INTRODUCTION

This course will show you how ICT enables you to create digital materials tailored to the needs of children and young people immersed in the world of social media.

You will learn how to prepare visually attractive and engaging tasks for your students and will gain knowledge about creating interactive games, quizzes, and tasks using free online tools. You will learn how to create something from nothing using just a few words with AI tools. You will explore how to take your students on an online expedition, allowing them to expand their knowledge about robotics.

In the age of advanced technology and artificial intelligence, understanding the fundamental concepts and capabilities of AI-powered tools is crucial for educators.

The pedagogical strategies we employ are rooted in experiential learning, group and peer activities, hands-on experience, and the exchange of best practices.

Throughout the course, we provide unwavering support to our participants, guiding them through the entire process—from application and preparation to ongoing monitoring and comprehensive evaluation, culminating in the collection of all pertinent documentation. Daily morning wrap-ups and brief evaluations ensure that the learning journey remains finely tuned to participants' evolving needs.

DEVELOPEMENT

Module 1 – 3D printing

- First steps.

Module 2 – Robotics

- Lego we do in class.

Module 3 – Share, Play, and Improve Keeping Students Engaged Online Creatively

- Your own quizzes and games

- Wordwall

- Padlet

- Nearpod

- Mentimeter

- Crash course

Module 4 – Artificial Intelligence (AI) in the Classroom

- AI – Threat or Opportunity?

- What is a prompt and how to write an effective one – Creating and tailoring AI-generated content

Module 5 – Erasmus+

- Diffusion
- Etwinning
- Collaborative group for future projects: opportunities KA1.

Social program

- o Discovering Salamanca
- o Tapeo, tardeo.
- o OPTIONAL Saturday: Duero wine cellar.

General Objectives

- Learn how to use ICT tools to make education more engaging, motivating, and innovative.

- Foster an appreciation for technology in everyday life.

- Help learners develop an open and flexible mindset in using AR/VR.

- Equip participants with essential skills for effective collaboration among ICT learners.

- Facilitate different methods of learning.

- Present the best apps, web platforms, and AR/VR tools for educators.

- Promote critical and creative thinking to solve real-world problems.

- Encourage a global perspective on educational issues and ideas.

- Teach online assessment techniques.

- Exchange best practices and share experiences.

AI Objectives

- **AI Fundamentals**: Gain a solid foundation in artificial intelligence, including the principles and mechanisms behind AI-powered language models.

- **Applications in Education**: Explore real-world applications of AI in educational contexts, from assisting in lesson planning to providing instant answers to student queries.

- **Effective Integration**: Learn practical strategies for integrating AI into various aspects of teaching, such as lesson design, assessment, and personalized learning experiences.

- **Ethical Considerations**: Discuss the ethical implications of AI in education and develop a responsible AI usage framework for the classroom.

- **Hands-On Workshops**: Engage in practical workshops where you'll experiment with AI to develop teaching materials and innovative classroom activities.

- **Collaborative Learning**: Work with fellow educators to brainstorm creative ways to leverage AI for enhanced teaching and learning outcomes.

Methodology & Assessment

Interactive Workshops: Hands-on activities where participants experiment with new technologies, tools, and applications for the classroom.
Collaborative Learning: Group projects and peer-sharing sessions for integrating technology into lesson plans or solving common classroom challenges.
Case Studies and Real-Life Scenarios: Analysis of real-world classroom applications of technology, discussing successes and challenges.

Materials, Digital Tools & Other Learning Resources

- **Digital Tools**: Learning Management Systems, collaborative tools, presentation tools, AI.

- **Open Educational Resources**: StoryJumper, Wordwall, Webs, Plickers.

- **Gamification Platforms**: Practical sessions where learners experiment with tools and create lesson plans incorporating these technologies.

- Learners are encouraged to create a portfolio showcasing their work.

Pricing, Packages, and Other Information

- **Price**: 480 Euros

- **Course Package Includes**:

    o Fully funded (tailored for Erasmus+ budgets).

    o 360° experience (includes coffee breaks and cultural visits).

    o Classes in English.

    o Course accessible for all language levels.

    o Small groups.

    o Cultural program.

    o Tuition materials.

    o Course certificate.

    o Europass certificate.

- **Not Included BUT OPCIONAL**: Accommodation, meals, transport.

    o **As optional** We can prepare for you all about accommodation or a gastro week in Salamanca. Ask for more information.

Additional Information

- **Target Audience (ISCED Levels)**:

    o Primary Education (ISCED 1)

    o Lower Secondary Education (ISCED 2)

    o Upper Secondary Education (ISCED 3)

- **Target Audience Type**:
    - Teachers
    - Head Teachers/Principals
    - ICT Coordinators
- **Learning Time**: 25 hours or more
- **Dates**:
    - 30th june to 4th July
    - 14th to 18th
- **Course Package Details**:
    - The 400 Euro fee includes daily coffee breaks and an outdoor visit.
    - Lunches, hotel/apartment accommodations, and transport to/from airports are the responsibility of participants.

Cancellation & Changes

- **Minimum participants: 7**
- If you cancel after paying the fees or due to unforeseen circumstances (force majeure) we refund 60%, we fully refund the course fees if we cancel. However, we do not cover air tickets or accommodation payments.

Certification Details

Certificates will be issued in hard copy format and will include:

- Course title.
- Participant name.
- Host and sender organization names.
- Duration and number of training hours.
- Main topics covered.
- Signed by the administrator of the host organization and the trainer.

This course ensures that educators gain hands-on experience and comprehensive knowledge, preparing them to effectively integrate AI and digital tools into their teaching practices.

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