ERASMUS+ KA1 · TEACHER TRAINING COURSE

ICT and Digital Tools in Education

6 Days • Milan (Novara), Italy • OID: E10196510

About the course

Digital tools can make teaching more flexible, creative and engaging, both in the classroom and at a distance. This course introduces a digital pedagogy for creation, literacy and numeracy, the principles of Web 2.0 and distance education, and approaches such as cooperative, blended and flipped learning.

Participants work hands-on with class management and content tools, set up and stream an online class with OBS, and use gamification to design game-based activities for their own learners.

Course at a glance

Duration: 6 training days

Location: ErasmusLearn Training Center, Milan (Novara), Italy

Language: English (B1 or higher recommended)

Who it's for: Kindergarten, primary and secondary teachers, independent educators, teacher trainers

Level: Introductory, basic digital skills required

Certificate: Certificate of Attendance

Funding: Eligible for Erasmus+ KA1 (course fees)

OID: E10196510

What you will learn

- Apply digital pedagogy to creation, literacy and numeracy
- Plan synchronous, asynchronous, blended and flipped learning
- Manage classes with Google Classroom, Forms and Drive
- Create interactive images, maps, mind maps and timelines
- Set up and stream an online class with OBS
- Design gamified activities with Genially, Gimkit and Cram

How you will learn

Presentations, guided demonstrations and hands-on workshops in which participants create digital materials, record and stream an online lesson and design a game scenario. Tools: Google Classroom, Forms and Drive, Microsoft Whiteboard, Canva, OBS Studio, Genially, Gimkit and Cram.

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 Pedagogy and Class Management

- Digital pedagogy for creation, literacy and numeracy
- Synchronous and asynchronous distance education
- Web 2.0 principles; cooperative, blended and flipped learning
- Class management with Google Classroom, Forms and Drive
- Microsoft Whiteboard, Diigo, Slidesmania and Canva

DAY 3 · Interactive Content and Live Streaming

- Interactive images, maps, mind maps and timelines
- Setting up a distance education class with OBS
- Live streaming to Twitch, Facebook and YouTube
- First steps with OBS tools for online classes

DAY 4 · Gamification and Game-Based Learning

- Gamification and game mechanics in e-learning
- Digital games as a teaching tool
- The importance of play in education
- Creating a game scenario with Genially, Gimkit and Cram

DAY 5 · Online Class Workshop with OBS

- Streaming practice for a distance education class
- OBS workshop: video editing and video narration
- Creating a presentation with narration

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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