

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 |

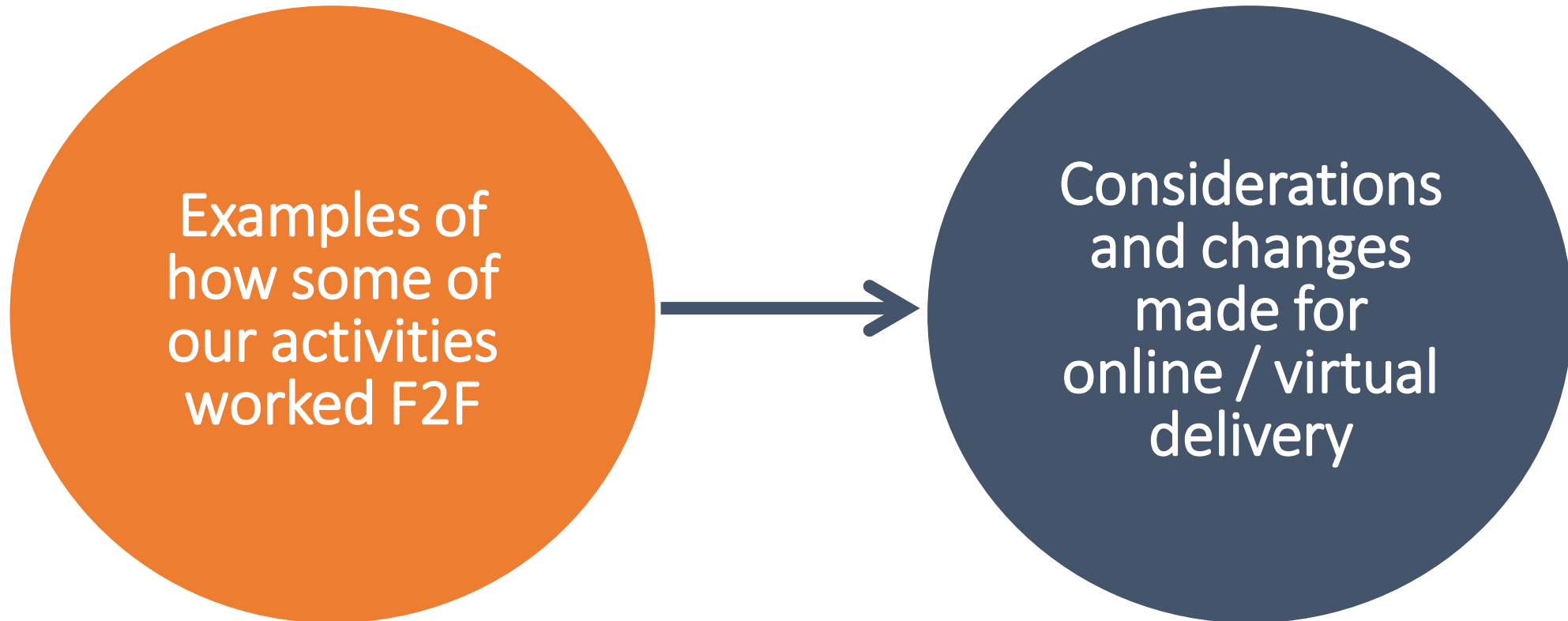


1 – 4hr
workshops &
sustained
programmes

Capacity & skills
building

High level of
activity &
engagement

Engaging
animated slides



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?



- 1 - Having correct equip. for PE and other subjects
- 2 - Asking for support from teachers
- 3 - Spending time on health / fitness / exercise
- 4 – Your organisation & planning
- 5 - Too much time spent watching Netflix

