

## C1 - Learning activity Day 1



## Content

<b>The aim of the day</b>	<b>3</b>
<b>Open Educational Resources</b>	<b>5</b>
1. <i>Open Educational Resources</i>	5
2. <i>Online Educational Repositories</i>	7
3. <i>Creative Commons</i>	16
<b>Digital content creation</b>	<b>17</b>
1. <i>Turning images into video in minutes - Animoto</i>	17
2. <i>Simple video maker – Biteable</i>	18
3. <i>Awesome videos – PowToon</i>	21
4. <i>Screen video - Screencast-o-matic</i>	22
5. <i>Interactive content - h5p</i>	22
<b>Sharing / Publishing digital content</b>	<b>23</b>
1. <i>Introduction</i>	23
2. <i>Sharing videos</i>	23
3. <i>Virtual classroom</i>	24

## The aim of the day

Now you have an overview about how the Flipped Classroom method developed, what the benefits of this model are. You have even developed a first idea about applying the method in your own teaching practice.

OK, the method seems to be great, but **how can we implement it?** Where can we find videos? How can we create our own videos?

It is now time to get familiar with the tools technology offers to support the teaching / learning process, especially if we flip the classroom.



In this section we are **BUILDING**. We show you a selection of applications that help you motivate your students, create digital learning objects for them that match their learning styles and involve them actively in the learning process.

There are two ways of proceeding. Once you decided about the age group and topic for your flipped lesson, you can either:



look for materials online  
and **RE-USE** what have been prepared by  
other teachers.

There are a substantial amount of Open Educational Resources available on the net. We are going to guide you through some platforms where you can find valuable learning materials.

We also refer you to websites that offer OER in different categories, to help you find your way.

**CREATE** materials on your own.

OR

There are an infinite number of applications you can use when creating digital material for your classes. We tested and selected the ones that we think are easy to learn and use, and are of great help from a pedagogical point of view.

We have prepared an extra tutorial for some important applications and have tried to supplement them with useful pedagogical aspects.



Once you collected or created the content for your lesson, you need to make it accessible for your students. To assist you in this process, we are going to suggest some ways for **PUBLISHING** learning materials.

No matter which road you choose, you always arrive at:



Here we will talk about how to make sure that you can re-use a material respecting the rights of the author. It is equally important when you are the author – you will have to specify what rights you want to keep when publishing your content.

### *The aim of the section*

This section is about **collecting and developing motivating digital content** for the students to study as homework before the classroom lesson. You will be able to find and select open educational resources (OERs) relevant to their special subject and didactic aims. You will learn and practice how to work with freely available applications and web 2.0 tools and to create motivating multimedia contents, presentations, videos, animations. You will learn how to publish them online by using Creative Common licenses.

### **Learning outcomes**

After completing this section, you will be able:

- to compile the resources (digital tools and learning materials) for the flipped lesson,
- to collect, design and create source materials for a selected topic of your subject,
- to share them with your students online before the lesson.

Topics:

- Open Educational Resources, Creative Commons
- Designing and editing attractive video, animation, effective presentation
- Web 2.0 applications for flipped classroom
- Publishing content

## Open Educational Resources

### 1. Open Educational Resources



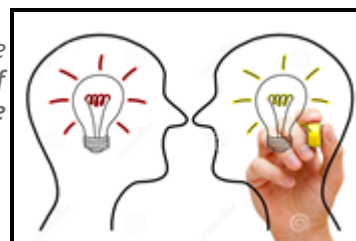
“To open” or “to close”? Shall we facilitate and encourage access to resources – to land, to water, to medicine, to information, to ideas, ... - or shall we limit it to protect legitimate interests, ownership rights, patents, the right to privacy, the ownership of an idea? It is an old story that acquires new and different aspects in the digital and globalised world.

Let's think, on the contrary, of the possibility that anyone, who has a computer and internet access, can make gigabytes of music, texts, films and programmes available to everyone without geographical, time and economic constraints apart from connection costs. Just not to mention the possibility that everyone can publish their own ideas, their own photographs, their own films and make them available to everyone. (Pierfranco Ravotto)

### The idea of „Openness”

*"If you have an apple and I have an apple and we exchange apples then you and I will still each have one apple. But if you have an idea and I have an idea and we exchange these ideas, then each of us will have two ideas."*

(George Bernard Shaw)



**Definition:** “Open educational resources are **digitized materials offered freely and openly** for educators, students and self-learners to use and reuse for teaching, learning and research.”

