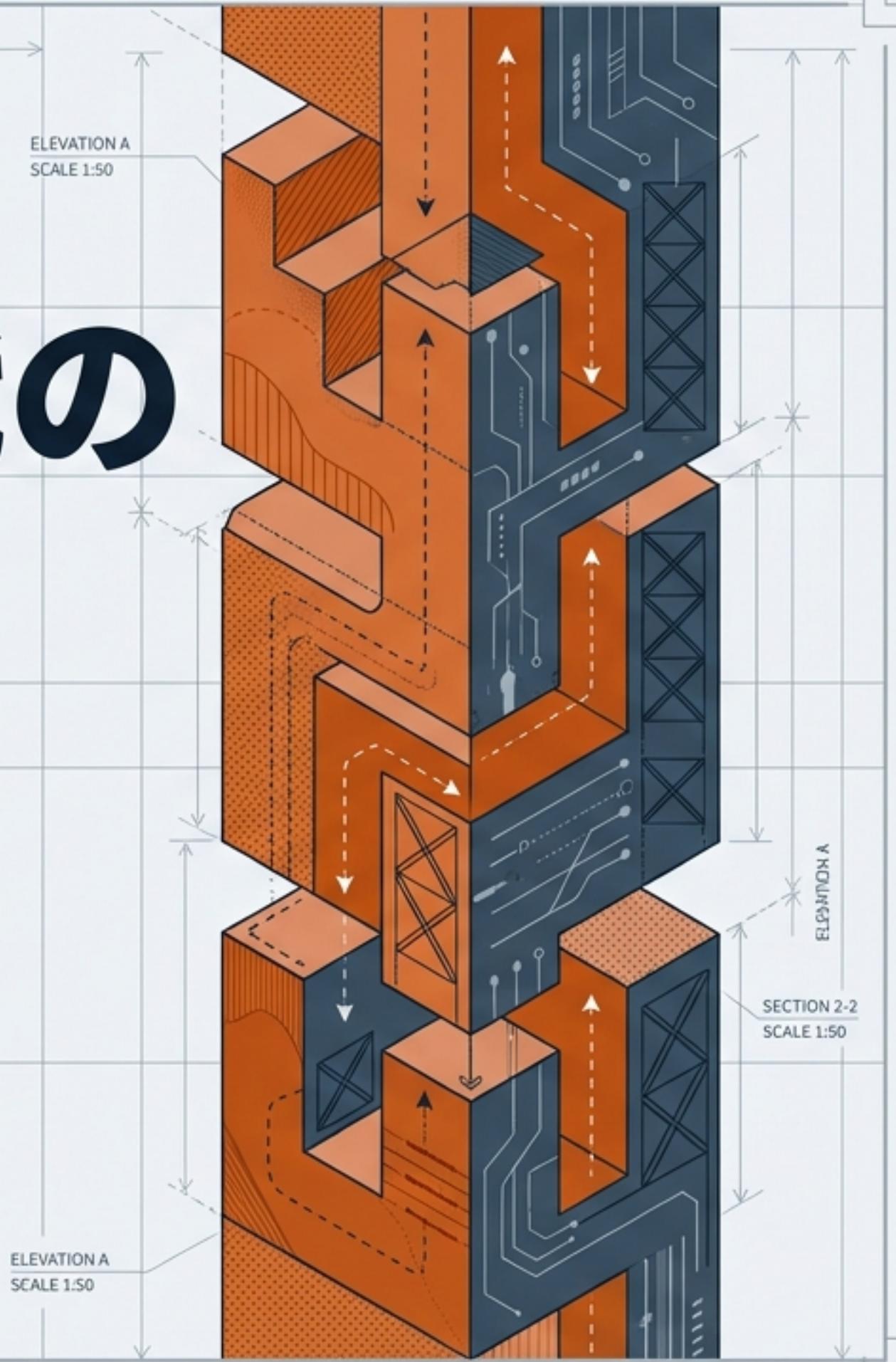


ニューノーマル時代の 教育設計と実践

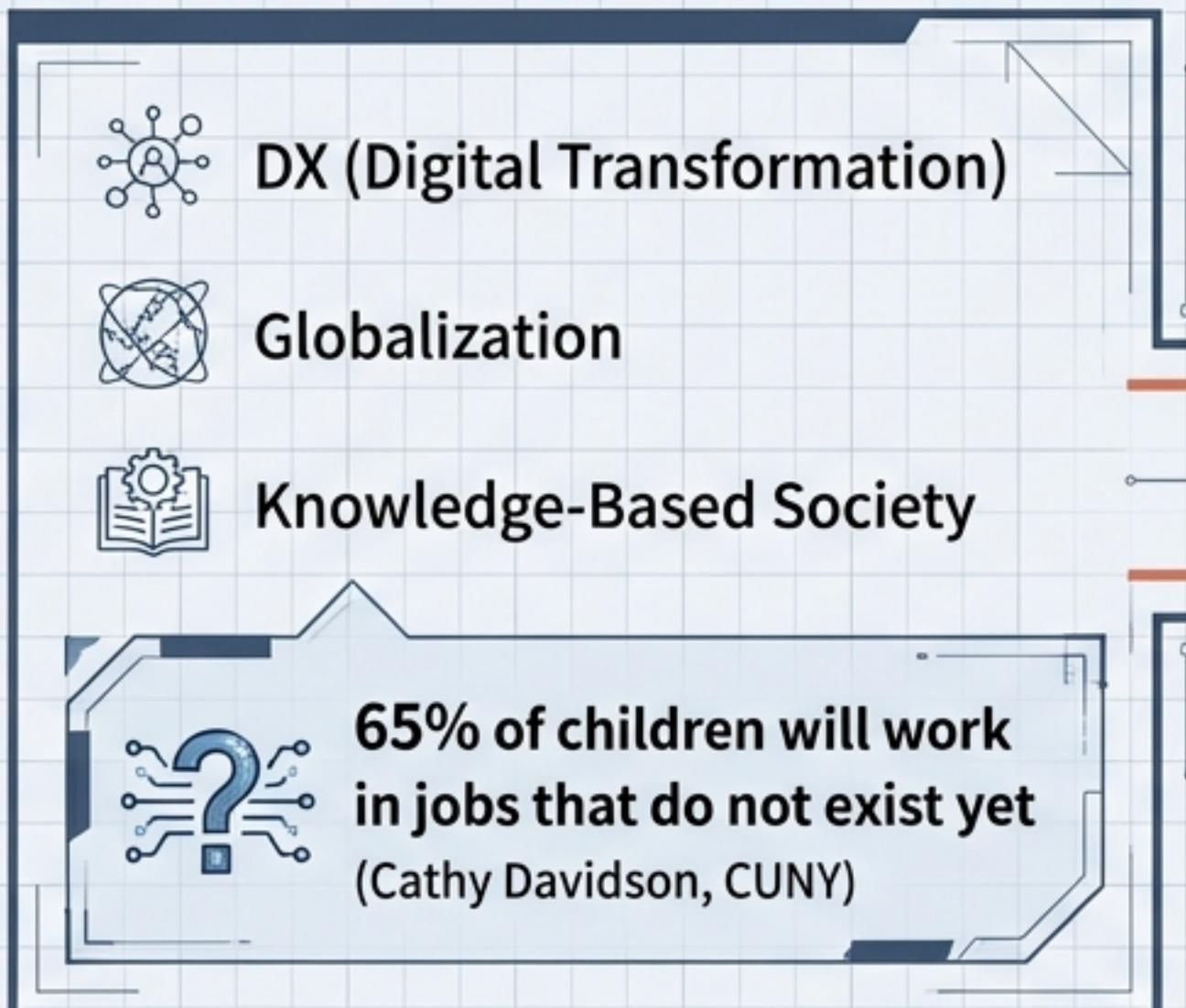
ハイブリッド型授業のデザイン：
戦略的枠組みと方法論

Based on Lecture 3 “Designing Hybrid Classes”

