

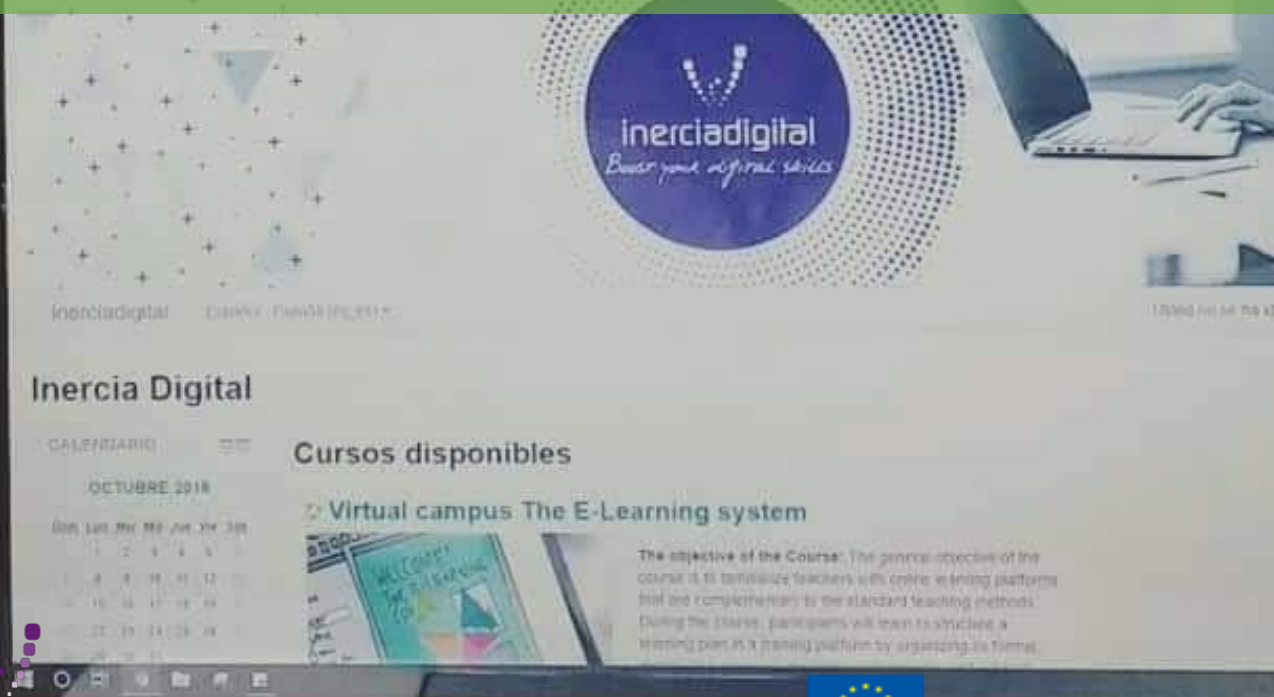


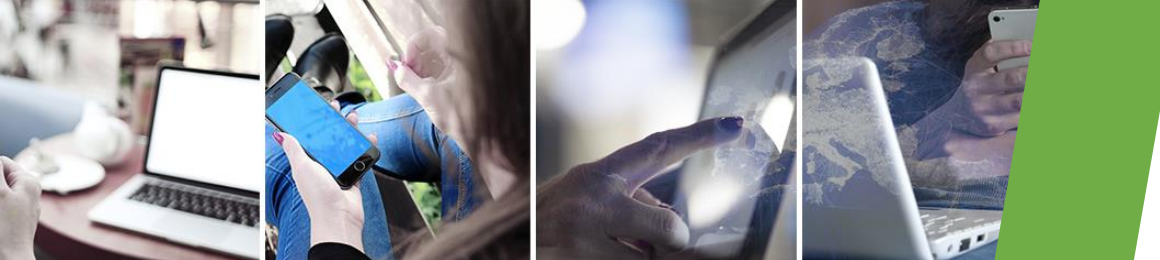
Digital School

Erasmus+ Course:

VIRTUAL CAMPUS THE E-LEARNING SYSTEM

Training Course Information and Training Course Programme (Form 08-03)

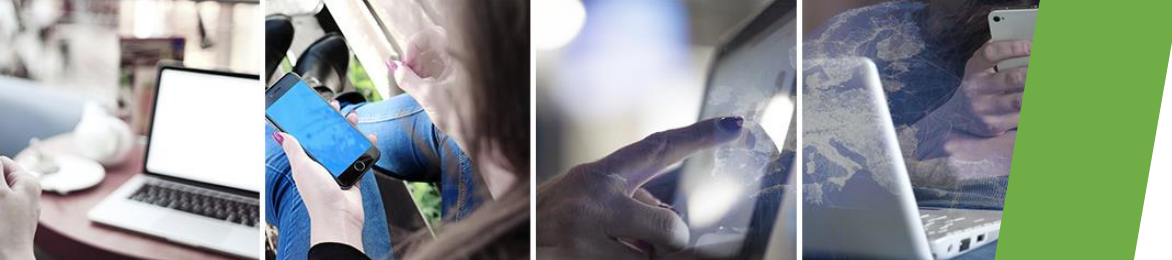




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Thank you for registering for our training courses!
Here you will find detailed information regarding the training course:



