Project „ ACTIVE CITIZENSHIP AND ENVIRONMENTAL AWARENESS THROUGH FORMAL AN NON-FORMAL EDUCATION“

ICT workshop „Innovative lessons using digital teaching methods and ICT for ecological activities“

PROGRAMME

Y 2016

Lecturer

Lecturer	Contacts	Short description
Norbertas Airošius	norbertas@airosius.lt, 00 370 675 251 53, http://www.airosius.lt	Educational technology expert, informatics MSc and teacher expert in Neringa gymansium. He is certified consultant in educational leadership and manages the school's methodological council. During the period 2013 - 2016, the European schoolnet (Brussels) Scientix community assigned him as deputy ambassador in Lithuania. He regularly participates in international educational projects to deploy ICT in the educational process.

Common information

Description

Teachers’ confidence in use of advanced ICT is very important. An international research studies reveal that purposeful use of ICT improves the atmosphere of class cooperation, memorization, understanding, self-learning and increase motivation to learn. With the advanced educational technologies, there are new, exciting and playful ICT tools that make it easier to organize an exciting teaching and learning activities. In order to efficiently use ICT in innovative lessons teachers will become familiar with a variety of ICT tools (e.g. Evernote, Blendspace) and two digital skills training approaches: the creation of digital stories (Storybird, Storyjumper, Plotagon) and a web quests.

Participants expectations

The participants intend to learn how to create innovative lessons using different kinds of new technologies such as pictures, learning object, video, flash animation, gif animation, sounds, etc. They expect to understand the usage of smart phones and tablets and be able to place and share all created materials on the websites and enable learners to follow personalized learning paths. The ability to follow class activities even if pupils are absent and to implement flipped classroom model will be the most promising models in future classroom. Moreover, there is a need to create innovative lessons using cloud technologies.

Course aim

To enable teachers use Digital competence orientated teaching and use interactive ICT scenarios, methods and tools for learners' success.

Objectives:

- To introduce digital teaching scenarios, tools and methods;
- To foster participants use ICT based practices in innovative lessons;
- To train practical skills of ICT application in education process;
- To expand participant ICT based teaching experience;
- To present ICT model for ecological activities development.

Workshop materials

Learning paths

To enable teachers to use latest technologies and to implement systematic technology integration matrix there will be five learning paths accessible online.

Teaching materials

Every teacher will get a pack of slides, concept and tools maps for spreading the novice technology in their community.

Edmodo virtual community

All learners will join online community of practice in Edmodo virtual community to share their good practices, learning object, etc.

Workshop programme

Day 1 "Digital competence & learning paths"

Module	Time, hour	Teaching methods
Morning session		
Introduction of workshop modules, lecturer and participants	1	Presentation, Team building exercises
Digital Competence	2	Lecture
Afternoon session		
Technology integration matrix & Learning resource exchange databases	1	Simulation, presentation
Learning styles and online learning paths. Mind mapping tools	2	Simulation, presentation
Total	6	

Day 2 "Educational technologies & assessment"

Module	Time, hour	Teaching methods
Morning session		
Educational technologies in classroom	1	Lecture, discussion
Edmodo & virtual communities & communities of practice **Open space "Challenges for teachers in Innovative lessons"**	2	Simulation
Afternoon session		
Summative assessment online tool	1	Lecture, simulation
Formative assessment online tool	1	Lecture, simulation
Summative and formative assessment criteria	1	Lecture, discussion, World Cafe
Summary of key messages		
Total	6	

Day 3 "Digital teaching methods"

Module	Time, hour	Teaching methods
Morning session		
Digital teaching methods I: Modern storytelling components	1	Lecture
Modern storytelling tools	1	Lecture, simulation
Modern storytelling practice	1	Simulation
Afternoon session		
Digital teaching methods II: web quest	1	Lecture
Web quest practice	0,5	Simulation
Educational resource exchange ProAction Café "Olympics of innovative lessons"	1	Simulation
Course reflections & evaluation	0,5	
Total	6	

Competence evaluation model

Competence level	Methods
Knowledge and understanding of ICT in curriculum (theoretical aspects)	**Tests and quizzes**
Digital teaching methods, tools and scenarios (practical skills)	**Learning paths, final story telling products, web quest, self-assessment form**
Attitudes and values for future ICT based classroom	**Personal competence map**

List of resources

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