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DEVELOPING DIGITAL PEDAGOGY COMPETENCES
FOR C_VET TRAINERS

User's Guide



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1. Introduction

The covid-19n pandemic forced many teachers and trainers to confront a new way of teaching that for a huge percentage of them was absolutely new - online teaching. Many of them did not see the potential of digital tools to improve the teaching experience for both teachers and students.

As a result, a partnership of European training organisations created the Leaders In Teach project.

The main target of this project is to inform to the trainers and teachers about the digital skills that they can develop I order to make the teaching experience more complete, dynamic, creative and interesting for trainers and students. On the other hand, the project also tries to help the trainers to improve their digital skills.

1.1 Leaders In Teach Project

Leaders In Teach project is an Erasmus + project that tries to give a new approach for the teaching experiences throughout the digital skills and tools. This skills and tools can be useful to improve the relationship between trainers and students, involving the last ones in the teaching process even more in order to make the relationship trainer-student more equal and collaborative (increasing the interest of the students in the class).

As said before, this Erasmus + project has been created by different European organisations, more specifically the partnership of the project is composed by:

- Media Creativa 2020 (Spain)
- Fundación Juan de los Toyos (Spain)
- KCZIA (Poland)
- BFE (Bulgaria)
- COOSS (Italy)





1.2 Target group

The main target group of the Leaders In Teach project is C_VET trainers, but it can also be used by any kind of teachers and trainers who are interested in improving their digital competences.

1.3 What is this guide for?

This document, The Leaders In Teach guide, is intended to be a manual for the use of the Moodle platform, as well as a pedagogical guide.

In the following pages, you will find all the information about the project, the pedagogical approach applied, the learning objectives, the skills and competences addressed, the thematic areas and topics proposed as well as the structure of the Moodle platform.



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2. The Leaders In Teach Experience and Pedagogical approach

The project is designed to drive innovation in the development of teaching methods, adjusting the C_VET teaching-learning competences to the changes in society and labour market after the Covid crisis. First of all, it's done through the improvement of pedagogical skills in the Digital Pedagogy key area; secondly, by developing an innovative training programme based on an andragogy approach to boost the learning processes. The project is an opportunity to set up transnational training to explore new perceptions about both.

The screenshot shows a web page with a blue header. On the left, there is a navigation menu with 'Home' and 'Calendar'. The main header area contains the European Union logo and the text 'Co-funded by the Erasmus+ Programme of the European Union'. On the right, there is a language selector set to 'ENGLISH (EN)'. Below the header is a large image of a person pointing at a laptop screen while another person writes on a notepad. A red button with the text 'ACCESS TO THE COURSE >' is overlaid on the image. Below the image, the text reads: 'Welcome to the **Learning environment of Open Educational Resources**, aimed at teaching professionals who want to know more about Digital Competence, what is and what it means to use active learning methodologies. Digital Competence in education is the set of knowledge, abilities and skills related to the use of technology, applied to educational contexts and processes, in order to achieve one or more objectives.'

