

Online Programmes & Activities: Lessons Learnt for Engaging Students

A review of delivering face-to-face workshops & the key considerations when transitioning online. The challenges with online delivery, the lessons learnt & good practice

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COSMOS
ENGAGEMENT
LTD.

NERUPI network

Evaluating & Researching University
Participation Interventions

First thoughts you associate with online delivery...



Background



Sean & Danny



- Worked in Widening Participation 10yrs
 - latterly a WP Manager
- Graduate – BSc Sport & Exercise Science & MSc Sports & Exercise Nutrition



- Worked in a number of different roles within Higher Education
- Majority working with young people in Widening Participation, Outreach and Student Recruitment teams
- Degree in Entertainment Management

Business



Set up Cosmos Engagement Ltd. Jan 2017

Services



Engage Platform | Online Programmes & Workshops
Engagement, Development & Educational programmes
Research & Evaluation programmes
Education & Social Care sectors

Who



Work with HEI's, UniConnect Networks, Schools & Colleges, LA's, IFA's, Business

How We 'Typically' Deliver Workshops |

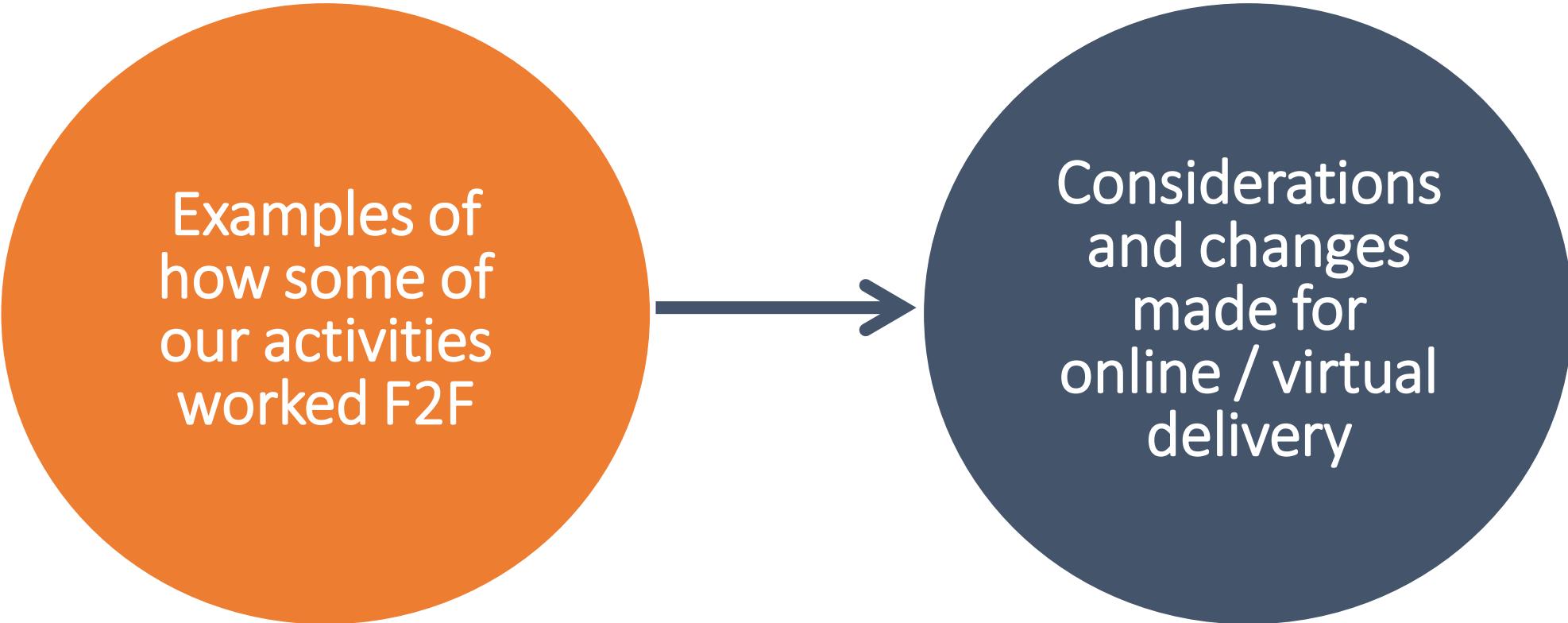


1 – 4hr
workshops &
sustained
programmes

Capacity & skills
building

High level of
activity &
engagement

Engaging
animated slides



Examples of
how some of
our activities
worked F2F

Considerations
and changes
made for
online / virtual
delivery

Example 1 |

'Simple activities F2F can be difficult online'

My Marginal Gains Wheel

Name _____

Face to Face



How good are you at the following? How would you rate yourself?

