


# BREAKOUT ROOMS AND DISCUSSION FORUMS FOR COLLABORATION



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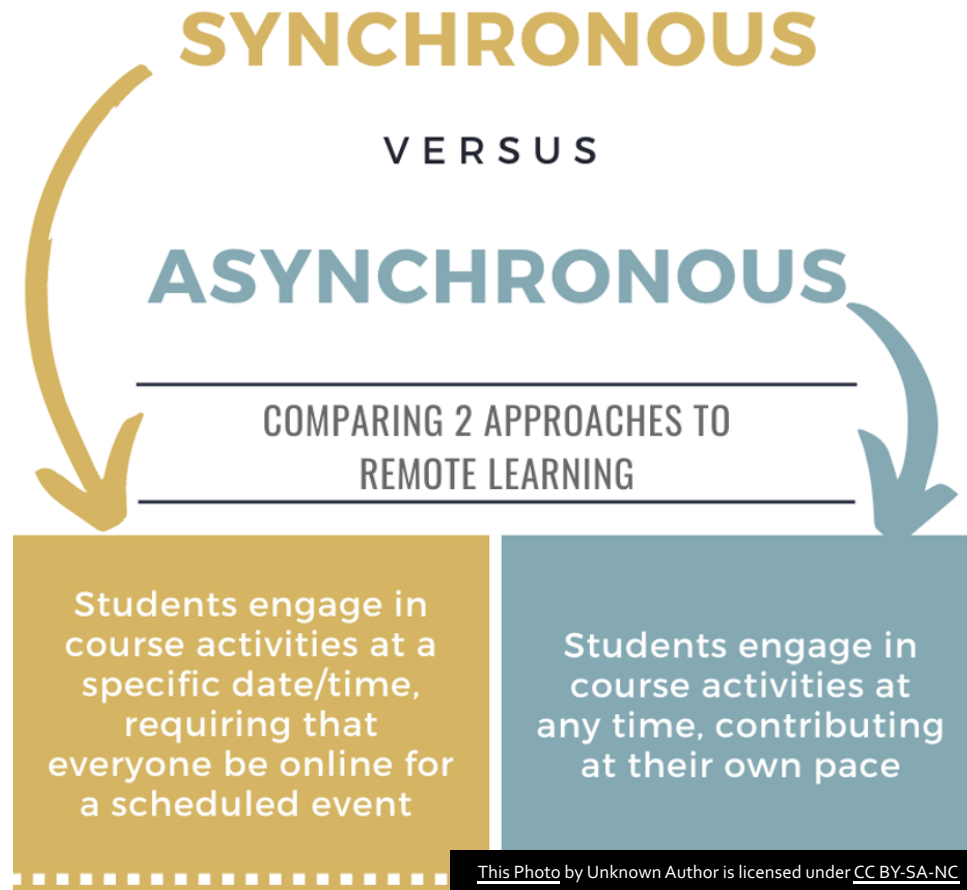
# Brief overview

Asynchronous and synchronous discussions for collaboration

Online discussion forums  
(overview and uses)

Breakout rooms (Zoom)

# Definitions



- Asynchronous collaboration: Occurs at different times, over time (Discussion forums)
- Synchronous collaboration: Occurs at the same time (Zoom – Breakout rooms)

# Asynchronous vs synchronous

## Asynchronous

- Reflective practice (over time, can go back to previous discussions)
- Any place, any time
- Time to pull thoughts together
- Good for quiet students
- Creating community
- Collaboration

## Synchronous

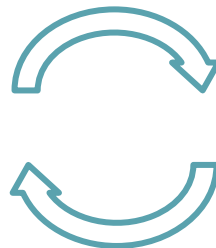
- Similar to a classroom
- Immediate feedback
- Scenario/role-play
- Clarifying misunderstanding
- Creating community
- Collaboration

# Online discussion forums

- From a social constructivist perspective, the goal of online discussions is for learners to build understanding through dialogue with others
- At a basic level this involves

