficient way to teach. In what way are they inefficient?
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3	There has been much study regarding student learning styles. The majority of students are visual learners, with auditory learners making up about half the same number as visual learners. A standard lecture with an instructor at the front of the room, speaking to the class with little to no visual aids is only effectively addressing approximately 30% of their students. The remaining students begin to tune out the lesson very quickly. After 10 minutes you've lost 35% of your audience.
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4	Even students who are eager to learn and work hard at staying focused will find it difficult to continue paying attention if they are not auditory learners. After 25 minutes, you've lost 75% of your audience.
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5	<p>Many students seem to "perk up" as the end of class approaches, and you may once again have the attention of more than half the class. This means the majority of students will hear what you are saying at the beginning and end of class, but not necessarily the middle. And the middle is where most instructors tend to talk about the content for the day.</p> <p>eLearning, using technologies ranging from personal cell phones to laptop computers, can help to address the different learning styles of students. If students are still meeting in a lecture theatre format, the instructor can use the first 10 minutes to provide instructions for the task of the day. During the middle portion of the class, students can use technology to research a question, play an educational game, or contribute to a discussion with another class.</p>
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6	During a lecture, an instructor may repeat an important concept three times. However, the delivery of the information each time is exactly the same. Using eLearning tools, students can hear the information from the instructor, read it on a device, apply it to a real life situation online, or discuss it with their peers in both the classroom and the global community.
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7	Unfortunately, most eLearning is also like a lecture.
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8	The instructor uses the eLearning platform as a digital filing cabinet for notes. A student would simply click through the slides, receiving the same information they would in a lecture theatre. However, there are a few advantages to this delivery method. Visual learners will also be able to read the text, and learners that may need more time to process the information can control the speed at which they read through the material.
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9	Just like lecturing, the use of eLearning in this way encourages students to follow a set path, rather than encouraging them to think critically about the information being presented. It also does not give students a chance to contribute to their learning or help to shape the path that learning will take.
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10	Effective eLearning allows for connectivity and creation of a learning community. Students can be following several paths at once, which can lead to an understanding of patterns in information and deeper learning. Using the web is not like travelling by train.
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11	With the web, students can be engaged in learning as they explore new ideas, question the information they are reading and interact with a community outside of their classroom. The vast array of technology also provides a platform for students to customize how they “show what they know”. Rather than produce the standard essay or poster, students can illustrate their learning through blog posts, digital posters, word art, podcasts, digital photos and videos.
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12	Traditional classroom learning relied on an instructor to provide all the information a student would need to know. The Web has created a fast and relatively inexpensive way for students to access an abundance of current information. eLearning instructors will also find that there are many resources for creating effective interactive learning content that will address all learning styles.
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13	eLearning can take advantage of the abundance of games and other interactive opportunities that are already present on the Web. An interactive environment is one that our current generation of learners has come to expect.
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14	People enjoy video games because their creators put engagement before everything else. This is much like a well-designed eLearning course, where students are engaged because learning has become a social activity connected to real life. In addition, learning through play is good for everyone!