



Erasmus+ KA1 Course

ICT in Inclusive Education

Towards a Digital and Inclusive Pedagogy



ErasmusLearn Training Center

www.erasmuslearn.eu

Heraklion, Crete, Greece

Organisation ID: E10020547





Summary

Nowadays, it is widely accepted that Information and Communication Technology (ICT) is used in every step of education. Educators and students face a great challenge and have to cover a distance that separates the knowledge and skills given by schools today from the knowledge and skills necessary for the future of the citizens of the emerging knowledge society.

Moreover, ICT under pedagogical conditions can be one of the most important tools for educators and students to develop cognitive, social, and technological skills in order to be able to respond critically and creatively, to supplement the needs of the new social and economic reality that is constantly changing. Therefore, it seems to be more important for students to learn how to be able to communicate, to share, to use information, and to solve complex problems, instead of using ordinary skills. The crucial case, which is still open, is that students of the twenty-first century will need to be taught different skills than those learned by the students of the twentieth century; therefore, it is vital for educators to be able to provide those skills.



Purpose

If we really believe that resignation and sterile negation are the other side of the same coin, then we need to look for new, original, and innovative ideas that could lay the foundation of an alternative and creative approach to addressing educational issues.

Despite various educational policies and decisions, the educators play a key role in the adoption and development of any educational innovation; for this reason, educators are considered to be the most important factor in education reforms. Therefore, the attitudes of educators towards computers have been addressed and have been described as the key to successful integration of ICT in education.

The course aims to provide knowledge on contemporary educational approaches that draw on the principles of inclusive education and promote equal learning, participation, and opportunities for all students, including students with disabilities. It is also an approach to the significance of the contribution of ICT use in the classroom as a learning tool, and especially in the education of disabled students, as it assures accessibility and active participation for all students. In addition teachers, trainers, and education managers will gain an outlook on best practices and concrete ways to use ICT to empower and support inclusive education.

Objectives

After the completion of the course, participants will be able to:

- Understand the concept of digital pedagogy and the need for developing a digital pedagogy of your own.
- Know some of the imperatives that drive change in educational practices.
- Learn the Key Principles of Inclusive Education.
- Realize the importance of PBL methodology.
- Create digital stories and games.
- Combine ICT with Inclusive Education.
- Use web-based simulations for educational purposes.
- Have a clear understanding of what it means to be a digital content creator and how that can be developed by teachers.

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: primary, secondary, vocational, adult, special needs, Teacher trainers, Head teachers, Principals, Managers of schools.

Methods & Tools

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

Course Agenda

Day 1

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

Day 2

- A digital pedagogy for creation, literacy and numeracy in education:
 - How digital expectancy will change teaching.
 - The role of technology in emerging literacy and numeracy.
 - The educational needs of the target group.
- Introduction to ICT Methods:
 - WEB 2.0 basic principles (content, communication, cognition, culture).
 - Cooperative learning, blended learning and flipped classroom.
- Class Management digital tools:
 - Google Classroom, Google Forms, Google Drive.
 - Microsoft Whiteboard, Google Jamboard.
 - Diigo, Slidesmania, Canva.

Day 3

- The importance of inclusive education.
- Anticipating Problems with Inclusion for both Learners and Teachers.
- Introduction to issues of social and societal responsiveness and cultural heterogeneity of the modern school.
- Ways of developing inclusive school culture.
- The important role of teacher in inclusive education.
- Cultural Activities: Guided tour to the Historical Center of Heraklion.
- Dinner in a traditional restaurant of the town.

Day 4

- Gamification and Game Mechanics-Based e-Learning:
 - Digital games as a teaching tool.
 - Realizing the importance of play in education.
 - Creating a game scenario with simple digital tools (workshop) Genial.ly. Gimkit. Cram.
- Workshop on Gamification:
 - Creating a game scenario with simple digital tools (workshop).

Day 5

- Contextualized Educators' Training: Digital Storytelling:
 - Digital Storytelling as an Approach for Teaching and Training (workshop)
 - OBS tools (workshop) Pt1.
 - Video edit.
 - Video narration.
- Online Class OBS tools (workshop) Pt2:
 - Presentation with narration.
- Erasmus+ program : objectives, priorities, actions, forms, budget, tips for applicants.
- Planning follow up activities, dissemination and exploitation of learning outcomes.
- Course Evaluation.
- Certifications.



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