



Technology in Classroom - ICT in the Digital Era - Tablets Educational Apps

Program of Training Activities



Lambda Twelve
building things that work

📍 Athens, Greece [🌐 https://www.lambda-twelve.com](https://www.lambda-twelve.com)



Comissão
Europeia

Organiser

PETROS GEORGIAKAKIS



★★★★★ (5)

Contact

Contact the course provider here or by using the additional contact details provided (e.g. website)

More info

 [Course webpage](#)

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Technology is the most valuable asset in the hands of every teacher.

If your students think they know more than you, then treat yourself our KA1 course and see how easily you can adopt new technologies in your classroom and how you can start being updated for new approaches in Technology Enhanced Learning (TEL).

Different devices (Personal Computers, Laptops, Tablets, Smartphones, VR glasses and more), are changing the way we can provide learning pathways to our kids. Based on the different learning styles and according to each student's intelligences we can propose a variety of technology enhanced educational modules.

The technology advance pace is fast and this is your opportunity to be in line with all the trends and achieve more by democratizing your teaching with the use of apps, simulations, gamification, digital storytelling, virtual and augmented reality, e-learning, mobile learning, micro learning.

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Practical ICT implementation in class

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Enjoy Greece, with a tailored made course to your teaching needs and scope.

e-Learning meets Mobile Learning

Learning is on the move!

When most of the time is spent “in motion”, it is inevitable that small devices with internet connection will be our “pals”. Tablets and Smartphones are handy and tend to be a physical extension of our hands. This is not as expected and not as you wish... but ICT pedagogy can help you make the most of it! There are millions of educational apps that are available only in these devices and ready to be used. You just need to interact with some of them, to see the potential that is hidden beneath.

How about learn to make your own physics games, or to create your own web-comics, your interactive presentations, flipping books, webquests. What do you think of creating an interactive learning game or experience a virtual laboratory or even virtually visit New York City or even better American Museum of Natural History?

In our course you will become an ICT expert be capable setting up your class’s LMS (Learning Management System) and flourish it with digital OERs (Open Educational Resources). You will get familiar with software and TEL approaches that foster interoperability with most of the subjects taught in your school.

Program

Day by Day program of the training activities under Key Action 1

Day 1: Sunday

All day: Arrival

17:00 (optional): Introductory activities & Welcome drinks

Day 2: Monday

10:00 - 11:00: Welcome and course introduction and overview

11:30 - 13:30: Technology Enhanced Learning [Lecture and brainstorming activities]

14:30 - 16:00: Educational Apps for Smartphones & Tablets. See what is available and develop your learning path for the next days. [Demonstration]

Cultural Program (optional):

Athens Old City walk, [Plaka](#), [Thisseio](#), [Ancient Agora of Athens](#).

Day 3: Tuesday

10:00 - 12:00: Hands-on workshop on gamification educational software [workshop]

13:00 - 15:00: e-Learning vs Mobile Learning. Web Conferencing / Web Meeting / Webinars / MOOCs. Creating a simple course in an LMS (Blackboard, Moodle etc.) [Lecture and brainstorming activities]

15:00 - 16:00: Interactive Educational sets, simple Coding and Robotics [Lecture and brainstorming activities]

Evening: Free Time

Day 4: Wednesday

10:00 - 12:00: Presentation tools, Google advanced search tools [Demonstration]

13:00 - 15:00: Usefull Web 2.0 & Web 3.0 pedagogical applications [workshop]

15:00 - 16:00: Teacher's needs before, while and after classroom [Brainstorming among participants]

Evening: Social Program: Course Dinner (optional)

Day 5: Thursday

10:00 - 12:00: Video production, YouTube in Education, Digital Storytelling using video [workshop]

13:00 - 14:00: Quick ICT tools and professional ICT tools. [Demonstration]

14:30 - 16:00: Authoring ICT tools to create your own educational material [workshop]

Cultural Program (optional): Acropolis Museum or Acropolis Hill

Day 6: Friday

10:00 - 13:00: Discusion about what teachers still need regarding ICT. Presentations and Hands-on workshop for tools that have not covered in the previous days [workshop]

14:00 - 16:00: Evaluation, followed by certification ceremony, Guidelines for follow-up activities.

Closure

Day 7: Saturday

Departure

Sumbit your inquiry