Teaching in Pandemic
Guidelines
FOR TEACHER
Background

- Indonesia has been categorized as an **unsafe country** in a recent report that studied Covid-19 responses in 200 countries and regions in terms of government responses, including quarantine efficiency and emergency preparedness. (Reported by The Deep Knowledge Group's report, titled "Covid-19 Regional Safety Assessment," analyzes and ranks the countries’ economic, social and health stability).
  

- Our priority is the safety and well being of teachers and the students.

- All teachers and students are given access to elevate to facilitate distance learning and continue “classroom blended learning”.
The World Health Organization has acknowledged there is emerging evidence that the coronavirus can be spread by tiny particles suspended in the air (BBC, Wed, July 8, 2020).


Background
Teaching in Pandemic at Pribadi School: Background Researches

• Subsequent moderator analyses found that studies of blended approaches in which 60%–80% of learning was mediated via technology found significantly more positive effects relative to face-to-face instruction than pure distance learning studies did.


• Students those were introduced to online learning environment through Moodle, had encouraging, optimistic and positive approaches and attitudes towards Moodle and sequentially had better and enhanced learning and understanding of the course material.

• The additional use of Moodle, with traditional classroom, face to face instruction can impact the students learning and understanding with positive attitudes.


Google Scholar
Teaching in Pandemic at Pribadi School: School Strategy

- Aiming to approach blended learning method rather than online learning method, Pribadi school uses two kinds of online learning and teaching: synchronous face to face session (happening collaboratively and at the same time with a group of online learners) and semi/asynchronous (happening at scheduled or at any time, not necessarily in a group, but with teacher feedback).

- For the lesson with single meeting per week, synchronous face to face session and semi/asynchronous session are conducted alternately within two continuous week, whereas for the lesson with two or more meeting per week, synchronous face to face session conducted once and the other sessions are semi/asynchronous session with LMS.
Synchronous Face to Face Session

• Teacher teaches remotely from the school.

• For each class, teacher teaches synchronously by using teleconferencing tools (e.g. Zoom) conducted once a week as it scheduled on the lesson timetable. The duration of each lesson is 50 minutes. The course must provide online learners with sufficient concept explanation, instructional input, resources, guides, and supplemental materials that are designed to induce progress toward mastery of identified learning outcomes and are aligned with the course activities. It is expected that teaching the concept and give instruction in face to face session with real class atmosphere will make virtual courses impactful and special for the students.

• The school provides dedicated virtual classroom-studios equipped with high resolution cameras, sound system, promethean smart board, and graphics tablet that enables hand-draw images, animations, and graphics.

• For effective communication, each teacher should arrange their own WhatsApp group with the students.
Semi/asynchronous Session with Pribadi LMS for Blended Learning

• Pribadi Learning Management System (LMS) is used to set up online learning. Pribadi LMS stores unit and course plans and has activities built into it such as discussion forums, quizzes, interactive learning activities, educative games, and e-portfolios.

• Teachers will motivate students and inform the students about activities, worksheets, and assignments to do on the day. Teacher may do this teaching activity at home.

• Teacher may conduct the activity and stays online until the end of the lesson so that the teacher can control students’ participation and students’ work.

• The school provides equipment to make high quality pre-recorded teaching video to be embedded in the LMS.
The Platforms

1. EDUNAV
2. Pribadi LMS (Learning Management System)
3. Latihan.id
Complementary Applications

- Mentimeter
- Pear Deck
- Kahoot!
- Khan Academy
- GeoGebra
- YouTube
- Quizizz
- Zoom
- Quizlet
- edpuzzle

Pribadi LMS (Learning Management System)
Online learning environments offer increased flexibility for assessment, and can be used to encourage the development of creativity, critical thinking and in-depth subject matter knowledge - each of which is essential for quality learning. Many different types of assessment can be used online. A few are listed below, they are:

- Written assignment
- Participation in online discussions
- Essays
- Online quizzes
- Multiple choice questions to test understanding (formative) or as a test (summative)
- Collaborative assignment work
- Experiential activities such as role play and simulation
- Learning portfolios
<table>
<thead>
<tr>
<th>Period</th>
<th>Time</th>
<th>Monday</th>
<th>Tuesday</th>
<th>Wednesday</th>
<th>Thursday</th>
<th>Time</th>
<th>Friday</th>
<th>Saturday</th>
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<tbody>
<tr>
<td>0</td>
<td>08.00-08.30</td>
<td>Virtual Flag Raising Ceremony</td>
<td>Literature Program</td>
<td>Morning Assembly</td>
<td>BTQ and OSIS Program</td>
<td>08.00-08.30</td>
<td>Morning Workout</td>
<td>Extra Lessons (if needed)</td>
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<td>08.30-08.45</td>
<td>Break</td>
<td></td>
<td></td>
<td></td>
<td>08.30-08.45</td>
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<td>08.45-09.35</td>
<td>1st Lesson</td>
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<td>1st Lesson</td>
<td>08.45-09.35</td>
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<td></td>
<td>09.35-09.45</td>
<td>Break</td>
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<td>09.35-09.45</td>
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<td>09.45-10.35</td>
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<td></td>
<td>10.35-10.45</td>
<td>Break</td>
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<td>10.35-10.45</td>
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<td>3</td>
<td>10.45-11.35</td>
<td>3rd Lesson</td>
<td>3rd Lesson</td>
<td>3rd Lesson</td>
<td>3rd Lesson</td>
<td>10.45-11.35</td>
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<tr>
<td></td>
<td>11.35-12.35</td>
<td>Break</td>
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<td></td>
<td>11.35-13.00</td>
<td></td>
<td>Friday Prayer (for Moslem)</td>
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<td>4</td>
<td>12.35-13.25</td>
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<td>4th Lesson</td>
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<td>4th Lesson</td>
<td>13.00-13.50</td>
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Teacher Obligations in Distance Learning

1. Syllabus and Lesson Plan

• Teachers have to share subject syllabus for online learning to the students. The syllabus indicates the expected outcomes with time periods aligned. Short explanations may be added in each learning outcome and the assessment to be given.

