



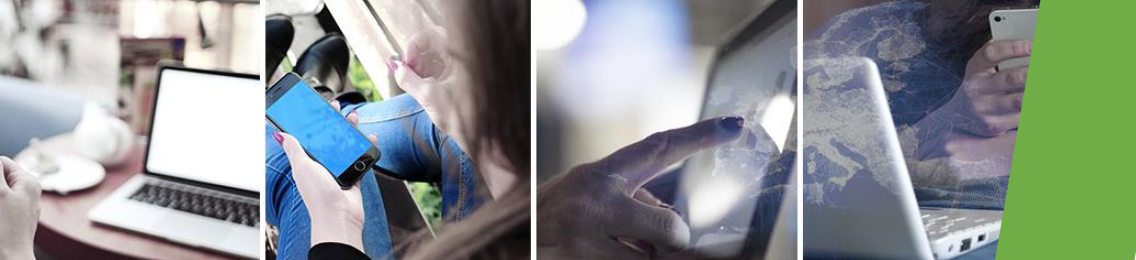
Digital School

Andalucía School

Erasmus+ Course:

CREATION OF EDUCATIVE VIDEO GAMES

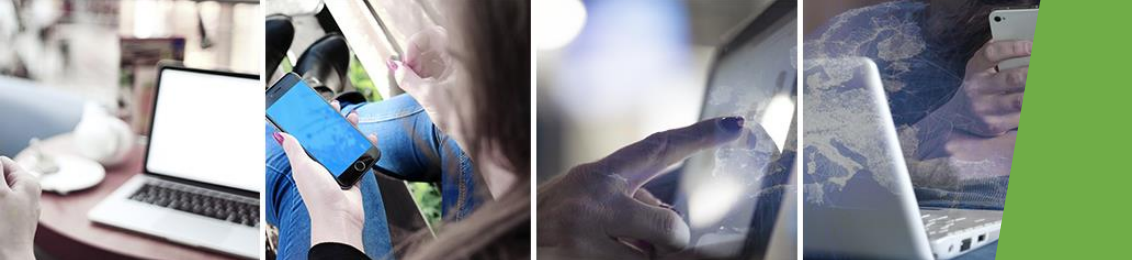
Training Course Information and Training Course Programme (Form 08-03)



Index

	Page
1. Training Course Information.	3
2. Training Course Programme.	5

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



1. Training Course Information.

“Learn how to use the tools necessary to develop simple videogames along with your students”

Training Course: COLLABORATIVE TOOLS FOR TEAMWORK.

Acronym Course Title: COEV

Program: Digital School (Erasmus+ Andalucía School)

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 domain, 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.

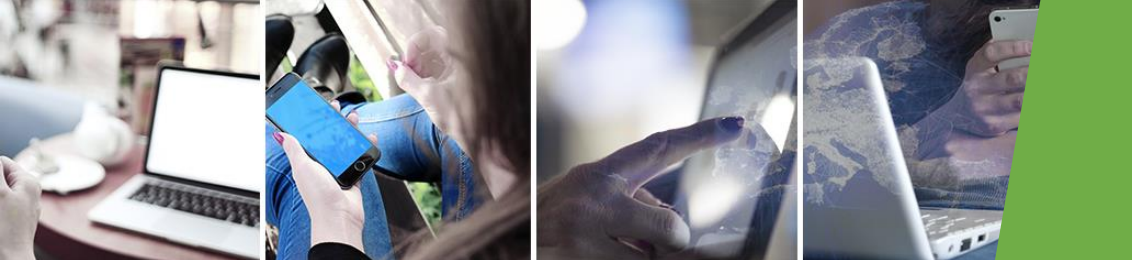
Moreover, students will work on the Inercia Digital’s online platform. It will be useful to download the learning and supporting materials, to participate in debate forums, to ask doubts, to interact with other students, to complete the required tasks for evaluation, and to do the final theoretical questionnaires. 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 improvement suggestions, please feel free to contact with erasmusplus@inerciadigital.com to check our complaints procedure.

Evaluation:

- *Theoretical:* The wide theoretical knowledge will be evaluated at the end of the course with a questionnaire that will be done on the online platform. The theoretical evaluation is the 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 Assesment. Therefore, the students will participate on the debates and sessions planned. The participation and realization of the sessions tasks will be the 60% of the final mark and it’s compulsory in order to pass the course. The tutor will write every evaluation of the sessions on the online platform.



Digital School
Andalucía School

Objectives of the Course: The objective of the course is to help professionals, students and teachers understand the fundamental ideas about computers and programming to create their own videogames, which can be integrated into the educational process to increase the students' interest and development.