My Marginal Gains Wheel

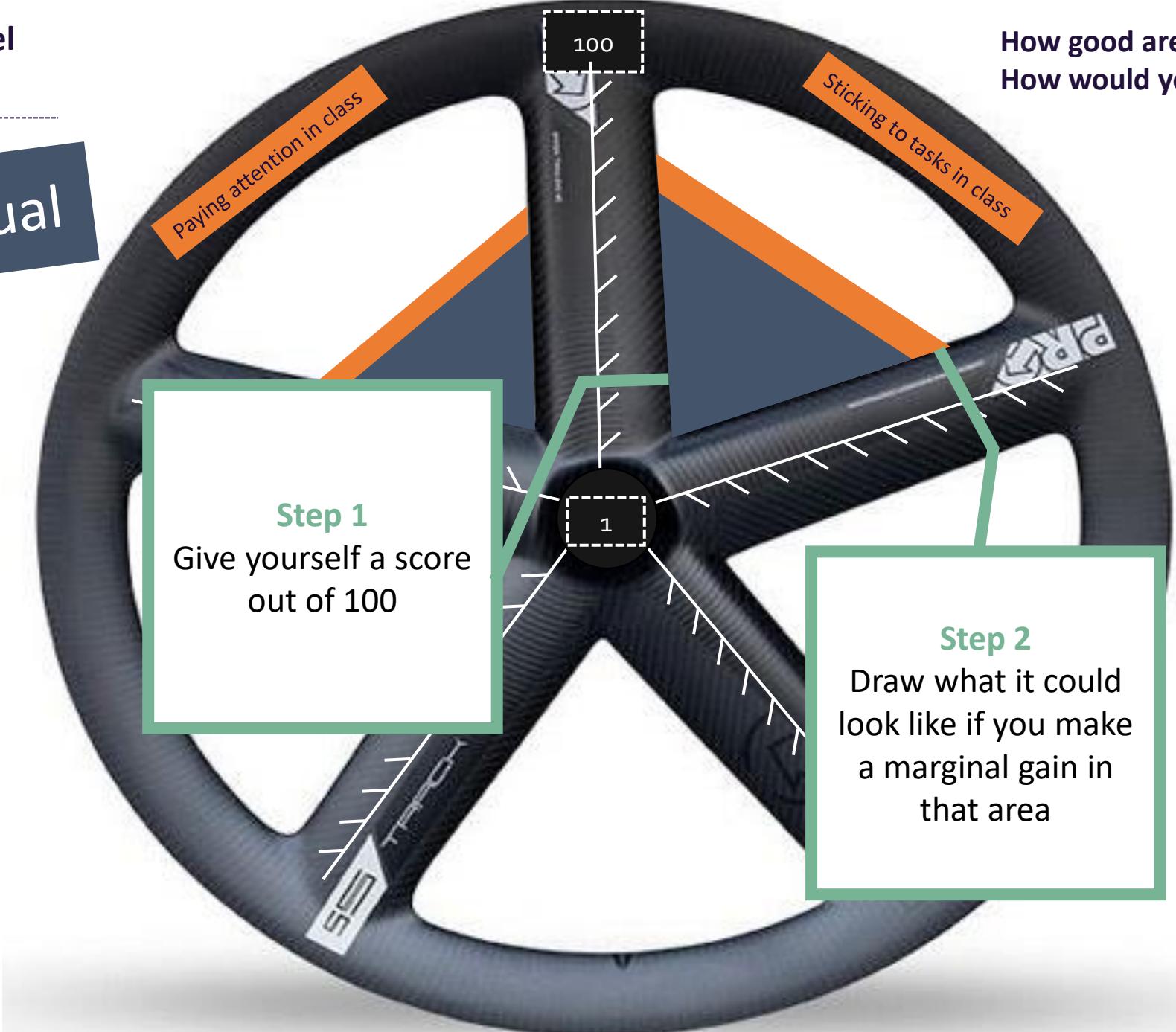
Name _____

Online / Virtual

How good are you at the following?
How would you rate yourself?

