



ADVANCED DIGITAL TECHNOLOGY IN THE CLASSROOM

Course summary

Digital technology has become an integral part of our lives, and today's teacher needs to keep abreast with the continuous developments to ensure effective implementation in the classroom. This course aims to keep you up-to-date with the current eLearning/mLearning trends and to exploit the potential of students' own devices to the best educational effect. Through practical, hands-on sessions you will learn how to create interactive lessons using basic and advanced features of online tools and apps. We will evaluate the validity of these tools and discuss benefits and potential pitfalls, whether in a primary or a secondary school environment.

Course requirements

Applicants must have **B1** (Intermediate) level of English or above.

Applicants must bring their own device

(BYOD), e.g. laptop, tablet, smartphone, etc.

Further details

We will look at the following**:

- Concepts: Web 2.0; gamification; BYOD; open source applications, etc.
- Concepts: Cloud computing and Virtual Learning Environments
- Online content creation using LearningApps, Padlet, Mentimeter, etc.
- Online content creation using Aurasma, Kahoot!, etc.
- Blogs and blogging, creating blogs and embedding websites

Lessons per week	20* Presentation + 10* Workshop
Minimum age	21+
Lesson duration	1 lesson = 45 minutes
Class size	Maximum 12
Course fee	1 week course - €350 2 week course - €700
PIC number	948862634
Course leader	Norman C. Borg, B.Ed (Hons), B.A., DEAM
Course location	Easy School of Languages, 21, St Ursula Street, Valletta.

DATES**	COURSE CODE
06/08/2018 - 10/08/2018 (5 days)	TTNB 002-18
06/08/2018 - 17/08/2018 (10 days)	TTNB 003-18

- Using tools like Hot Potatoes to create online and offline material
- Using YouTube and TED to create video-enhanced lessons
- Using Audacity to create podcasts
- Using multimedia tools for online materials creation, including videos and screencasts
- Using QR codes

**The exact topics covered may vary, depending on participants' interests and time.

MONDAY

09:00	Web 2.0 / Cloud computing / BYOD	11:00	Game-based learning / MOOCs / Learning platforms: LMSs & VLEs	13:00	Learning Analytics & Digital Assessment / Free, semi-free and open source applications / Digital Technology as a disrupter in education
10:30		12:30		14:30	

TUESDAY

09:00	Kahoot! and LearningApps - Introduction - hands-on project	11:00	Padlet & Tricider - Introduction - hands-on project	13:00	Mentimeter - Introduction - hands-on project
10:30		12:30		14:30	

WEDNESDAY

09:00	Blogs and blogging - Pros and Cons - Creating a Blogger account - Managing posts	11:00	Uploading activities on Blogger - Creating Pages - Other Blogger Features - Embedding other websites	13:00	Hands-on project - creation and presentation
10:30		12:30		14:30	

THURSDAY

09:00	Hot Potatoes / Worlde / Armored Penguin - Introduction - hands-on project	11:00	Tools for teachers Introducing Cloud Accounts and their applications in the classroom	13:00	Installing and using Capture2text / Freemake Video converter / Google URL shortener / QRStuff code generator
10:30		12:30		14:30	

FRIDAY

09:00	Videos - TED and TED4ESL - Application in class - Demonstration and discussion	11:00	Filmenglish.com - News websites - Podcasts - Application in class and discussion	13:00	Conclusion - Using Digital Technology to create projects in and outside the classroom
10:30		12:30		14:30	

MONDAY

09:00	Videos - TED and TED4ESL - Application in class - Demonstration and discussion	11:00	Filmenglish.com - News websites - Application in class and discussion	13:00	Podcasts - Creating podcasts - Application in class
10:30		12:30		14:30	

TUESDAY

09:00	Multimedia Creation Tools Using ShotCut to edit videos	11:00	Screencasts - Their function in the classroom - Creating screencasts with Open Broadcaster Software	13:00	Creating and editing audio - Exploring basic functions of Audacity
10:30		12:30		14:30	

WEDNESDAY

09:00	Learning Management Systems and Virtual Learning Environments - an introduction	11:00	Setting up your personal virtual classroom in Edmodo	13:00	Hands-on projects and presentations
10:30		12:30		14:30	

THURSDAY

09:00	Tools for teachers Introducing Cloud Accounts and their applications in the classroom	11:00	Installing and using Capture2text / Freemake Video converter / Google URL shortener / QRStuff code generator	13:00	Hands-on project - Applying varying tools to create a workable resource - Presentations
10:30		12:30		14:30	

FRIDAY

09:00	Using Digital Technology to create projects in and outside the classroom	11:00	Students as producers - helping learners create their own projects	13:00	Conclusion - plenary - Reflecting on present and emerging technology in the classroom
10:30		12:30		14:30	

*Our reduced hours policy applies in the case of 3 or less course participants.

**Lessons will be adapted and based on the enrolment form completed by the teachers before the course starts and the needs analysis carried out on the first day of the course.

Certification awarded

- Certificate of attendance.
- The Europass will be signed and stamped by the Director of Studies, if presented duly completed and previously signed by the sending organisation.

Contact person

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