# BEST APPS FOR TEACHERS 

Teacher: João Garrido<br>Course Duration: one week, from Monday to Saturday, 30 hours<br>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, learning isn't just limited to the classroom, teachers can plan, create and prepare lessons for their students through learning-oriented apps. 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 to keep attendance records, record student behavior, etc. 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 their classrooms.

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 to enhance your classroom activities, learning processes and students' evaluation. It will cover apps that will enable you to create collaborative and interactive content, share information, create assessment inquiries, 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.

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## LEARNING

 OUTCOMESParticipants 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.


## PROGRAM

## 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:
- Contextualization - Learning Theories;
- "Instructional Design" methodologies and the Design of Constructivist Learning Environments.


## Tuesday

Apps for Interactive Learning Classes

- Creation of interactive presentations with Mentimeter;
- Creation of Flash Cards, Quizzes and Games with Quizlet;
- Teaching Math step by step with Photomath.


## Wednesday

Apps for Notes and Organizing Class Activities

- Taking notes, organizing important information e sharing it with Evernote;
- Organizing teacher classes with Additio Learning Management System.


## Thursday

## Apps for Interactive Content Creation

- Creating videos and interactive presentations with Animoto;
- Sharing whiteboard and presenting concepts and ideas with Explain Everything.


## Friday

Apps for outdoor learning and Practical Application Work

- Creating learning scavenger hunts for mobile devices using Actionbound;
- Pedagogical design of a curricular unit using the available Apps 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.