*Externalizing one's ideas by  
contributing posts to an online  
discussion*

**SPEAKING**



*Taking in the externalizations of others  
by accessing existing posts*

**LISTENING**

# Discussion forums

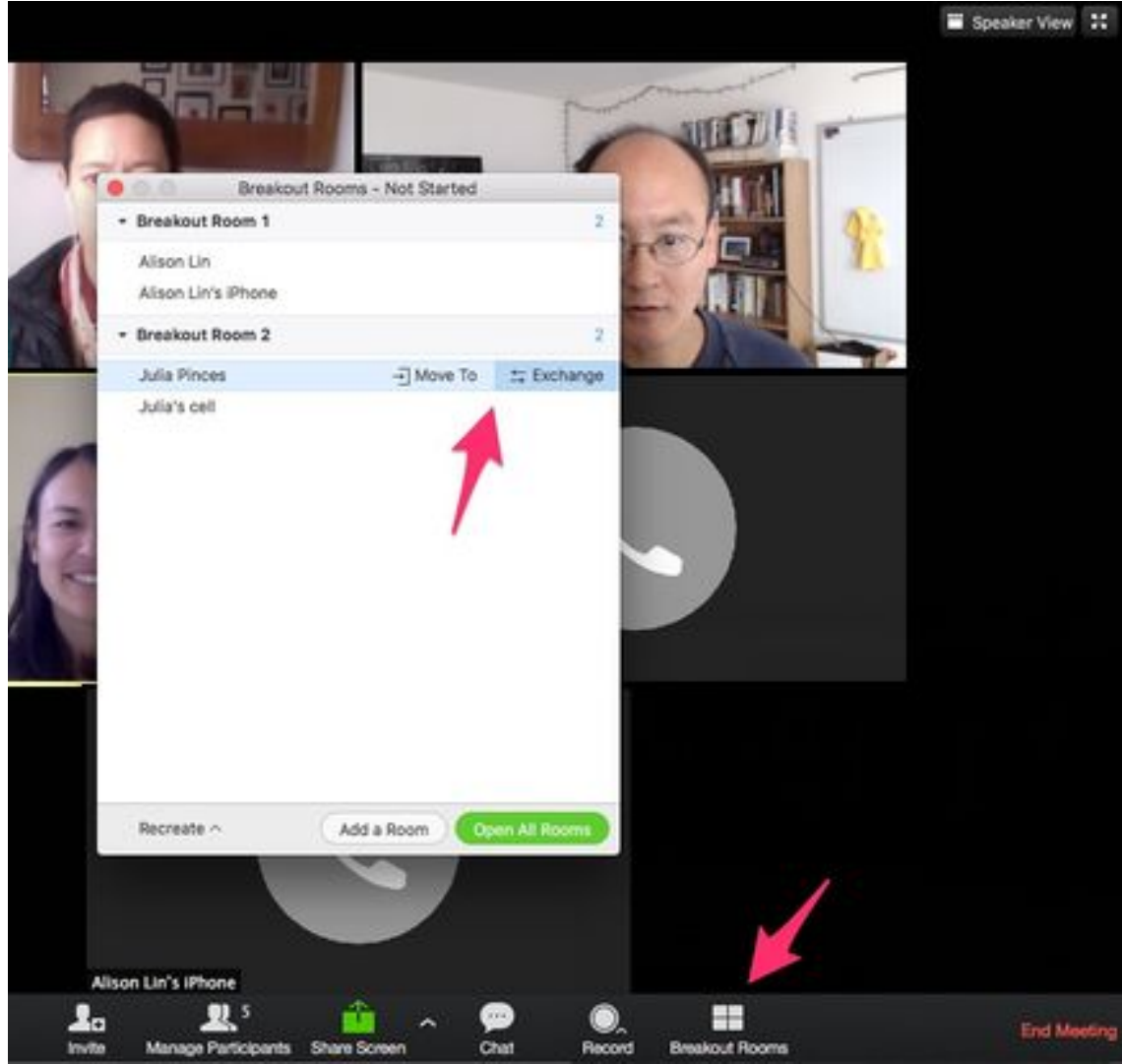
- Group knowledge construction
- Allows for deep reflection over time
- Thought out responses
- Can revisit past discussions