1. Training Course Information.

“With education taking the necessary steps toward digitalization, understanding the advantages of creating an educative online campus formed by teachers, students and staff alike is crucial to the healthy development of the community”

Training Course: VIRTUAL CAMPUS - THE E-LEARNING SYSTEM

Course Code: LC-----

Program: Digital School (Erasmus+).

Venue:

Address:

Dates:

Duration: 50 hours (7 days).

Training fee covered: 100%

Special instructions: 100% presence is required.

Preliminary requirements: Internet knowledge.

Additional resources available: computers, Internet connection, digital projector, speakers, tutors, online platform with supporting materials, papers, pens.

Methods and schedule for evaluation: This training course will follow a Non Formal methodology in every field, in order to promote the interaction between students and trainers as well as between students themselves.

Different methods will be developed within the in-person sessions, giving special attention to the Case method and the Interrogative one.

Moreover, students will work on the Inercia Digital’s online platform. Downloads of learning and supporting materials will be useful to participate in debate forums, to ask doubts, to interact with other students, to complete the required tasks for evaluation, and to do the final theoretical questionnaires. The students will have access to the online platform at any moment, 24/7.

In case you are dissatisfied with any aspect of our services or you would like to make any suggestion for improvements, please feel free to contact with Inercia Digital at the e-mail training@inerciadigital.com to check our complaints procedure.

Evaluation:

- *Theoretical:* The complete theoretical knowledge will be evaluated at the end of the course with a questionnaire that will be carried through the online platform. The theoretical evaluation corresponds to 40% of the final mark and it is compulsory in order to pass the course.

- *Practice:* This training course is based on to the Continuous Assessment. Therefore, the students will participate on the planned debates and sessions. Group activities will promote the collaborative learning, encouraging the team spirit at sharing experiences and doubts with their classmates, always controlled by specialized professionals. The participation and realization of the sessions tasks corresponds to 60% of the final mark and it is compulsory in order to pass the course. The tutor will write every evaluation of the sessions on the online platform.



Objective of the Course: The general objective of the course is to familiarize teachers with online learning platforms that are complementary to the standard teaching methods. During the course participants will learn to structure a learning plan in a training platform by organizing its format, distributing activities, designing assignments and will help teachers to manage student records in an easy and transparent way for the benefit of both teachers and students.

Specific objectives of the Course:

- To understand the values and usefulness the virtual campus,
- To complement the traditional teaching methods with advantages of e-learning platforms,
- To strengthen their bond with the students through the use of online communication tools,
- To know how to optimize the delivery of content, resources and information related to the subject.

Learning outcomes:

- Participants will be familiarized the participants with the methodology of online courses to help them diversify the way in which the teaching process is delivered to students,
- Participants will learn the basic principles of creating a learning plan specific for online platforms,
- Participants will be introduced to the basic instruments of the EXEARNING software, which allows them to create more interactive and multimedia content,
- Participants will be introduced to the tools of the MOODLE platform, which is the most commonly used learning management system.

The course also includes this online activity that will be daily developed on the online platform.



2. Training Course Programme.

DAY 1. ARRIVAL. (SUNDAY)

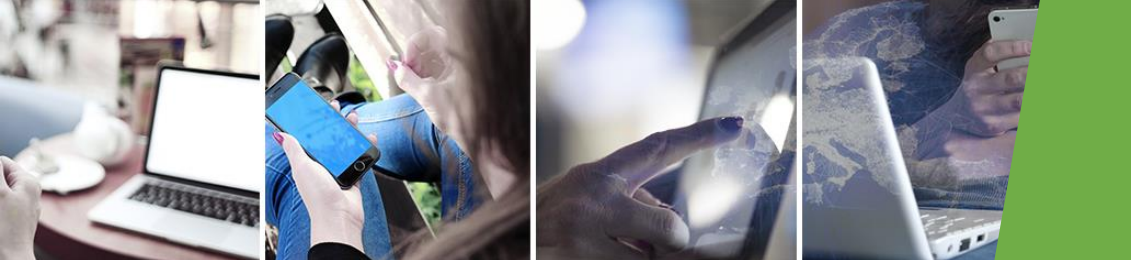
- 10:30 - 11:00** Welcome. Greetings and introductions (meeting each other).
- 11:00 - 11:30** Presentation of the Training Course and Training Programme.
- Aim topics and methods. Importance of the active participation
- 11:30 - 12:00** Presentation of the Moodle Platform.
- How to use the online platform. Online activities.
- 12:00 - 13:00** Foster understanding of the culture and mentality of the host country.
- 13:00 - 14:30** First activity: Developing content for the course.

