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## Program Description

In the technology era, apart from putting digital boards the classroom, uploading documents into a website, and browsing for some information, technology hasn't deeply transformed education yet. A lot can be achieved only by taking advantage of the devices that the students already carry with them and have at home.

The scope of this course will cover all the stages creating a Digital Classroom, from research to assessment, in order to facilitate the teacher's job.

The scope of this course will cover all the stages in a project based learning, from research to assessment, to facilitate teacher's job.

## Competences

- Getting to know how to use a diversity of digital resources in order to make activities more interesting for students.
- Increasing student's engagement and motivation.
- Taking advantage of student's devices in and out of the classroom.
- Developing collaborative activities. Increasing performance and effectiveness in the preparation of the lessons.
- Taking advantage of available resources for the classroom, free and easy to use.
- Being more effective teachers, spending more time on students rather than bureaucracy.
- Offering student more support on ICT.

## Methodology

The methodology used in the course is 'learning by doing' in the form of a guided tutorial. The teacher, after briefly explaining some concepts and approaching the necessary tools, proposes a project in which students will have to create educational resources for the class.

The teacher then becomes a support, helping the students in their learning experience, at the end of the course there will be a test to assess the learning outcomes and the knowledge gained.

## Results

By completing this course, you will acquire new competencies and will be able to:

- Understand different models of instruction using ICT.
- Learn how to use collaborative tools using cloud computing tools: Google Apps.
- Search and select appropriate already available videos and other resources.
- Create video resources: Record, edit and deliver video.
- Create audio-visual interactive activities.
- Deal with main issues using technology in class.
- Make students create their own content.
- Get instant feedback from students.
- Use different ways of getting a quick and easy assessment.

## Day by day Planning

### Day 1: Introduction to the Digital Classroom

9:00-10:30	Overview of the Digital Classroom Understanding the concept and benefits of a digital classroom.
10:30-12:00	Key Digital Tools for Educators Introduction to essential digital tools.
12:00-13:00	Setting Up Your Digital Workspace
13:00-14:00	Organizing tools and resources for efficiency.

### Day 2: Learning Management Systems (LMS)

9:00-10:30	Introduction to LMS Exploring different Learning Management Systems and their features.
10:30-12:00	Choosing the Right LMS for Your Needs Factors to consider when selecting an LMS.
12:00-14:00	Setting Up Your LMS: Hands-on session to create a course in an LMS.

### Day 3: Interactive Learning Tools

9.00-10.00	Engaging Students with Interactive Tools
10.00-11.00	Overview of interactive tools like Kahoot, Padlet, and Nearpod
11.00-12.30	How they enhance engagement
12.30-13.00	Using Polls and Quizzes, Creating interactive polls and quizzes
13:00-13.30	Group Activity: Creating Interactive ContentCollaborate to design an interactive lesson plan
13.30-14.00	Presenting interactive content and receiving peer feedback

### Day 4: Virtual Collaboration

9.00-10.00	Tools for Virtual Collaboration
10.00-11.00	Exploring platforms like Google Workspace and Microsoft Teams

11.00-11.30	Features that facilitate collaboration
11.30-12.00	Best Practices for Online Collaboration
12.00-12.30	Strategies for effective virtual teamwork: Setting norms for collaboration
12.30-13.00	Group Activity: Collaborative Project Planning: Design a project that requires collaboration among students
13.00-14.00	Presenting Projects: Groups share their project plans and receive feedback

## **Day 5: Creating Digital Content**

9.00-10.00	Digital Content Creation Basics
10.00-11.00	Tools for content creation
11.00-11.30	Video and Audio Tools for Educators
11.30-12.00	Best practices for multimedia content
12.00-12.30	Group Activity: Create a Digital Lesson
12.30-13.30	Design a multimedia lesson on a chosen topic
13.30-14.00	Presenting digital lessons to peers for feedback

## **Day 6: Assessment in the Digital Age**

9.00-10.00	Digital Assessment Tools: Overview of platforms like Quizlet, Socrative, and Google Forms
10.00-10.30	Benefits of digital assessments
10.30-11.00	Formative vs. Summative Assessment
11.00-11.45	Differences and applications in the digital classroom
11.45-13.30	Group Activity: Designing Assessments: Create a formative or summative assessment using digital tools
13.30-14.00	Feedback Session: Peer review of assessments and suggestions for improvement

## **Day 7: Managing Digital Classrooms**

9.00-10.00	Classroom Management Strategies
10.00-10.30	Techniques for managing student behavior online
10.30-11.00	Tools to support classroom management
11.15-12.00	Setting Norms and Expectations
12.00-12.30	Establishing rules for online participation
12.30-13.00	Importance of communication
13.00-13.30	Group Activity: Collaboratively develop a plan for managing a digital classroom
13.30-14.00	Discussion: Sharing classroom plans and strategies

## **Day 8: Supporting Diverse Learners**

9.00-9.30	Digital Tools for Differentiation
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- 09.30-10.00 Overview of tools that support diverse learning needs
- 10.00-10.30 Strategies for tailoring instruction
- 10.30-11.30 Inclusive Practices in Digital Learning: Creating an inclusive environment in a digital classroom
- 12.30-13.00 Collaborate to design activities that cater to diverse learners
- 13.00-14.00 Sharing Ideas: Presenting inclusive activities and discussing implementation

## **Day 9: Evaluating Digital Tools**

- 9.00-10.00 Criteria for Evaluating Digital Tools
- 10.00-11.00 Key factors to consider: usability, effectiveness, accessibility
- 11.00-12.00 Hands-on session to assess current tools used in the classroom
- 12.00-13.00 Group Activity: Preparation of your Plan of using the tools in your classroom
- 13.00-13.30 Evaluate and present findings on a specific digital tool
- 13.00-14.00 Presenting Evaluations: Sharing evaluations and recommendations with the group

## **Day 10: Future of Digital Learning**

- 9.00-10.00 Trends in Digital Education
- 10.00-10.30 Discussing emerging trends and technologies in education
- 10.30-11.00 Building a Personal Learning Network
- 11.00-12.00 Strategies for connecting with other educators and resources
- 12.00-12.30 Course Reflection and Next Steps
- 12.30-13.30 Reflecting on learning outcomes and setting future goals
- 13.30-14.00 Goodbye session