Blended Learning as a way of Enhancing Learning and Redefining Teaching Roles – A Case of Strathmore University

**Scope of study:** Strathmore University

**Focus Group:** Undergraduate Students

**Presenter Name:** Samuel Greg Ondunga
What is Blended Learning

Blended Learning is a way of learning that **combines online resources with inperson instruction**
To create a more personalized online environment
Models of Blended Learning

01 Station Rotation

02 Lab Rotation

03 Individual Rotation

04 Flipped Classroom

05 Flex Model

06 A La Carte

07 Enriched Virtual

This model is most common in elementary schools
Models of Blended Learning

**MODEL 01**

**Station Rotation**

Students rotate through stations on a fixed schedule, where at least one of the stations is an online learning station.

Most common in elementary schools because teachers are already familiar rotating in “centers” or stations.
Students rotate through stations on a fixed schedule. However, online learning occurs in a dedicated computer lab. Enabling schools to make use of existing computer labs.
Students rotate through stations, but on individual schedules set by a teacher or software algorithm.

Unlike other rotation models, students do not necessarily rotate to every station; they rotate only to the activities scheduled on their playlists.
Students learn at home via online coursework and lectures, and teachers use class time for teacher-guided practice or projects.

This model enables teachers to use class time for more than delivering traditional lectures.
Students move on fluid schedules among learning activities according to their needs. Online learning is the backbone of student learning in a Flex model.

Teachers provide support and instruction on a flexible, as-needed basis while students work through course curriculum and content.

This model can give students a high degree of control over their learning.
Motivation for Research?
Motivation for Research

- Concept Comprehension
- Skill Driven Learning
- How to Achieve Inclusivity
  - 5,000 students
  - 213 international students
- Diverse Knowledge and Understanding Levels
Research Objectives

1. **NEED AND CLIENT VERIFICATION**
   Verify the extent and the clientelle market for the blended learning services within the University.

2. **SCALE OF IMPLEMENTATION**
   Determine the extent to which blended learning can be implemented.

3. **REVENUE GENERATION**
   To establish extent to which blended learning can be able to generate revenue for the university.
Research Methods

1. Questionnaires
2. Interviews
Research Findings

- Want class videos available online (48)
- Not willing to Pay (41)
- Willing to Pay (13)
- Do not want class videos available online (6)
- No-Concept awareness (46)
- Concept Awareness (8)

- 88% Want class videos available online
- 24% Willing to Pay
- 12% Do not want class videos available online
- 15% No-Concept awareness
- 85% Concept Awareness

- Strathmore University
Conclusions & Recommendations

1. Make class videos available online

2. Comprehension will be enhanced with blended learning

3. Do not charge for the online videos