Step 1
Give yourself a score
out of 100

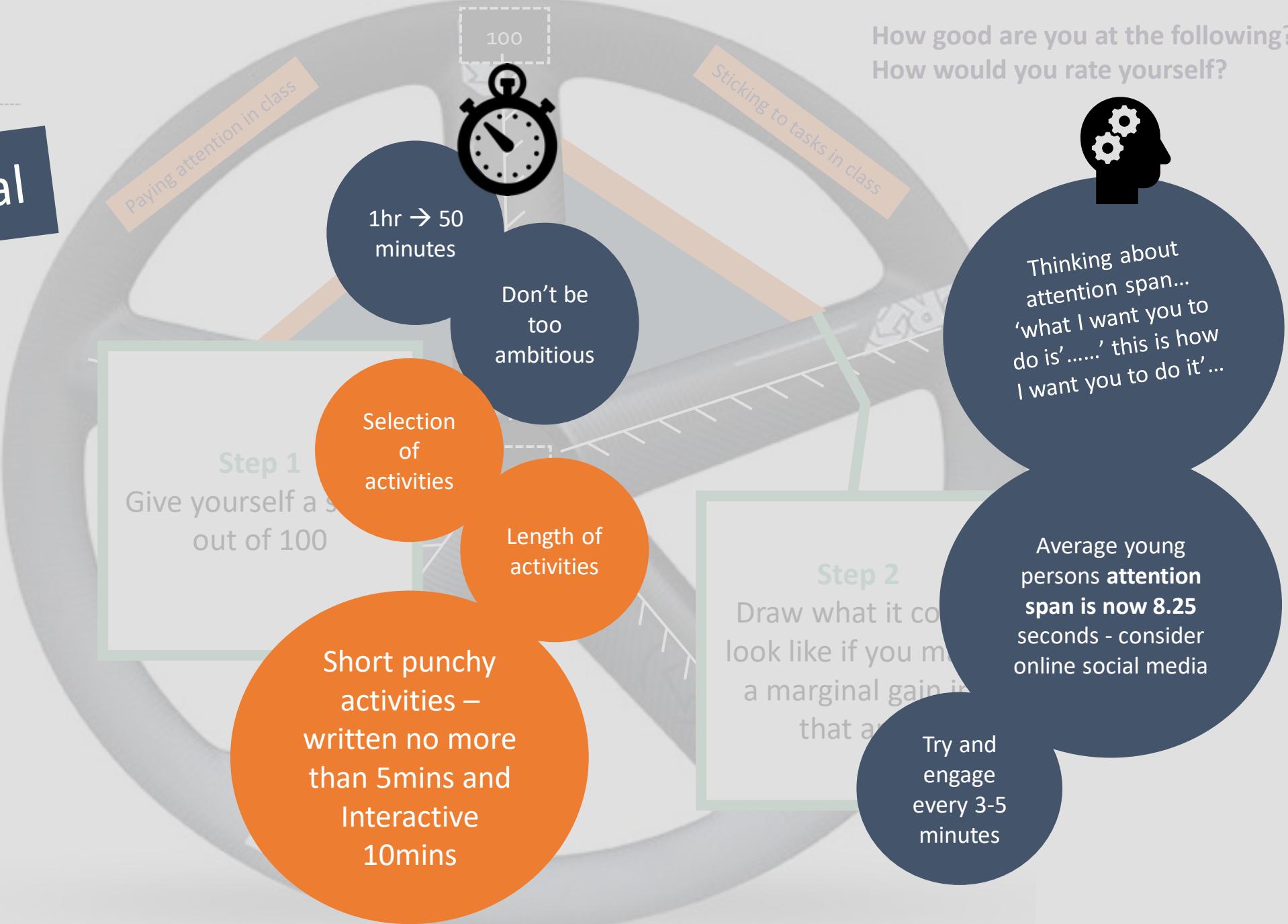
Step 2
Draw what it could
look like if you make
a marginal gain in
that area



My Marginal Gains Wheel

Name _____

Online / Virtual



How good are you at the following?
How would you rate yourself?