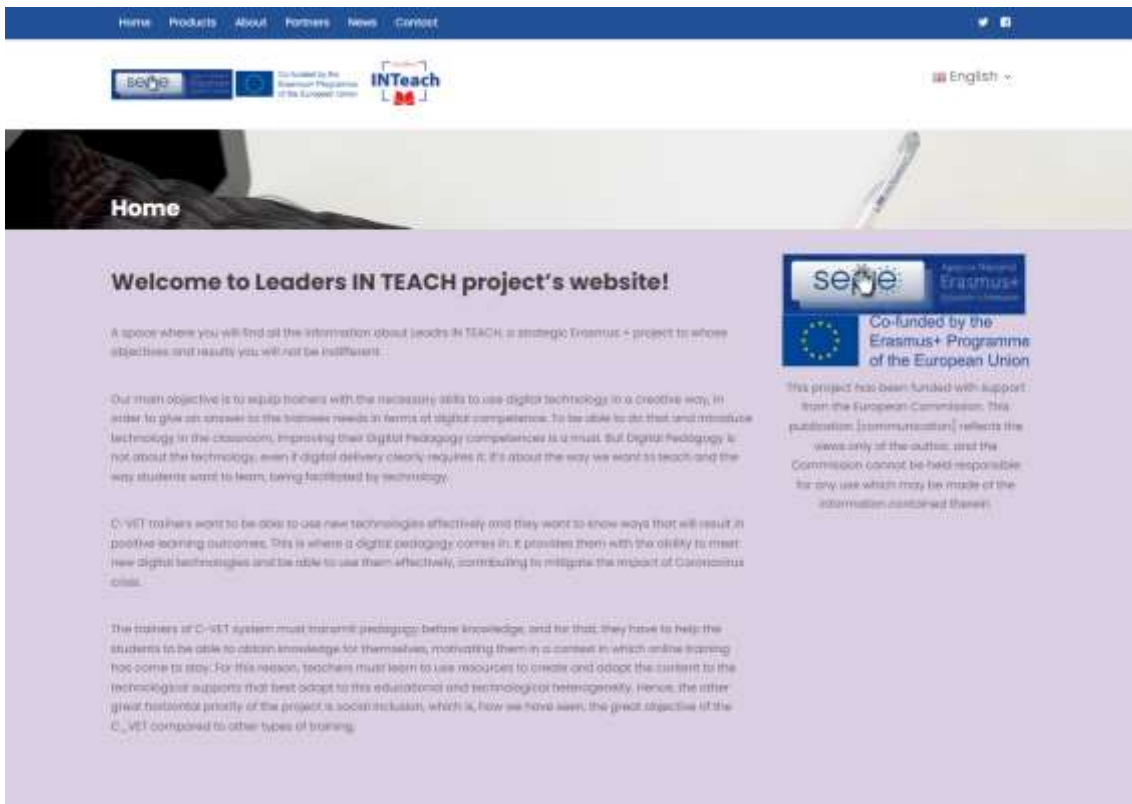
2.1 Elements of the experience

2.1.1. The Website

- Link to the Leaders In Teach website: <http://leadersinteach.eu/>

The Leaders In Teach project is divided in a Website and a Moodle platform.

In the Website you will be able to see all the information of the project as well as the news about the project that will keep you informed of any novelty.



The screenshot shows the homepage of the Leaders IN TEACH project website. The header includes navigation links: Home, Products, About, Partners, News, Contact. There are also social media icons for Facebook and Twitter, and a language selector set to English. The main content area features a large banner with the text "Welcome to Leaders IN TEACH project's website!". Below this, there are several paragraphs of text describing the project's objectives and goals. On the right side, there is a sidebar with logos for "seie" and "Co-funded by the Erasmus+ Programme of the European Union", along with a disclaimer: "This project has been funded with support from the European Commission. This publication (communication) reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein."

Here are also the links to the social media of the project (in Facebook and Twitter), the possibility of contact with us and information of each partner. The Website is available in different languages (Spanish, Bulgarian, Polish, English and Italian).

- Link to Leaders in Teach Facebook: <https://www.facebook.com/LedersInTeach/>
- Link to Leaders in Teach Twitter: <https://twitter.com/LedersINTeach1>



2.1.2. The Moodle platform

- Link to the Leaders In Teach Platform “*Learning Environment of Open Educational Resources*”: <https://learn.leadersinteach.eu/moodle/?lang=en>

In the Moodle platform you can find the **Learning objectives**, where you can see all the objectives of the project that you can reach.

General

This training course is developed in the framework of the Leaders In Teach project, a partnership funded by the ERASMUS + programme, where different European organisations specialised in the areas of training and new technologies, have joined forces to develop a training itinerary and content that allows any trainer to improve their Digital Competences for education.

