ISLANDA
21.04 - 28.04.2024

INFORMATION AND COMMUNICATION TECHNOLOGIES (ICT's), WEB APPLICATION, SOCIAL NETWORKS & ONLINE TOOLS FOR A NEW EDUCATION

COURSE INFORMATION

ICT's course is aimed for teachers and school staff from pre-school level to primary, secondary, vocational, adult and special needs education, staff of non-government organizations, government and policy makers and company staff. Participants are expected to have at least B1 level of English proficiency.

One of the strengths of the course lies in the presentation and use indeed of the iPad and other devices and a great range of educational apps to use in the classroom. Moreover, the course will focus on THE USE AND LEARNING OF NEW TECHNOLOGIES in the classroom, with special focus on the use of tablets as iPads or similar ones and discovering new apps but the achieve of all new knowledge as well. One of the goals of the course is to enable participants to introduce news technology (ICT) in classroom and apply the acquired skills to make knowledge accessible. We could do that in different ways such as by discovering and creating digital resources for teaching and learning. Students will work with modern technology to explore image and sound editing, the making of interactive presentations, the creation of online and offline games activities, etc. All these activities and tools will help a lot of subjects such as mathematics, science, languages, etc., so interdisciplinary will be used as part as the digital resources.

METHODOLOGY

ICT's course is based on theoretical and especially on practical lessons and presentations of examples of good practice as well as discussions and experience comparisons. The course will have lectures, seminars and workshops to ensure full comprehension and every day assingnment support. Every day will add new information about new devices, apps, programs, etc., and will create new links to strenghten future common projects. Moreover, participants will also have the opportunity to enjoy interactive and collaborative group class. In addition, teachers will always have time to asess the information and the student's job and redefine the contents and ways of working in order to improve the student's skills.

Our experienced trainers will support and stimulate the networking and cooperation among participants. We organize networking, cultural, sport and historical activities in order to give participants the opportunity to exchange best-practices and establish professional cooperation and links. These activities are a very good example of how to organise activities in a possible common future KA2 project. In these activities will take part not only participants of the course but also other participant from differents courses attended by the company. The expected training activity has been structured so that the participants can transfer know-how and develop needed skills once they return to their school with their own students.

In the end of the course, the company will provide the participants an attendance certificate including the detailed information about the course, e.g. title, programme and schedule. In addition, a Europass Mobility Certificate can be added on request.

MAIN OBJECTIVES

ICT's course covers all the needs to know the basic ideas of using technology in the class. In detail, the concrete goals of the course are:

- To learn to use a great range of new tools and devices.
- To provide teachers to improve their practical skills related to the management of the idea and application process of the new technologies
- To assess and manage properly different digital tools to apply interdisciplinary through the curriculum.
- To help teachers to design and implement motivating activities for their students by using ICT within a new framework of critical principles.
- To strengthen European collaboration among –past, present and future– participants in the course.
- To share experiences of international collaboration and projects from different organizations in order to improve the european awareness
- To improve English fluency –official language of the course–.

DAILY PROGRAMME

The manager of the company usually welcomes participants on Sunday afternoon and gives them all the information about courses and Erasmus week. The main training activities, instruction and practices will take place from Monday to Friday. Moreover, participants will be able to explain their own school and Erasmus project to the rest of participants in the beginning of the week and, after that, work all together to set up future eTwinnings or even Job Shadowing. On another note, participants will be involved in cultural activities held by the company during afternoon time. Finally, there will be a course' roundup and a final evaluation on Friday or Saturday morning, depending on the participants' departure time, and the delivery of the certificates of attendance. Here you have below the standard indicative daily programme of the course.

DAY 1 – SUNDAY. WELCOMING.
- Meeting and greeting with the manager of the company, trainers and locals.
- Individual orientation and information about the venue and the country.
- Round up presentation and networking between all participants.
- Guided visit and cultural inputs to discover the city.

DAY 2 – MONDAY. SCHOOL PRESENTATIONS AND KNOWING NEW TOOLS.
- Presentation of the course and its target.
- Networking activity: Presentation of your own school.
- How to create QR codes, working on the design, how to elaborate and organize the contents and management.
- Working in groups to practice about how to use in the classroom.
- Discovering interactive & real live presentation tools.

DAY 3 – TUESDAY. BE CREATIVE!!
- Brief school's presentations.
- Exhibition of a wide range of apps and tools to manage contents in the classroom.
- Be a director!!! Discovering video apps: stop motion, chroma video tool, iMovie, etc

DAY 4 – WEDNESDAY. DISCOVERING IPADs AND GAMIFICATION APPS.
- Working with tablets and iPads (1).
- The use of apps to gammificate the classroom.
- Explore another kind of apps, like collaborative board tools.

- Discussing group ideas proposed by groups to create different games. Brainstorming and team building.

DAY 5 – THURSDAY. ENJOY THE VIRTUAL REALITY!!
- Working on the use and art of creating games and sheets for children.
- Knowing the world of Virtual & Augmented reality. Playing with different and awesome tools to discover Augmented and Virtual reality.

DAY 6 – FRIDAY. PRACTICAL DAY.
- Knowing some tools for working with literature in the classroom. How to create digital comics and tales.
- Deal with some creative apps to create canvas, posters and amazing sheets for the students.
- Create amazing questionnaires with google form. Tricks and key words to create successful forms.
- Let's practice!! Cooperative working in groups making and applying different forms.
- Dissemination time and working in collaborative teams.
- Course evaluation.
- Releasing official course certifications.

DAY 7 – SATURDAY. CONCLUSION.
- Free cultural activity visiting the best Museum in the city, to increase networking between participants and deepen the local culture.
- Course evaluation.
- Releasing official course certifications.
- Participants departure.