DIGITAL EMPOWERMENT: METHODOLOGIES, LANGUAGES, AND PROFESSIONAL COMMUNITY DEVELOPMENT

DESCRIPTION

This 3-day training workshop invites educators to critically explore and creatively implement digital tools and pedagogies. Through hands-on experiences, peer collaboration, and co-design sessions, participants will deepen their understanding of how to use digital technologies meaningfully in the classroom and within professional communities of practice.

All proposed activities follow a coherent thread: beginning with analog reflection and group learning, they transition into critical and creative experimentation with collaborative technologies.

LEARNING OBJECTIVES

- **Apply** technologies for sharing, collaboration, and content creation to enhance the effectiveness of hands-on and collaborative teaching methodologies;
- **Evaluate** the impact of digital technologies on learning and co-create practical guidelines for their use in the classroom;
- **Simulate** the designed activities in preparation for mindful replication in their own classes;
- **Design** learning activities and units based on the experimented methodologies, aligned with real competence-based objectives from the school's digital curriculum;
- **Implement** peer-sharing strategies within the school communities to scale professional growth.

EXPECTED OUTCOMES

- Facilitation strategies that integrate technology in both classroom teaching and teacher training/professional development;
- Key digital tools for collaboration, co-creation, and sharing;
- A reusable model for designing, collecting, and sharing innovative learning activities with the school environment;
- Case studies and examples based on the methodologies explored during the workshop.

COMPETENCES DEVELOPED (DigComp)

- Digital content creation and collaboration
- Professional engagement through digital means
- Addressing learners' needs with appropriate technologies
- Fostering active, inclusive participation

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PARTICIPANTS REQUIREMENTS

- B1 English level required
- Personal computer

PROGRAMME

DAY 1 - Critical Thinking on Data Literacy

Morning

- Welcome, introduction to Fondazione LINKS and its EdTech Unit.
- Workshop goals, agenda, and tools overview.
- **Data Sculpture:** what is data? Represent your personal conception of data. Then by working in a group, "sculpt" your data literacy skills using the DigComp Framework.
- **Data Skills Scenarios:** starting from defined scenarios, group analysis will identify the most relevant data literacy competences emerging from each scenario, drawing connections to real-life classroom experiences.

Afternoon

- **Lesson Design Lab:** develop a data-themed classroom activity aligned with chosen DigCompetences.
- **Circle Time**: data visualization as a tool for self-reflection, metacognitive methodology and creative process experimentation.

DAY 2 - Critical AI For a Peer-Reviewed Knowledge Community

Morning

- Introduction to Generative AI through peer-learning methodologies. How could Generative AI be a tool for learning?
- **Roleplay with ChatGPT**: In small groups, participants select a reliable source (eg. handbook, video of a historical/scientific figure) and use Generative AI to simulate an "impossible interview" based on verified sources.
- **Critical Review**: Analyze the chatbot's responses in terms of accuracy, relevance, and coherence using cooperative learning tools (e.g. concept maps). Do the generated answers converge or diverge from the source?

Afternoon

- **From Practice to Design**: Participants reframe the roleplay format to fit their subject area and develop a lesson plan:
  - Define the content objectives related to the subject

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- ○ Plan how Generative AI will be tested and used as a learning tool while maintaining students' agency
- ○ Scaffold inclusive learning strategies (differentiated learning, student agency, knowledge co-construction)

DAY 3 - Collaborative Fanzine and Professional Sharing

Morning

- **Moodboard Pair Work:** Reflective collage on "What I've learned, what I'm taking home, and what I'll share"
- **Group Sharing:** Each pair presents its output and reflects with others on emerging patterns and key takeaways.
- **Co-Create a Fanzine:** Building on the previous work, transform insights into a visual/print/digital fanzine documenting the shared journey, tools used, and lessons learned.

Afternoon

- **Lesson Plan Studio:** Design a final classroom activity based on the fanzine themes and DigComp competences.
- **Closing Circle:** Feedback session, key takeaways, and peer-sharing commitments.

LOCATION
61 Pier Carlo Boggio Street, Turin 10138, Italy

INFORMATION
edtech@linksfoundation.com

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