- The training course material has been developed to encourage an autonomous learning approach.
- Each module has been divided into learning units that will allow you to approach the basic concepts considered in each of them. At the end of each module, you will be able to answer a self-assessment questionnaire to measure your level of knowledge of the contents you have learnt.
- Using a “Learning by Doing” approach, at the end of each module we give you the opportunity to work with a real scenario to put into practice what you have learnt.



Learning Objectives of the Training Course

View

In this document you will find the learning objectives of the course, which you will be able to verify as you go through the modules.

Now you will see the learning objectives of each module of the platform:

- Module 1: Pedagogical Digital Competence for C_VET learning.
 - 1. Know the context and the frame of reference for the development and evaluation of the Digital pedagogy Competence
 - 2. Know what digital competence is.
 - 3. Know what a pedagogical competence is.
 - 4. Know what a pedagogical digital competence is.
 - 5. To know the digital competences needed for C_VET trainers
- Module 2: Digital technologies and Digital Pedagogical approaches to enhance C_VET programs.
 - 1. Know and manage different virtual learning environments to enhance C_VET programs.
 - 2. Learn about the possibilities digital pedagogy offers for C_VET Education.
 - 3. Learn how to face the challenges of Digital pedagogy in C_VET Education
 - 4. Know how to keep the students at the center of the training action in digital learning and teaching.



- Module 3: Innovative and Open Pedagogies in C_VET learning.
 - 1. Select the most suitable methodological strategies for digital learning and Open Pedagogies
 - 2. Select the most suitable technological resources to facilitate learning
 - 3. Engage and support students in open pedagogies
 - 4. Include students in the creation of digital class material

- Module 4: Digital tools and related strategies to support novel approaches for promoting open education and innovative practices in a digital era.
 - 1. Learn about the benefits of using digital tools for C_VET education
 - 2. Know and handle tools and digital resources for the creation, editing and publication of digital content
 - 3. Know and handle tools and digital resources for online collaboration and collective aggregation.
 - 4. Design, plan and evaluate learning activities with different digital tools and resources.

- Module 5: Innovative tools and approaches to increase student's motivation through Digital Pedagogy strategy.
 - 1. Learn how to use innovative tools and approaches to increase C_VET student's motivation through Digital Pedagogy strategy.
 - 2. Know about the importance and the role of motivation for the successful personal and professional performance.
 - 3. Learn about how success stories of people who walked the same road can be a powerful inspirational factor and
 - 4. Know how to use digital storytelling for online teaching and learning in C_VET Education.



After that we will see the **Training course structure** where mainly you can see what you will improve or know in each module.

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Learning Objectives of the Training Course

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Training Course Structure

[View](#)

It is important that you have this document at hand, as it will guide you in the learning process.

- **MODULE 1: Pedagogical Digital Competence for C_VET learning.**
 - U1. What is Digital Competence?
 - U2. What is a pedagogical competence?
 - U3. What is a pedagogical digital competence?
 - U4. Digital competence areas for C_VET Trainers.
 - U5. Competences to be achieved for each area.
 - U6. Descriptions of the abilities achieved according to the level, area and competence
- **MODULE 2: Digital technologies and Digital Pedagogical approaches to enhance C_VET programs.**
 - U1. What possibilities does "Digital Pedagogy" offer?
 - U2. What are the challenges of "Digital Pedagogy"?
 - U3. Experiential level in "Digital Pedagogy"
 - U4. A "student centric" approach
 - U5. Let's project!
- **MODULE 3: Innovative and Open Pedagogies in C_VET learning.**
 - U1. Digitalization and Innovation in C_VET learning
 - U2. What is Open Pedagogy?
 - U3. Elements of Open Pedagogy
 - U4. Engage and support students in Open Pedagogy
 - U5. Choosing and creating digital material U6. Including students in the creation of digital class materia