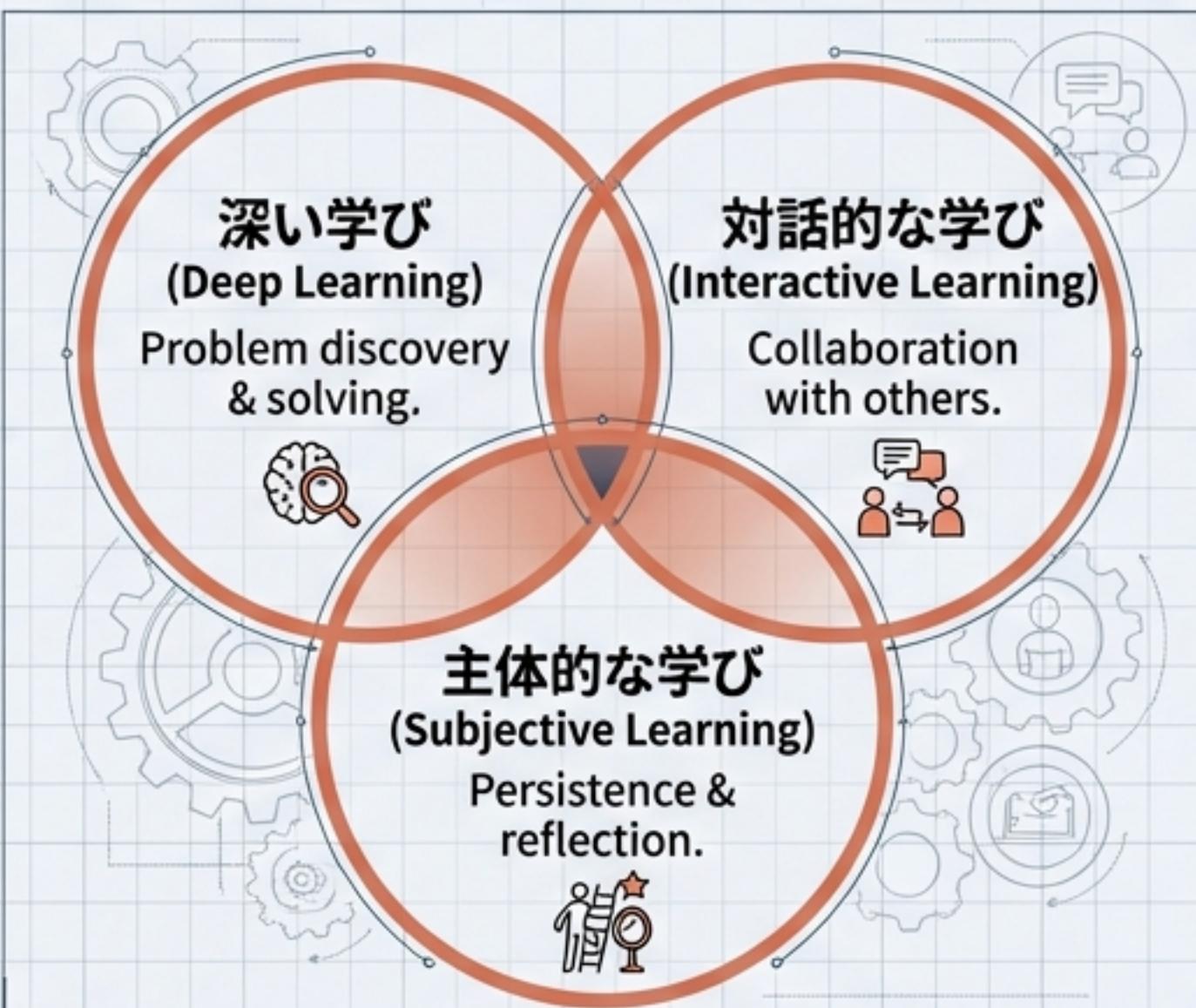


社会の変化が「新たな学び」への転換を求めている

Social Context



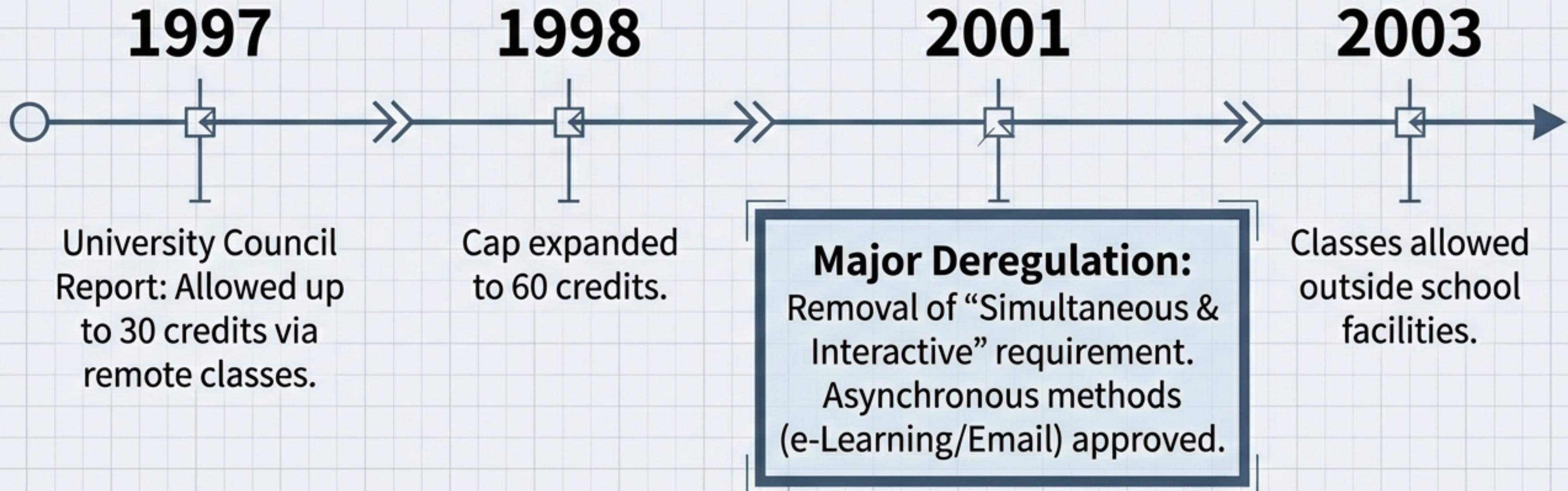
Active Learning (New Course of Study)



Key Takeaway: ICT creates the 'Space' for teachers to face students.



規制緩和の歴史が証明する遠隔教育の正当性



Insight: The definition of ‘Remote Class’ has legally evolved from strict TV-conferencing to flexible e-Learning.

効率性と人間性を統合するハイブリッドの概念

e-Learning (Online)



- Efficiency & Data
- Anytime, Anywhere (On-demand)
- Multimedia (Video, VR, CG)
- Instant Feedback

HYBRID SYNERGY

Maximizing strengths of both mediums.

Face-to-Face (Tai-men)



- Nuance & Socialization
- Group Work
- Physical Presence

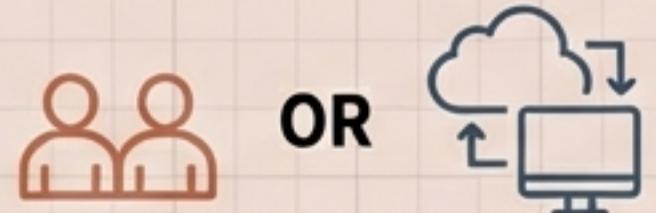
授業実施の3つのロジスティクス・パターン

HyFlex (Hybrid-Flexible)

Concept: Simultaneous Choice

Description:

Student chooses Face-to-Face
OR Online live.



Pros:

- ✓ Student autonomy; easy pivot to full online.

Cons:

- ✗ High teacher load (managing 2 audiences); complex AV setup.

Blended (Purpose-Driven)

Concept: Sequential Mix

Description:

Learning objective dictates mode
(e.g., Week 1 Class, Week 2
Online). Includes 'Flipped'.



Pros:

- ✓ High educational effect; lowers room usage.

Cons:

- ✗ Requires large rooms for specific face-to-face days.

Distributed (Emergency)

Concept: Split Rotation

Description:

Odd/Even ID split.
Half class attends, half online.



Pros:

