ICT in the Classroom: Innovative Tools to Facilitate Students Learning, Collaboration and Creativity

by Iacopo Falciani

Course details

🕐 One-Week course

€ Starting from 480€* (cultural activities included)

📋 Certificate of attendace included (80% of attendance required)

📍 Available in Athens, Dublin, Lisbon, Nice, Valencia

* a 60 € late registration fee will be applied if you register less than 8 weeks before the course start date. All prices are VAT included or not due.

Course description

This course is designed for teachers who would like to further their knowledge and develop their skills in **the use of AI tools in the classroom**.

It will give inspiration to teachers who would like to use **web solutions** in their classrooms in order to **promote students' learning, collaborative work, and creativity** across a wide range of subjects.

During the course, participants will be involved in practical activities exploring how to:

- Apply models that support the effective implementation of ICT in the Classroom;
- Create and manage learning content by using a variety of tools, websites, and search engines;
- Infuse technology throughout a lesson plan for efficient and effective teaching.

Upon completion of the course, participants will feel more confident to incorporate AI tools into everyday teaching. This will promote students' creativity and motivation, resulting in more **engagement and higher motivation** for the learning process.

Requirements

Suggested computer proficiency: Intermediate

Learning outcomes

The course will help the participants to understand how to:

- Choose the right online tools for a variety of educational activities;
- Optimize retrieval process (e.g. Socrative, Quizlet);
- Conduct assessment for/as/of learning (e.g. Kahoot, ePortfolios);
- Give effective feedback to students (e.g. Edpuzzle);
- Support collaboration and dialogue among students with community tools (e.g. Padlet, Trello).

Tentative schedule

Day 1 - Course introduction

- Introduction to the course, the school, and the external week activities;
- Icebreaker activities;
- Identification of needs and goals for each participant and relevant populations;
- Presentations of the participants' schools.

Day 2 - Collaborative tools

- Building a virtual classroom environment;
- How students can collaborate among themselves;
- How the teacher can communicate with the students and share with them educational content.

Day 3 - Using quizzes

- Learning with fun and effective tools like quizzes;
- How to include quizzes into a lesson plan and use them as strong support for the students;
- Game-based learning: building lessons and activities based on games in which students are involved in their learning with motivation and fun.

Day 4 - Video lessons

- Programs for videos;
- How to create a video lesson;
- Using videos in the classroom or as homework in a flipped lesson.

Day 5 - Choose your ICT Solutions

- How technology can facilitate inclusion and foster the different types of creativity of every pupil;
- Plan your lessons incorporating AI tools to boost creativity, collaboration, and effective learning.

Day 6 - Course closure & cultural activities

- Course evaluation: round-up of acquired competencies, feedback, and discussion;
- Awarding of the course Certificate of Attendance;
- Excursion and other external cultural activities.

About the provider

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