DAY 2. EXEARNING. Design of multimedia content for online deployment platforms. (MONDAY)

- 09.00 - 9.30** Welcome.
- 09.30 - 10.45** Creating SCORM lessons: ExeLearning.
- 10.45 - 11.15** Break.
- 11.15 - 12.45** Creating SCORM lessons: Udutu.
- 12.45 - 13.00** Sharing. Group Conclusions.
- 13.00** End of the session.
- Activities on the online platform.**
- 16.30 - 20.00** Reading the content of the topic discussed and completing the required task on the platform.
- 20.00** End of the sessions (afternoon).

DAY 3. GETTING STARTED WITH MOODLE. (TUESDAY)

- 9.00 - 9.30** Review of topics covered the previous day.
- 9.30 - 10.45** Types of access profiles. Basic Navigation.
- 10.45 - 11.15** Break.
- 11.15 - 12.45** Creating and enrolling users. Giving permissions.
- 12.45 - 13.00** Sharing. Group Conclusions.
- 13.00** End of the sessions (morning).
- Activities on the online platform.**
- 16.30 - 20.30** Reading the content of the topic discussed and completing the required task on the platform.
- 20.30** End of the sessions (afternoon).



DAY 4. MOODLE. (WEDNESDAY)

9.00 - 9.30 Review of topics covered the previous day. Exhibition Objectives Session.

9.30 - 10.45 Creation of a course.

10.45 - 11.15 Break.

11.15 - 12.45 Adding activities and resources.

12.45 - 13.00 Sharing. Group Conclusions.

13.00 End of the sessions (morning).

Activities on the online platform.

16.30 - 20.30 Reading the content of the topic discussed and completing the required task on the platform.

20.30 End of the sessions (afternoon).

DAY 5. LOCAL GOOD PRACTICES: VISITS DAY. (THURSDAY)

09:30 - 11:30 Visit to High School.

11:30 - 12:30 Andalucía Compromiso Digital.

12:30 - 13:30 Visit to the University of Huelva.

13:30 End of the sessions (in the morning). Activities on the online platform.

Activities on the online platform.

16.30 - 20.30 Reading the content of the topic discussed and completing the required task on the platform.

20.30 End of the sessions (afternoon).

DAY 6. MOODLE. (FRIDAY)

9.00 - 9.30 Review of topics covered the previous day. Exhibition Session Objectives.

9.30 - 10.45 Grading our students

10.45 - 11.15 Break.

11.15 - 12.45 Monitoring.

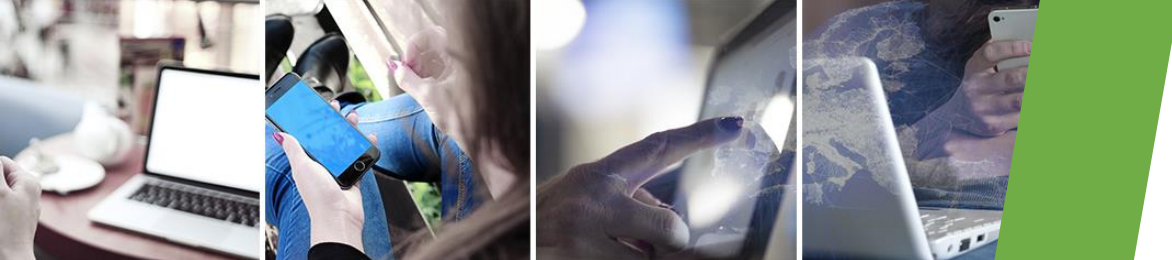
12.45 - 13.00 Sharing. Group Conclusions.

13.00 End of the sessions (morning).

Activities on the online platform.

16.30 - 20.30 Reading the content of the topic discussed and completing the required task on the platform.

20.30 End of the sessions (afternoon).



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DAY 7. GOODBYE, EVALUATION AND DEPARTURE. (SATURDAY)

- 9.00 - 9.30** Review of topics covered the previous days. Doubts and Comments.
- 9.30 - 10.45** Complete the assessment questionnaire course.
- 10.45 - 11.15** Break.
- 11.15 - 11.50** Evaluation and conclusions of the course. Suggestions.
- 11.50 - 13.00** Complete the quality of the evaluation questionnaires. Delivery of Training Course certificates.
- 13.00** Goodbye and have a nice trip back!

END OF THE COURSE

Inercia Digital has instituted the ISO 29990:2010 in every course and service of formation (specific norm of quality for the suppliers of learning services of non-formal education and formation). Introduced as a result of CooperActive- Erasmus+, Ka2 Project-Capacity Building in the field of Youth Project (2015).

Date: --.--.----



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Boost your digital skills

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