



## REFLECTION

Being able to critically reflect on the process and outcomes

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### PROPOSED TECHNICAL /THEORETICAL FRAMEWORKS

**Reflection** is a «*persistent, active and careful consideration of any belief or supposed form of knowledge in the light of the grounds that support it and the further conclusions to which it tends*» (Dewey, 1993).

In education, different practices of **Reflective teaching** aims to promote *Reflection* as «*a process where teachers think over their teaching practices, analyze how something was taught and how the practice might be improved or changed for better learning outcomes*» (Mathew et al., 2017)

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### KEY GENERAL COMPONENTS: KNOWLEDGE, ATTITUDES, SKILLS, VALUES ETC.

Reflection can be further categorized in **4 subgroups** (Ghaye, 2011):

#### 1. Reflection-IN-action:

Thinking about what you are doing while you are doing it in a given context or place (*improvisation*).

#### 2. Reflection-ON-practice:

Thinking after an event, focusing on what was significant.

#### 3. Reflection-FOR-action:

Planning to improve yourself and your teaching practice.

#### 4. Reflection-WITH-action:

Taking concrete steps to improve yourself and your teaching practice, alone or in group.

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### POSSIBLE KEY FACTORS/VARIABLES IN ONLINE TUTORING ENVIRONMENTS RELATED TO THE SKILL OF THE DIGITAL TUTOR IN VOCATIONAL TRAINING

1. In Virtual Learning Environments (VLEs), **interactions are limited** and this may reduce room for improvisation (*Reflection-IN-action*);

2. **Recordings** give teachers the opportunity to reflect more in details on the outcomes of their teaching (*Reflection-ON-practice*);

3. Teachers need to reflect more **on the kind of environment** they want to establish through the use of different digital/web tools (*Reflection-FOR-action*);

