



idevelop

Program Increasing Engagement Through EdTEch, 5 days

Málaga

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Program Description

This course aims at providing a broad range of technological tools for teachers in order to enhance their pupils' creativity, curiosity, engagement, fun, both individual and collaborative learning and critical thinking. To do so, participants' creativity and motivation will be boosted by exploring a great variety of up-to-date educational applications. All the stages involved in teaching will be covered: from class management, class preparation and delivery, assessing, organisational school tasks and parent-teacher communication. The tutor with participants will delve into different ways to improve lesson presentations, organisation and planning, and go through multiple resources to develop an efficient gamified practice, revision and assessing. Play with art and drawing apps are also planned, including creating funky videos and rendering quizzes and projects more fun and enjoyable.

Competences

The skills learnt by the participants during the course can be used to:

- Getting to know how to use a great variety of digital resources.
- Creating inspirational activities for both the teacher and the student.
- Increasing pupils' engagement and motivation.
- Using students' devices as one more educational tool at school and at home.
- Developing collaborative activities.
- Increasing performance and effectiveness in lesson preparation and delivery.
- Using free, easy, ready-to-use resources.
- Gaining efficiency as a teacher.
- Saving time on bureaucracy for a more student-centered approach.
- Offering ICT support to students.

Methodology

The course will scope around a challenge, an issue, a question. What is the essential need you'd like to satisfy in this course? What is your driving question? How can you bring something to society? What can you do to help your community? The idea is, in groups, to create a short project throughout the course in order to answer the "ah ha!" question. And the group will do so by thinking critically, investigating, collaborating, researching and communicating. This way of teaching and learning involves three different methodologies, Active Learning, PBL and Flipped Classroom.

Results

By completing this course, you will be able to:

- Understand different technological models of lesson planning, presentation and assessment.
- Use collaborative tools using cloud computing tools: Google Apps.
- Search and select appropriate available videos and other resources.
- Create video resources: record, edit and deliver videos.
- Create audio-visual interactive activities.
- Deal with main issues using technology in class.
- Guide students to create their own content.
- Get instant feedback from students.

Day by day Planning

Day 1 – Welcome to the World of EdTech

9:00-10:00 Welcome session, introductions, goals and expectations

10:00-11:00 Exploring Genially, Padlet, Quizizz, and Quizlet

11:00-12:00 Defining your essential question: how can EdTech serve your classroom and community?

12:00-13:00 Introduction to Active Learning, PBL, and Flipped Classroom

13:00-14:00 Google Classroom, Bloom's Taxonomy, and reflection on learning apps

Day 2 – Creativity Meets Technology

9:00-10:00 What do students expect from engaging lessons?

10:00-11:00 Creating funky videos using Edpuzzle, Flipgrid, and Nearpod

11:00-12:00 Designing visual presentations with Canva, Prezi, and Book Creator

12:00-13:00 Applying the SCAMPER creative thinking strategy in lesson design

13:00-14:00 Reflection: how much of your creative potential have you activated?

Day 3 – Communication & Collaboration Tools

9:00-10:00 Introduction to communication theory and workshop on positive interaction

10:00-11:00 Understanding the Dramatic Triangle, speaking to engage, and group reflection

11:00-12:00 Workshop: facilitation techniques and critical discussion of active methodologies

12:00-13:00 Exploring Class Dojo, ISLCollective, BusyTeacher, and fun student content

13:00-14:00 Singing, videos, TED Ed, LyricsTraining, and presenting your group work to the class

Day 4 – From Practice to Mastery

9:00-10:00 EdTech Treasure Hunt – revisiting key tools and concepts

10:00-11:00 Practical session: editing videos and creating collages with InShot

11:00-12:00 Challenge-based group activities – peer-to-peer learning

12:00-13:00 Final work presentations: share your interactive lesson or tool

13:00-14:00 Reflecting on impact: how does tech truly serve student engagement?

Day 5 – Implementation & Impact

9:00-11:00 Open creation lab: develop your own tech-integrated lesson or classroom tool

11:00-12:30 What will you implement in your daily teaching practice?

12:30-13:45 Personal reflection: have you met your expectations and goals?

13:45-14:00 Final words and goodbye session