How to make your school more competent in digital literacy- emergent tools

10 - 14 january 2022 / 20 - 24 june 2022

Teacher training acts as a critical factor in the quality of teaching. The teacher helps to create a common context of experiences within the classroom that enhances inclusive education.

Technology expands the possibilities of pedagogy, but it does not replace it. Current learning should not focus on content but on the interactions that occur around them.

The digital society requires competencies that educational systems have to develop (personal autonomy, information search, information processing, etc and that is one of the CHALLENGES that schools must set themselves to offer an innovative and quality education through using suitable pedagogies and tools (Augmented & virtual reality, 3 D printing, Animations, ...)

These course activities will develop creative teaching and assessment methods, using Learning Design methodology and cutting edge technology for the dissemination of materials will ensure that they have longevity in a fast-moving digital environment.

Target group

+ Teachers of primary secondary schools and vocational schools

+ Advisors, teachers, trainers …

Practical info

Main Objectives

+ To learn about how to integrate digital projects in students learning
+ To know how to engage students in the learning proccess
+ To Identify exactly what innovative practices are appropriate to student engagement in the learning process
+ To be able to Implement playful and creative learning environments that foster imaginative solutions, collaboration, innovation and entrepreneurship facilitated through technologies.
+ To acquire skills to develop a new didactical approach by designing a sequence of complex tasks with relevant teaching strategies (Analyze Requirements, Identify Learning Objectives., Develop Design. .....)..
+ To find new ways to assess digital competences and skills

Learning Outcomes

+ Teachers get competent in learning design

+ Teachers become proficient in immersive learning through the use of virtual reality, augmented reality, interactive videos, 3D design ...

+ Teachers learn about how to integrate teaching practices in students curricula

Methodology of the course
+ A general introduction on each of the topics
+Sharing participants experiences and expertise on the course topics
+ Using Learning Design methodology and cutting edge technology for the dissemination of materials
+ Learning by doing with the support of professors and trainers
+ Working in teams - collaborative learning

Organizers: *Facultad de Ciencias de la Educación - University of Santiago de Compostela*
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Validation

+ The course participants will get a *Certificate of active participation*. That could be validated by Educational Authorities in asistant's countries.
+ The competences acquired will be validated by the course organisers on the Europass mobility.

Practical information

+ There is an international airport in Santiago
+ 2021 & 2022 ara holly year in Santiago. Get information at the   The way to Santiago
The organizers will provide a list of hotels
The venue: ***University of Santiago de Compostela***

Planned courses

+ 10 - 14 january 2022
+ 20 - 24 june 2022

Course fee

+ *This course starts on Sunday afternoon and ends on Friday afternoon (5 days)*
+ *Fee for tuition and materials 450* **€**
+ *Fee change coming due to Erasmus programme 2021-27*

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