



Digital skills in Teaching and Learning

SHORT OVERVIEW

This course is designed to equip educators with the knowledge and skills to effectively integrate digital tools into their teaching practice.

Participants will explore a variety of digital resources, integrate it with different methodologies and learn how to use them to enhance student engagement and learning outcomes. The course emphasizes practical application, allowing educators to directly implement what they learn in their classrooms.

COMPETENCES

- Proficiency in using various digital tools to enhance teaching and learning.
- Ability to create interactive and engaging educational content.
- Skills in digital assessment and providing constructive feedback.
- Competence in managing digital classrooms and ensuring online safety.
- Adaptability to integrate new technologies into the educational process.

RESULTS

- Enhanced Digital Literacy.
- Improved teaching techniques and methodologies.
- Familiarity with educational software and tools according to different methodologies and objectives.
- Development of E-Content for students.
- Enhanced Communication and the evaluation of learning and teaching.
- Improving cybersecurity knowledge and protection strategies against attacks, and how to train the students in this subject.

STANDARD DAILY PROGRAM

0	Arrival.
1	-Welcome meeting. -Fears and expectations. -Benefits of classroom integration. -Tools and ways for students to participate in the classroom. -Online learning platform. -Challenges. -Welcome lunch.
2	-Differences between cooperation and collaboration. -Methodologies for carrying out cooperative and collaborative activities in the classroom. -Tools for online cooperation and collaboration. -Digital resources for organize the information and collaborate. -Practical exercises.
3	-What is a gamify project? -Digital resources and applications for the gamification. -The educational escape room. -Workshop: create your own resource.
4	Visit to an educational center to observe how these methodologies and tools are implemented in the classroom.
5	- How to carry out an evaluation of teaching and learning using digital tools? - Virtual and augmented reality. - Tools with AI function. - Cybersecurity in the educational environment. -Final Meeting for Final Evaluation of the training.
6	Departure.