# Visuals to facilitate understanding

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# We are visual beings

90% of the information we take in every day is visual

We process images 60,000 times faster than text



Cross language barriers

## BUT



#### **Distracts**

Confuses

Takes up space

"The single biggest problem in communication is the illusion that it has taken place"

George Bernard Shaw







## Chat makes good graphics



#### Illustrate

#### Simplify

Clarify



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#### Illustrate

#### Simplify

Clarify











# au-dessous

The text on your slide should't be so small that the people in the back of the room cannot read them.

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# Too small.

#### Swan-Ganz (PAC) insertion is like « Surfing through Blood Stream »





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Premiers repères :

#### **CENTRAGE APPRENANT**

#### + ALIGNEMENT CONSTRUCTIF

Biggs et Tang, Teaching for quality learning at university









- A Frontal Lobe
- B Temporal Lobe
- C Pons
- D Medulla Oblongata

- E Parietal Lobe
- F Occipital Lobe G Cerebellum

One point









#### How the heart works

As your heart muscle contracts, it pushes blood through your heart. Your heart pumps blood from its left side, through the aorta (the main artery leaving the heart) and into the arteries. The blood travels through your arteries, which divide off into smaller and smaller blood vessels called capillaries.



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### Minimum amount of text



# Keywords or phrases

1



























Name	Symbol	Antiparticle	Spin	Charge	Mass	Interaction mediated	Observed
Photon	γ	Self	1	0	0	Electromagnetism	Yes
W boson	W <sup>-</sup>	W <sup>+</sup>	1	-1	80.385±0.015	Weak interaction	Yes
Z boson	Z	Self	1	0	91.1875±0.0021	Weak interaction	Yes
Gluon	g	Self	1	0	0	Strong interaction	Yes
Higgs boson	H <sup>0</sup>	Self	0	0	125.09±0.24	Mass	Yes

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#### Richard E. Mayer



#### **Principles of Multimedia Design**

- 1. Coherence Principle
- 2. Signaling Principle
- 3. Redundancy Principle
- 4. Spatial Contiguity Principle
- 5. Temporal Contiguity Principle
- 6. Segmenting Principle

- 7. Pre-training Principle
- 8. Modality Principle
- 9. Multimedia Principle
- **11. Personalization Principle**
- **10. Voice Principle**
- 12. Image Principle

# Interaction

#### Synchronous Asynchronous





#### Synchronous



- Icebreakers
- Quizzes
- Open questions

#### Synchronous





- Icebreakers
- Quizzes
- Open questions

- Think pair share
- Case study
- discussions

#### Ease the tension



#### Icebreakers

#### Assess prior knowledge





#### Teaser

This sound interesting! I want to know more!



## Check learning



### Consolidate learning





# Synchronous



How to participate?



#### wooclap

Questions (-)/1

Messages

Q 100 % Q X

Exit



# Kahoot





# Genially



## LMS (Moodle)







#### **Interactive Video**



https://perusall.com/

#### **Perusall**<sup>®</sup> > Using Perusall > template\_dividing\_your\_course\_into\_chunks

- 2. Say how long it will last
- 3. State the learning objectives. Learning objectives are broad statements written from an instructor's perspective that give the general content and direction of a learning experience. What will the students be able to do once they have completed the course? How will they apply the skills and competencies to other fields? The learning goals aren't necessarily observable or measurable.
- 4. State what the student will be able to do (and what they are expected to do) at the end of the course (learning outcomes). It can be useful to think about the assignment (backward design) they should be able to complete at the end of the course to identify the learning outcomes. A learning outcome describes, in observable and measurable terms, what a student is able to do as a result of completing a learning experience. To find out more on learning outcomes and learning objectives visit: <a href="https://resources.depaul.edu/teaching-commons/teaching-guides/course-design/Pages/course-objectives-learning-outcomes.aspx">https://resources.depaul.edu/teaching-commons/teaching-guides/course-design/Pages/course-objectives-learning-outcomes.aspx</a>

To write the learning outcomes, many professors like to use Bloom's Taxonomy. The verbs associated with each step in the Taxonomy can help define learning outcomes. To find out more about Bloom's Taxonomy visit: <u>https://www.celt.iastate.edu/teaching/effective-teaching-practices/revised-blooms-taxonomy/</u>

- 5. Do you expect your students to have some prior knowledge of the subject?
- 6. How will you be delivering this course? Will it be in person, in a classroom or will it take place online?
- 7. Will the classes be synchronous or asynchronous?
- 8. Will the course be blended or flipped? If yes, which virtual learning space will you be using (Moodle, Edunao, Miro board, Google Classrooms, Perusall, etc.)?

Put all this information in the table below :

#### You Course

1. Title of the course

2. Duration



First of all, you'll start with the course as a whole :

1. Give your course a title

 $\equiv$ 

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▶ III ← → + Start thread	Ω					
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