EDUCHAMPIONS

WP5 EduChampions Online Learning Stations

Fostering edupreneurship to embrace learner's diversity

KA220-VET - Cooperation partnerships in vocational education and training

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Prepared by: CARDET

o   **Lesson Plan Template**

Digital tools to promote active learning	
Timeframe	**120 minutes**
Expected Learning Outcomes	- Identify and categorize the digital tools commonly utilized for promoting active learning and increasing learner engagement; - Describe the key components of active learning methodologies and how they can be facilitated through digital tools; - Utilize various digital tools to foster a dynamic and participatory learning environment, encouraging student engagement, interactivity and inclusion. - Distinguish the correct digital tools to ensure digital inclusion among the learners;
Lesson Plan Overview (Please edit accordingly) ● This lesson plan will provide learners a concise understanding of digital education and the importance of active learning using digital tools. Learners will discover commonly used digital tools that enhance engagement and participation in learning, and learn how to effectively implement them. In addition, the lesson will address the significance of digital education inclusion.	
Objectives: Upon completing the Module, the learners should be able to: ● Identify digital tools for active learning ● Apply active learning methodologies through digital tools ● Strengthen learner digital inclusion	
Material/ resources ● Instructional tools/resources material needed for the lesson: ● Laptop/computer ● Internet connection ● Whiteboard ● Markers or pens ● Worksheets ● Projector white screen or blank wall ● Digital assessment tools ● VR Technology	
Lesson Activities **Activity 1: Overview of digital tools and active learning** ● Setting: Classroom ● Approach/ teaching method: Lecture-based learning	

- Engagement: Ice breaker activities to allow learners active participation
- Group size: Whole class
- Prior knowledge assessment: Direct observation
- Resources: Computers with internet access to search information and share slides or multimedia resources (https://www.youtube.com/watch?v=pgqYTPsdYVA); EduChampions Learning Path Module 2 – SubStation 2,2.
- Assessment: Direct observation

Instructions:
- Begin by introducing the idea of digital tools for active learning.
- Implement a short Icebreaking activities to collect personal perspectives a start a constructive open-discussion on the topic.
- Share the video: https://www.youtube.com/watch?v=pgqYTPsdYVA
- Discuss the advantages of implementing digital tools to ensure active participation, engagement and inclusion of learners
- Ask participants to share their personal experiences of implementing digital tools in education to make the lesson more engaging.

Activity 2: Selection and implementation of digital tools for active learning
- Setting: On site Classroom with computers and internet connection Online participation through web conferencing tools
- Approach/ teaching method: technology-based learning, group learning, project-based learning
- Engagement and active participation: interactive activities, hands-on practices to encourage active engagement and digital skills as students navigate internet resources and interact with the others
- Group size: small groups
- Prior knowledge: Direct observation
- Resources: EduChampions Learning Path Module 2 – Substation 2.2
- Assessment: Direct observation; oral presentations to the whole group; presentation used by each group

Instructions:
- Divide the class into smaller groups.
- Assign each group two digital tools for active learning that they will need to implement in a simulation of a classroom lesson.
- In their respective groups, brainstorm and come up with potential activities that can be carried out using the selected tools. Additionally, each group should create a presentation or activity that showcases the main functions of the learning tools.
- Once each group has completed their simulation, they should present their lesson to the rest of the class, highlighting the benefits of the digital tools for active learning.
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Activity 3: Discovery the power of digital inclusion and Inclusive Technology in education
- Setting: On site Classroom with computers and internet connection Online

participation through web conferencing tools
- Approach/ teaching method: learning, project-based learning
- Engagement and active participation: interactive activities, hands-on practices to encourage active engagement
- Group size: small groups; in pairs.
- Prior knowledge: Direct observation
- Resources: https://www.youtube.com/watch?v=IqanKKYp01g EduChampions Learning Path Module 2 – Substation 2.2
- Assessment: Direct observation; oral presentations

Instructions:
- Begin by asking trainees to reflect on and evaluate their teaching practices, specifically looking for areas where they can integrate inclusive technology and digital inclusion strategies.
- Engage in a discussion with trainees about various tools and methodologies that can be utilized to promote the participation and inclusion of all learners.
- Divide trainees into pairs and have them collaborate on creating simulated lesson plans or activities that cater to the needs of diverse learners, including those with specific challenges such as language barriers, cultural differences, or health issues.
- Encourage trainees to share and discuss their developed lesson plans or activities with the entire class, fostering a collaborative learning environment.

Instructions for VET/Eduprener Educators
- Provide a differentiate instruction to match all students' needs:
  - ✓ Pay attention to learners' needs and foreseen flexible and personalized training pathways
- Monitor students' learning
  - ✓ Check constantly the learners engagement and improvement through direct observation and formative assessment strategies to gather feedback.
- Measure progress
  - ✓ Check the learners improvement regularly and show it publically and officially (through the process of micro credentialing and the skills to be showed up in the Europass)
- Provide feedback
  - ✓ Use a skill or specific criteria to give feedback: For instance, teachers can provide written responses or use the tools of annotating the students' assignments. Teachers can also make use of digital tools to provide effective, specific and better feedback.
  - ✓ Provide a timely feedback
  - ✓ Encourage dialogues
- Refine instruction
- Promote students' active engagement
  - ✓ Organize Group work or collaborative activities (group discussions, group projects, or problem-solving activities)
  - ✓ Implement Hands-on activities (demonstrations, or simulations that allow students to physically engage with the material and apply what they are learning).
  - ✓ Use interactive technology such as tablets, online platforms to engage

students and make the learning process more interactive.
- ✓ Open Debates and discussions on specific topics to promote critical thinking and active engagement in the learning process
- ● Incorporate scaffolding techniques
  - ✓ Provide examples
  - ✓ Breaking up an assignment into smaller parts
  - ✓ Set clear standards for achievement and educational objectives
- ● Additional activities
- ● Other

Reference list (include if needed)
- ➢ *UNESCO. 2023. Global Education Monitoring Report 2023: Technology in education – A tool on whose terms? Paris, UNESCO.*
- ➢ *Mosquera-Gende, I. (2023). Digital tools and active learning in an online university: Improving the academic performance of future teachers. Journal of Technology and Science Education, 13(3), 632-645.* *https://doi.org/10.3926/jotse.2084*
- ➢ *Maria Melstveit Roseme, Laurie Day, Tom Fellows, Francois Staring and Letizia Vicentini (Ecorys Europe), with Janet Looney (EIESP) (2022) Enhancing Learning Through Digital Tools and Practices: How Digital Technology in Compulsory Education Can Help Promote Inclusion.*

Other Comments