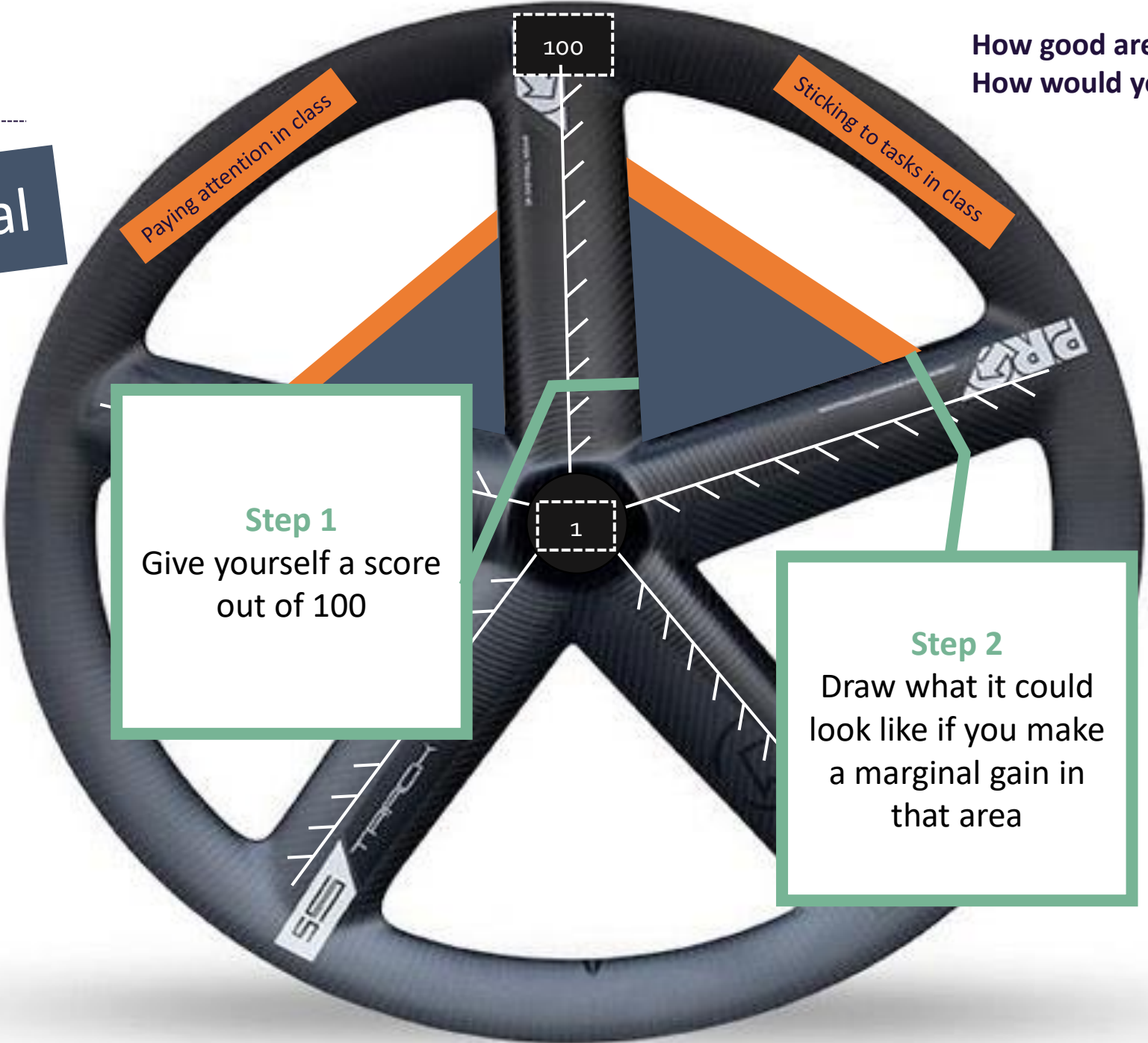
- 6 - Too much time spent on Xbox / PS4 / PC
- 7 – Spending time on revision
- 8 - Getting enough sleep - 8 hrs per night is ideal
- 9 - Eating a healthy balanced diet
- 10 - Too much socialising with friends

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?



Messy slides cause confusion

click
click
click



Paying attention in class

1hr → 50 minutes

Don't be too ambitious

100

Sticking to tasks in class

Step 1

Give yourself a score out of 100


Selection of activities

Length of activities

Short punchy activities – written no more than 5mins and Interactive 10mins

Step 2

Draw what it could look like if you made a marginal gain in that area



Thinking about attention span... 'what I want you to do is' 'this is how I want you to do it'...