The end-user should be able not only to use or read the resource but also **to adapt it, build upon it** and thereby **reuse it**, given that the original creator is attributed for her work. (OECD/CERI)

## Opening up Education

As a part of the Digital Agenda for Europe “**Opening up Education**” initiative focuses on three main areas:

- Creating opportunities for organizations, teachers and learners to innovate;
- Increased use of Open Educational Resources (OER), ensuring that educational materials produced with public funding are available to all; and
- Better ICT infrastructure and connectivity in schools.

*„The education landscape is changing dramatically, from school to university and beyond: open technology-based education will soon be a 'must have', not just a 'good-to-have', for all ages. We need to do more to ensure that young people especially are equipped with the digital skills they need for their future. It's not enough to understand how to use an app or program; we need youngsters who can create their own programs. Opening up Education is about opening minds to new learning methods so that our people are more employable, creative, innovative and entrepreneurial,”* (Androulla Vassiliou, Commissioner for Education, Culture, Multilingualism and Youth, 2013)

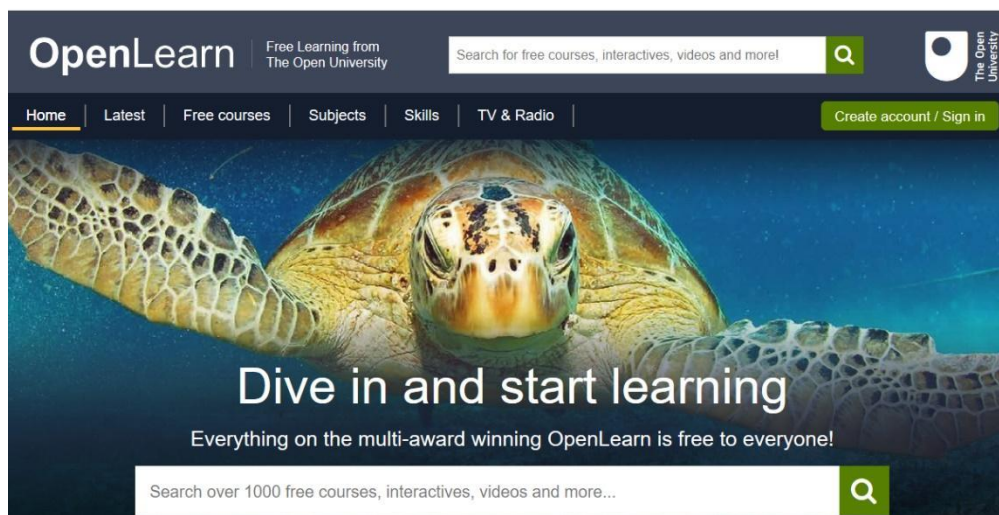
Resource: [http://europa.eu/rapid/press-release\\_IP-13-859\\_hu.htm](http://europa.eu/rapid/press-release_IP-13-859_hu.htm)

## 2. Online Educational Repositories

Educational repositories are online libraries for storing, managing, and sharing digital learning resources. The learning resource can be a quiz, a presentation, an image, a video, or any other kind of document or file or learning materials for educational use.

For publishing learning element to a repository, the owner of the objects has to provide **metadata** to classify and organize the learning elements and make them easily searchable for others. The learning materials can be classified according to their pedagogical aims. Usually the registered users can also review and rate the learning materials in order to ensure their quality and pedagogical value.





## OpenLearn

For a start you can visit The Open University's (UK) website, with hundreds of free and open educational resources for learners and educators.

The resources are from several subjects: Arts and History, Business and Management, Education, Health and Lifestyle, IT and Computing, Mathematics and Statistics, Modern Languages, Science and Nature, Society, Study Skills, and Technology!

## Merlot

The Merlot Multimedia Educational Resource for Learning and Online Teaching is one of the major international repositories. MERLOT is a program of the California State University, in partnership with higher education institutions, professional societies, and industry.



