

UNISER TEACHER TRAINING PROGRAM STANDARDS

Experiential Teaching Methods

1. Clearly define the overall goals of the course:
 - **What are the main aims of the training program?**
To introduce educators to experiential teaching approaches that actively engage learners and enhance the effectiveness of the learning process. The course focuses on helping teachers integrate experiential learning techniques such as drama, improvisation, role-playing, and collaborative activities into their teaching practice.
 - **What challenges or needs in education does the course respond to?**
The course responds to the growing need for innovative teaching methodologies that move beyond traditional lecture-based instruction. Many educators seek practical tools to increase student engagement, motivation, and participation while also supporting the development of social, emotional, and communication skills in the classroom.
 - **How will the course support participants in developing their teaching practices?**
Through hands-on workshops and experiential activities, participants will explore how learning through experience can deepen students' understanding of concepts, improve retention of knowledge, and foster creativity and critical thinking. The course supports educators in designing more dynamic and inclusive learning environments where students actively participate in the learning process.
 - **How does the training align with European educational priorities (e.g. digitalisation, innovative learning)?**
The training aligns with European educational priorities related to innovative pedagogy, learner-centred education, inclusive learning environments, and the development of transversal skills such as collaboration, creativity, and critical thinking.
2. Training course summary:
 - **General breakdown of the course structure, including modules, sessions, and timelines.**
Module 1 - Introduction to Experiential Learning
Module 2 - Drama and Improvisation in Teaching
Module 3 - Experiential Activities and Group Dynamics
Module 4 - Emotional and Social Learning
Module 5 - Applying Experiential Methods in Teaching Practice

- Overview of the topics covered and the skills/knowledge participants will gain.
- Principles of experiential learning
- Benefits of experiential approaches in education
- The role of active participation in learning
- Using drama techniques to teach concepts and ideas
- Role-playing and improvisation activities
- Encouraging creativity and expression in the classroom
- Facilitating collaborative learning
- Developing communication through body language and expression
- Using experiential activities to support emotional intelligence
- Promoting empathy, cooperation, and social awareness
- Building students' confidence and communication skills
- Designing experiential lesson plans

- Explanation of the methodology or teaching approach used during the course.

The course uses experiential and participatory learning approaches, including:

- Hands-on workshops
- Role-playing and drama activities
- Group work and collaborative exercises
- Reflective discussions
- Practical classroom simulations

3. Training course learning outcomes:

- Clear identification of the skills, knowledge, and competencies participants will acquire.

Skills

- Design and facilitation of experiential learning activities
- Use of drama, improvisation, and role-play techniques in teaching
- Encouragement of student participation and engagement
- Promotion of communication, empathy, and collaboration among learners

Knowledge

- Understanding of principles and benefits of experiential learning
- Recognition of how experiential activities support cognitive, social, and emotional development
- Identification of opportunities for integrating experiential learning into different subjects

Competences

- Implementation of learner-centred teaching strategies
- Creation of inclusive and engaging classroom environments
- Adaptation of experiential teaching techniques to diverse learners
- Measurable objectives to assess the effectiveness of the training.
Participants will be able to:
 - Design at least one experiential learning activity or lesson plan
 - Demonstrate the use of two experiential teaching techniques
 - Reflect on how experiential methods can improve student engagement and learning outcomes.

4. Participants requirements:

- List of prerequisites, if any, for attendees to make the most of the training.
 - No formal prerequisites
 - Openness to reflective and participatory activities
- Technical specifications or equipment needed for participation (if applicable).
 - No special equipment required
 - Comfortable clothing for potential movement-based activities
 - Notebook or laptop recommended for exercises
- 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:
 - Active participation in experiential workshops and group activities
 - Completion of practical exercises and collaborative tasks
 - Presentation of a short experiential teaching activity or lesson design
- Explanation of how achievements will be recognized or certified.
Participants completing the training will receive a Certificate of Participation issued by EELI.