

Tap-Swipe-Pinch
iPad, Android, and Windows tablets changing the way to learn and
teach, Barcelona, Spain
COURSE PROGRAMME



Start time Monday to Saturday: 9.00
End time Monday to Friday (except Wednesday): 16.00

SUNDAY, Arrival
COURSE OPENING - Official opening and presentation of the course

Welcome and official opening; course folders; practical arrangements, presentation trainers; Getting to know each other; Expectations,
Introductory motivation, tablet use in practice, the tablet-type features, apps, basic skills
Let's use technology to record brainstorming, creative thinking, problem solving, organizing of ideas ... Why?, How?, When?, pedagogic value,
Questions and suggestions, individual guidance and support
Welcome Dinner

MONDAY - PAPERLESS CLASSROOM (working with GD, e-books, notes)

Program of the day;
Heading Towards a New Pedagogy - interactive presentation and discussion Pair work - main reasons for changing pedagogic approach
Paperless classroom - facts, examples and challenges Meet Google Drive - one place for your/class files - introduction - purpose for class usage, overview, demonstration, Hands-on activities - using GD for lesson workflow; create folders, upload documents, share them; working on a shared document
Group work activity - present groups and members
break
The learning journal for storing students' products - publish products Assigning, collecting and reviewing student work in a tablet classroom -how to document students' work, ePortfolio - the use. Hands-on activity - try-out with an example, view it, comment
Lunch
Bring your life's work together in one digital workspace EVERNOTE - e-portfolio, overview of the possibilities, apps integrated Individual note creation of the first day course, sharing notes
Reflection of the day personal assistance

TUESDAY - INQUIRY BASED LEARNING

Program of the day overview, about a free Wednesday afternoon: information
Inquiry as Playing the “Whole Game” - engage in the topic as in real life; presenting a short insight in inquiry
A picture is worth a thousand words - photo inquiry - photo-story Hands-on activity - creation; presenting, assessing, exchanging / sharing, evaluating, publishing
Break
Video inquiry a creative approach to learning - reviewing main elements for video production, pedagogic value of a video Group work - 3 minute video inquiry production
Lunch
Group work - creating video materials, sharing, collecting, editing, publishing/sharing, privacy, ownership and safety Presenting the group videos - evaluating, commenting, justifying
Evernote - notes about daily activities; Homework 3 min video lesson a TeachMeet list
Reflection of the day personal assistance

WEDNESDAY - FLIPPED CLASSROOM

Program of the day overview
The upside down tablet-oriented classrooms - presentation Hands-on activity - guided creation of sample pages, features and usage,
Let’s Flip my Lesson - examples, screencast a lesson on PC, tools Hands-on activity - create a flipped lesson on tablets
Break
Hands-on activity - create a flipped lesson, saving and sharing
Make any video with audio-notes and questions an interactive experience - an environment for video analytics, editing and collaboration, demonstration
Lunch
Free afternoon for Barcelona city sights

THURSDAY- GAME BASED LEARNING AND GAMIFICATION

Program of the day overview	
Treasure hunt with - playing the game, evaluation, educational purpose, creation and assessing the classroom use	
Gamify your lessons - interactive presentation, discussion Games provide opportunities for learning - try-outs of games	
Break	
Tailor -made games for learning - overview of possibilities, creating tailor-made games for learning, evaluation, examples, individual creation	
Be creative; transform your topics of the course into an e-book! - examples, creation, media use, storage, sharing, combining, publishing, formats; Pedagogic value and usage in educational process Show-case of an interactive e-book	
Lunch	
Task 1: Individual creation of a topic based e-Book	
Assessing (formative) student's work in tablet classroom Hands-on activity - guided creation in a response system - try-out in groups	
Reflection of the day	personal assistance

FRIDAY - TABLETS IN PRACTICE

Program of the day overview	
Subject oriented activities (science, Languages)	
Break	
Lesson planning - use the form for lesson planning Integrate strategies and tablet technologies effectively into a curriculum - APPSMASHING for lesson purposes	
Make your documents and images interactive - interactive posters, hands-on, evaluating the use, do's and don'ts	
Lunch	
Augment the scene with additional information - presentation, Hands-on activity - creating AR (Augmented Reality) for class purposes,	
TeachMeet – good practice show-case by participants	
Reflection of the day	personal assistance

SATURDAY- Practicalities and farewell

Handling / Reflecting tablets to PCs, smart TV, hands-on activity

How to Develop Tablet Habits in Class - preparing rules for tablet use in the classroom
How to overcome the lack of devices with a smart solution

Application of tablets in the professional context - viewing and creating collections of apps and web2.0 tools for professional context

Course reflection – presenting and sharing personal recording of course activities, products

Certificates and group photo
Filling in online evaluation of the course
What beyond the course.
Final session, Follow-up, networking

Closure, Farewell