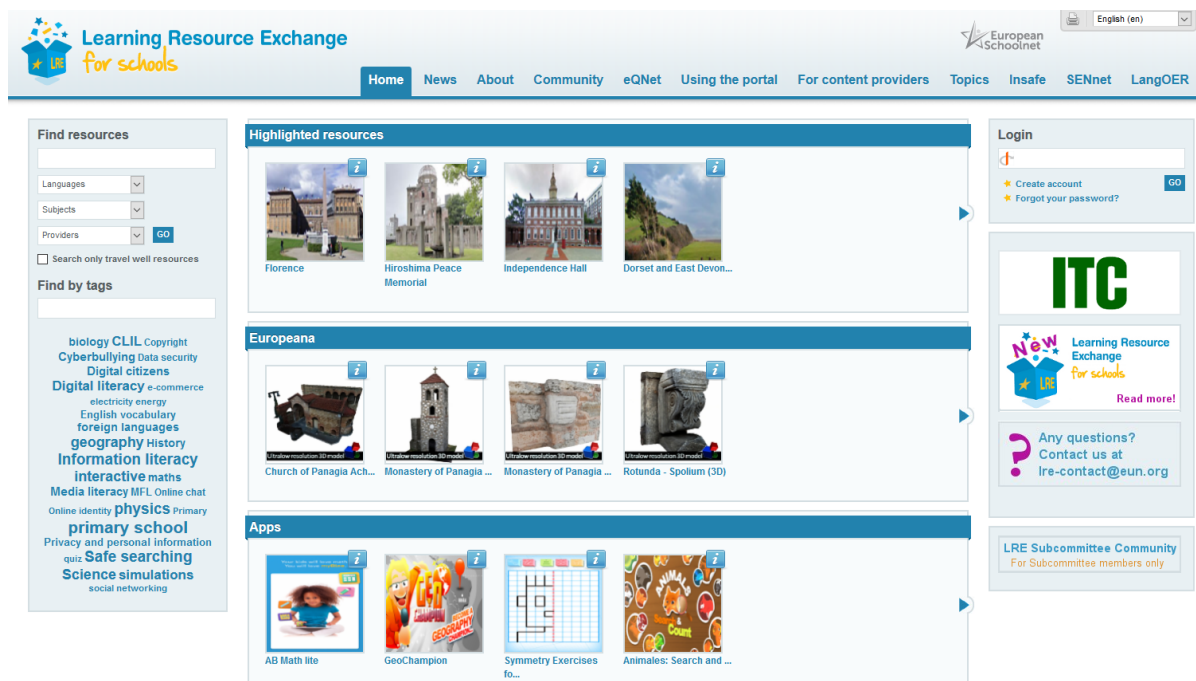
**MERLOT** is a curated collection of free and open online teaching, learning, and faculty development services contributed and used by an international education community.

<p><b>SEARCH MERLOT</b> ▼</p> 	 <p><b>MY MERLOT</b> ▼</p>	 <p><b>MEMBERSHIP</b> ▼</p>
<p><b>ABOUT MERLOT</b></p> 	 <p><b>MERLOT COMMUNITIES</b> ▼</p>	 <p><b>CREATE MATERIALS WITH CONTENT BUILDER</b></p>
		<p>Try the MERLOT Mobile Apps!</p> 
		<p><b>NEWS &amp; INFORMATION</b></p>
		 <p><b>ADD TO COLLECTION</b> ▼</p>

## LRE - Learning Resource Exchange

The Learning Resource Exchange (LRE) from European Schoolnet (EUN) is a service that enables schools to find educational content from many different countries and providers. The evolution of the LRE has been supported by Ministries of Education in Europe and a number of European Commission funded projects such as ASPECT, CELEBRATE, CALIBRATE and MELT. Anyone is able to browse content in the LRE repositories and teachers that register can also use LRE social tagging tools, rate LRE content, save their favourite resources and share links to these resources with their friends and colleagues.





