

# ‘Learning with the best apps’ course, Benalmadena, Spain

## COURSE PROGRAMME

### SUNDAY - OFFICIAL OPENING

arrival, Official opening and presentation of the course from 17:00 - 20:00  
 Welcome dinner at 20:30 (optional)

Starting point at 17:00 <b>Welcome and official opening;</b> course folders, badges; practical arrangements, presentation trainers;
Program of the day; Getting to know each other (m-devices needed) Synchronising m-devices for classroom use Digital workspace: building a personal course e-portfolio overview, use, creation Presenting personal experiences/plans on using ICT & m-device tools and apps, Ideas about organizing work with m-devices - pedagogic approach What do you want to learn - expectations
Brainstorming about the course, practical information, questions, suggestions
Welcome Dinner - at 20:00

### MONDAY - PAPERLESS CLASSROOM

Start at 9:00, Finish at: 16:00

Program of the day
<b>Heading Towards a New Pedagogy</b> - an insight into approaches in education <b>Hands-on:</b> main reasons for changing pedagogic approach
<b>m-Devices in education</b> - how, when and why
11:00 - 11:30 coffee break
<b>Paperless Classroom</b> - facts, examples and challenges <b>Meet Google Drive - one place for your/class files</b> features, class usage <b>Hands-on:</b> Using Classroom and GD for lesson workflow
13:00 - 14:00 Lunch
<b>Google forms</b> and quizzes, features and examples <b>Assigning, collecting and reviewing student’s work in a tablet classroom</b> - review, create, comment, evaluate
<b>Hands-on:</b> notes about the daily activities (Keep)
<b>Reflection of the day</b>   <b>personal assistance</b>

**Optional: Team work with documents** - create, share, collaborate,

### TUESDAY - PHOTO STORY & FLIPPED CLASSROOM

Start at 9:00 at the hotel, End at: 16:00

Program of the day overview
<b>Field trip</b> <b>A picture is worth a thousand words</b> - elements and process, guidelines for using media production skills in learning (photos, voice, text) <b>Hands-on activities</b> photo-story creation, individual and group creation of photo stories; <b>Back to school</b>
11:00 - 11:30 Break
<b>Presenting photo stories;</b> assessing products & apps,
<b>The upside down tablet-oriented classrooms</b> - synchronized interactive presentation, flipped classroom approach , creation of a lesson in the environment; features and uses, try-outs; evaluation the tool
13:00 - 14:00 Lunch

<b>How Can I Flip my Lessons?</b> guided work, rules and procedure, tools, examples <b>Hands-on:</b> create a Flipped Lesson,	
<b>Make any video with audio-notes and questions an interactive experience</b> - an environment for video analytics, editing and collaboration	
<b>Reflection of the day</b> notes about the daily activities presenting and inspiring for TeachMeet	<b>personal assistance</b>

### WEDNESDAY - INQUIRY/PROBLEM BASED LEARNING

Starts at 9:00, Ends at: 14:00

Program of the day overview	
<b>Inquiry as Playing the “Whole Game”</b> - engage in the topic as in real life; insight into inquiry	
<b>Video inquiry a creative approach to learning</b> - elements for video production, guidelines and assistance	
<b>Group work</b> - producing 3 minute video inquiry	
11:00 - 11:30 coffee break	
<b>Group work</b> - creating video materials, editing, publishing, safety, copyrights, <b>Presenting the group videos</b> , commenting, analysing the process and the use	
13:00 - 14:00 Lunch	
<b>Excursion</b> Sight-seeing,	
<b>Reflection of the day</b> notes about daily activities;	<b>personal assistance</b>

### THURSDAY - GAME-BASED LEARNING / ASSESSMENT

Start at 9:00,, End at: 16:00

Program of the day overview,	
<b>Treasure hunt</b> - playing the games, evaluation, QR codes in the classroom - examples and creation	
11:00 - 11:30 coffee break	
<b>Gamify your lessons - Games as opportunities for learning and assessing</b> presentation, discussion	
<b>Hands-on:</b> creating tailor-made games for formative assessment -evaluation	
13:00 - 14:00 Lunch	
<b>Assessing student’s work in tablet classroom</b> , the purpose and placement of assessment in lessons (formative and summative)	
<b>Question-led chat tools augmented by the power of video</b> - examples, record, upload, view, respond,	
<b>Reflection of the day</b> , notes about daily activities;	<b>personal assistance</b>

### FRIDAY- eBooks & AUGMENTED REALITY IN TEACHING

Start at 9:00 ; End at: 16:00

Program of the day overview	
<b>eBooks on the tip of our fingers</b> - interactive model of writing, overview of pedagogic value, the use in education, features, <b>Hands-on:</b> creating an eBook, <b>Showcase</b> of interactive e-books	
11:00 - 11:30 coffee break	
<b>Make your documents and images interactive</b> - i-posters, hands-on	
13:00 - 14:00 Lunch	
<b>Augment the scene with additional information</b> - examples and creation; the use in education	
<b>Hands-on:</b> exploring AR for class purposes, creating AR, evaluation	
<b>Reflection of the day</b> notes about daily activities;	<b>personal assistance</b>

## SATURDAY- M-DEVICES IN PRACTICE & FAREWELL

Start at 9:00 ; End at: 12:00

<b>TeachMeet</b> - good practice, show case by participants
<b>How to choose Apps</b> - use rubric evaluation for apps, <b>Develop m-device Habits in Class</b> - 1-1, BYOD, safety, rules, <b>Appsmashing approach:</b> examples, creation with mind-mapping apps <b>Hands-on:</b> creating rules for the use of m-devices in the classroom <b>Application of m-devices in the professional context</b> - creating collections of apps, web2.0 tools Smart solutions for the use of only 1 device per class <b>Course reflection</b> - presenting and sharing personal recording of course activities, products
Final session Certificates and group photo, online evaluation of the course What beyond the course? Follow-up, networking
Closure