



NGO “Motivated Learning for Everyone”

City Sofia - capital, District “Krastova Vada”, Block A, Entr.A, Floor 1; Mobile: + 359 896048712

Digital Classroom: Using ICT in Education

Preparation:

The prospective participants will receive a list of materials (studies, books, articles, etc.) along with websites connected to the course content. Support information and detailed programme will be provided. Via e-mail a questionnaire will be sent to the participants in order to indicate their professional requirements, interests and expectations related to the subject of the course. They will be asked to prepare short Power-Point Presentation, showing their institution and/or their own experience in the subject matter of the training event.

Working language:

English

Learning Objectives/Outcomes:

The Digital Course will give teachers the knowledge, tools, and confidence to use technology to its fullest in their classroom in order to maximize the students’ learning potential. The goal of this course is to empower educators with connected, collaborative, and bold classrooms. Participants will learn about the theory and practice of e-learning and its prospects. During the course lecturer will present a variety of software solutions aiming at creation and maintenance of a digital classroom in subjects from the sphere of humanities and social sciences. Participants will acquire and share experience of working in the digital classroom environments and learning management systems, new media, and in the context of cyber culture. Participants will learn everything they need to know about today’s Web-based tools



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and applications and, more importantly, how to integrate energized, technology-based projects into their everyday instruction.

The course is actionable and results-oriented. More than just learning about the technology and what it can do, teachers will use the technology to design their own engaging lessons and classroom projects.

The Digital Course is perfect for you if you:

- Want to dramatically improve student engagement and retention during your class;
- Recognize the need to meet your “digital learners” on a new level;
- Are feeling pressured to utilize district-purchased technology;
- Understand your role in preparing your students to become “online learners”.

Learning outcomes

- Gain skills and knowledge necessary to create and implement e-learning platforms, incorporate digital technologies into educational lessons with regards to interdisciplinary approach.
- Generate ready-to-use materials, practical ideas and current online applications to support school or organisational development in the field of ICT, promote universal access to education.
- Support open educational resources (OER) and open learning environment in education, foster collaboration between educational sectors including disadvantaged learners.
- Develop key competences such as critical thinking through media and digital literacy, promote use of ICT to enhance quality and relevance of mainstream education at all levels.
- Revise and develop personal and professional competences, build confidence in promoting use of ICT in education, support innovative and active pedagogies responsive to social and cultural diversity.

- Gain broader understanding of practices, policies and systems of education of different countries, cultivate mutual respect, intercultural awareness and embed common educational and training values.
- Meet colleagues of different nationalities within the EU, engage in cross-cultural learning experience, exchange ideas and build a network for future international cooperation.
- Enrich communication skills, improve foreign language competencies, broaden professional vocabulary and promote EU's broad linguistic diversity.

Methodology:

The methodological approach includes: Think-Pair-Share; Reciprocal Teaching; Think-Aloud Pair Problem Solving (TAPPS); Group Grid; Group Writing Assignments; Brainstorming; Group discussion; Group survey; Critical debates; Three-Step Interview. Cooperative Learning, which will be the primary focus of this workshop, is a specific kind of Collaborative Learning. Students will work together in groups on a structured activity. They will be individually accountable for their work, and the work of the group as a whole will be also assessed. Cooperative groups will work face-to-face and learn to work as a team. In small groups students will have a chance to share strengths and also to develop their weaker skills. At the end of the course the participants will be given an Attendance Certificate and Europass Mobility Certificate.

Follow-up: A mailing list of participants will be created after the course and they will be encouraged to remain in contact with the trainers and with their fellow participants, as long as to establish future partnerships and projects, related to Erasmus+. Self-evaluation materials will be provided. At the end of the course the participants will accomplish a questionnaire in order to get a detailed feedback for the effectiveness of the training event. They will be asked to present an action agenda on the method of implementing the key learning points into their professional practice. A Facebook group will be formed for discussions and sharing of ideas and good practices after the workshop. The participants will be given the opportunity to transmit the knowledge and experience achieved to their colleagues and by this to assist in the dissemination of the learning results and outcomes.

Programme of training activities day-by-day:

MONDAY

Welcome and registration

Ice – breaking meeting.

Introduction to ICT in Education (Humanities and Social Sciences).

In the digital classroom – innovations and challenges. Key terminology.

How to use Google in the classroom? (Gmail, Drive)

Group work: Using clouding storage

TUESDAY

Discussion and team work: national strategies for e-learning, distance learning and open learning in digital environment

Using Blogs in the Classroom.

Multimedia tools: audio and video.

Group work: Making blogs for educational purpose

WEDNESDAY

Synchronous and asynchronous online communication in the learning process.

Computer-mediated communication and Social Media.

Quizzes, Tests and Exams online.

Group work: making tests and quizzes in the subject field of the participants

THURSDAY

Quizzes, Tests and Exams online.

Group work: making tests and quizzes in the subject field of the participants

FRIDAY

Web 2.0 tools by subject – In this module participants will use the Web 2.0 tools according to their teaching subject

Digital games and learning. Typology of games. Games in the context of new media. E-games and foreign languages learning.

Word games online. Serious games and simulations in the digital classroom;

Group work: evaluation of e-games for learning

SATURDAY AND SUNDAY Cultural and sightseeing activities

MONDAY

Building learning communities online. Social networking for learning.

Web 2.0 tools for online learning – In this module participants will learn about the concept of Web 2.0 and the different tools that can be used in the teaching process.

Web 2.0 tools by necessity – In this module participants will learn how to use the Web 2.0 tools to address classrooms' needs

TUESDAY

Group work: making tests and quizzes in the subject field of the participants

How to design your own Website

WEDNESDAY

Discussion: Digital or traditional classroom: a matter of choice?

Feedback, course evaluation and dissemination focus

IMPORTANT NOTE: Web 2.0 tools are a significant part of the course programme. However, in addition we have integrated many Web 2.0 tools in everyday classes regarding the use of Web 2.0 applications like:

- cloud based file storages (Drive, OneDrive, Dropbox)
- communication tools (using filters and labels in gmail, Edmodo system for sharing information, assignments and files with the whole classroom)
- online learning (Moodle for making multi-functional digital courses, again Edmodo with it's learning capabilities, Khanacademy with its extensive digital classes)
- online quizzes and exams (Kahoot and Socrative for very fun and interactive web quizzes, Edmodo with it's quizzes and polls, Moodle with time limited assignments)
- using multimedia in classroom (ways of making and sharing audio and video lessons for students' later use)
- e-games in education (examples of universal and class-specific learning games)

All of these categories fit the Web 2.0 definition of web sites that focus on interaction and collaboration.

President of NGO "Motivated Learning for Everyone"Kina Dimitrova

