



Erasmus+ KA1 Course

Nontraditional Learning Models, Microlearning and Gamification



ErasmusLearn Training Center

www.erasmuslearn.eu

Heraklion, Crete, Greece

Organisation ID: E10020547





Summary

As the educational landscape evolves, nontraditional learning models, microlearning, and gamification are gaining traction as effective methods to enhance student engagement and learning outcomes. This program aims to equip teachers with the knowledge and skills to implement these innovative approaches in their classrooms. By integrating project-based learning, microlearning, and gamified educational activities, teachers can foster a more interactive and motivating learning environment.



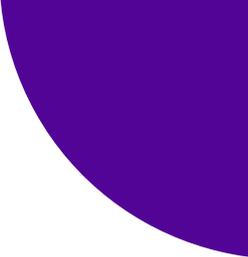
Purpose

The primary goal of the Nontraditional Learning Models, Microlearning, and Gamification program is to introduce educators to alternative educational approaches that move beyond traditional lecture-based instruction. Participants will learn how to design and implement project-based learning activities, microlearning modules, and gamified lessons to make learning more engaging and effective. These methods are particularly useful in catering to diverse learning styles and increasing student motivation.



Objectives

- **Understand Nontraditional Learning Models:** Gain a thorough understanding of project-based learning, microlearning, and other alternative educational approaches.
- **Implement Gamification in Education:** Learn practical strategies for incorporating gamification into lesson plans to enhance student engagement.
- **Design Project-Based Learning Activities:** Develop skills to create and manage project-based learning experiences that promote critical thinking and collaboration.
- **Create Microlearning Modules:** Learn how to design and implement microlearning activities that deliver content in short, focused bursts.
- **Evaluate and Adapt Nontraditional Methods:** Use feedback and data to assess the effectiveness of these methods and make necessary adjustments.



Course Language

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

Target Groups

The Nontraditional Learning Models, Microlearning and Gamification program is designed for primary and secondary school teachers, curriculum developers, educational technology coordinators, and school administrators. A minimum of B2 (Upper-Intermediate) English proficiency is required.

Methods & Tools

Lectures, interactive workshops, group discussions, hands-on sessions, practical implementations, and examples of best practices.



Course Agenda

Day 1

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

Day 2

- Introduction to Nontraditional Learning Models and Project-based learning, microlearning, and other innovative approaches.
- Implementing Project-Based Learning
- Strategies for designing and managing project-based learning activities.
- Activity: Workshop on designing a project-based learning activity for your classroom.

Day 3

- Microlearning Techniques
- Understanding microlearning: Benefits and implementation strategies.
- Designing effective microlearning modules.
- Activity: Create microlearning activities using tools like Google Slides and Kahoot!.

Day 4

- Study Visit
- Cultural Activities: Guided tour to the Historical Center of Heraklion.
- Dinner in a traditional restaurant of the town.

Day 5

- Gamification in Education
- Introduction to gamification:
Principles and benefits.
- Tools and platforms for gamified learning.
- Activity: Workshop on designing gamified lessons and activities.

Day 6

- Enhancing Engagement with Gamification
- Techniques to boost student engagement through gamification.
- Interactive session: Creating gamified activities for your classroom.
- Activity: Group work to develop and present gamified lesson plans.

Day 7

- 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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hospitality environment.*

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