

ESSENTIAL DIGITAL TECHNIQUES: THE COMPLETE TOOLSET FOR A 21ST CENTURY EDUCATOR'S ARSENAL

ERASMUS+ KA1 TRAINING COURSE by INSEDO Ltd.

BASIC DATA:

- ✓ **Course title:** Advanced digital techniques: The comprehensive toolset for a 21st century educator's arsenal
- ✓ **Date:** Organizing the courses is ongoing from the third quarter of 2023 to the first quarter of 2024, depending on the number of applications
- ✓ **Location:** Veszprém, [The City of Queens](#), [European Capital of Culture 2023](#), Hungary
- ✓ **Length of the course:** 5 days
- ✓ **Language of the course:** English
- ✓ **Type of certification upon completion:** [Europass](#) certificate
- ✓ **Entry requirements:** B2 language level and A2 digital skills

OBJECTIVES:

The overall objective of the training course is to:

- ✓ Get educators acquainted with the different fields of digital pedagogy. Learn about the importance of creating and managing digital content, and how to enhance professional engagement through digital platforms while empowering learners by developing their digital competence.
- ✓ Build, improve and organize students' professional vocabulary with the flashcards of [Quizlet](#) and enhance their practice by exploring the link with [Blooket](#).
- ✓ Create digital worksheets on Wizer.me with an abundance of features, such as auto grading and real-time progression tracking. Choose from 10+ question types and forget photocopying for good.
- ✓ Master the skills of quiz-creation in [Quizizz](#) and learn how to save time by importing them into the preferred website.
- ✓ Explore the features of [Miro](#) to be able to organize cooperative activities within the classroom.
- ✓ Explore the digital platform of [Mentimeter](#), a web-based application that possesses all the necessary tools to enrich a presentation with interactive exercises aimed at testing listeners' attention and providing classroom feedback.
- ✓ The overall objective of the course is to familiarize teachers and trainers with applicable, relevant and up-to-date digital skills to help them reduce their paperwork, as well as engaging the next generation of students.

COURSE PROGRAM AND LEARNING OUTCOMES:

| | Description of activities | Learning outcomes |
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| Day 1. | Course introduction: | Attendees get acquainted with the areas of digital competence as an educator and become self-aware with their own level and ways to improve. As part of the first day, the Digital Competence Framework for Educators (DigCompEdu) is introduced for the participants as a single European framework for digital skills and competencies. |
| | Building our learners' vocabulary | Whether its languages they teach or mathematics, teachers constantly expect students to learn new phrases and definitions connected to their subject. Quizlet will provide the means to do that effectively, while giving learners and educators the opportunity to engage with their vocabulary through tests and exercises. |
| | Exploring synergies to diversify our methods | Quizlet provides the option to create a small-scale competition among students with a live game, but its scope is extremely limited for extensive use. However, Blooket offers several exciting game modes to do the same and it comes with a handy Quizlet-import option, making it possible to create multiple-choice based quiz games in a matter of seconds. |
| Day 2. | Digital worksheets | For more serious, in-depth exercises it is necessary to provide learners with challenges to let them practise their skills and test their knowledge. Digital worksheets delivered via handheld devices in the classroom not only save paper, but time as well due to customizable auto-grade features. Moreover, Wizer.me offers real-time tracking to see how our students fare, and the differentiation function lets them work at their own pace. |
| Day 3. | Creating quizzes from scratch | Digital educators must be skilled at creating online quizzes tailored to the needs and demands of specific learner groups. This module will provide the means to implement this skill into their teaching methods through the exploration of the many features of Quizizz . |
| | Interactive Workshop: Quiz transfer and interoperability | Being skilled at the use of multiple quiz sites can greatly enhance and diversify our lesson activities. At the same time working on multiple platforms shouldn't necessarily mean more workload with conscious coordination. As an extremely powerful teaching hack, educators will get acquainted with the way of transferring quizzes among the sites covered during the training (Quizlet, Blooket, Quizizz). |
| Day 4. | Collaboration in the digital space | Cooperative education improves several skills of participating students therefore it should be an indispensable technique in every classroom. With the help of Miro, students will be able to create project plans, mind maps, and do other various classroom activities together, while educators have the means to monitor or assist their work in real-time. |

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| Day 5. | Workshop day with interactive presentation: engaging students and keeping their focus | Attendees will be provided with the tools to enhance their presentations in a way that students will become active participants rather than passive viewers. With the help of Mentimeter and its many features, educators will be able to engage their audience in several different ways to make sure their focus is on the delivered content. Moreover, participants will learn the golden rules of giving a presentation, as a small presentation skills training to be able to adjust to the digitalized environment. |
| | Final reflections on the course and take away thoughts for farewell | As a farewell activity, the course closes with individual reflections, as well as ideas on integrating the new knowledge and skills into teaching and training in the future. |