ASSOCIATION FOR LEARNING TECHNOLOGY

ALT Certified Membership (CMALT) and Blended Learning Essentials. Guidance and mapping for a route to accreditation

About

CMALT is a peer-based professional accreditation scheme developed by ALT to enable people whose work involves learning technology to:

- have their experience and capabilities certified by peers;
- demonstrate that they are taking a committed and serious approach to their professional development.

Blended Learning Essentials is an open course for Vocational Education and Training funded by the Ufi Trust and delivered on Futurelearn. If you are working in further education, skills training, vocational education, workplace learning, lifelong learning or adult education, the course is designed to help you understand the benefits of blended learning and how to make more effective use of technology to support your learners. By the end of the course, you'll be able to:

- use a range of effective blended learning practices and pedagogies, to improve your learners' experience and attainment;
- understand how the many free and affordable technologies now available can enhance teaching and learning; and
- approach new technologies with confidence, designing a pedagogical approach to make the best use of these tools.

Further information see https://www.alt.ac.uk/membership/certified-membership/blended-learning-essentials-and-cmalt .

CMALT and Blended Learning Essentials mapping

Blended Learning Essentials: Getting started

		Blended Learning Essentials				
		Getting Started				
CMALT		Week 1	Week 2	Week 3	Week 4	Week 5
1. Operational issues	An understanding of the constraints and benefits of different technology	Why should we focus on blended learning? Activity 1: What is blended learning?, Activity 3: Blended learning in practice	Activity 1.1: The pedagogy of blended learning		Activity 1: Designing blended learning	
	Technical knowledge and ability in the use of learning technology		Activity 1.2: The technology for blended learning, Activity 1.3: Matching pedagogy with technology	Activity 1: Your Virtual Learning Environment		
	Supporting the deployment of learning technologies	Activity 2: Digital technology and teachers	Activity 2: Your readiness for blended learning			

2. Teaching, learning and / or assessment processes	An understanding of teaching, learning and / or assessment processes		Activity 1.1: The pedagogy of blended learning	Activity 2: Online tools beyond the virtual learning environment	Activity 2: Assessment and feedback	
	An understanding of your target learners	Activity 2: Digital technology and learners			Activity 1.3: Learners as co-designers	Activity 1: Developing your learners' digital literacy
3. The wider context	Understanding and engaging with legislation, policies and standards		Activity 2.3: Your environment and context	Activity 3: Open Educational Resources		
4. Communication - working with others	Candidates should demonstrate their knowledge and skills in communication through working with others				Activity 3: Flipping the learning	Activity 2: Improving access to learning, flexibility and inclusion

Blended Learning Essentials: Embedding Practice

		Blended Learning Essentials		
		Embedding Practice		
CMALT		**Week 1**	**Week 2**	**Week 3**
1. Operational issues	An understanding of the constraints and benefits of different technology	Activity 1:Why should blended learning improve learning outcomes?		
	Technical knowledge and ability in the use of learning technology		Activity 1: Reaching more learners, more flexibly	
	Supporting the deployment of learning technologies	Activity 2: Learning lessons from experience		
2. Teaching, learning and / or assessme	An understanding of teaching, learning and / or assessment		Activity 2: Supporting independent learning	

nt processes	processes			
	An understanding of your target learners	Activity 3: Building new activity to test with learners	Activity 2: Supporting independent learning	
3. The wider context	Understanding and engaging with legislation, policies and standards		Activity 3: Reducing the costs of innovation	Activity 1: Matching your innovation to the needs of your organisation
4. Communication - working with others	Candidates should demonstrate their knowledge and skills in communication through working with others			Activity 2: Supporting your colleagues in increasing their use of blended learning Activity 3: Working collaboratively to keep improving

Blended Learning Essentials: Developing Digital Skills

		Blended Learning Essentials	
		Developing Digital Skills	
CMALT		**Week 1**	**Week 2**
1. Operation al issues	An understanding of the constraints and benefits of different technology	Activity 4: Managing digital information	Activity 1: Creating basic digital content
	Technical knowledge and ability in the use of learning technology	Activity 4: Managing digital information	Activity 2: Creating advanced digital content Activity 3: Publishing digital content
	Supporting the deployment of learning technologies	Activity 3: Managing a digital identity	Activity 1: Creating basic digital content Activity 2: Creating advanced digital content
2. Teaching, learning and / or assessme	An understanding of teaching, learning and / or assessment	Activity 2: Ways of teaching digital skills	

nt processes	processes		
	An understanding of your target learners	Activity 1: Raising awareness of digital skills being used in the workplace Activity 2: Ways of teaching digital skills	
3. The wider context	Understanding and engaging with legislation, policies and standards	Activity 1: Raising awareness of digital skills being used in the workplace Activity 2: Ways of teaching digital skills Activity 3: Managing a digital identity	Activity 3: Publishing digital content
4. Communication - working with others	Candidates should demonstrate their knowledge and skills in communication through working with others	Activity 2: Ways of teaching digital skills Activity 3: Managing a digital identity	Activity 4: Collaborative digital content creation