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## Green FTAfrica

MODULE OUTLINE				
1	Title:	Module 2: Digital Pedagogy		
2	Abstract with aims & objectives	The <b>Digital Pedagogy unit</b> aims to equip participants with the knowledge and skills to leverage technology in teaching, utilize educational technologies effectively, develop engaging digital content, employ digital pedagogy strategies, and design inclusive learning activities. <i>Objectives:</i>		
		<ul> <li>Understand the role of technology in teaching and its potential for enhancing learning outcomes.</li> </ul>		
		<ul> <li>Identify and categorize various educational technologies (e.g., apps, platforms) and comprehend their key features and benefits.</li> </ul>		
		<ul> <li>Create and share multimedia content for digital teaching and learning.</li> </ul>		
		<ul> <li>Apply effective methods and strategies of digital pedagogy (e.g., active learning, meaningful learning, cooperative learning).</li> </ul>		
		<ul> <li>Design and test inclusive learning activities that meet the diverse student needs.</li> </ul>		
		The <b>Classroom management unit</b> equips participants with the knowledge and skills to effectively utilize technology for classroom management using innovative strategies, assume the role of a facilitator and manager, evaluate activities, and design engaging cooperative learning tasks. <i>Objectives:</i>		
		<ul> <li>Explore innovative models of technology-supported classroom management.</li> </ul>		
		<ul> <li>Understand the principles and implementation of the flipped classroom model.</li> </ul>		
		<ul> <li>Learn effective strategies for cooperative learning and promoting positive interdependence among students.</li> </ul>		
		<ul> <li>Recognize the role of the teacher as a facilitator and manager in a technology-enhanced learning environment.</li> </ul>		
		<ul> <li>Develop skills in evaluating activities and providing constructive feedback.</li> </ul>		



		<ul> <li>Design and test engaging cooperative learning activities aligned with curriculum objectives.</li> </ul>
3	Key words	Soft skills, digital, pedagogy, cooperative learning, classroom management
4	Knowledge domain	Teaching and pedagogical methods
5	Duration	40 Hrs
6	Contents (Specify n. of hours of each Unit)	Unit 1: (20 hrs): Digital pedagogy
		The role of Technology in teaching
		<ul> <li>The main features, categories, and potential of educational technologies (e.g., educational apps, learning platforms, and file sharing)</li> </ul>
		<ul> <li>Creating and sharing digital teaching and learning multimedia content</li> </ul>
		<ul> <li>The main methods and strategies of digital pedagogy (e.g., active learning, meaningful learning, cooperative learning)</li> </ul>
		<ul> <li>Designing and testing inclusive learning activities</li> </ul>
		Unit 2: (20 hrs): Classroom management
		<ul> <li>Innovative models of classroom management (supported by technologies)</li> </ul>
		The flipped classroom
		<ul> <li>Cooperative learning.</li> </ul>
		<ul> <li>The role of the teacher as facilitator and manager of learning activities.</li> </ul>
		The evaluation of activities.
		<ul> <li>Designing and testing cooperative learning activities</li> </ul>
7	Learning outcomes (2-3 per module)	<b>LOut1:</b> participants will be equipped with the knowledge and skills to effectively integrate technology into their teaching practice, utilizing a range of educational technologies to create and share multimedia content, apply effective digital pedagogy methods and strategies, and design inclusive learning activities that cater to diverse student needs.
		<b>LOut2:</b> participants will be able to effectively leverage technology to create an inclusive and engaging learning environment by implementing innovative models of classroom management, using innovative teaching strategies, assuming the role of a facilitator and manager, evaluating activities, and designing and testing cooperative learning tasks aligned with curriculum objectives.
8	Learners' profile	<ul> <li>50 Teachers (25 Ghana, 25 Nigeria) with following profile:</li> <li>Teachers and trainers</li> <li>Training tutors</li> </ul>





9	Delivery mode (face2face, working groups, online, blended)	Blended on-line, working groups, project work, distance learning with remote support from tutors
10	Tools and materials needed for implementation	Laptops, Headphones, Strong Internet Connection with webcams
11	Related Urls and Online Resources	Zoom platform/Teams meet, Google Doc
12	Type of resource (video, lesson plan, etc.)	Video-lessons, Word-Powerpoint presentations and exercises

