





Erasmus+ KA1 Course

DISTANCE EDUCATION

**Digital Tools and Methods for a Flexible
and Modern Education**



Erasmuslearn Training Center
www.erasmuslearn.eu
Heraklion, Crete, Greece
Organisation ID: E10020547





Summary

Distance learning, also called distance education, e-learning, and online learning, is a form of education in which the main elements include physical separation of teachers and students during instruction and the use of various technologies to facilitate student-teacher and student-student communication. Distance education was born and founded with the aim of democratizing access to educational practice. For many years it was a meeting place for trainees who needed flexibility or where unable to physically attend the lessons. Through the years, globalization spread of knowledge and ideas and development of internet and digital means have made e-learning a most important tool for education. Especially nowadays during and after the pandemic, the demands for so-called & quot; social distancing & quot; have led fatally to the search for solutions at a distance. The COVID-19 pandemic has brought huge transformations in the way we communicate and act worldwide. The educational process could not be left unaffected. Distance education seem to be the only answer, so that students could communicate and interact both with the teaching material and with their “important others”, their classmates. Nevertheless distance learning is more than a temporary solution through the pandemic· it is a modern and powerful tool for the development of education and the spread of knowledge in the global community. A distance-learning program can be completely distance learning, or a combination of distance learning and traditional classroom instruction (called hybrid or blended). While skilled educators will continue to be an integral part of every student’s life, technology will bridge the physical spaces between teachers and learners. In this context, the purpose of this course is to acquaint teachers with the basic principles of distance education in practice, help them realize it’s importance and make them creative and competitive for the needs of an everyday developing world.



Purpose

The aim of the course is to provide knowledge on contemporary educational approaches that draw on the principles of distance 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

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

- Realize the importance of digital expectancy and creativity in Modern School.
- Recognize the differences between synchronous and asynchronous distance education.
- Adapt their teaching according to the audience to which they will address.
- Select and utilize digital tools and platforms.
- Create educational material for online environments.
- Develop video lessons.
- Gain the basic principles of gamification and game-based digital learning.
- Be able to schedule and apply hybrid lessons.

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 visit.

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

- Definition and deepening to Distance Education:
- Technology in the Distance Education Pt1 (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

Study Visit

Day 6

- 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 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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erasmuslearn@gmail.com



+30.2810-312123