

7-Day / 10-Day Course

## ICT: Maximising DIGITAL COMPETENCE in Teaching

A practical course to integrate digital technology into the teaching and learning process

Dublin (IRELAND)

### WHO IS THIS COURSE FOR?

This course is designed for **teachers** who have some experience using digital tools in their teaching. Participants in this course are **teachers who already have digital tools in their repertoire and would like to explore how to use them meaningfully in the teaching process.**

No longer considered digital immigrants into the Digital Age, teachers are now digital citizens and have a responsibility to harness the potential of new technologies by way of integration of their digital and pedagogic skills in an engaging way with their students for a complete teaching and learning experience.

Language of communication: **English**

Minimum Level of English required: **B1**

### COURSE DESCRIPTION

The main aim of this course is to help participants consider how to use digital tools from a pedagogical perspective and integrate them in their teaching. The focus is on the pedagogical use of digital technologies for planning, designing, and implementing meaningful lessons and classroom activities.

Integration of digital didactics into lesson planning and design should enhance the teaching and learning experience by using and creating high-quality learning content that can be incorporated into different stages of a lesson or didactic unit.

The presence of digital technologies has changed our lives in many ways: how we communicate, how we work, how we spend our free time, and perhaps above all, the way we source knowledge and information. It has changed how we think and how we behave. Children and young adults are growing up in a world where digital technology is everywhere.

By incorporating effective methodologies, cognitive theories and emerging evidence-based data, participants will tap into how students see, interpret, and understand our dynamically changing world and society and will appreciate the importance of helping them learn in ways they recognise as well as enabling them to navigate this digital world in a critical yet creative way.

The implementation of this course is based on a **BYOL (Bring Your Own Laptop) approach** to facilitate communication and collaboration among participants in an international course.



### Objectives:

- Explore digital resources from a pedagogical and methodological perspective as a supporting part of a quality learning and teaching process.
- Integrate pedagogical and technological aspects in lesson design and implementation through the use and creation of didactic materials suitable for educating in the digital age.
- Reflect on the importance of developing content and digital integrated learning experiences.
- Provide opportunities to interact with colleagues of other nationalities, and exchange ideas and experiences.
- Motivate participants to develop their communication skills through their participation in the course and as preparation for their involvement in future European experiences.

### Methodology:

This course is based on the principle of learning by doing with the intention of enhancing the teaching-learning experience using digital resources for participants to explore their teaching potential in the Digital Age.

The methodology of this course will concentrate on digital competence and digital-focused didactics to develop innovative ways to support teaching and learning through selection and creation of digital resources, effective presentations, learning activities, collaboration, classroom management, assessment, etc.

Through an effective combination of training formats (e.g. workshops, project-based learning, "Contexts4Content" field projects), the course will take into consideration digital technologies from a pedagogical perspective, as well as the culture and reality of the host country.

Participants will learn how to integrate digital technology into their teaching by appreciating the versatility and adaptability of different tools in an effective and practical way enabling them to create successful learning experiences for their students.

Participants will be also immersed in Irish society, history and culture and will be able to take advantage of what Dublin and Ireland offer. By exploring the Irish context from the perspective of their subject, teachers will have the opportunity to process and express their learning in a practical way by connecting the different aspects of digital didactics while mastering some technical aspects during the process.

Assessment will be carried out prior to the course by means of analysis of participants' interests. During the course, oral and written reports will be completed to enhance participants' learning. After the course, prospective partnerships might develop from the themes raised by the programme.

## LOCATION OF THE COURSE: Dublin (IRELAND)

**Dublin, IRELAND**, is an old medieval Viking city that displays a fascinating panorama on its streets through a pleasant mix of historic buildings and sites, monuments and street art. Trinity College and the unique Book of Kells, Christ Church Cathedral, Dublin's Viking Castle, the remarkable Chester Beatty Library, or the Samuel Becket Bridge, can be discovered at the same time as Sweny's pharmacy (immortalized in Joyce's Ulysses), where a surprising mix of second-hand books and lemon-scented soap can be found together.

**Dublin** is also a warm and welcoming city. Its enjoyable “craic” has attracted visitors for centuries. Traditional music is extremely popular in Ireland and is so easy to find a pub where a band is playing some good drinking music while customers happily join in the chorus.

## DURATION OF THE COURSE

7-day course: **40 hours**

10-day course: **60 hours**

Our **7-day course**, starting on Sunday and finishing on Saturday, is a very efficient way to implement your mobility by integrating your learning while saving time and expenses. The **40 hours** duration of the course is applied on average considering all training days of the course, for the implementation of the objectives and lessons, in connection with the “Quality standards for courses under Erasmus+ KA1”

Our **10-day course** is held in summertime when participants can implement their mobility with more time to learn about the content of the programme. The **60 hours** duration of the course is applied on average considering all training days of the course, for the implementation of the objectives and lessons, in connection with the “Quality standards for courses under Erasmus+ KA1”.

