

DIGITAL TOOLS FOR CLASSROOM FOR INNOVATIVE TEACHERS & STUDENTS

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 Digital Tools, 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 Digital Tools for innovative teacher and students, 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 tools enhance student engagement and the development of effective communications.

When it comes to teachers, they can easily use these educational digital tools to innovate 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 digital tools anywhere and anytime, always staying connected to learning, and can also become more innovative themselves.

If you are a teacher, this is a course for you. In this course you will learn how to use some of the best digital tools to be more innovative and enhancing learning processes, activities, and students' evaluation. It will cover digital tools 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 digital tools.

LEARNING OUTCOMES

Participants to the course will learn to:

- Interact with some of the most important digital tools for teaching to understand their usefulness and applicability in different indoor and outdoor situations of communication and learning.
- Acquire skills using digital tools to share and publish content:
 - Use digital tools to edit and publish content.
 - Share documents to promote collaborative work.
- Acquire skills in the domain of some digital tools to promote interactivity, collaboration and students' engagement:
 - Use digital tools to interact with students.
 - Engage students in learning through the use of mobile digital tools.
- Acquire pedagogical and didactic skills in Educational Technologies, with a special focus on the use of digital tools to teach and improve learning;
- Apply different digital tools 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 digital tools:
- Contextualization – Learning Theories;
- “Instructional Design” methodologies and the Design of Constructivist Learning Environments.
- Introduction to Shared Boards and other interaction tools

Tuesday

Digital tools to create rich media content

- Creating almost any type of content to engage students and improve communication design;
- Using video and comics to draw students attention;
- Publishing and sharing different types of media.

Wednesday

Digital tools for interaction and collaboration

- Interacting with students in the classroom;
- Whiteboard collaboration to make education communications better.

PROGRAM

Thursday

Apps and tools to empower students with content creation

- Tools that let students creating almost any type of rich media content;
- Storytelling digital tools for students to improve writing and communication skills;
- Empowerment tools for students.

Friday

Practical Application Work

- Pedagogical design of a curricular unit using some digital tools to implement student-centered learning activities.

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.