Introduction

A very promising technological and pedagogical model that has received a lot of attention during the last few years and adoption by Stanford, Harvard, Duke and almost 100 of the world's top ranking Universities to teach millions of learners is that of the MOOC. The MOOC is considered on the one hand as a panacea for education and on the other as a defilement of the sanctity of the higher education tradition. Moodle is an open source Learning Management System used to create interactive learning-oriented courses and sites. Moodle is commonly used by teachers, trainers, and course creators to produce effective courses that achieve learning goals and outcomes. Following the best practices in Moodle course design will help users optimize the learning experience, incorporate strategies to aim for students' success, choose appropriate activities and content delivery methods, and create appropriate assessments to test what the students have learnt.

The online workshop is designed to build the capacity of the faculty members to design, transact and assess online courses in different disciplines using Moodle–LMS platform. The general objective of the workshop is to raise the capacity of the faculty to use Moodle LMS platform for effective delivery of courses in higher education in blended as well as online modes. This workshop is a great starting point for effective teaching in the 21st century learning environment. The general objective of the workshop is to raise the capacity of the faculty to use Moodle platform for effective delivery of courses in higher education in blended as well as online modes. This workshop is a great starting point for effective teaching in the 21st century learning environment.

This Online workshop will sensitize the participants how to use the tools available in Moodle to develop unique courses for many kinds of institutions. The workshop also leverages Moodle's unique capacity to seamlessly bring together instructional materials, dynamic activities, social interaction, and student management functions. Following the best practices in designing a Moodle course, the participants will also incorporate strategies to accommodate multiple learning styles. They will also accommodate the emerging instructional technologies and provide a strategy for a wide variety of course modalities, including self-paced independent study, cohort-based courses with student-instructor interaction, and highly collaborative student-centred courses.

Objectives of the Workshop

● to adopt Moodle-Platform as an adjunct to face-to-face teaching and to teach in a full online or distance learning context;

● to understand the process of planning, designing and delivering online courses;

● to create better and active communication and collaboration with the students;

● to design contemporary assessment methods.

Teaching and Learning Activities

Online Class lectures and learning resources are designed to achieve the workshop objectives. The participants should read the assigned learning resources before class to actively participate in discussions during the online sessions and submit the assignments on time [Flipped Classroom]. For other necessary infrastructure to house the assessments, the participants will be encouraged to use their personal Google Drive/OneDrive.

Assessment Methods

As this course is supposed to be highly hands on intensive, performance of the participants will be monitored during the practice sessions continuously and creativity exhibited in the submitted assignments.

Programme Methodology

The online workshop is designed to facilitate capacity building in launching and teaching online courses using Moodle LMS platform. The workshop emphasizes participatory and interactive mode of learning. Besides the lecture discussion, nearly 75 percent of time will be devoted for hands-on-experience sessions on a Moodle LMS Platform in the presence of a Resource Person.

Instructions for Participants

The participants can join the LIVE Orientation along with Resource Person, using the following hardware and enabling environment:

1. Laptop or Desktop
2. Functioning Webcam, Microphone and Headphones
3. Internet connectivity with suitable bandwidth during the Workshop timings
4. Functioning Gmail Account
5. GoogleMeet/CodeTantra - Video, Web Conferencing Tool is used for LIVE Orientation. The workshop "link" will be shared to the participants' registered mail.
6. There will be 90 Minutes of 4 sessions in a day. Each session will be comprising of Lecture, Discussion, Demonstration and Hands on Activities.
7. The Workshop will commence at 10 A.M. on both days and close by 5.00 P.M. Forenoon Tea Break is for fifteen minutes from 11.30 to 11.45.A.M. and Afternoon Tea Break will be from 3.30 to 3.45.P.M. Lunch break is from 1.00 to 2.00 P.M.
8. A focused Workshop WhatsApp group will be created for better coordination among the learners and facilitators and will be maintained till 35 days from the start of the workshop.
9. For evaluation and assessment of performance of the participant, a PowerPoint presentation inserting all the features explained during the workshop in image form and also an action plan for next 3 months is to be submitted.

Registration Link: http://www.iiitt.ac.in/vla_registration_info

Design, Develop and Deliver Online Courses with MOODLE Learning Management System

Programme Outline

Day -1	Objectives	Contents
S1	**A First look at the Moodle LMS Platform**	1. Philosophy of Online Learning Management System 2. Understanding the Learning Management System 3. What makes Moodle Special 4. Moodle Basics **Managing Content in Moodle** 1. Creating a New Course 2. Adding and Managing Content 3. Managing Course Class & Participants 4. Effective Content Practices
SII	**Hands on Activity**	Design & Develop **One Week ONLINE Course [Two Topics] – One Objective and One Outcome**
SIII	**Teaching with Moodle**	1. Creating a New Course 2. Managing Course Participants **Resources** a. Open Educational Resources b. Word Docs c. PDF d. PowerPoint & Spreadsheets e. Videos / YouTube
SIV	**Hands on Activity**	**Hands on Activity**

Day -2	Objectives	Contents
S1	**Engaging Learners in Communication & Collaboration**	1. News Forums 2. Messaging 3. Chat 4. Blog 5. WIKI
SII	**Hands on Activity**	**Hands on Activity**
SIII	**Working with Moodle Course Management Activities**	1. Discussion Forms 2. Online Assignment Submission 3. MCQ 4. Grading
SIV	**Hands on Activity**	**Hands on Activity**

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