



Erasmus+ KA1 Course

Digital and AI Tools for Innovative Teaching



ErasmusLearn Training Center

www.erasmuslearn.eu

Malaga, Spain

Organisation ID: E10098723





Summary

Teachers today face many challenges. While integrating technology in the classroom should be something all teachers enthusiastically embrace, the rapid onslaught of new tools has left teachers overwhelmed and unmotivated. Many schools have invested in hardware, software, and internet access, but for the curriculum to be truly integrated, teachers must also invest their time and effort to learn how to enhance their lessons with the various tools at their disposal. The instructional goal, therefore, of the first professional development series is that, given a standards-based instructional goal, the teachers will select the appropriate ICT and digital tools to integrate into the curriculum, producing activities that promote 21st Century Skills.



Purpose

The course aims to provide knowledge on contemporary educational approaches that draw on the principles of ICT education and promote equal learning, participation, and learning opportunities for all students. The course aims to be practical, and with the use of digital tools, to enable teachers to create their own educational material and apply participatory techniques in order to meet the needs of modern education and make the lesson more flexible and attractive for young learners.

Objectives

The project aims for the participants to:

- Understand the concept of digital citizenship and the need for developing a digital pedagogy of your own.
- Learn about new digital tools and gamification.
- Get familiar with Artificial Intelligence and its emerging role in contemporary education.
- Plan and design effective learning experiences supported by ICT.
- Gain basic knowledge, skills, and understanding of ICT for assessments.
- Integrate and utilize technology in education planning and instruction.

Course Language

- English
- Note: Participants must have at least a CEFR level B2 knowledge of English in order to be able to participate actively.

Target Groups

Teachers working in kindergartens, primary, and secondary schools. Independent educators. Managing staff and directors of all-level schools and educational organizations.

Methods & Tools

Lectures, exercises, discussions, teamwork, role-playing, and study visits.

Course Agenda

Day 1

- Introductory meeting, explanation of practical arrangements.
- Presentation of timetable.
- Icebreakers, Introduction to the Course.

Day 2

- Introduction to Digital Citizenship and Education
 - How digital expectancy will change teaching
- Introduction to Distance Education
 - Synchronous and Asynchronous Distance Education
 - Educational needs of the target group
- Introduction to ICT Methods
 - Flipped classroom
- Class Management Digital Tools
 - Google Classroom, Google Drive
 - Class DOJO

Day 3

Study Visit

Digital Assessment Tools

-Quizziz, Kahoot!, Google Forms

Digital Planning Tools

-Canva, Slides, Slidesmania

Day 4

- Introduction to Artificial Intelligence
 - Types of AI (generative, supervised/unsupervised)
- Benefits of AI
 - Personalization of learning
 - Differentiation
- Implications of AI
 - Data protection and Privacy
- AI Apps and tools
 - Chat GPT

Day 5

- Gamification and Game Mechanics
- Workshop on Gamification
-Genial.ly
- Creating a game scenario
- Course Evaluation
- Certificates

Day 6

Excursion



*Inspire, Learn, Communicate, in the best
hospitality environment.*

Connect with us



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