

The Learner Route and the e-learning fan (from the Move On E-tutor guide)

Learning option (including e-learning)	Elements of the model
Supporting learning	Additional activity to support in class learning, such as targeted skills development using Learner Route resources (Hot Topics or Skillswise activities).
Traditional teaching	In class activities, make full use of e-learning opportunities e.g. introduce use of Learner Route resources such as Hot Topics via interactive white board.
Blended learning	Tutor 'case loads' learner with selected activities from Learner Route, e.g. a timed practice test or Key Skills Trainer set tasks and activities.
Differentiated pace	Three hours' face-to-face induction and then learners proceed at their own pace on a set programme, possibly following a checklist of activities through the Learner Route from skills check to timed practice tests. (Less likely as a model for Skills for Life learning based on progress towards individual goals using an ILP.)
Differentiated programme	Agreed individualised programme for each learner that can be determined either face to face or remotely. Activities to address identified areas for skills development can be negotiated with individual learner. Tracking of individual progress can be electronic or paper based and is supported by the learner history facility on the Learner Route.
Anytime learning	A learner may be able to log on to the Learner Route at their PC at work, at home, in a library etc. for as little as ten minutes at a time increasing access and reducing barriers e.g. rural location or staff release issues in workplace.
Anytime anywhere learning	Learner accesses Learner Route at own pace and location. Learning can be fully directed by learner or with tutor guidance built in.

Skills for Life Support Programme

Reflective activity 3: The e-learning fan

Look at the learning options and note where you or your organisation is currently using the learning model.

Learning option (including e-learning)	Currently used? Where? How?
Supporting learning	
Traditional teaching	
Blended learning	
Differentiated pace	
Differentiated programme	
Anytime learning	
Anytime anywhere learning	

Looking at the models that are not currently used, which could be implemented:

- immediately?
- in the medium term?
- in the long term?

Where and how would they be implemented? What support would be required (training, resources etc.)?

