



Who Wants to Share?

Top Five Factors to Consider When
Creating a Commons for Learning

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WHAT IS OER COMMONS

OER Commons is a teaching and learning network that supports the discovery and use of education materials that are freely available.

The core of OER Commons is a digital library of metadata that describe open education resources, with tools that make it easier for educators to collaborate, author content, share content, and remix or localize other people's content.

OERCOMMONS.ORG



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- Grade Levels

Topics

- Green

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Sponsorship

OER Commons is a project of ISKME

Open Your Classroom



- Publish your lesson plans, activities and courses
- Tag your resources with Common Core State Standards
- Create resources that adapt to learner needs and preferences

- Free to Use
- Openly Licensed
- 37839 Resources
- From K-12 to College Courses

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Recommended Resources

Common Core Reference Collection: Common Core implementation plans, transition guides, assessment tasks, exemplars and curriculum, indexed from across the U.S.

Common Core Aligned Resources: K-12 resources aligned to the Common Core State Standards. Add your resource quality ratings and comments.

Arts Integration: Arts-integrated learning across the disciplines asks students to develop capacity to reflect on what they are learning and use new knowledge to interpret and create works of art.

Science as Inquiry: Active exploration and problem posing in which students see themselves as scientists in the process of learning as they plan and carry out investigations.

General Ed and Pre-College Courses: High enrollment, general education and pre-college courses to lower textbook costs for students, to improve college completion rates, and as frameworks on which to build your own online or blended courses

New Bookmark Button

Add resources from any website!

Add OER

Drag this button to your favorites bar. When you find an OER resource on the web, click that link to submit.

OER Commons Tweets

@ArtsEdge arts integration lessons engage students in new pathways for learning, achievement #artsed #sschat #mathchat http://t.co/iYAXjQkM

Jul 23, 2012

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Reading, Writing, and Rings



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Comments:

This is an engaging and authentic writing unit. Very complete for instruction in grade 2,3,4. Excellent teacher guide. Many supporting resources. Jane Wilson

- user27031

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| Rubric | Average Score (3 Points Possible) |
|---|-----------------------------------|
| Degree of Alignment | 3 3 3 |
| Quality of Explanation of the Subject Matter | 3 (1 user) |
| Utility of Materials Designed to Support Teaching | 3 (1 user) |
| Quality of Assessments | 3 (1 user) |
| Quality of Technological Interactivity | N/A |
| Quality of Instructional and Practice Exercises | 3 (1 user) |
| Opportunities for Deeper Learning | 3 (1 user) |

Common Core Standards

[CC.2.R.I.10](#) [CC.2.W.7](#) [CC.2.L.5.a](#)

[Align this item](#)