Example 2 |

'Not everything can be transferred online'



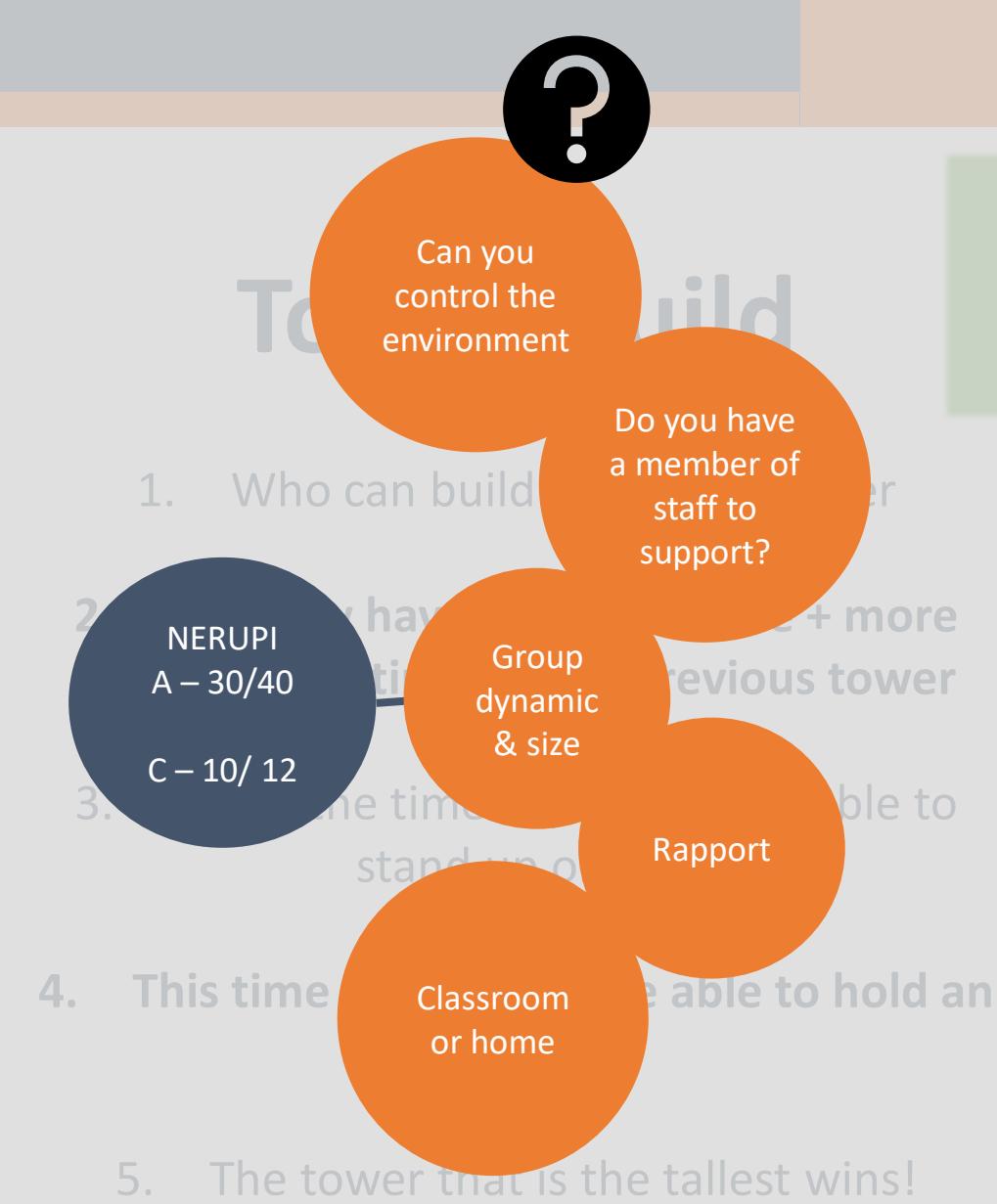
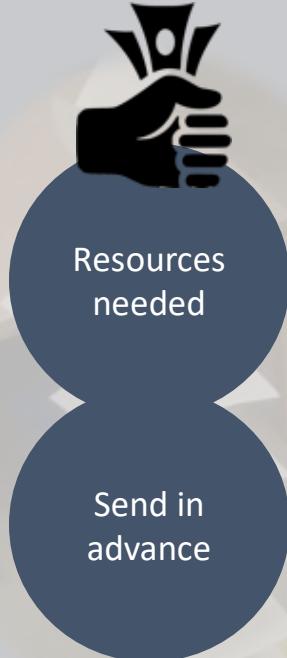
Tower Build

1. Who can build the tallest tower
2. You now have more resource + more planning time + your previous tower
3. When the times up it must be able to stand up on its own
4. This time it must also be able to hold an object
5. The tower that is the tallest wins!