Average young persons **attention span is now 8.25** seconds - consider online social media

Try and engage every 3-5 minutes

Example 2 |

'Not everything can be transferred online'



Tower Build

2
Make
Plan

3
Get To
Work

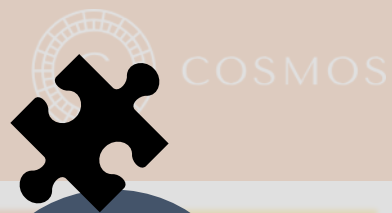
4
Stick
To it

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



Resources
needed

Send in
advance



Can you
control the
environment

Do you have
a member of
staff to
support?

1. Who can build the tower

2. Do you have a member of staff + more

NERUPI
A – 30/40
C – 10/ 12

Group
dynamic
& size

3. The time taken to build the tower

stand up

Rapport

4. This time the tower is able to hold an

Classroom
or home

5. The tower that is the tallest wins!

2
Make
Plan

3
Get To
Work

What's
the
message?

Do you have
any
alternative
activities?



Build engagement
& embed learning
through
participation

YOU STILL ONLY HAVE 5 MINUTES TO BUILD

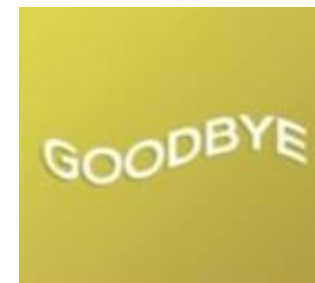
Example 3 |

'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

1



2



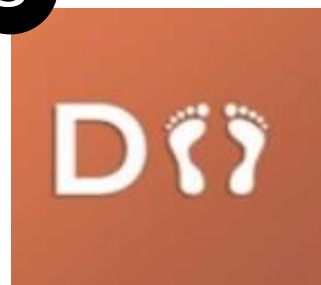
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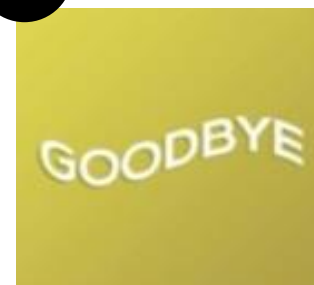
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6



7



8



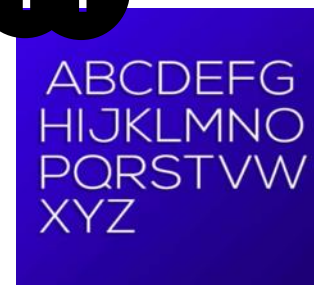
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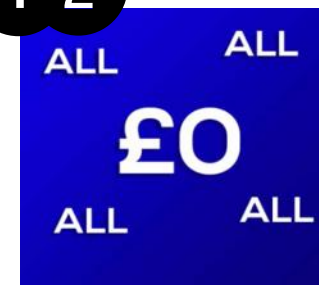
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11



12



Catch Phrase

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

Task – Mindset & Resilience



Make feedback easier

More visual ques

1

WHEEL
WHEEL
WHEEL
WHEEL DRIVE

2



Involve school staff supporting

5

D

School staff to help facilitate feedback

Give answers to school staff pre workshop

3



7

GOODBYE

4



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

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

6

E³

10

GIVE X4
GET X4

1 1

ABC
HIJK
PQRS
XYZ

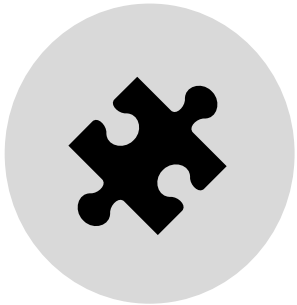


Gamification to embed knowledge & engagement

1 2

ALL ALL
£0
ALL ALL

Good practice Recap | Delivering Online



Good practice | Further Online Considerations



- Software
- Streaming service
- Equipment



Your Setup

TIME TIME
TIME



x2
facilitators



Try replicate
F2F
environment



Pre tech
check



Screen
fatigue



@CosmosEngage

Thank You

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