

# Digitalisation in Adult Education: Creating Motivating and Inclusive Environments Using Innovative Technologies

## Course Description

Participants will learn how to integrate FISH Philosophy principles into digital educational activities to create a motivating, inclusive, and collaborative learning environment. The course will demonstrate how technology can effectively enhance positive learning outcomes.

Through hands-on activities, participants will develop skills in using digital tools to engage students and improve learning outcomes. The course will be highly interactive, with participants working in pairs or groups to reinforce their learning. Discussions will focus on the importance of innovative teaching methods that foster creativity, critical thinking, and collaboration.

Participants will also explore the principles of digital citizenship and the ethical use of AI. The international nature of the course will provide opportunities to exchange experiences, learn about different cultures, and develop intercultural competence.

## Methodology and Assessment

Our goal is to provide a professional learning experience that combines theoretical knowledge with practical application. The course will involve discussions, group work, and collaborative activities to enhance participants' soft skills, English language proficiency, and intercultural understanding.

At the end of the course, participants will create presentations to showcase their newly acquired skills. Upon completion, they will receive a certificate of attendance and access to all course materials.

## Participant Support

We offer comprehensive support to participants throughout the course, including assistance with finding accommodation and transportation to Košice. We are also available to address any questions or concerns that may arise. Additionally, we can help with the documentation required for the KA1 Erasmus+ exchange program.

## Course Syllabus

### 1. Introduction to Digitalisation in Education

- Trends in digital transformation: Impact on teacher-student relationships and classroom dynamics.
- Ethical considerations: Privacy, addiction, digital stress.
- Activity: Scenario design for technology use in classrooms, considering risks and benefits.

## 2. FISH Philosophy and Digital Education

- FISH Philosophy principles: Be There, Play, Make Their Day, Choose Your Attitude.
- Technology integration: Fostering positive environments and collaboration.
- European citizenship: Digital skills and platforms (e.g., EPALE).

## 3. Being “Present” in Digital Environments

- Focus tools: Pomodoro, Stickers.
- Interactive platforms: Zoom, MS Teams, Padlet, Whiteboard, Mural.
- Task: Create an engaging online activity for students.

## 4. Playful Learning and Gamification

- Understanding gamification vs. game-based learning.
- Practical applications: Kahoot, Quizizz, Classcraft, Minecraft: Education Edition.
- Activity: Develop an educational game or gamified lesson plan.

## 5. Digital Storytelling and Engaging Visual Presentations

- *Introduction to Digital Storytelling:*
  - The importance of storytelling in education: Connecting emotions, visuals, and content.
  - Tools for creating captivating digital stories (e.g., Canva, Piktochart, Adobe Spark).
- *Creating Visually Engaging Materials:*
  - Design principles: Color harmony, visual hierarchy, and typography.
  - Developing appealing presentations and educational content.
- *Presentation Skills:*
  - Techniques for effective delivery: Voice, gestures, and audience engagement.
  - Activities: Multimedia creation workshop, Presentation practice with storytelling integration.

## 6. Positive Leadership and Feedback in Digital Classrooms

- *Effective Feedback:*
  - Tools: Google Classroom, Seesaw, Socrative, Quizizz.
  - Providing constructive and motivational feedback.
  - Innovative assessment strategies.
- *Positive Leadership:*
  - Presenting challenging topics with enthusiasm.
  - Collaboration tools: Slack, Teams, Mentimeter.
  - Conflict management and fostering inclusivity.

## 7. Advanced Digital Tools for Teaching

- **Topics:**
  - AI in education: Benefits, limitations, and ethical considerations.
  - Social media as an educational tool: Instagram, Pinterest, LinkedIn.
  - Building a professional online presence and creating educational campaigns.
- **Activity:** Create a set of digital teaching materials or an educational social media campaign.

## 8. Practical Application: Planning Implementation

- Setting professional goals: Integrating digital tools and strategies into professional environments.
- Group presentations.

**Bonus:** Try VR (Virtual Reality) and 3D printing to explore their potential for learning!



## Additional information

- **Location:** Košice, Slovakia – A city with an international airport and a beautiful historical center.
- **Duration:** 5 days
- **Costs:** Supported by a Key Action grant under the Erasmus+ Program.
  - Course fee: €400 per participant (5-day course).
  - Note: Accommodation and travel expenses are not included. Assistance is available for trip planning.
- **Language:** English
- **Target Audience (ISCED):**
  - High school education
  - University education
  - Adult education
- **Audience Type:**
  - Teacher
  - Head Teacher / Principal
  - Teacher Educator
- **Learning Time:** 25 hours

## Contact and Further Information:

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