ACTIVE LEARNING METHODOLOGIES:
GAMIFICATION, DESIGN THINKING AND CLIL

100% fundable by Eramus+

LANGUAGE
English

LOCATION
Sevilla (Spain)

MODE
In-person

COURSE DATES
26 Jan - 30 Jan
18 May - 22 May
21 Sep - 25 Sep

The course will explore a variety of active learning strategies and techniques, while also introducing approaches such as CLIL (Content and Language Integrated Learning), gamification, and design thinking, to provide teachers with a wide range of resources for making their classes more dynamic and effective. Through these approaches, teachers will enhance their ability to develop students' critical thinking, problem-solving, communication, and lifelong learning skills.

LEARNING OUTCOMES

Understand the principles and benefits of CLIL and active learning methodologies in educational settings.

Develop skills to implement CLIL strategies and active learning approaches to enhance student engagement and participation.

Utilize a variety of interactive techniques, including collaborative activities, gamification, and design thinking, to foster critical thinking and creativity.

Integrate digital tools and innovative resources to effectively support active and content-integrated learning in the classroom.

DAILY PROGRAM

Day 1	• Welcome Meeting • Ice-Breaking Activities • Fears and Expectations • Introduction to Interculturality and Self-Reflection – Explore key concepts and start personal reflection exercises.
Day 2	• Models of cultural understanding • Practical workshop: experiencing different values • Managing cultural differences • Roleplay "Among the Alterids"
Day 3	• Short Film Activity: Exploring the Power of Language • Introduction: Intercultural Communication Insights • Workshop: Overcoming Communication Barriers • Method Spotlight: Observe → Interpret → Evaluate
Day 4	• Storytelling/Experience Sharing • Group activity: Experiencing exclusion • Visit to an institution for sharing experiences and good practices
Day 5	• Evaluation of the training: Reflection & Integration • Application & Practice