

# APPS AND TOOLS FOR TEACHING – INDOOR AND OUTDOOR

**Teacher:** João Garrido

**Course Duration:** one week, from Monday to Saturday, 30 hours

**Number of Participants:** Min. 6 – Max. 20



## DESCRIPTION

Technology has expanded the field of education by introducing mobile educational apps, which greatly help teachers and students. The use of mobile devices and tablets was once restricted in classrooms, however, these gadgets now have the power to transform monotonous lessons into fun and exciting lessons. With the best teacher educational apps and tools, learning isn't just limited to the classroom, teachers can plan, create and prepare lessons for their students through learning-oriented apps that can occur indoor or outdoor. In addition, these apps enhance student engagement and the development of effective communications.

When it comes to teachers, they can easily use these educational apps and tools to develop classroom learning, but they can also extend the learning process outside the classroom. This opens the door to an ocean of knowledge for students. Students can access these applications anywhere and anytime, and teachers can thus keep students always connected to learning.

If you are a teacher, this is a course for you. In this course you will learn how to use some of the best apps and tools to enhance your learning processes, activities, and students' evaluation. It will cover apps that will enable you to create collaborative and interactive content, share information, create quests and scavenger hunts, etc.

The course will be very practical, combining theory with practice, group work and discussion with hands-on phases in which the participants will have the opportunity to explore the provided apps.

## LEARNING OUTCOMES

### Participants to the course will learn to:

- Interact with some of the most important apps for teaching to understand their usefulness and applicability in different situations of communication and learning.
- Acquire skills using apps to share and publish content:
  - Use apps to edit and publish content.
  - Share documents to promote collaborative work.
- Acquire skills in the domain of some apps to promote interactivity, collaboration and students' assessment:
  - Use apps to interact with students.
  - Evaluate and assess students learning using mobile apps.
- Acquire pedagogical and didactic skills in Educational Technologies, with a special focus on the use of apps as pedagogical tools;
- Apply apps to the Instructional Design of a Curricular Unit.

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## Monday

### Introduction

- Introduction of the course and the external activities.
- Icebreaking activity to introduce the trainer and the participants.
- Pedagogical Design of Learning Using apps or software tools:
- Contextualization – Learning Theories;
- “Instructional Design” methodologies and the Design of Constructivist Learning Environments.

## Tuesday

### Apps and Tools for Interactive Content Creation and Sharing

- Creating interactive content and presentations;
- Creating and Sharing Books online;
- Interact with students collecting ideas and creating mind maps;
- Interact with students, creating word clouds, pools and Q&A.

## Wednesday

### Apps to explore nature, history and geography outdoor

- Identifying unknown plants, birds and rocks;
- AR (Augmented Reality) apps to explore History;
- Exploring the skies with a smartphone;
- GyroCompass and GPS location apps.

## PROGRAM

### Thursday

#### Apps for Treasure Hunt

- Creating geocaching Adventures for students;
- Creating learning experiences for students to play augmented reality games and treasure hunts.

### Friday

#### Practical Application Work

- Pedagogical design of a curricular unit using the available apps and tools to implement student-centered learning activities indoor and outdoor.

### Saturday

#### Course Closure & Tour

- Course evaluation and awarding of the course Certificate of Attendance.
- 21st Century Skills – The Values of Art and Culture – Excursion Tour and external cultural activities.