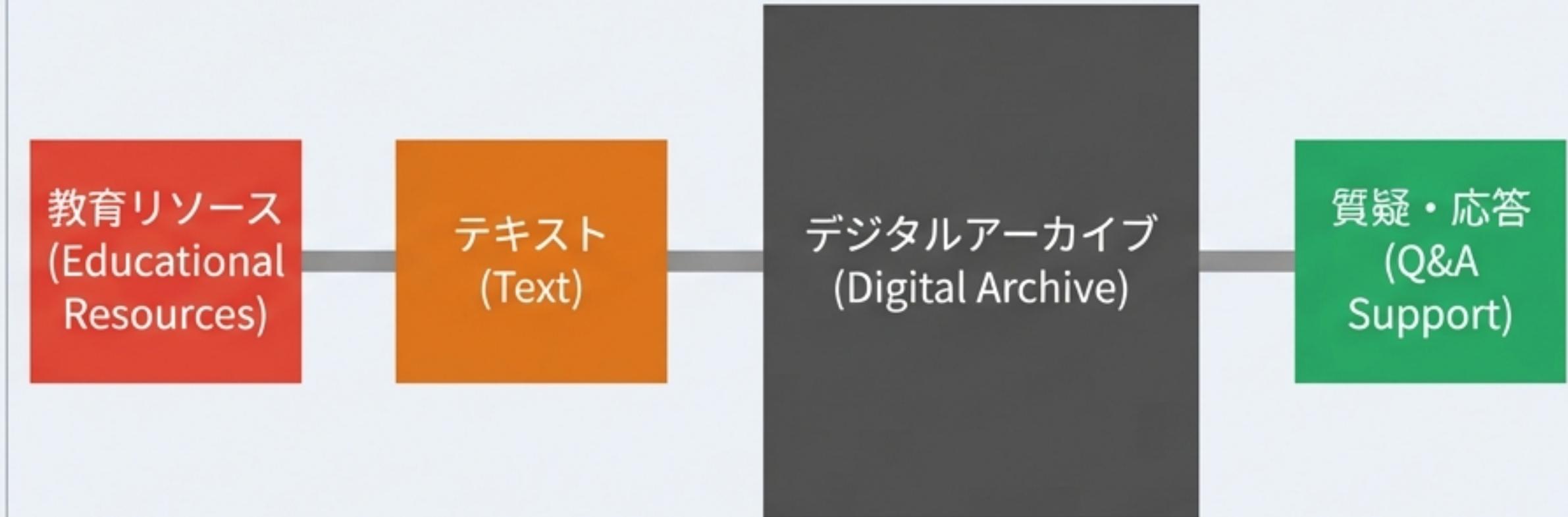
- ✓ Social distancing maintained.

Cons:

- ✗ Very high teacher load; complex course design.

カリキュラムを支えるインストラクショナル・デザイン

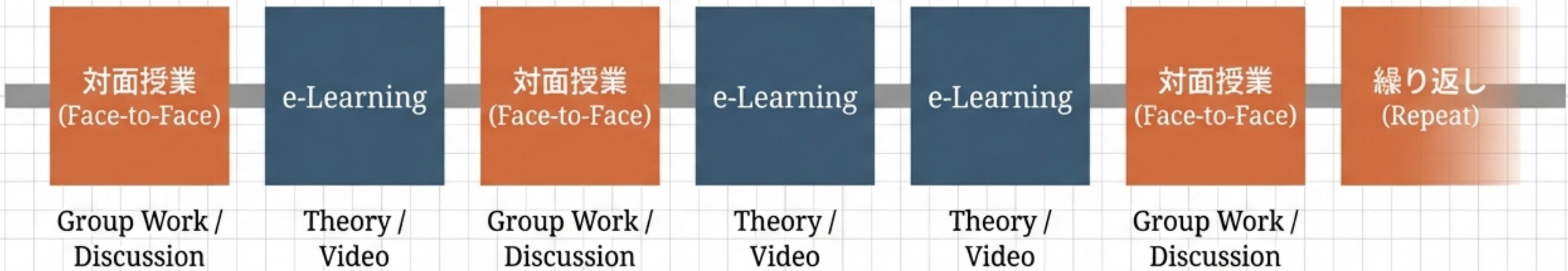
- **Curriculum:** "What" & "How" to teach.
- **Instructional Design:** Methodology for Effectiveness, Efficiency, and Appeal.



A robust Digital Archive is the fuel for Constructivist Learning.

