# Ignatian Course Design Worksheet for Online Learning: Step 4: Experiences in the Online Classroom

Ignatian “Experience” refers broadly to any experience that a student has had or will have in the classroom. Traditionally the “experiences” that students have in an online course are fairly limited: watch a video; read an article; participate in an online discussion. With recent technological and pedagogical advances, those limitations are now largely artificial, imposed by perceived technological limitations. Think about the course you are designing and refer to the list below to imagine specific experiences that you could provide for your students to help them better engage with the course content. Note: Some of these activities could also be considered reflections, or actions. The categories are not exclusive. The intent of the activity and how it is assessed determine its classification.

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| Online Learning Experiences | | | | | |
| Refer to the list of sample experiences below to plan rich, interactive learning experiences for the students who will be taking the course you are designing. Each experience should be specifically aligned to a planned learning objective. You may plan more than 1 Experience for each objective. | | | | | |
| Reading a textbook | Listening to a podcast | Following a Twitter stream | Watching a video | Making a video | Conducting an interview |
| Building a model | Visiting a museum | Drawing a diagram | Role playing | Watching a lecture | Talking to experts |
| Taking notes | Moderating an online discussion | Completing an interactive module | Researching  Doing field work | Playing a game  Making a game | Exploring virtual reality |
| Learning Objective | | | Experience | | |
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