Introduction to the course

The training is intended to provide practical learning and resources to:

- Support the use of the Flipped Classroom approach.
- Integrate with teaching digital technologies and creative competences.
- Renew teachers' educational approaches and methodologies of an active teaching method (PBL, Coop. Learn, etc.).
- Promote the acquisition of "21st Century skills" like sense-making, social intelligence, novel & adaptive thinking, cross-cultural competences, transdisciplinarity, and virtual collaboration – that nowadays employers and organizations seek.

Teachers will develop:

- competences in applying active pedagogical methods aligned with the Flipped Classroom, which imply the use of complementary abilities of creativity and problem solving,
- the ability to teach using digital technologies for the "knowledge acquisition" stage at home,
- the ability to use digital assistive technologies for the classroom stage useful for students' customization.

The course starts with a **self-learning part** on this platform, where teachers will get familiar with 3 topics in theory, that is:

- the Flipped Classroom Method;
- the Creative Project Method and Simulation Method;
- the Creativity Concept.

Below you will find an overview of the topics covered by the whole blended course, the topics for the self-learning part are highlighted with a grey background.

1. FLIPPED CLASSROOM

The course will introduce you into the pedagogical background of the flipped classroom methodology, from **designing** lessons, through searching for, collecting, **creating** and sharing digital content, to **assessing** learner performance**.** The theoretical and practical knowledge, skills and competences to be acquired fall into in 3 key areas:

PEDAGOGICAL PLANNING BASED ON THE FC MODEL - self-learning on this platform

1. Introduction - how it all began...
2. A little bit of "official" history...
3. Flipped Classroom - key features
4. Theoretical background, other methods applicable with FC
5. Benefits of flipping the classroom
6. Challenges you have to be aware of…
7. Why FC is especially important for VET in the EU?
8. Are there evidences of effectiveness? - Case studies

BUILDING OR DEVELOPING DIGITAL CONTENT FOR THE LESSONS - *face-to-face (planned for Nov 2020)*

1. Open Educational resources

2. Digital content creation (incl. tutorials of ICT tools and pedagogical recommendations)
3. Sharing, publishing digital content

OPERATING, THAT IS CONDUCTING TEH LESSON, ANALYSING AND EVALUATING THE RESULTS - face-to-face *(planned for Dec 2020)*

1. Lesson planning
2. Assessment

2. ACTIVE TEACHING METHODS

CREATIVITY-BASED EDUCATION - self-learning on this platform

1. Introduction -Technology of Creativity
2. The Creative Project Method
3. An introduction to Simulation Method

CREATIVITY METHOD AT SCHOOL - face-to-face (planned for Nov 2020)

IMPLEMENTATION OF CREATIVE PROJECT METHOD - *face-to-face (planned for Nov 2020)*

In the phase of F2F learning, the educators will be challenged to create and share an innovative project or simulation-based course scenario that can be replicated by other educators.

During the training session, the trainer and the educators will revise scenarios/curriculum developed individually.

3. CREATIVITY

CREATIVITY CONCEPT - self-learning on this platform

1. A clear knowledge of the concept of creativity, its role with respect to cognitive and teaching styles;
2. Awareness of the importance of cultivating a creative spirit and why;
3. Be aware of what the brakes and blocks of creativity are
4. Understand the mindset (frame) of divergent or lateral thinking
5. Analyse the elements that characterize creativity (activation, method and energy) into the teaching process;

CREATIVITY METHOD AT SCHOOL - face-to-face (planned for Nov 2020)

1. Creativity Method (Introduction)
2. The Perception phase (techniques and exercises and case studies)
3. The Analysis phase (techniques and exercises and case studies)
4. The Ideas Production phase (techniques and exercises and case studies)
5. The Selection phase (techniques and exercises and case studies)
6. The Implementation phase (techniques and exercises and case studies)

IMPLEMENTATION OF CREATIVITY METHOD - *face-to-face (planned for Dec 2020)*

1. Pilot Project on some classes – Pre test on method
2. Analysis of the results of Pre test on method

Course evaluation questionnaire

1	2	3	4	5

1

Please evaluate the online course as a whole on a 1 to 5 scale:

Evaluation of professional work

1	2	3	4	5

2

Were the objectives of the course reached, did the course meet expectations?

1	2	3	4	5

3

To what extent was the information provided in the course new?

1	2	3	4	5

4

Was the course practically useful?

Teaching methods

1	2	3	4	5

5

How would you evaluate the teaching methods applied?

1	2	3	4	5

6

In case of online courses it is important that participants learn not only from the content and the mentor, but from each other as well. How did this work in this course?

1	2	3	4	5

7

Could the requirements of the course be met?

1	2	3	4	5

8

Rate the assessment methods. Were the assignments appropriate to assess if the learning content was mastered?

1	2	3	4	5

9

How do you rate the work and preparedness of the tutor(s)?

Conditions, technical equipment

1	2	3	4	5

10

How do you evaluate technical conditions (access, speed)?

1	2	3	4	5

11

Rate the organisation of the course.

1	2	3	4	5

12

Rate the customer service activities of the training institution.

1	2	3	4	5

13

Other comments, suggestions: …