

## Learning and Teaching Activities

A learning and teaching activity enables students to engage with a facilitator to learn the knowledge or skills required to achieve the desired educational outcome. A list of the learning and teaching activities that are currently available in the Timetabling system are provided in the table below. A full review of learning and teaching activities is beyond the scope of this review, which focusses on existing activities in the Timetabling system. Note that a separate list of assessment activities is provided in the [Assessment Policy](#) and [Assessment Practice Procedures](#).

The list provides:

- A definition of the activity
- An indication of the nature of the preparation required
- Advice on whether it can be delivered
  - synchronously – occurring at the same time/coinciding in time
  - OR**
  - asynchronously – not occurring at the same time or in coordination with other events, but rather in a way that is independent and allows for flexible timing.
- An indication of which activities can be a hybrid i.e. allow for some students to attend on campus and some to attend online, at the same time.

Activity	Description	Online?		
		Synchronous	Asynchronous	Hybrid
Case Study	A defined series of activities, usually weekly or fortnightly, where the same small group of students study a case together. A facilitator generally uses the first activity to introduce the subject or discussion topic. Subsequent activities build on the case analysis and provide an opportunity for students to apply their knowledge.	X	X (contribution asynchronously within time limits – e.g. a week)	X
Clinical Orientation	A session that usually involves a facilitator sharing critical information with students before going on placement. Sessions may also be used to introduce students to their placement supervisor at the participating organisation. Attending an orientation session is usually a requirement that must be completed before going on placement.	X	X	X

Clinical placement	Clinical placements provide an opportunity for a student to focus on applying the knowledge and skills that they have acquired to a clinical or allied health care setting working with patients or clients. The placement is only available to students following successful completion of required assessments and other requirements.	? Possible if in an online synchronous telehealth placement		
Clinical simulation	A specialised practical that provides students with hands-on experience in a simulated real-world or learning environment. Typically requires the use of a specialised teaching space, equipment or software e.g., the Clinical Skills & Simulation Unit, or spaces that are equipped with activity video recording equipment	? Possible if in an online synchronous telehealth simulation		
Computer laboratory	A session involving a brief informal presentation by a facilitator followed by group discussion and skills-based learning that allows students to apply the theory learned to develop practical skills. It always requires the use of specialised computer equipment or software e.g., equipment or software required for VFX, 3D modelling, or software engineering.	? Possible if equipment is available in online computer laboratory	? Possible if equipment is available in online computer laboratory	
Excursion	An excursion is a group activity whereby students undertake a facilitated trip for an educational purpose to an on or off-campus venue, usually for a short period. For example, a museum, art gallery, performance space, cultural centre, or conservation area. Excursions are usually planned for venues that have their own health and safety plans. If transport is provided, a field trip plan must be completed.	? Possible if a virtual excursion has been set up.	? Possible if a virtual excursion has been set up.	
Field placement	Field placements provide a learning opportunity for students to focus on applying the knowledge and skills they have acquired to a practical setting. Students will typically work directly with clients in an allied health or educational organisation. The placement is only available to students who have successfully completed the required assessments and other requirements	? Possible if in an online synchronous field environment.		
Field trip	Field trips are any work, research, study or activity approved by a college/portfolio undertaken by staff and students off-campus at an urban, rural, remote, freshwater or marine location. Field trips must be approved by a College or Portfolio and undertaken according to the <a href="#">Flinders Workplace Health and Safety policies and procedures</a> .			
Film, video or game screening	Film screening is usually facilitated by an expert in a specialised space for educational purposes e.g., the analysis of the scriptwriting, cinematography, directing or	Possible if a virtual equivalent environment is set up	Possible if a virtual equivalent environment is set up	

	visual effects or where the content of the film has specific educational value relevant to the topic being studied.			
Industry placement	Industry placements provide a learning opportunity for students to focus on applying the knowledge and skills acquired to a practical setting. Students will typically work directly with staff and clients from a partner organisation in an industry relevant to their course, excluding organisations in the clinical and allied health sectors. The placement is only available to students who have successfully completed the required assessments and other requirements.	? Possible if in an online synchronous industry environment.		? Possible if in an online synchronous industry environment.
Laboratory	A session involving a brief informal presentation by a facilitator followed by group discussion and skills-based learning. It always requires the use of specialised equipment or teaching space. A laboratory allows students to apply the theory learned to develop practical skills, usually working in small groups with discussion.			
Lecture	A formal presentation by a facilitator or external expert, typically to a large number of students, that usually has limited opportunity for engagement and group discussion with repeat lectures containing the same content. They are also automatically recorded when scheduled in a teaching space, such as a lecture theatre, that provides this functionality.	X	X	X
Negotiated program	An activity typically undertaken by an honour or postgraduate student that negotiates a project with a specific outcome with a facilitator and a defined unit value.		X	
Online exercises or interaction with online learning objects	An educational activity that must be undertaken and completed online, such as online quizzes, discussions threads, workbooks or engagement with interactive online learning objects.	X	X	X
Online resources or lectures	A formal presentation by a facilitator, typically to a large number of students attending online, that usually has limited opportunity for engagement and group discussion. If recorded and available for students to view asynchronously, it should be edited and chunked into mini-lectures and/or learning objects.	X	X	

Online tutorial	An online facilitated discussion and exploration of ideas and key concepts. Students are encouraged to have a high level of engagement and participation. There is no opportunity for attending the online tutorial on campus. If scheduled in asynchronous courses or topics, participation must be voluntary with asynchronous opportunities to cover the same material.	X		X
Practical	A practical session involving a brief informal presentation by a facilitator followed by group discussion and skills-based learning, typically but not always requiring the use of specialised equipment or teaching space. A practical allows students to apply the theory learned to develop practical skills, usually working in small groups with discussion.	X	? Possible if an asynchronous virtual environment has been created	X
Project Work	A discrete project of substantial size with a defined outcome, or deliverable, negotiated between a student, or small group of students working as a team, and a facilitator.	X	X	X
Seminar	A semi-formal presentation, typically by an expert, followed by a facilitated discussion and exploration of ideas and key concepts on an identified topic supporting advanced study. It may involve student engagement.	X	X	X
Supervised study	An activity that provides an opportunity for students to reflect on their learning undertaken in other sessions such as tutorials or workshops. Sessions can be facilitated by an expert or student peers, such as third year students facilitating sessions for first-year students.	X		X
Tutorial	A facilitated discussion and exploration of ideas and key concepts. Usually smaller than a workshop or a lecture and typically one hour. Students are encouraged to have a high level of engagement and participation. Tutorials are typically repeated.	X		X
Workshop	Workshops are large group interactive teaching sessions that usually has a specified outcome or goal. They can include short sections of direct instruction or semi-formal short presentation along with interactive activities. They provide more opportunities for collaboration and engagement, than a lecture and are larger than a tutorial. Typically, less than a total of five hours in duration. They can be run during an intensive teaching period.	X		X