Active Learning Methodologies in Education

SHORT OVERVIEW

This course is designed to equip teachers with the knowledge, skills, and tools needed to implement active learning methodologies in their classrooms. Active methodologies focus on student engagement, participation, and collaboration to enhance learning outcomes. The course will cover various strategies and techniques to create an interactive and dynamic learning environment that fosters critical thinking, problem-solving, and lifelong learning skills.

COMPETENCES

- Create lesson plans and activities that incorporate active methodologies to enhance student engagement.
- Effectively manage group dynamics and foster a collaborative learning environment.
- Integrate the use of digital tools and resources to support and enhance active learning.
- Develop and use formative and summative assessments that align with active learning objectives.
- Adapt Teaching Methods and customize and adjust teaching approaches to meet diverse student needs and learning styles.

RESULTS

- Implement Active Methodologies.
- Create Dynamic Learning Environments.
- Foster Student-Centered Learning.
- Utilize Technology Effectively.
- Improve Learning Outcomes.

MARCH

STANDARD DAILY PROGRAM

0	Arrival.
1	• Welcome Meeting and introduction. • Fears and expectations. • Course presentation. • Introduction to active methodologies. • Presentation and implementation of group dynamization techniques in the classroom with the participants.
2	• Difference between collaborative and cooperative work. • Methods to carry out cooperative and collaborative learning activities in the classroom. • Differences and similarities between project-based learning and problem-based learning. • Digital resources to carry out these methodologies. • Share ideas about Proyect and problem based learning
3	Visit to an educational center to observe how these methodologies are implemented in the classroom.
4	• Analyze the components of gamification. • The escape room as a resource to implement within a gamified project. • Digital tools for designing an escape room. • Creating a gamify project.
5	• Analysis of methodologies: study of cases, service learning, discovery learning and flipped classroom. • Practical case study activity with participants. • Role playing of recurring problems in the classroom. • Digital resources to use with different methodologies • Final Meeting for Final Evaluation of the traning.
6	Departure.