

Course code ICT.1.LAP

Last update 01/02/2021

Course information

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| Title | Discover Florence with LearningApps – Innovative Teaching Methods in Practice |
| Concept by | <u>Lorenzo Gaspari</u> |
| Course URL | <u>teacheracademy.eu/course/discover-florence-with-learningapps/</u> |
| N. of participants | 4-12 |
| Course length | One week (6 days, Monday - Saturday) |
| Language | English. Other languages may be available upon request |
| Locations and starting dates | <ul style="list-style-type: none"> • <u>Florence</u> - 19-24 July 2021 <p>On request, we can organize this course directly at your school. Discover all the dates at <u>teacheracademy.eu/courses-dates/</u></p> |
| Free time activities offered | All courses include at least one city guided tour and one full-day Cultural Activity. |
| Type of certification awarded | Certificate of Attendance, including a description of the course contents (80% of attendance required); other Certificates may be available upon request |
| Price | 480€ * * Our courses are eligible to be completely funded by the <u>Erasmus+ KA1 funds</u> and several other programs. |

Course contents

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| Description | <p>Learning Apps is a web 2.0 application to support learning and teaching processes with interactive modules.</p> <p>They can be used directly in learning materials, but also for self-studying and for creative content production. LearningApps include no specific framework or a specific learning scenario, so they are not suitable as complete lessons or tasks. Instead, they must be embedded in an appropriate teaching scenario.</p> <p>This course aims to demonstrate how useful LearningApps are in teaching many subjects. We would like to show how easy it is to create interactive learning modules with templates of the website. We are going to explain how to collect reusable building blocks and make them accessible to everyone. We would like to show how to make teaching playful with LearningApps by using innovative teaching methods.</p> <p>By the end of the course, participants will gain greater insight into using LearningApps. They will learn how to integrate the interactive learning modules into lessons to motivate their students in the learning process. Participants will also learn how to get inspired by visiting a museum. Upon completion of the course, they will learn more about the history and art of Florence and about famous artists of the city and its surroundings.</p> <p>The online web-tool LearningApps will be used during the course.</p> <p>Participants are asked to bring their own devices: laptops, tablets, mobile phones.</p> |
| Learning outcomes | <ul style="list-style-type: none">• Create interactive learning modules with LearningApps;• Integrate these modules into the teaching process;• Stimulate students with playful apps;• Use innovative teaching methods;• Incorporate museum experience into the teaching/learning process. |

Tentative schedule*

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| Day 1 – Course introduction | Day 2 – App creation - Leonardo da Vinci |
| <ul style="list-style-type: none">• Getting to know LearningApps, the useful web 2.0 tool• Creating Apps: making similar ones, or using a template• The question of copyrights• Get inspired by the Medicis: visiting Palazzo Medici Riccardi. | <ul style="list-style-type: none">• Creating Apps based on museum experience of the previous day• LearningApps: handling the folders; using the different templates and the AppMatrix• Teaching with Art• Get inspired by Leonardo: visiting Museo Leonardo da Vinci |
| Day 3 – App creation - Dante | Day 4 – App creation - Galileo |
| <ul style="list-style-type: none">• Creating Apps based on museum experience of the previous day• LearningApps: handling the classes; extra templates• CLIL not only for language teachers• Get inspired by Dante: visiting Casa di Dante | <ul style="list-style-type: none">• Creating Apps based on museum experience of the previous day• LearningApps: using the teacher-tools• Project-based learning• Get inspired by Galilei: visiting Museo Galileo |
| Day 5 – Lesson plans with learning apps | Day 6 – Excursion & Course closure |
| <ul style="list-style-type: none">• Creating Apps based on museum experience of the previous day• Making lesson plan/thematic plan with LearningApps• Introduction of the flipped classroom method | <ul style="list-style-type: none">• Course evaluation: round-up of acquired competencies, feedback, and discussion;• Awarding of the course Certificate of Attendance;• Excursion and other external cultural activities. |

*The schedule describes likely activities but may differ significantly based on the requests of the participants, and the trainer delivering the specific session. Course modifications are subject to the trainer's discretion. If you would like to discuss a specific topic, please indicate it at least 4 weeks in advance.

Links and resources

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