デザインI型：理論と実践の交互深化

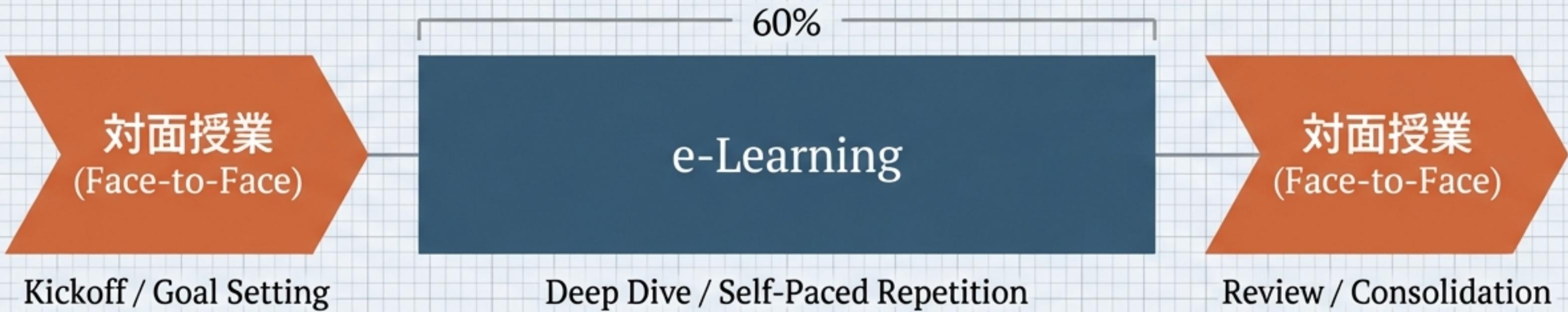
Type I: Alternating Model



Outcome: Individual Optimization & Problem Solving Skills.

デザインII型：反転授業による知識の定着

Type II: Flipped Classroom Model



Benefit: Spaced repetition enables higher retention.

デザインIII型：自律的な完全習得学習

Type III: Autonomous Mastery Model

Anytime, Anywhere, Self-Directed.

e-Learning

The 'Lifelong Learner' Model.

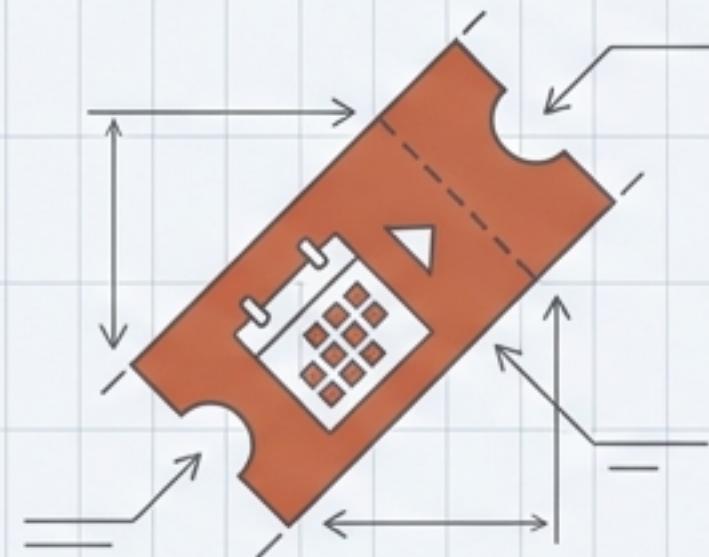
Vision: Learning without being taught.

A developmental model for teachers who continue to learn.

「非日常」から「日常」のツールへ

Phase 1: Before Corona

Event-based



Extraordinary
experience.

Phase 2: With Corona

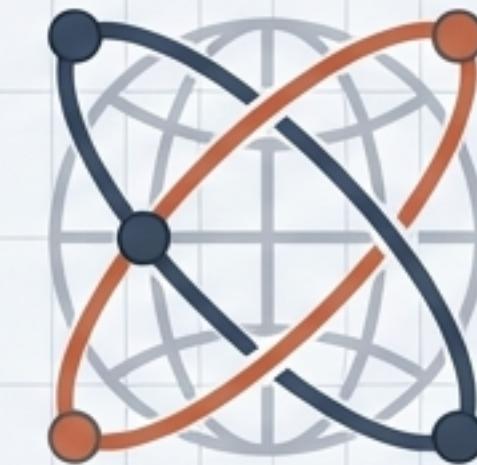
Daily Life



Homeroom,
Club activities, Classes.

Phase 3: After Corona (Vision)

Anytime, Anywhere



Integration of
Daily & Extraordinary.

