Definitions

- Synchronous Instruction – The student and Instructor meet live from a remote computer app, such as Office 365 Teams or Zoom, during the scheduled class period for the face-to-face course.
- Asynchronous Instruction – The student accesses course materials, video lecture recordings, etc., outside of scheduled class period.
- Hybrid – a mixture of face-to-face, synchronous, and online instruction
- Online – asynchronous course delivery. This is widely understood as the *traditional online* course.

Flexible Formats for Instruction of **Face-to-face and Hybrid** classes. These are some possible deliveries. You will need access to the internet. Vernon College parking lots have Wi-Fi access, and every effort will be made to keep the Library open for students.

- **Face-to-face -** a class that allows students to attend in person in a classroom with a faculty member.
- In a health emergency, face-to-face classes may convert to Synchronous or Asynchronous delivery, determined by each faculty member.
- In a synchronous, live-streaming delivery, the course will meet during the normally scheduled time. Instructors will provide a mechanism for students to join the class remotely to engage with the class and ask questions, either live or using the chat function.
- In classrooms in which social distancing is not possible, instructors may be asked to rotate students for face-to-face instruction so that all students have the opportunity for a face-to-face class with an instructor at least once during the week, while attending remotely the rest of the week. For example, an instructor teaching a Tuesday/Thursday class would assign half the class to come on Tuesday and the other half to come on Thursday. All students would attend remotely on those days that they are not assigned to be in class. The decision on how to rotate students will be determined by the instructor.
- Asynchronous activities may also be utilized as Instructional Support.
- The course outline should be clear on the instructor's expectations for synchronous and asynchronous activities.