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Erasmus+ Programme
of the European Union



Dig4VET Training Program for VET teachers, trainers, mentors "Attractive, Interactive and Inclusive VET: Digital Tools for Teaching, Learning, Assessment and Validation"

The training program for VET Teachers, Trainers and Mentors "Attractive, Interactive and Inclusive VET: Digital Tools for Teaching, Learning, Assessment and Validation" was developed in the Erasmus+ KA2 program project: "Digital Tools for Learning and Validation in VET and WBL: Training Program for VET Teachers, Trainers and Potential I-Coaches" No 2020-1-LV01-KA202-077486. The program was developed by the Project partner from the Czech Republic ITC International – Institution for in-service teacher training. The Program is based on Needs Analysis results and taking into account the "European framework on digital competences of educators" (DigCompEdu).

The training course was piloted by teachers and trainers from Project partner institutions during the two joint training workshops in Prague and Vilnius.



The European Commission support for the production of this publication does not constitute an endorsement of the contents which reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

Course Description

This course is designed for principals, head teachers, teachers and other educators, who work in vocational education and training (VET) in EU and non-EU countries. The course aims at improving skills and competences of VET teachers, trainers, mentors for use of digital tools in education process, for both: classroom and distance learning; and to raise awareness of a variety of digital tools and technologies that can be used in VET school and work based learning (WBL) settings. It is interactive and it requires intensive work to complete each of its milestones. The course covers contemporary topics in the frame of Digital Literacy such as digital citizenship, blended learning, asynchronous and synchronous teaching platforms, etc. Also, the course includes Disruptive Leadership and Soft Skills, which nowadays are needed in order to manage disruptive changes on the job and to react quickly to the sharp changes in the internal and external environments. The main focus is on practical skills of participants to ensure that they can use several tools independently for their specific VET teaching-learning context.

The course target groups are VET teachers of general and professional subjects, as well as trainers of practical skills and mentors who support trainees in workplace learning. Additional target groups are VET teacher trainers and WBL tutor trainers.

Learning outcomes

Upon completion of the course the applicant will be able to:

- define and identify digital literacy;
- use different digital tools to share knowledge, content and resources;
- engage and motivate learners through data-intensive technologies;
- use digital technologies to participate in online citizenship;
- enhance disruptive leadership skills and soft skills in order to manage change;
- develop and apply digital tools for engaging the audience;
- use various tools and approaches for students' digital skills assessment and for collaboration with others in learning;
- use high-quality content platforms in teaching demanding learners.

Course Specifics

- Training provider will provide the participants with online readiness test upon the start of the course.
- There is a user-friendly course pre-reading and the participants are encouraged to read upon their arrival. The pre-reading will be sent out to the participants one week before the training. The training course could be delivered online in case of COVID wave, face-to-face or in hybrid mode as it is agreed with the participants upon the course.
- It will help them to develop further project agile management skills and to implement their tailored-made projects into their schools' projects.
- Throughout the entire course the participants are engaged by individual and team tasks regardless of the mode of delivery of the course.
- For the purpose of the course, the training provider provides notebooks to the participants, in case they inform the training provider of their well before the course begins.
- All participants must have at least a basic level of English and basic ICT skills in education in order to take part in the training.

Course Modules

The full course consists of 6 modules and is planned for 48 hours – on average 8 hours for each module. However, according to trainees' needs it is also possible to implement only one or several modules.

Module 1 - Introduction to Digital Citizenship and Digital Literacy

Unit 1: Introduction to Digital Education

Unit 2: Digital Citizenship

Unit 3: Digital Literacy and DigComp in EU

Module 2 - Development of Assessment skills for VET school teachers

Unit 1: Building of Assessment skills for VET school teachers

Unit 2: Development of digital skills assessment for VET school teachers

Unit 3: Digital Open Badges

Module 3 - Developing and maintaining digital skills for keeping engaged audience

Unit 1: Developing digital skills for keeping engaged audience

Unit 2: Maintaining digital skills for keeping engaged audience

Module 4 - Teachers' Professional Development and teaching multidisciplinary subjects

Unit 1: Teachers' Professional Development

Unit 2: Teaching multidisciplinary subjects, Work-Based Learning (WBL)

Module 5 - Empowering Learners

Unit 1: Creating presentations with multimedia digital platforms

Unit 2: How to use effectively multimedia presentations

Module 6 - Digital Tools for Educators and Learners

Topic 1: Digital Tools for Educators

Topic 2: Digital Tools for Learners

Course Schedule

Module 1

Introduction to Digital Citizenship and Digital Literacy

Unit 1: Introduction to Digital Education

Unit 2: Digital Citizenship

Unit 3: Digital Literacy and DigComp in EU

Learning Outcomes: Upon the completion of Module 1 the trainees will be able to define and identify digital literacy; use digital technologies to participate in online citizenship; enhance disruptive leadership skills and soft skills in order to manage change; Digital literacy refers to the skills and knowledge necessary to engage critically and creatively with digital technologies across a wide spectrum, while digital citizenship refers to doing the same attentively and safely.

In this module participants will be introduced to and acknowledged with the DigComp Framework of the European Union, which aims at fostering digital skills across all levels of education in the EU countries. Also, the participants have been explained the concepts of Digital Literacy according to the DigComp Framework. Participants will learn about information and data literacy; communication and collaboration; digital content creation; safety; problem solving.