The GIGA School Effect

1 Student, 1 Device = Infrastructure is now a Tailwind (追い風).

教室の壁を超える「遠隔協働学習」



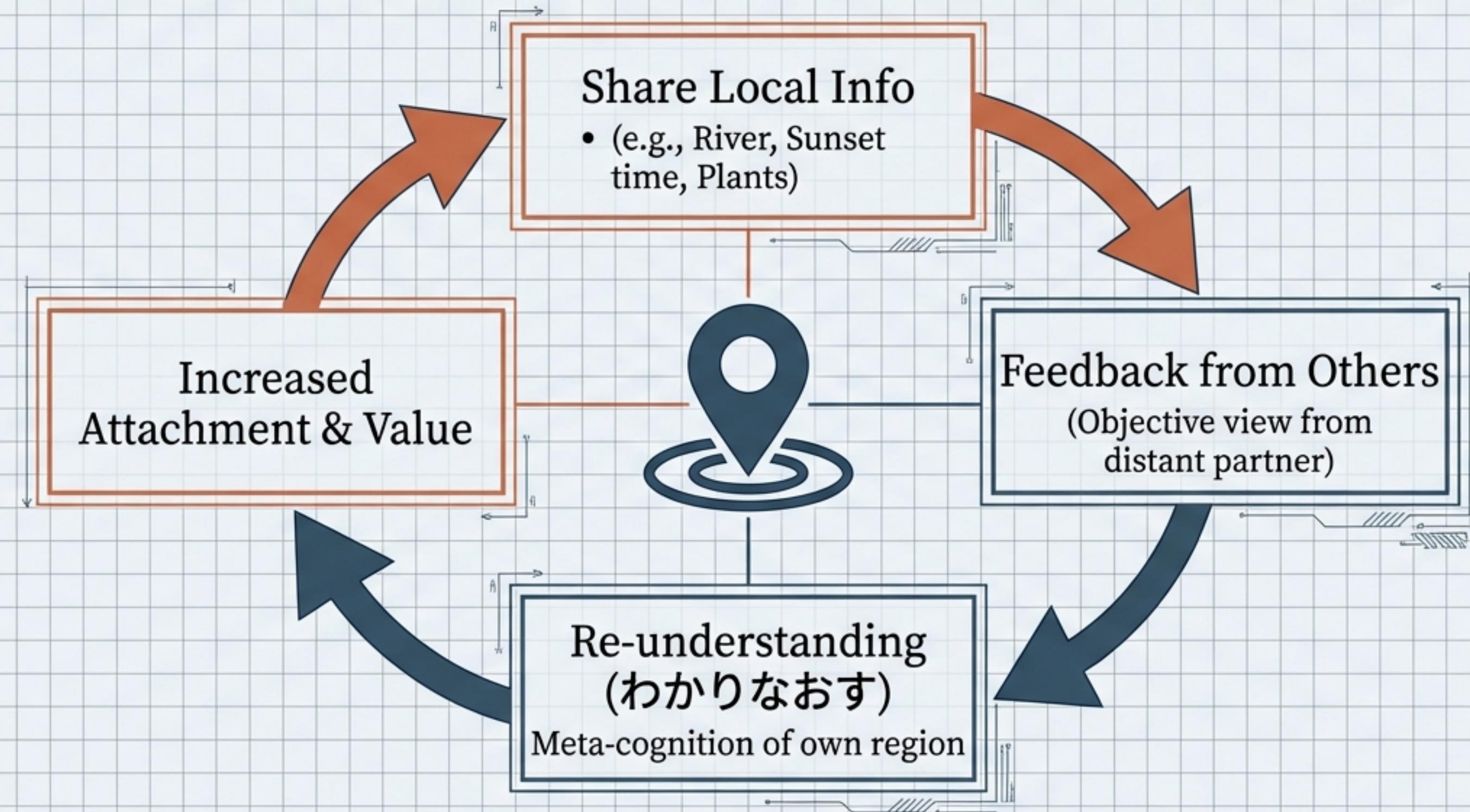
Benefits

- Global intercultural contact
- Access to non-textbook info
- Multi-faceted analysis
- High student motivation

The GIGA School Effect

Broadening horizons through digital connection.

地域学習におけるメタ認知の形成



Comparing the 'Self' with the 'Other' reveals the true value of the local region.

「教える」から「自ら学ぶ」支援へ



Utilize hybrid models to develop personnel capable of cultural creation.

関連リソース (Related Resources)



Access source materials and digital archive examples.

The journey of hybrid design continues with your practice.

Scan to access detailed lecture notes.