# Reflecting on / (re)framing Multimodality in Practice: Activity Guide

## Overview

Multimodal learning:

> "A broader range of possibilities for teaching and learning practices [involving] ...different modes of communicative action (audio-visual, spatial, and behavioural) that work together in the expression, creation, and representation of meaning in and through the learning of staff and students." (HM project report, 2024)

In responding to the following provocations, think about strategies and designs to promote learning (e.g.):

- Simulated scenarios and challenges
- Remixing your use of physical and digital settings and media
- Adaptable and personalised assessments and technology/media-enhanced feedback
- How new technologies can aid productivity, and challenge and provide timely feedback to students
- Making time and access more flexible (e.g., remixing asynchronous and synchronous activities)
- Consistent, coherent, and stimulating designs that aid learner flow and growth.
- Discovery and use of data or evidence that takes diverse forms.

# Provocations

*Please provide examples from your strategies and practice and capture your reflections on the [**Padlet**](#) provided.*

## Authenticity

To what extent are you embracing multimodalities to:

- invest in learning environments that extend the reach and connectivity of your staff and students to engage with professional and public contexts towards deepening and enriching learning? **(Philosophy)**
- support your students' transition through their course or programme in ways that develop their agency, professional behaviours, and sense of becoming? (**Experience**)
- develop your teaching and learning activities to reflect professional challenges, practices and settings in a volatile, uncertain, complex, and ambiguous world? **(Practice)**
- celebrate innovative academic practices, and learning that exhibits risk and creativity? **(Innovation)**

## Learning Environments

To what extent are you embracing multimodalities to:

- recognise the value of learning that occurs outside of the classroom, individually, with peers, or others? **(Philosophy)**
- develop learning environments that feel safe and inclusive by adapting modes and media? **(Experience)**
- demonstrate a fuller sense of what is achievable by digitally extending the places you and your students use? **(Practice)**
- reflect future thinking in the design of your learning environment? **(Innovation)**

## Innovation

To what extent are you embracing multimodalities to:

- Encourage curriculum innovation by updating policies and reviewing standards? **(Philosophy)**
- Research and report on the experiences of staff and students and the expectations of employers and professions? (**Experience**)
- Design learning experiences that satisfactorily accommodate the full diversity of your students? (**Practice**)
- Inspire your students to rely upon each other by creating new types of event that foster peer support, trust, and a sense of belonging? **(Innovation)**