





Erasmus+ KA1 Course

ICT and Digital Tools in Education



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Summary

Teachers today face with 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 in order 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 with these that promotes 21st Century Skills.



Purpose

The aim of the course is 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 complete the needs of the modern education and make the lesson more flexible and attractive for young learners.

Objectives

The project aims for the participants to:

- Understand the concept 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 about new digital tools.
- Get familiar with ICT, digital storytelling and their emerging role in contemporary education.
- Plan and design effective learning experiences supported by contemporary ICT technologies.
- Gain basic knowledge, skills and understanding of concepts related to digital tools technology integration.
- Integrate and utilize technology in their 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, secondary schools. Independent educators. Managing staff and directors of all level schools and educational organizations.

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.
- Introduction to Distance Education:
 - Synchronous and Asynchronous Distance Education.
 - 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

- Technology in Education (Workshop):
 - Video Creation.
 - Digital Book creation.
 - Interactive images.
 - Interactive maps.
 - Mindmaps.
 - Timelines.
- 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.
 - Genial.ly.
 - Gimkit.
 - Cram.
- Workshop on Gamification:
 - Creating a game scenario with simple digital tools (workshop).

Day 5

- Set up Distance Education Class:
-Use OBS for Twitch, Facebook, YouTube Streaming.
- OBS tools (workshop) Pt1:
-Video edit.
-Video narration.
-Online Class.
- OBS tools (workshop) Pt2:
-Presentation with narration.

Day 6

- Erasmus+ program : objectives, priorities, actions, forms, budget, tips for applicants.
- Planning follow up activities, dissemination and exploitation of learning outcomes.
- Course Evaluation.
- Certifications.
- Excursion and other external cultural activities




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