YOU STILL ONLY HAVE 5 MINUTES TO BUILD

Round 2



2
Make
Plan

3
Get To
Work



Example 3 | 'Pre workshop meetings are crucial'

Task – Mindset & Resilience

Catch Phrase

How quickly will you give up if you can't get them all right?



Task – Mindset & Resilience

Catch Phrase
How quickly will you give up if you can't get them all right?

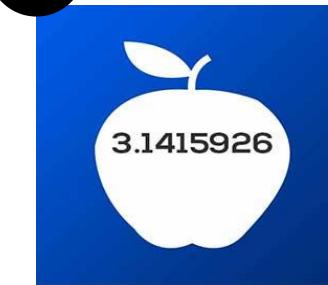
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2



3



4



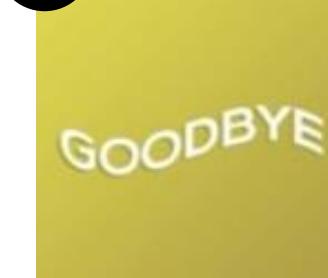
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6



7



8



9



10



11



12



Task – Mindset & Resilience



Catch Phrase

How quickly will you give up if you can't get them all right?

Check students are paying attention, more important if delivering virtually

Make feedback easier
More visual ques

1

WHEEL
WHEEL
WHEEL
WHEEL
DRIVE

2



Involve school staff supporting

5

School staff to help facilitate feedback

Give answers to school staff pre workshop

10

GIVE X4
GET X4

3

3.1415926
apple

7

GOODBYE

11

ABC
HIJK
PQRS
XYZ

4

Think about activities & explanation - often the best conceived ideas on paper don't always work well online

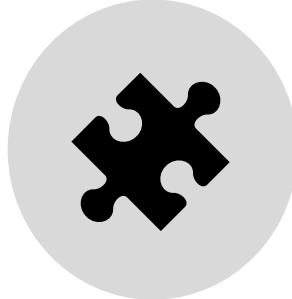
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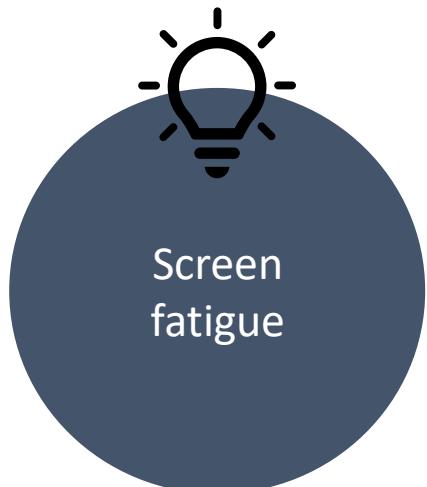
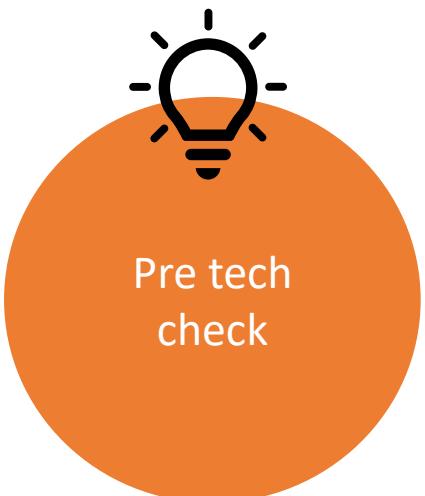
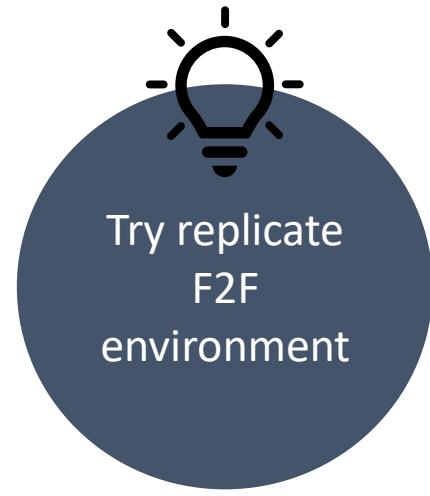


Gamification to embed knowledge & engagement

Good practice Recap | Delivering Online



Good practice | Further Online Considerations



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Thank You

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