4. For *Reflection-WITH-action*, **higher technical skills** might be needed to deliver new teaching practices;

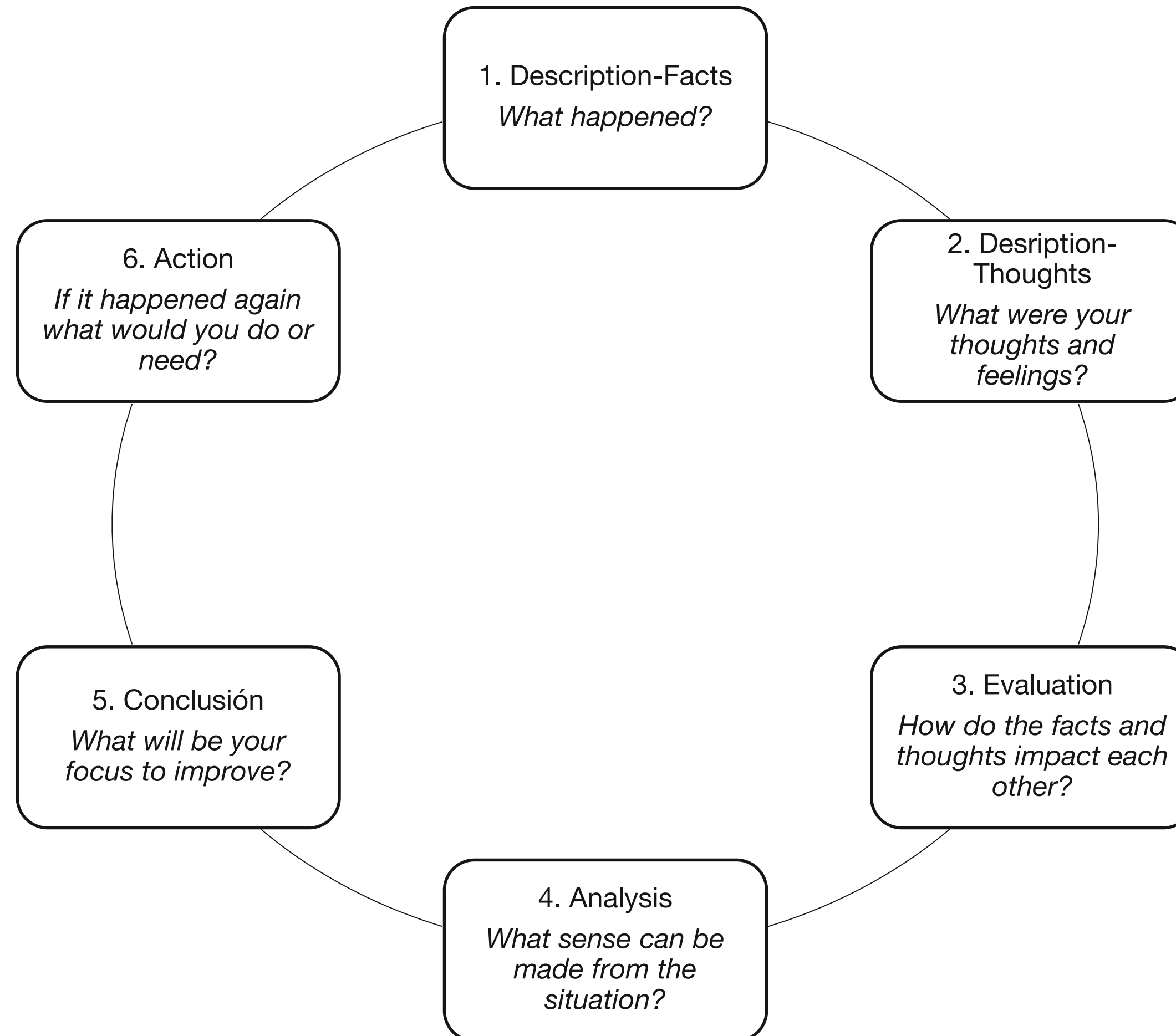


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## PROPOSED TECHNICAL /THEORETICAL FRAMEWORKS

Relaboration of Gibbs' cycle (1998)

