



## The Fundamental ICT Tools for Education

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### Course details

- 🕒 One week course
- € Starting from 480€ (Cultural activities included)\*
- 👥 Min. 4 - max. 14 participants
- 📄 Certificate of attendance included (80% of attendance required)
- 📍 Available in Athens, Rome, Split, and Valencia

\* A 60 € late registration fee will be applied if you register less than 8 weeks before the course start date.

### Course description

As a result of the digital revolution, today's pupils and students may find traditional activities, such as reading, exceedingly uninteresting, whereas they are naturally drawn to audiovisual information (e.g., videos, photos, and audio resources).

On the other hand, schoolteachers most often receive a traditional education and may feel unprepared to communicate with their students using digital jargon and tools.

This course will provide participants with a broader understanding of how to apply ICT tools in the classroom and improve digital competencies for education.

Overall, it will promote educational excellence by enabling teachers, trainers, headmasters, and other educators to integrate new technology and social media into teaching and learning.

The course will provide a complete and all-encompassing review of ICT and social technologies for education. Participants will gain insight into the top teaching and student learning apps, digital solutions, and social platforms.

### Requirements

Suggested computer proficiency: Basic.



## Learning outcomes

The course will help the participants to:

- Get a sense of the most important new technologies, as well as the expanding trend of incorporating ICT into education;
- Discover the most relevant social media platforms and how they may be used in education and learning;
- Acquire skills in how to use photos and videos in your classroom and how to make them;
- Gain an understanding of how to create a website or a blog quickly and easily;
- Become competent in the fundamentals of developing an e-learning platform;
- Grasp the most engaging, motivating, and innovative apps and web solutions for making education more engaging, motivating, and inventive;
- Learn innovative techniques and best practices to integrate new technology into education by gaining a fresh perspective on ICT tools.

## Tentative schedule

### Day 1 – Course introduction and apps for graphics and videomaking

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- Introduction to the course;
- Icebreaker activities;
- Evaluation of requirements and expectations.

#### Apps for graphics and videomaking

- Using the app Snapseed;
- Learning about the PhotoGrid app;
- Making a stunning video;
- How to make a lesson plan based on a video;
- Turning your iPad or Android tablet into a virtual whiteboard to create a video lecture.

### Day 2 – Learning games and game-based-learning

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- Create and operate learning games to encourage, teach, review, and assess students;
- Quizzes for the classroom;
- Creating and administering real-time graded quizzes and tests;
- Tailor education to student learning with ICT tools.



### Day 3 – Incorporating social media platforms into education and learning

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- Practical work based on the participants' learning needs;
- Presentation and peer review in a plenary session.

### Day 4 – E-learning, blended learning, and the flipped classroom

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- Concentrate on Edpuzzle as a social learning platform;
- Creating an e-learning classroom;
- Sharing news, links, and photographs with the students;
- Creating and delivering a quiz and an assignment.

### Day 5 – The fundamentals of web design

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- Activity: using Weebly, you may make your own website or blog;
- Introduction to Google apps and collaborative web tools;
- Activity: using Google Drive, you may share and work on a document at the same time;
- Activity: embedding a Google form in your website or blog;
- Other social tools, apps, and web solutions that can be used in the classroom;
- Personalized practical work based on the learning needs and expectations of the participants.

### Day 6 – Course closure & cultural activities

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- 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.

Our courses usually include two cultural activities. Further information is available on the webpage of each course location.





## About the provider

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