## CERTIFICATION AWARDED

Certification of learning outcomes in connection with the “Quality standards for courses under Erasmus+ KA1”: Europass and Certificate of Attendance which include the name of the participant, description of the course and its learning outcomes, dates, venues, the name of the host organisation and course director.

## DATES

### ICT: Maximising DIGITAL COMPETENCE in Teaching and Learning

Country of Destination: **Dublin, IRELAND**

Duration (days): **7 training days (from Sunday to Saturday) or 10 training days (from Monday to Friday)**

Language of communication: **English**

Dates in 2024	Dates in 2025
18 - 24 February · 7 training days	16 - 22 February · 7 training days
19 - 25 May · 7 training days	18 - 24 May · 7 training days
16 - 22 June · 7 training days	22 - 28 June · 7 training days
01 - 12 July · 10 training days	07 - 18 July · 10 training days
07 - 13 July · 7 training days	13 - 19 July · 7 training days
15 - 26 July · 10 training days	21 July - 01 August · 10 training days
20 - 26 October · 7 training days	02 - 08 November · 7 training days

**Note:** The information included in this document might be subject to amendment. You should check our website [www.englishmatters.org](http://www.englishmatters.org) for any updated information about our programmes.

## Reference programme of the 7-day Course:

### ICT: Maximising DIGITAL COMPETENCE in Teaching and Learning A practical course to integrate digital technology into the teaching and learning process

#### 7-day Course in Ireland (from Sunday to Saturday)

##### **Sunday**

Registration  
Fundamentals. European Dimension  
Tools for reflection on learning & Professional Development  
Field learning "Contexts4Content" approach  
Building your Learning Portfolio

##### **Monday**

Educating in the Digital Age  
Digital Competence and Identity  
Field Learning Project "Contexts4Content"

##### **Tuesday**

Consolidation of Learning I  
Digital scaffolding for effective learning (e.g. Visual Learning, Bloom's Digital Taxonomy)

##### **Wednesday**

Consolidation of Learning II (e.g. Student engagement through technology, Meaningful learning in the Digital Age)  
Field Learning Project "Contexts4Content"

##### **Thursday**

Consolidation of Learning III (e.g. Deep Learning with technology, Creative expression of learning, Sharing Learning Experiences)  
Building your Digital Portfolio

##### **Friday**

Demonstration of Learning  
Interpretation and Assessment in a digital context  
Field Learning Project "Contexts4Content"

##### **Saturday**

European Dimension & Dissemination strategies  
Presentation of participants' Learning Portfolios  
Final reflection on learning acquired  
Evaluation

**NOTE:** These Reference programmes may be subject to amendment. Such amendment, if necessary, would be kept to a minimum, consistent with the quality and balance of the programme.



Reference programme of the 10-day Course:

**Maximising DIGITAL COMPETENCE in Teaching and Learning**  
A practical course to integrate digital technology into the teaching and learning process

**10-Day Course in Ireland**

WEEK 1	WEEK 2
<p><b>MONDAY</b> Registration Fundamentals. European Dimension Professional Development Tools for reflection on learning Educating in the Digital Age Field Learning Project “Contexts4Content”</p> <p><b>TUESDAY</b> Building your Learning Portfolio Education vs Evasion Digital identity – Accept and Protect</p> <p><b>WEDNESDAY</b> Digital scaffolding for effective learning Multimedia and cognition</p> <p><b>THURSDAY</b> Consolidation of Learning I Visual Learning Digital Tools for Game-Based Learning</p> <p><b>FRIDAY</b> Consolidation of Learning II Student engagement through technology Field Learning Project “Contexts4Content”</p>	<p><b>MONDAY</b> Meaningful learning in the Digital Age Building your Learning Portfolio</p> <p><b>TUESDAY</b> Consolidation of Learning III Deep Learning with technology Sharing digital learning experiences</p> <p><b>WEDNESDAY</b> Creative expression of learning Building your Learning Portfolio</p> <p><b>THURSDAY</b> Demonstration of Learning Interpretation and Assessment in a digital context Field Learning Project “Contexts4Content”</p> <p><b>FRIDAY</b> European Dimension &amp; Dissemination strategies Presentation of participants' Learning Portfolios Final reflection on learning acquired Evaluation</p>

**NOTE:** These Reference programme day by day may be subject to amendment. Such amendment, if necessary, would be kept to a minimum, consistent with the quality and balance of the programme.

