UNISER TEACHER TRAINING PROGRAM STANDARDS
Digitalization in Education

1. Clearly define the overall goals of the course:

- What are the main aims of the training program?
  To equip educators with the knowledge, skills, and confidence necessary to effectively integrate digital technologies into teaching and learning processes. The course focuses on helping participants explore digital tools and pedagogical strategies that enhance student engagement, support diverse learning needs, and improve educational outcomes.

- What challenges or needs in education does the course respond to?
  The course responds to the increasing need for digital transformation in education. As technology becomes an integral part of students' daily lives, educators must be prepared to incorporate digital tools into their teaching practices in meaningful and pedagogically sound ways. Many educators face challenges related to selecting appropriate digital resources, designing interactive digital learning environments, and addressing issues related to online safety and responsible technology use.

- How will the course support participants in developing their teaching practices?
  Through practical demonstrations and hands-on activities, participants will learn how to align digital tools with learning objectives, design engaging learning activities using technology, and support students' digital literacy. The course supports educators in developing innovative teaching practices that respond to the demands of modern digital learning environments.

- How does the training align with European educational priorities (e.g. digitalisation, innovative learning)?
  The course aligns with European educational priorities related to digital transformation in education, innovation in teaching, and the development of digital competences for educators and learners.

2. Training course summary:

- General breakdown of the course structure, including modules, sessions, and timelines.
  Module 1 – Digital Pedagogy
  Module 2 - Visual Content Creation Tools
  Module 3 - Interactive Presentations

Module 4 - Educational games
Module 5 - Classroom Management Tools
Module 6 - Augmented Reality

- Overview of the topics covered and the skills/knowledge participants will gain.
- The role of technology in modern education
- Digital competences for educators
- Educational platforms and applications
- Collaborative and project-based digital learning
- Personalised learning through digital tools
- Reflection and implementation strategies
- Tools for interactive lessons and multimedia learning
- Internet safety and data protection
- Digital collaboration tools

- Explanation of the methodology or teaching approach used during the course.
  The course uses hands-on, practice-oriented learning approach, including:
- Demonstrations of digital tools and platforms
- Practical workshops where participants test digital resources
- Collaborative learning activities and peer exchange
- Guided reflection on integrating digital tools into teaching

3. Training course learning outcomes:
- Clear identification of the skills, knowledge, and competencies participants will acquire.
  Skills
- Identification and use of appropriate digital tools for teaching
- Design of interactive and engaging digital learning activities
- Facilitation of collaborative and technology-supported learning experiences
  Knowledge
- Understanding of the role of digital technologies in modern education
- Recognisation of the potential of digital tools to enhance teaching and learning
- Awareness of online safety, privacy, and ethical considerations in digital environments
  Competences

- Integration of digital technologies effectively into their teaching practice
- Creation of innovative and flexible learning environments
- Adaptation of digital teaching approaches to diverse learners

- Measurable objectives to assess the effectiveness of the training.
  Participants will be able to:
- Identify and use at least three digital tools for educational purposes
- Design one digital learning activity aligned with learning objectives

4. Participants requirements:
- List of prerequisites, if any, for attendees to make the most of the training.
- Basic familiarity with using digital devices

- Technical specifications or equipment needed for participation (if applicable).
- A laptop or tablet
- Access to an email account

- Any recommended background knowledge or experience.
  Educators, trainers, school staff, or professionals working in learning environments

5. Validation:
- Assessment criteria or methods to validate participants' learning.
  Learning will be validated through:
- Participation in group activities and discussions
- Active participation in practical workshops and collaborative activities
- Completion of digital learning design exercises

- Explanation of how achievements will be recognized or certified.
Participants completing the training will receive a Certificate of Participation issued by EELI.