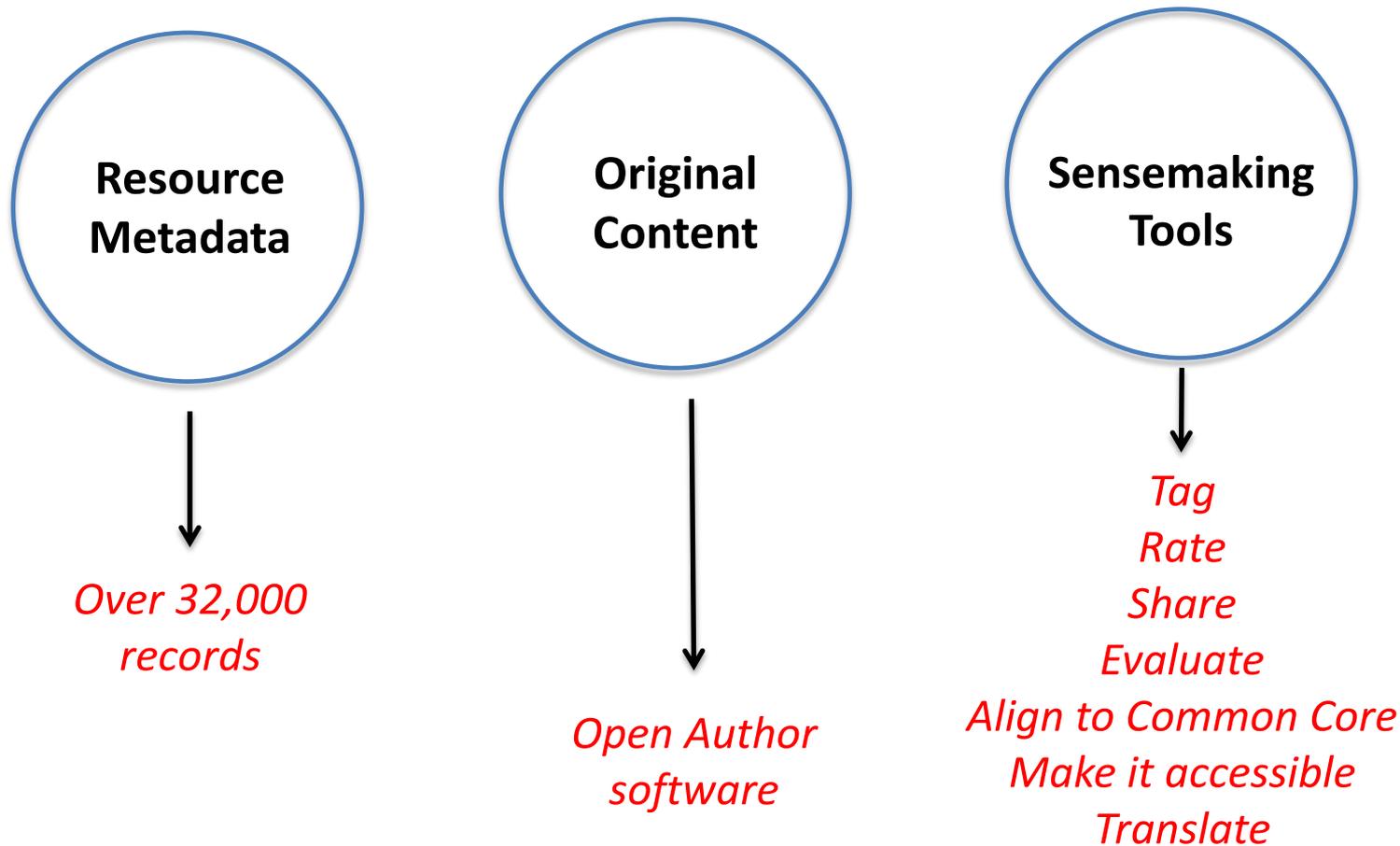


PREMISE AND RATIONALE

- In environment of scarce resources, it is important to leverage the work of others. Recycling analogy: Is it necessary to create such redundancy around teaching and learning materials?
- Added benefit: In the reusing of content, we can expect iterations and improvements made to the content itself.
- Extreme benefit: Teachers collaborating with others to adapt and localize content are increasing their own skill and professional development.

