TRAINING COURSE STRUCTURE

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

Leaders

INTeach

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Developing Digital Pedagogy Competences for C_VET
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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 material

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

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