ERASMUS+ KA1 · TEACHER TRAINING COURSE

Digital and AI Tools for Innovative Teaching

6 Days • Malaga, Spain • OID: E10098723

About the course

Many schools have invested in hardware, software and internet access, yet the rapid flow of new tools often leaves teachers overwhelmed. This practical course helps teachers select the right ICT, digital and AI tools for a learning goal and integrate them into the curriculum to promote 21st-century skills.

Participants create their own educational material with digital tools, apply participatory techniques and explore digital assessment, gamification and the emerging role of Artificial Intelligence, making lessons more flexible, inclusive and engaging.

Course at a glance

Duration: 6 training days

Location: ErasmusLearn Training Center, Malaga, Spain

Language: English (B1 or higher recommended)

Who it's for: Kindergarten, primary and secondary teachers, school leaders

Level: Introductory, open to all

Certificate: Certificate of Attendance

Funding: Eligible for Erasmus+ KA1 (course fees)

OID: E10098723

What you will learn

- Understand digital citizenship and build your own digital pedagogy
- Select ICT tools that match a standards-based learning goal
- Plan effective learning experiences supported by ICT
- Use digital tools for assessment and class management
- Understand AI, its benefits and its implications for privacy
- Design gamified activities and game scenarios
- Create your own engaging digital teaching materials

How you will learn

Lectures, hands-on exercises, discussions, teamwork, role-playing, a study visit and a full-day excursion. Tools: Google Classroom, Google Drive, ClassDojo, Quizizz, Kahoot!, Google Forms, Canva, Google Slides, Slidesmania, ChatGPT and Genially.

Course language

English. B1 level or higher is recommended. Practical, hands-on activities make it easy for everyone to take part with confidence.

What's included

- Europass Mobility.
- Certificate of Attendance, for participants who attend at least 80% of the course.
- Full-day excursion.

Course Agenda

DAY 1 · Welcome & Orientation

- Welcome, practical arrangements and course timetable
- Presentation of participating organisations
- Icebreakers and introduction to the course

DAY 2 · Digital Citizenship and ICT Methods

- Digital citizenship: how teaching is changing
- Synchronous and asynchronous distance education
- Educational needs of the target group
- ICT methods: the flipped classroom
- Class management: Google Classroom, Drive, ClassDojo

DAY 3 · Assessment and Planning Tools

- Study visit
- Digital assessment: Quizizz, Kahoot!, Google Forms
- Digital planning: Canva, Google Slides, Slidesmania

DAY 4 · AI in Education

- Types of AI: generative, supervised, unsupervised
- Benefits: personalisation and differentiation
- Implications: data protection and privacy
- AI apps and tools: ChatGPT

DAY 5 · Gamification and Game Mechanics

- Gamification and game mechanics
- Workshop on gamification with Genially
- Creating a game scenario

DAY 6 · Excursion and Certification

- Full-day excursion
- Erasmus+: objectives, priorities, actions, budget and tips for applicants
- Planning follow-up and dissemination of learning outcomes
- Course evaluation and certificates

ErasmusLearn

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Ready to join? Book your place at www.erasmuslearn.eu

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