Digital Competencies

Using Web Based Resources for Teaching and Learning

Content

Teachers might be to agree that there's lots of good information but there´s lot of opinions, misconceptions, and inaccurate information. Then, how the learners judge the quality of web resources?
Indeed, the web opened a didactic niche for education and now offers to students unparalleled opportunities to duplicate and fabricate their researching. As fact, the opportunities to harvest material have increased and the 'Cltrl-C' and 'Ctrl-V' culture to copy, paste texts and images taken from the web contributed with the plagiarism in education. In observance of these scnearios, this module contributes to learners produce their own texts taken by web research. The web research should be used by learners as search for knowledge and authorship. In addition, this module offers inspiration on how to integrate the web in teaching and learning.

Digital Competencies

Digital Writing for Communication and Mind Maps in Education

Content

The writing is an important skill to master - It makes your thinking visible. Although new technologies have changed and will continue to change the way we communicate. We use written communication more regularly now than ever before. Text messages, social media posts, e-mails, blog entries and comments are all modes of communication that typically rely entirely on written words.
At the same time many work processes in our society have changed from individual processes to processes where we work together, share information in writing, give each other written feedback, prepare reports, specifications etc. as the basis for our work. This development has also influenced teaching methods in our schools. Therefore, it is important that students have mastered the form of written expression so they are able to communicate your message clearly and while learning to write, our learners also learn how to handle the change in working methods.
This module focuses on text and writing, on the integration of images and sound in the text document, on synthetic speech and the use of spell checkers and other text tools. In the second part of this module, will occur activities for creating and using mind maps in education. It´s an important resource for educators and will be presented basic concepts, approach and features about mind maps and the relationship with teaching and learning.

Digital Competencies

Communication, Collaboration on the Web and Social Media

Content

New technologies enables us to create new kinds of communities - as school community made up of teachers, students and parents.

However, it's common for many students to be challenged by the same learning concept or course assignment. Social media can help them centralize the collective knowledge of an entire class to make studying and communicating more efficient for everyone and is so popular is that allows students personalize the way they experience and Interact with the Web. Tools like Facebook, Twitter and Instagram used to be almost exclusively used to take a break from academics, but social media is increasingly being leveraged as study tool, especially for today´s tech-savvy students.

This module deals with communication and collaboration and use of social media in educational settings and as learning tool to assist the community made up by teachers, students and parents.

Digital Competencies

Introduction of ICT and ePortfolios in the School Environment

Content

Picture this scenario - A school where students are happy and engaged in learning, working on projects and research. Where students discover the pleasure of knowing. A School where promotes collaboration and create a new learner centered learning culture. It´s a school of tomorrow - a school of 21st century. The new learners of 21st century are able to incorporate new technologies into their daily lives but they´re unable to incorporate pedagogically such as majority of their teachers in the school environment. However, the new Technologies as themselves are not the only solution but offers unprecedented opportunities to the education system. If the school purchase the capacity to integrate, enhance and interact with new technologies in a meaningful way will enhance the learning and communication between teachers and students. In adition, the task of the school is to provide students with an opportunity to develop the skills necessary to become independent as active citizens in the network society.

This module will addressed pedagogical practices on how to introduce ICT in the school environment, cloud education and creation of ePortfolios in education system.

Digital Competencies

Creating a School Website and Publishing Digital Content on the Web

Content

Teachers and principals are well equipped to utilize the web to keep in contact with their pupils. However, instead of acting as passive recipients of all the best that the web has to offer, may acquire training to use the web in their own instructional designs.

With new softwares, web design is becoming as easy as word processing. Indeed, many teachers all over the world produce their own web resources and they assist students in publication of web resources and also assess the resultant productions.

This module also addresses how real teachers building school websites to link students, school managers and parents as effective educational partners. About web production as in design of web sites for school community and how to

harness the power of the Internet to extend teaching and learning beyond classroom.

