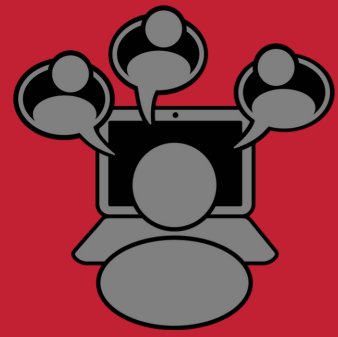# CREATING A COMMUNITY OF INQUIRY

IN A VIRTUAL LEARNING ENVIRONMENT

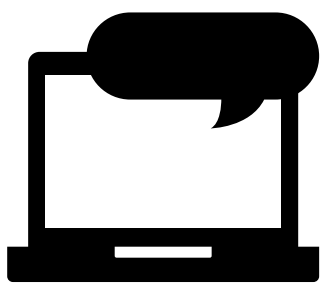## WHAT IS THE COMMUNITY OF INQUIRY FRAMEWORK?

- process of creating a deep and meaningful (collaborative-constructivist) learning experience through the development of three interdependent elements: social, cognitive and teaching presence [1]

TEACHING PRESENCE

- **Synchronous Support** - may include live direct instruction, small group meetings, office hours (Google Meet, WebEx, Zoom)
- **Asynchronous Support** - automatic feedback apps, video tutorials, email, individualized comments, assignment feedback (task, process, self-regulation)
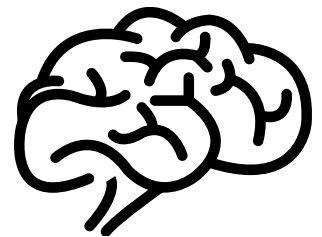
SOCIAL PRESENCE

- **Digital Citizenship** - civil discourse, positive and supportive communities, credible sources (INFOhio databases)
- **3 types of interactions** - teacher to student, student to teacher, student to student conversations
- **Communicate and Collaborate** - group projects, discussion boards, Flipgrid

COGNITIVE PRESENCE

- **Flexibility and Choice** - choice boards, learning menus, Layered Curriculum [2]
- **Alternative Assessment** - interviews, performance tasks, exhibitions, portfolios, journals
- **Engagement** - interaction with sources (DocsTeach), decision-making exercises (Google Forms), thinking routines [3]

Bonus Tip: Use Google Slides or Drawings instead of Docs for better interaction and collaboration.

SOURCES

1. The Community of Inquiry, http://www.thecommunityofinquiry.org/coi
2. Dr. Kathie Nunley, Layered Curriculum, https://brains.org
3. Project Zero's Thinking Routine Toolbox, https://pz.harvard.edu/thinking-routines