



KA1 ERASMUS+
FOR EDUCATORS & TEACHERS

***“Flipped Classroom and Game
Based Learning”***

Digital Idea
Scientific Association

Presentation

In recent years teachers have increasingly mentioned the problems of personalization of learning and lack of time, which harms the active participation of all pupils. The Mixed Learning method combines conventional teaching with distance learning and is carried out using instruments, technologies, and educational materials to achieve better learning outcomes. A mixed learning model that has gained the attention of teachers and researchers as it is promising is that of the Flipped Classroom.

Flipped Classroom is practically impossible without e-learning. Students need to learn how to use technology and different online tools to attend parts of the lesson. Then they have homework at school, with the opportunity to ask the teacher everything that is not clear. Thus, the course also focuses on various strategies which imply using E-learning in education.

Participating in this course you will also discover how to integrate game-based mechanics and game thinking to the learning process. Everybody loves to play games: they are engaging, immersive and fun. Thus, we can make our educational activities just as exciting and rewarding. Research and observation suggest that game-based learning provides tremendous benefits when used appropriately.

Trainees will improve their theoretical knowledge and expertise around digital classrooms. They will also have a chance to see and try many different activities using ICT. Participants will practice how to use different tools available online - Kahoot, Socrative, Prezi, Khan Academy, etc. Trainees will also learn how to engage different groups of students in the digital classroom. They will learn how to adapt existing tasks and assignments in a way that they suit the needs of mixed ability classes.

Objectives

The aims of the course will be:

- Improve the teaching and communication skills.
- Improve students` motivation by using technology in the classroom.
- Learn how to flip your class.
- Provide teachers with practical ideas on how they can incorporate technology into their existing lessons.
- Familiarize teachers with web 2.0 tools and how they can be applied in the lessons.
- Allow teachers to create their courses and workshops online.
- Get to know the best Game-Based Learning and Gamification apps and tools.

- Practice and get acquainted with Gamification examples and principles to increase learners' engagement and motivation.
- Exchange best practices and share experiences about Game-Based Learning with other European teachers or/and Trainers.

Pre-departure

Trainees will receive a questionnaire, which will provide information on their teaching background, qualifications, and previous experience with Blended Learning, Flipped Classroom and Game-based Learning, as well as their expectations of the course.

Target groups

The *"Flipped Classroom and Game-Based Learning"* training course is addressed to schoolteachers, VET teachers and trainers who wish to acquire the skills for introducing new methodologies in their organizations/schools.

The Trainers

All trainers are experienced in Blended Learning. They apply the model of Flipped Classroom to the organizations they teach. They are experienced in Game-based Learning.

Labs

The lessons will take place in modern full equipment laboratories.

Language of the course

English

Program

Day 1

- Participant arrival, individual orientation and information about the venue and the city
- Presentation of the course, the trainers, and participants
- Introduction to Flipped Classroom
- Terminology of digital classroom and E-learning
- How to implement E-learning in the classroom

Day 2

- Advantages and Disadvantages of Flipped Classroom
- How to start a lesson with digital activities
- How to find resources online (Khan Academy, Ted-Ed Lesson, YouTube)

Day 3

- Useful educational programs online: Kahoot, Socrative and other programs
- Online content creation with Web 2.0 Tools
- Examples of good practices of flipping the classroom

Day 4

- Introduction to game design and the theory of “fun”: Why are games engaging and what can we learn from them
- The benefits of game-based learning and teaching
- Easy interactive games to explore learning in games
- Educational games/examples

Day 5

- Create a gamified Classroom
- Testing and practising some of the most common Game-Based Learning apps
- Groups work and discussion on how the participant can gamify their classrooms and integrate game-based mechanics in their teaching

Day 6

- Space for discussion of future cooperation and planning follow up activities
- Feedback, course evaluation and dissemination focus
- Validation of learning outcomes and certification ceremony
- Participants’ departure

Fees

Course fee: 480,00€ (VAT included). It includes:

- ✓ Preparation for the course
- ✓ Training materials
- ✓ Administration costs
- ✓ Organizational costs

Follow-up

Trainees will be given soft and hard copies of all lesson materials, which they can review at their leisure in addition to presenting them to their colleagues at their organizations. Also, an e-community of participants will be created to exchange ideas and experiences.



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- ✓ **Minimum number of participants: 6**
- ✓ **Maximum number of participants: 18**

If you have a group of 6 staff or more, please contact us for convenient dates