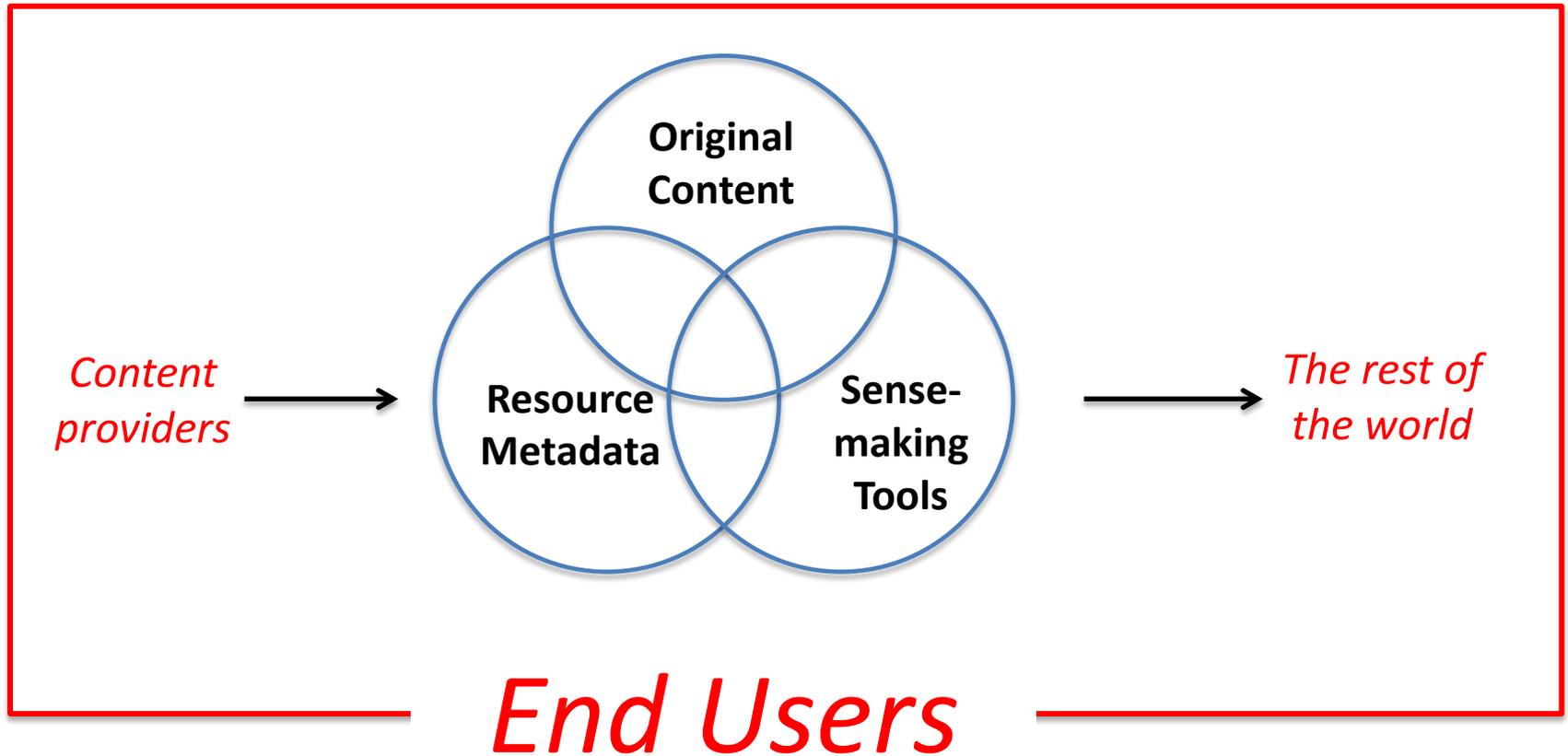


WHAT IS OER COMMONS





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Opportunities & Challenges in Creating a “Commons” for Learning



TOP FIVE FACTORS TO CONSIDER

1. DEFINE RATIONALE FOR **CONTENT PROVIDER ENGAGEMENT**
2. HIGH QUALITY **RESOURCE DESCRIPTION**
3. AGGREGATION AS A MEANS OF **PARTNERSHIP BUILDING**
4. **CREATE DEMAND THROUGH TRAINING**
5. **DEVELOP POLICIES THAT ENABLE USE**



Define rationale for content provider engagement

- Increased the findability of provider's content
- In some cases, this was the only index of content that they had
- Raised awareness about creating content that is openly licensed
- Reinforced the importance of building open technologies that are interoperable and extensible
- Created ethos for sharing, with emphasis on teaching and learning



Create high quality resource descriptions

- Needed well-described resources so that they are discoverable
- Built on established and emerging standards (LRMI, IEEE, LOM, Dublin Core)
- Created standardization so resource metadata could be mapped and cross-walked
- Enabled our ability to identify demand, and created new functionality through tool development (Common Core alignment, Open Author, etc.)



Aggregation as a means of partnership building

- Origins: In 2006 the Hewlett Foundation asked us to create a spreadsheet that listed content efforts they had funded
- Used aggregation as means of engaging partners in the discussion around “open” education
- Started to find those who were willing to share, though some felt that sharing would decrease the value of their own resources
- Was important to meet people where they were (from RSS feeds to harvesting, to Excel spreadsheets)



Create demand through training: How to scale

- We learned that it was essential to build the capacity of end-users in order for them to engage with the content
- Created demand for use of open content through targeted professional development efforts
- Needed “just-in-time” support, and more adequate documentation for end-users
- Train-the-trainer model has worked best for greater adoption
- People can find content and use it, and often modify it for their own use—but rarely share that back [Our current goal]



Develop policies that enable use

- Internally:
 - Needed well-articulated policies to ensure the usability and reusability of content (such as digital rights management)
 - Created user access policy and guidelines, as well as system support guidelines
- Externally:
 - Nearly six years later, there are implementations at district, state, and in some cases, country level



A Few Lessons on Engagement of End-Users

- Place-based events that front-load the use of tools, particularly around common goals, have been most effective
- Build in incentives for participation up front
- Explore ways to build in points or credits within compensation structures, i.e. reward sharing
- An agile development approach works best in environments that users have not yet defined a need for, since their needs will become more apparent over time
- Tools and features are most likely to be used if they are built into existing workflows



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Final Thoughts

In 2006, we built OER Commons to exchange information about, create standards for, and otherwise define, improve and evaluate the quality of open educational resources (an Amazon.com for open education materials).

Today the goal is targeted engagement of end users, primarily educators—to have the tools they need to author and reuse content.

Need to keep abreast of rapidly changing context, for example, new initiatives today are focusing on alignment of content to workforce needs, deeper learning, and the use of different devices, such as mobile.



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