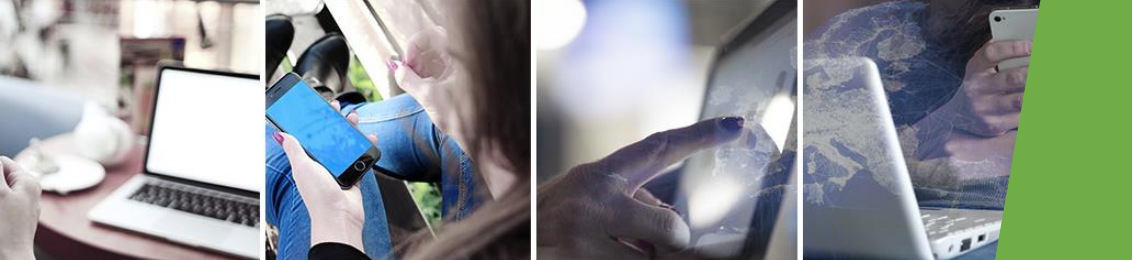
Specific objectives of the Course:

- Familiarizing the participants with the fundamental principles of coding and how it can be used in the educational process
- Familiarizing the participants with the Scratch Development Environment

Competences of the Course:

- Basic knowledge of game logic
- Creative thinking
- Interface and logic programming
- Creating and deploying multiplatform videogame

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



2. Training Course Programme.

DAY 1. ARRIVAL.

The introduction meeting for this training course is appointed at ____ in the lobby of “____” Hotel in ____ to share all the useful information needed.

Welcome. Greetings and introductions (meeting each other).

Presentation of the Training Course.

- Topics and methods. Importance of active participation. How to use the online platform. Online activities.

Presentation of the Cultural Programme.

- Schedule. Brief introduction of the places and topics that will be covered by this week.

DAY 2. INTRODUCTION TO PROGRAMMING.

9.00 - 9.15 Welcome.

9.15 - 10.45 Introduction to the Scratch programming language.

10.45 - 11.15 Break.

11.15 - 12.45 Coordinates, variables, conditionals and animations.

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 3. CREATING A PONG.

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

9.30 - 10.45 Our first game: a 2-player Pong.

10.45 - 11.15 Break.

11.15 - 12.45 Our first game: a 2-player Pong.

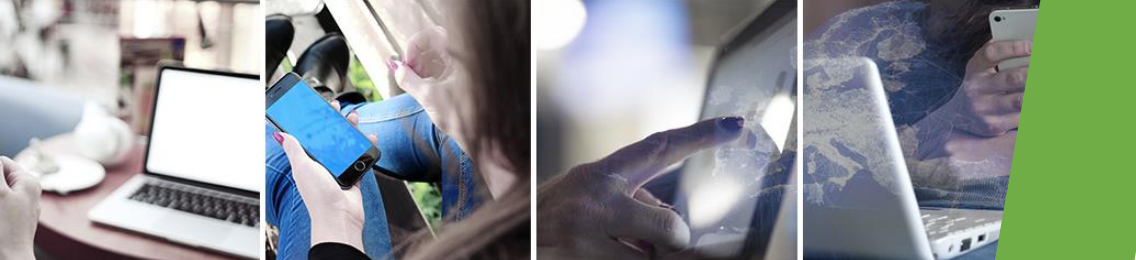
12.45 - 13.00 Sharing. Group Conclusions.

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. LOCAL GOOD PRACTICES: VISITS DAY.

9.00 - 10.00 Primary education School “Virgen del Carmen” (El Rompido): Aberroes Project (ICT Centers).

10.00 - 10.30 Travel to Huelva capital.

10.30 - 11.00 Break.

11.00 - 12.30 Andalucía Digital Engagement (Huelva).

12.30 - 14.00 University of Huelva: Virtual Learning Service.

14.00 - 15.30 Lunch (University of Huelva).

15.30 - 16.30 University of Huelva: Faculty of Humanities. Professors formation.

16.30 Return & End of the sessions (in the 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. CREATING A RACING GAME.

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

9.30 - 10.45 Our second game: a car racing game.

10.45 - 11.15 Break.

11.15 - 12.45 Our second game: a car racing game.

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 6. CREATING A SOKOBAN.

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

9.30 - 10.45 Our last game: a Sokoban.

10.45 - 11.15 Break.

11.15 - 12.45 Our last game: a Sokoban.

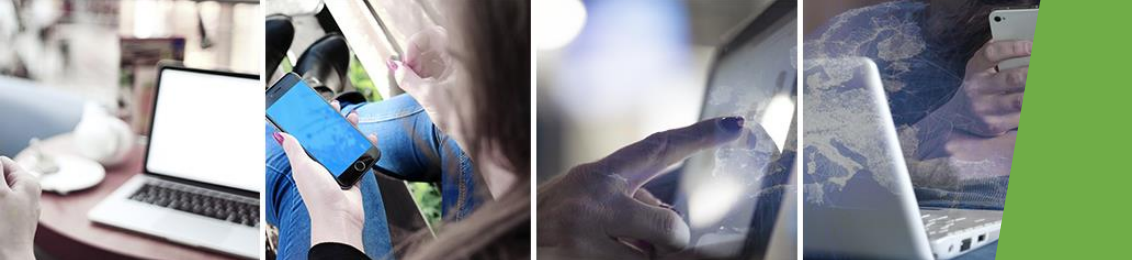
12.45 - 13.00 Sharing. Group Conclusions.

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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Andalucía School

DAY 7. GOODBYE, EVALUATION AND DEPARTURE.

- 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 evaluation's questionnaires.
- 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).

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European Digital Schools Programme
www.erasmusplusandaluciaschool.eu

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