

SUNLEARN WORKSHOPS

The workshop activity in SUNLearn allows lecturers to electronically collect assignments (in various formats) from students. This can then be peer-reviewed by other students.

Here are some things to consider when contemplating the use of SUNLearn workshops in teaching and learning.

AFFORDANCES

- Students have the opportunity to evaluate their peers' work and can thus learn from each other.
- Students get feedback from more than one person.
- Feedback can be more immediate compared to when one person is responsible for all the assessments.
- Feedback can be in different formats including video/audio feedback, written feedback.
- Assessments can be in different formats including rubrics, comments (without grades attached), comments with a yes/no assessment or accumulative grading.
- Groups can evaluate their individual members' contributions to a specific project.
- Assignments can be submitted in various formats i.e. written document, audio, video, photos, presentations etc., depending on how it is set up.
- A percentage of a student's final grade can be attributed to the quality of the peer assessment(s) they had done, to ensure they take it seriously.
- Deadlines and late submissions are controlled electronically
- Self-assessments can be conducted.
- There are no paper-based assignments that can get lost.
- Lecturers do not have large quantities of paper-based assignments that need to be handed back to students.
- If marked directly in the digital document the marks will automatically upload to the grade book in SUNLearn.

POTENTIAL CHALLENGES

- Students might not trust the feedback from their peers or not take it seriously.
- Students might not give reliable feedback to others.
- There is a slight learning curve for both lecturers and students.

No part of this document may be reproduced or distributed in any form or by any means, or stored in a data base or retrieval system, without the prior written permission of the Centre for Learning Technologies, Stellenbosch University.