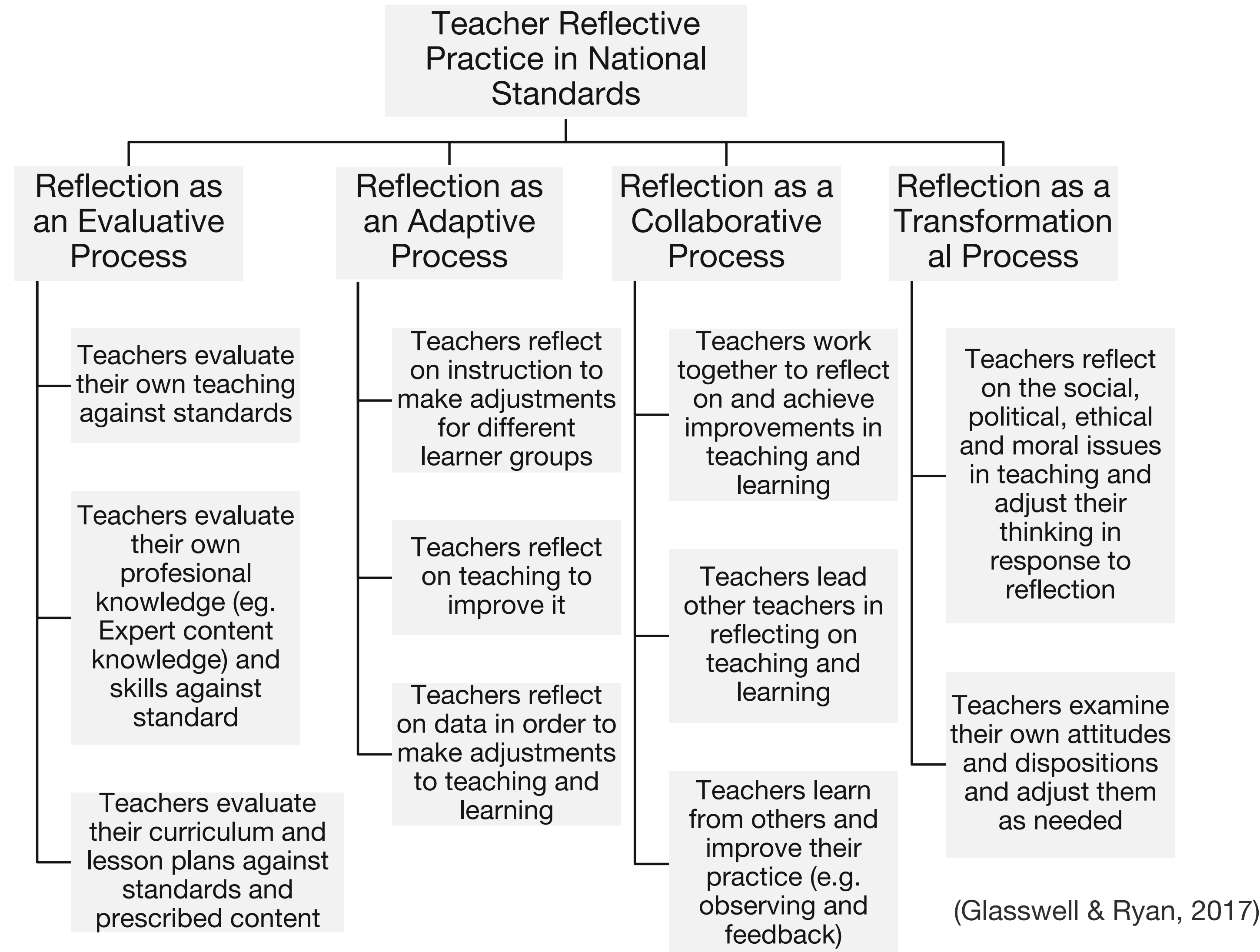




## REFLECTION

# 1

## PROPOSED TECHNICAL /THEORETICAL FRAMEWORKS





REFLECTION

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**KEY GENERAL COMPONENTS:  
KNOWLEDGE, ATTITUDES, SKILLS,  
VALUES ETC.**

## 4 subgroups of reflection

| KIND OF REFLECTION        | MEANING                                                                         |
|---------------------------|---------------------------------------------------------------------------------|
| 1. Reflection-IN-action   | 1. In a particular workplace;<br>2. Thinking on your feet, improvisation        |
| 2. Reflection-ON-practice | 1. After the event;<br>2. On something significant                              |
| 3. Reflection-FOR-action  | 1. For a reason or particular purpose;<br>2. Planning what you are going to do. |
| 4. Reflection-WITH-action | 1. Conscious future action;<br>2. Action alone or with others                   |

(Ghaye, 2011; p.6)

## 10 action challenge

Challenge 1: Plan for Action

All Action needs to be guided by a plan

Challenge 2: Allocate for Action

Effective Action needs to be resourced appropriately

Challenge 3: Lead for Action

Action leading to improvement needs to be well led, because much depends upon the exercise of power, influence and persuasión

Challenge 4: Strengthen for Action

Who or what needs to be strengthened, if Action leading to improvement is to stand a chance?

Challenge 5: Mobilise for Action

Action needs enthusiasm and motivated people to initiate it and keep it going

Challenge 6: Clarift for Action

If you havent explained to staff why they need to act differently, they are unlikely to change what they are currently doing

Challenge 7: Cultivate for Action

Better, rather tan simply different, Action requires an understanding of each person's gifts and talents

Challenge 8: Integrate for Action

Action for improvement often requires new and different ways of working to overcome functional barriers ('We do this, in this way here') and cultural barriers ('This is why we do what we do, everyday, with those we work with')

Challenge 9: Wire for Action

Some Action requires the support of modern (information) technologies – fast, accurate, useable, and well-managed information (knowledge) systems are required

Challenge 10: Re-energise for Action

Any Action takes energy; energy management and renewal are important to combat fatigue

Source: Redwood et al. (1999).



## REFLECTION

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