# Tips

<b>Purpose</b>	Bring the discussions into your synchronous work and other assignments (give them purpose)
<b>Interaction</b>	Promote student interaction, responding, (listening)
<b>Time</b>	Suggest at least 2 posts at different times (spread across the discussion)
<b>Length</b>	Keep posts short, but not too short (50-200 words). Short posts lack substance. No one reads long posts.
<b>Roles</b>	Assign roles – facilitator, motivator, wrapper, synthesizer





## Breakout rooms

- sub **rooms** that can be created within a meeting

Zoom

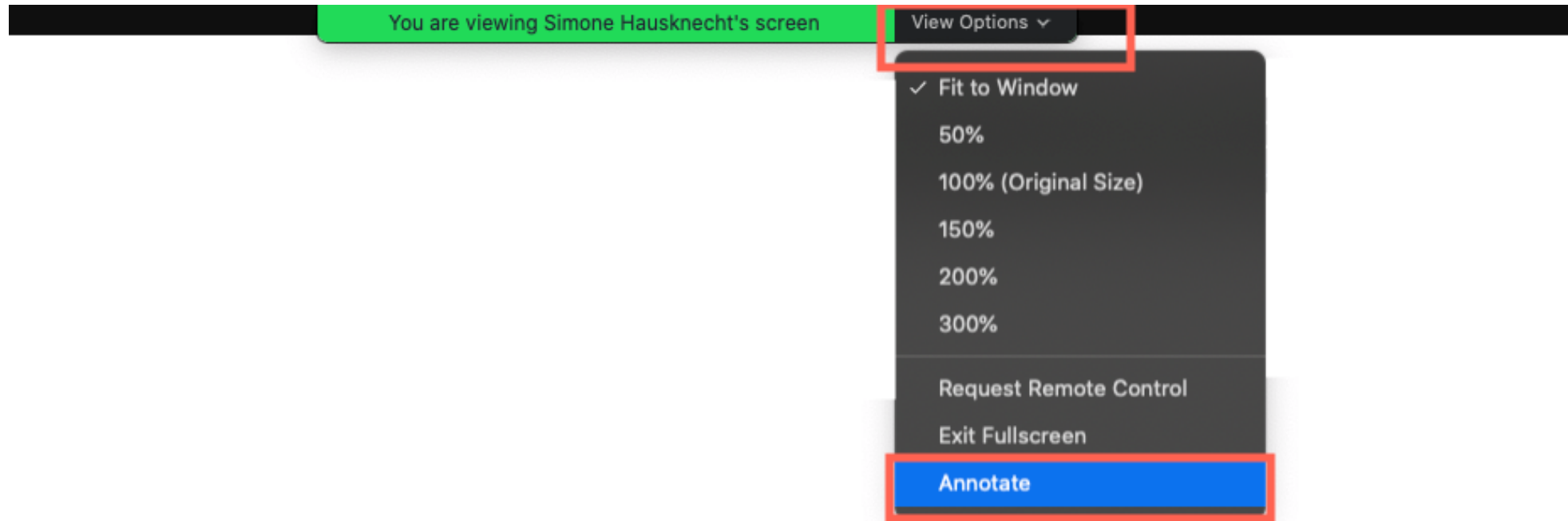
Collaborate  
Ultra

Main breakout room options

# Some ways to use Breakout rooms

- Brainstorming – give students a problem to solve
- Reflection and takeaway – Each group discusses what was their main takeaway
- Scenario, roleplay
- Design, planning
- Flipped classroom

# Annotate features





You are viewing Simone Hausknecht's screen

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