• Digital lesson plan must be submitted to the academic coordinator no later than Friday afternoon before the actual teaching week. Lesson plans include synchronous and semi/asynchronous learning with predefined templates.
Teacher Obligations in Distance Learning

2. Compile teaching materials to LMS

Teaching materials must be compiled no later than Friday afternoon before the actual teaching week. LMS team will check the content of LMS on Saturday. For each teaching week, LMS of each lesson should contains:

- Attendance checklist
- Pre-recorded video of teacher explaining the lesson concept (at least one pre-recorded video for each topic)
- Teaching materials (slide, summary, links, interactive games, etc.)
- Assessment in the form of quiz or exam (can be embedded from exam view file, quizziz, quizlet, kahoot, etc.)

Assessment should be planned and aligned with the learning outcomes within the instructional design process to enhance the quality of online learning.
3. Be productive while at school

- Teachers have to come to school for virtual synchronous face to face session.

- While at school, teachers must also make teaching video recording that will be embedded in the LMS so that it can be accessed by students. Teacher should record at least one video for each topic.
Teacher Obligations in Distance Learning

4. Teaching through LMS

- Teachers may teach by using LMS at home.
- Teachers should stay online until the end of the lesson.
The chart below provides some information related tools used in learning and teaching online:

<table>
<thead>
<tr>
<th>Teleconferencing Tool</th>
<th>Learning Management System</th>
<th>Content Delivery Apps</th>
<th>Games, Simulations and Virtual Lab</th>
<th>Assessment Tool</th>
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<tbody>
<tr>
<td>Zoom</td>
<td>Edunav</td>
<td>Google Slide</td>
<td>PhET interactive simulations</td>
<td>Latihan.id</td>
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<td>Google Meet</td>
<td>Google Classroom</td>
<td>Pear Deck</td>
<td>Labster</td>
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<td>Moodle</td>
<td>Nearpod</td>
<td>National Geographic Kids</td>
<td>Kahoot</td>
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<td>Edmodo</td>
<td>Eduflip.id</td>
<td>The World’s Future</td>
<td>Edpuzzle</td>
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<td>Socrative</td>
<td>ck12</td>
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<td>Examview online</td>
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<td>My-Mercury</td>
<td>Elevate Cambridge</td>
<td>Spiral</td>
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</tbody>
</table>
Appendix

The following list are self-directed learning content:

ABRA - Selection of 33 game-like activities in English and in French to promote reading comprehension and writing skills of early readers.
British Council – English language learning resources, including games, reading, writing and listening exercises.
Byu's – Learning application with large repositories of educational content tailored for different grades and learning levels.
Code It – Helps children learn basic programming concepts through online courses, live webinars and other kid-friendly material. Available in English and German.
Code.org – Wide range of coding resources categorized by subject for K12 students offered for free by a non-profit.
Code Week – List of online resources to teach and learn computer coding
Discovery Education – Free educational resources and lessons about viruses and outbreaks for different grade levels.
Duolingo – Application to support language learning. Supports numerous base and target languages.
Facebook Get Digital - Lesson plans, conversation starters, activities, videos and other resources for students to stay connected
Feed the Monster – Android application in multiple languages to help teach children the fundamentals of reading.
Geekie – Portuguese language web-based platform that provides personalized educational content using adaptive learning technology.
Khan Academy – Free online lessons and practice in math, sciences and humanities, as well as free tools for parents and teachers to track student progress. Available in 40+ languages, and aligned to the national curriculum for over 10 countries.
KitKit School - Tablet-based learning suite with a comprehensive curriculum spanning early childhood through early primary levels.
LabXchange – Curated and user-created digital learning content delivered on an online platform that enables educational and research experiences.
Mindspark – Adaptive online tutoring system that helps students practice and learn mathematics.
Mosoteach – Chinese language application hosting cloud classes.
Music Crab – Mobile application accessible for music education.
OneCourse – Child-focused application to deliver reading, writing and numeracy education.
Polyup – Learning content to build math and gaining computational thinking skills for students in primary and early secondary school.
Quizlet – Learning flashcards and games to support learning in multiple subjects.
SDG Academy Library - A searchable library of more than 1,200 educational videos on sustainable development and related topics.
Siyavula – Mathematics and physical sciences education aligned with South African curriculum.
Smart History – Art history site with resources created by historians and academic contributors.
YouTube – Huge repository of educational videos and learning channels.
Appendix

The following list are tools for teachers to create digital learning content:

- **Thinglink** – Tools to create interactive images, videos and other multimedia resources.
- **Buncee** – Supports the creation and sharing visual representations of learning content, including media-rich lessons, reports, newsletters and presentations.
- **EdPuzzle** – Video lesson creation software.
- **Kaltura** – Video management and creation tools with integration options for various learning management systems.
- **Nearpod** – Software to create lessons with informative and interactive assessment activities.
- **Pear Deck** – Facilitates the design of engaging instructional content with various integration features.
- **Squigl** – Content creation platform that transforms speech or text into animated videos.
- **Trello** - A visual collaboration tool used by teachers and professors for easier coursework planning, faculty collaboration, and classroom organization.
Thank you

Stay Safe and Healthy