Useful links for Module 1 acquisition:

https://joint-research-centre.ec.europa.eu/digcomp/digcomp-framework_en#publications

(DigComp)

<https://education.ec.europa.eu/focus-topics/digital-education/action-plan> (Digital Literacy)

Module 2

Development of Assessment skills for VET school teachers

Unit 1: Building of Assessment skills for VET school teachers

Unit 2: Development of digital skills assessment for VET school teachers

Unit 3: Digital Open Badges

Learning Outcomes: Upon the completion of Module 2 the trainees will be able to engage and motivate learners through data-intensive technologies and use various tools and

approaches for students' digital skills assessment and for collaboration with others in learning.

In this module the participants will be trained with different Digital Tools for Validation, Building and Developing of Assessing skills for teachers at VET schools and Digital Open Badges in VET and teacher training. This module aims at teaching the VET teachers on how to develop and implement effective digital tools for assessing digital skills of learners from the VET schools. Trainees will learn how to design assessment with attention to the learner profile and competency requirements how to vary the assessment strategies to apply specifically to differing delivery methodologies, use a range of assessment types for each competency.

Also, the module enhances a wide variety of utilization of digital tools for engaging the learners. In this module the participants have been trained on how to use effectively, particularly digital tools for interactive assessment of students from VET schools. Moreover, Demonstration of different types of digital tools for assessment and validation such as Quizzes, Quizlet, LearningApps, etc., which are useful for VET principals, teachers and trainers.

Demonstration and assessment of competences with Digital Open Badges, developing and maintaining digital skills for keeping engaged audience – Lucidchart, miro.com, Kahoot.com, slido.com, MindMaps, etc., group discussions

Digital tools for effective assessment and engagement of learners can be found at:

www.lucidchart.com

www.miro.com

www.slido.com

www.kahoot.com

<https://quizizz.com>

<https://quizlet.com/en-gb>

Module 3

Developing and maintaining digital skills for keeping engaged audience

Unit 1: Developing digital skills for keeping engaged audience

Unit 2: Maintaining digital skills for keeping engaged audience

Learning Outcomes: Upon the completion of Module 3 the trainees will be able to develop and apply digital tools for engaging the audience.

The participants will be presented case studies on WBL from different vocational schools in order to better understand the link between practical skills acquired in the VET schools and their applicability. In the module are demonstrated different digital tools for engaging the audience.

Disruptive Leadership and Soft Skills for VET teachers. Disruptive leadership is about forcing change before it's forced on you. The set of skills necessary for disruptive leaders are: communication; collaboration; credibility and authenticity; fearlessness; strategic mind-set; empathy; decisiveness, adaptability, life-long learning

During the day all participants will be committed into activities in the area of leadership and soft skills, which are highly needed for professional and personal development of the VET teachers and trainers.

Useful digital tools for Work-Based Learning can be found at:

www.socrative.com

www.trello.com

www.padlet.com

www.linoit.com

Module 4

Teachers' Professional Development and teaching multidisciplinary subjects

Unit 1: Teachers' Professional Development

Unit 2: Teaching multidisciplinary subjects, Work-Based Learning (WBL)

Learning Outcomes: Upon the completion of Module 4 the trainees will be able to enhance disruptive leadership skills and soft skills in order to manage change

Methods used: Socratic quiz, group discussions. The participants will be presented case studies from work based learning experiences in vocational schools in order to better understand the link between practical skills acquired in the VET schools and their applicability.

Useful digital tools can be found at:

<https://learningapps.org>

https://www.cedefop.europa.eu/files/5580_en.pdf

Module 5

Empowering Learners

Unit 1: Creating presentations with multimedia digital platforms

Unit 2: How to use effectively multimedia presentations for VET schools

Learning Outcome: Upon the completion of Module 5 the trainees will have acquired knowledge and skills on how to use multimedia digital platforms.

The module aims at empowering teachers and learners in the digital era of education. In this module the participants will be trained how to generate and use multimedia video presentations through a wide variety of digital platforms. Presentations by every trainee on implemented digital tools (Prezi, PowToons, Canva, AdobeSpark, SLIDO, etc.) - failure and success. Each participant will demonstrate her or his experience on how particular digital tools have been implemented and tested in a given institutional context.

Useful digital tools on creating and delivering multimedia presentations can be found at:

www.prezi.com

www.powtoon.com

www.canva.com

www.slido.com

<https://www.adobe.com/express/>

Module 6

Digital Tools for Educators and Learners

Unit 1: Digital Tools for Educators

Unit 2: Digital Tools for Learners

Learning outcome: Upon the completion of Module 6 the trainees will be able to use high-quality content platforms for teaching demanding learners.

In this module the participants will be acknowledged and familiarized with the pillars and applications of the DigEduComp framework, which is a linking concept to digital tools in the EU. Each participant has been acquainted with the DigEduComp applications and on how it can be applied for the given country context.

Useful sources can be found at:

https://joint-research-centre.ec.europa.eu/digcompedu_en

https://joint-research-centre.ec.europa.eu/digcompedu/digcompedu-self-reflection-tools_en