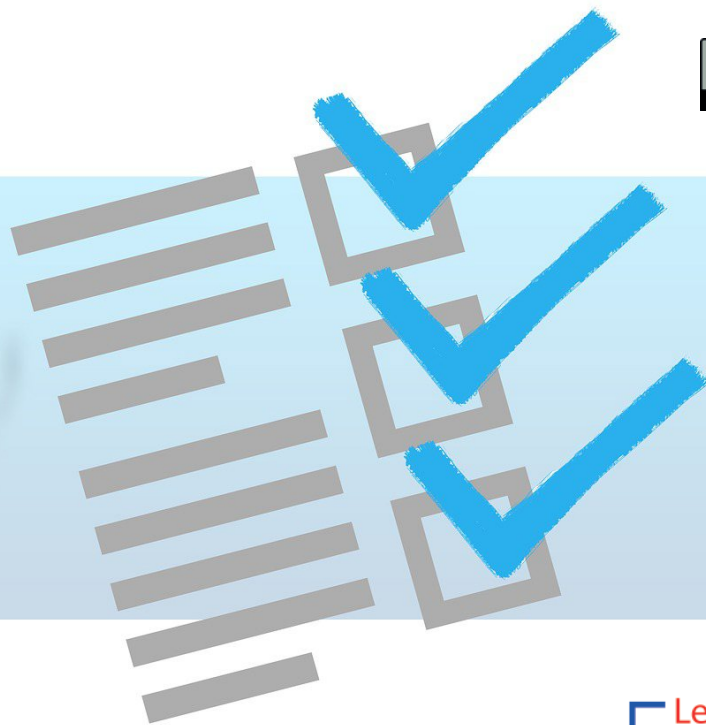


DEVELOPING DIGITAL
PEDAGOGY COMPETENCES
FOR C_VET TRAINERS
2020-1-ES01-KA226-VET-095377



LEARNING OBJECTIVES OF THE TRAINING COURSE



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THE LEARNING OBJECTIVES OF THE TRAINING COURSE

Once you have worked through our material, you will be able to:

- Know the context and the frame of reference for the development and evaluation of the Digital Pedagogy Competence.
- Know and manage different virtual learning environments through the right digital pedagogy orientation.
- Know and handle tools and digital resources for the creation, editing and publication of digital content.
- Be able to select the methodological strategies and the most suitable, didactic, and technological, resources to facilitate learning based on the objectives, content and technological capacities of the recipients of the training.
- Be able to design, plan and evaluate learning activities with different digital tools and resources.

LEARNING OBJECTIVES OF THE MODULES



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 centre of the training action in digital learning and teaching.





LEARNING OBJECTIVES OF THE MODULES



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.