Digital Competencies

Creating Digital Presentations

Content

Use of digital projection systems in schools all over the world is becoming increasingly common. In classrooms, teachers use these systems to improve communication with their students but these systems can also distract regarding teacher´s message. So, when it comes to teacher performance in the

classroom; one of them is the ability to capture the attention of their students. Teachers are creative and good communicators when they combine oral and written including images in their presentations and teaching the students to produce important presentations based on what they research.

This module will addresses practices and activities of how to use digital presentations in teaching and learning, as simple and as branched and about time-operated presentations and work flow, when the students produces a joint presentation, presentations and its

designer and layout. Simple presentations and multiple presentations, distribution of presentations in schools environment.

Digital Competencies

Creating Audiovisual Resources for Learning

Content

The primary human senses of vision and hearing provide complementarity and opposition, but directly impact learners of all ages. The association between sound occurs in early years and it is established through contact with the external environment and learning. These human senses are wonderful perceptions and when as 'Audio-Visual' topics, become autonomous elements that can manifest its presence in a variety of media.
By the perspective of many educators, the audiovisual activities integrated with new technologies are able to transmit the pleasure of learning and excitement to understand the curriculum and things of the universe. Therefore, it is important that teachers learn how to use audiovisual resources in or beyond classroom. During the activities of this module you will be worked to digital editing and Internet publishing as well as different activities related to the production of audiovisual in learning.

Digital Competencies

Evaluation of Educational Software

Content

Technologies are cognitive allies to improve learning, especially using educational software. However, they used to be underestimated and in many cases, educational software creates confusion and fear; sometimes they are makeup. Then, it is important for educators learn the interface of software educational with teaching and learning process. The educational software can provides opportunities for students associate application concepts in their learning, daily lives and also arouse their interests.
Therefore, it is essential to consider the role of the teachers in choosing educational software and their choice should be based on the reasons for his educational proposal. They do not change the instruction to introduce software. The educational software should be selected to understand the pedagogical approach adopted. Based on this concept, this module is designed to help educators on the criteria for evaluation and selection of educational software and the interaction with the school´s learners; it is about of classification and other data that can positively influence the development process and student learning.

SKILLS ACQUIRED (8 MODULES)

After concluding the course, the participant will be able to:

- Improve digital skills in classroom as a Facilitator;

- Using digital resources and contents available on the web for teaching and learning;

- Identify and evaluate the resources available on the Web;

- Integrating web resources and free software in class;

- Implement strategies with ICT for expanding learning opportunities;

- Propose research activities for drafting work;

- Notions of digital literacy in school environment;

- Using Web 2.0 to improve collaboration;

- Create digital portfolios and mind maps;
- Identify and evaluate educational software for school environment;

- Implement strategies with ICT for expanding learning opportunities;

- Web 2.0 to improve collaboration;

- Production of audiovisual;

- Digital presentations.

Additional Information

Course type: ICT Competencies for Teachers

Course lenght: 9 - 11 months (160 hours)

Course format: e-Learning

Virtual Learning Environment (VLE) of the course: Topict LMS

Technical Prerequisities to participate in the course

Basics of computing and internet

CPU: 300 MHz or higher

RAM: 512 Mb or higher

INPUT: Mouse and keyboard

Display resolution: 1024 x 768

Operating system: Windows XP (or later) or Mac OS X or iOS or Android

Browser: Google Chrome 4 (recommended), Firefox 3, Internet Explorer 9 or later.

Browser Plugin: Flash Player 10; Java.

Sound Card: Any sound from the motherboard; Check your hardware configuration.

Firewall: 1935 open; Check this in your firewall settings. On most computers

this port is open by default.

Other: microphone, speakers or headphones and video camera to your computer (the course can be done without the need to use the camcorder).

Internet connection: 3Mbps download speed or above - 512kbps or above upload speed

Audience of the course

- Teachers from primary and secondary education
- School ICT Coordinators
- Pedagogical Coordinators

- School Principals
- School Training Coordinators