



Objectives

- ✓ Provide teachers with practical ideas on how they can incorporate technology into their existing lessons
- ✓ Defining ICT usage in education with its pros and cons
- ✓ Sharing good practices in teaching and learning, using ICT, enabling teachers to become confident and competent enough to create a collaborative, interactive classroom experience for their students using the ICT
- ✓ Familiarize teachers with current trends in the use of Internet and new technologies in education
- ✓ Exchanging experiences in cooperative and collaborative learning process as long as in creativity and innovation
- ✓ Introducing gamification and the use of videogames with learning purposes

Target Group

The training course is addressed to primary and secondary school teachers, adult teachers, school directors, school inspectors, VET teachers, VET trainers, managers of enterprises and officers working in public bodies and schools in general who wish to acquire the skills for using ICT with educational purposes.

Language of course

This course is provided in English.

Methodology

The approach used is highly practical, based on the expertise of the course trainers who have a lot of years' experience in using ICT and social media. Practical simulations will be carried out for each topic. Practical simulations are based on the use of ICT and gamification for education.



Programme

Day 1 – 4 hours

Introduction to ICT in the classroom

- Presentation of participants and sharing expectations
- Browsing tips
- Secure surfing techniques
- Web Search optimization
- Gmail advanced features
- Managing bookmarks with Symbaloo
- Whiteboard projection widgets
- Screen video recording
- City tour in Valencia

Day 2 – 4 hours

Google Suite and collaborative tools

- Practicing some Google Suite apps:
 - Managing cloud storage
 - Docs concurrent teamworking
 - Sharing restrictions
 - Surveys with Forms
 - Designing and publishing your website
 - Organizing favorite places with Maps

Day 3 – 4 hours

ICT tools and resources

- Padlet: virtual board organization
- Timeline tools: History events and biographies
- Drawing tools for different purposes:
 - Doodling
 - Sketches
 - Comics
 - Flyers
 - Mind Maps
- Evaluation assessments made fun
- Online videogames for different subjects



Day 4 – 4 hours **Gamification in the classroom**

- Definition of Gamification
- Gamification vs. Game Based Learning
- Applications related to the development of gamified environments

Day 5 – 4 hours **Professional visit**

- Visiting a school in Valencia using collaborative learning and ICT tools with students to evaluate the impact in the educational context
- Meeting with teachers and students
- Evaluation and certification
- Farewell dinner

Fees

Course fee: 423,50 €/participant VAT included. Possibility of invoicing 350,00 €/participant if sending organisation has Intracomunitary VAT number.

- ✓ Preparation for the course
- ✓ Tuition
- ✓ Training materials
- ✓ Administration costs
- ✓ Organizational costs
- ✓ Professional visit to school
- ✓ City tour in Valencia
- ✓ Farewell dinner

Requirements

Minimum of 8 participants. For smaller groups, contact us.

Contact

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