- MODULE 4: Digital tools and related strategies to support novel approaches for promoting open education and innovative practices in a digital era.
 - U1. Digital Tools in education
 - U2. Digital Tools for open and innovative education
 - U2.1. List of Tools and descriptions
 - U2.2. How to use and integrate them
 - U3. Using digital tools and resources: copyright and licenses

- MODULE 5: Innovative tools and approaches to increase student's motivation through Digital Pedagogy strategy.
 - U1. Motivation in education
 - U2. Tools for Motivation
 - U3. Carl Jung character archetypes and digital storytelling
 - U4. The 7 Elements of Digital Storytelling
 - U5. Essential Free Tools for Educators
 - U6. Create a Digital Story

After the structure you will see the **Self-assessment questionnaire**, in this questionnaire you will be able of measure your digital competence.

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Training Course Structure
View

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SELF-ASSESSMENT QUESTIONNAIRE
View Make attempts: 1 Receive a grade



The possibility of making this questionnaire depends on if you have login an account in the Moodle platform; there is only one opportunity to make this questionnaire that will inform you about your digital competence. There is a wheel which, when selected, makes your registration as a user of the Moodle platform effective.

Developing Digital Pedagogy Competences for C_VET trainers (English)

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Home / Courses / Developing Digital Pedagogy Competences for C_VET trainers (English)

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In the **Digital competence map**, you will see explained the different competences and grades that you can have.

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This training course is developed in the framework of the Leaders to Teach project, a partnership funded by the ERASMUS+ programme, where different European organisations specialised in the areas of training and new technologies, have joined forces to develop a training strategy and content that allows any teacher to improve their Digital Competences for education.

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Learning Objectives of the Training Course

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Training Course Structure

[View](#)

It is important that you have this document at hand, as it will guide you in the learning process.

SELF-ASSESSMENT QUESTIONNAIRE

[View](#) [Make Attempts](#) [Resume a grade](#)

The following questionnaire aims to assess your digital competence in teaching, so that you can adapt the "Leaders to Teach" training course to your own personal learning path. Remember that the training course is modular, so you can take the whole course or the module(s) that you find most interesting according to your needs. Answer honestly, it will only take you a few minutes. Please rate from 1 to 5, 1 being a little and 5 a lot.

Digital Competence map

[View](#)



The competences are divided in:

1. Information
2. Communication
3. Content creator
4. Security
5. Problem resolution

Digital Competence map

[View](#)





The different **Modules** of the course are composed by three parts, after a small introduction to each module:

1. Module
2. Evaluation questionnaire
3. Real life Scenario

In the Real-Life Scenario, you can prove the knowledge that you have acquired in the Modules. There is a situation that can succeed in the real life and you should resolve it using the information of the module. Each Real-Life Scenario is adapted to the module topic.

MODULE 1. Digital pedagogical competences in vocational training for employment

Welcome to Module 1 "Digital pedagogical competences in vocational training for employment". This module consists of 4 units. Below you will find the training material for each unit, as well as additional resources and evaluation questionnaires.

- U1. What is Digital Competence?
- U2. Competences to be achieved for each area and its descriptions.
- U3. What is a pedagogical digital competence and digital pedagogical competence?
- U4. Digital competence areas for C_VET Trainers.

Module 1

[View](#)

Evaluation 1

[MARK AS DONE](#)

In this section we present a series of exercises that will help you to test the knowledge acquired in this module.

Real Life Scenario 1

[View](#)

In this document you will see the learning scenario of Module 1.



Finally, at the end of the Moodle platform you will find the **Set of resources** where you can find useful tools in order to improve your skills and to develop a more dynamic and creative teaching experience. Here you can find apps focused on:

- ❖ Communication
- ❖ Collaboration
- ❖ Bookmarking tools
- ❖ Content creation
- ❖ Surveys, Polls and Quizzes

Resources

 **Set of Resources**

MARK AS DONE