The screenshot shows the homepage of the Learning Resource Exchange for schools. The header includes the logo, navigation links (Home, News, About, Community, eQNet, Using the portal, For content providers, Topics, Insafe, SENnet, LangOER), and a language selector set to English (en). The main content area is divided into three sections: Highlighted resources, Europeana, and Apps. Highlighted resources include Florence, Hiroshima Peace Memorial, Independence Hall, and Dorset and East Devon. Europeana features Church of Panagia Ach., Monastery of Panagia, Monastery of Panagia, and Rotunda - Spilium (3D). Apps include AB Math lite, GeoChampion, Symmetry Exercises, and Animales: Search and ... On the left, there is a 'Find resources' sidebar with filters for Languages, Subjects, and Providers, and a 'Find by tags' section listing various educational topics. On the right, there is a 'Login' section with a 'GO' button, a 'New' section with a 'Read more!' link, and a 'LRE Subcommittee Community' link.

## TED Ed

This award-winning education platform serves millions of teachers and students around the world every week.

**TED**Ed Lessons Worth Sharing

[Register](#) or [Log In](#)


[Lessons](#) [Series](#) [Clubs](#) [Patrons](#) [Shop](#) [Nominate](#)

search 

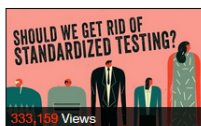
Build a lesson around any TED-Ed Original, TED Talk or YouTube video

**Create a Lesson** 

Filter by **CONTENT TYPE** **STUDENT LEVEL** **VIDEO DURATION** **SUBTITLES**

Sort by **Newest** 

All  
The Arts  
Business & Economics  
Design, Engineering & Technology  
Health  
Literature & Language  
Mathematics  
Philosophy & Religion  
Psychology  
Science & Technology  
Social Studies  
**Teaching & Education**  
Thinking & Learning



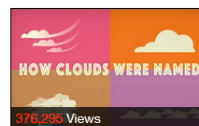
333,169 Views  
How Things Work  
Should we get rid of standardized testing? - Arlo Kempf - 05:41



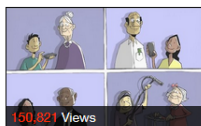
508,157 Views  
Math in Real Life  
Why do people get so anxious about math? - Orly Rubinsten - 04:37



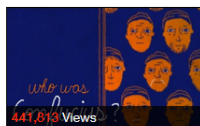
13,813,741 Views  
Do schools kill creativity? - Sir Ken Robinson - 20:04



376,296 Views  
Playing with Language  
How did clouds get their names? - Richard Hamblyn - 05:07



150,821 Views  
Everyone Has a Story  
Let's make history...by recording it - StoryCorps & TED Prize - 03:18



441,813 Views  
The World's People and Places  
Who was Confucius? - Bryan W. Van Norden - 04:30



3,864,008 Views  
Mind Matters  
The benefits of a bilingual brain - Mia Nacamulli - 05:04



270,335 Views  
Government: Declassified  
What did democracy really mean in Athens? - Melissa Schwartzberg - 04:52

## OER Commons

It is a teaching and learning network of shared materials, from K-12 through college, from algebra to zoology, open to everyone.



## Teachers Pay Teachers

Teachers Pay Teachers (TpT) is a community of millions of educators who come together to share their work, their insights, and their inspiration with one another. TpT is an open marketplace where teachers share, sell, and buy original educational resources. In order to support an effective search among the hundreds of learning elements, the authors have to fill out several metadata (like age group, subject, teaching goals, etc.) in accordance with the pedagogical aim of the content.




Teachers Pay Teachers

[About Us](#) [Gift Cards](#) [Help](#) [Schools](#)

All Categories ▾

SEARCH



[Log In](#) | [Join Us](#)  [Cart ▾](#)

You Selected:

Grades

12<sup>th</sup> ✕

Prices

Free ✕

Grades

- |  |  |
|--|--|
| <input type="checkbox"/> PreK            | <input type="checkbox"/> 6 <sup>th</sup>             |
| <input type="checkbox"/> K               | <input type="checkbox"/> 7 <sup>th</sup>             |
| <input type="checkbox"/> 1 <sup>st</sup> | <input type="checkbox"/> 8 <sup>th</sup>             |
| <input type="checkbox"/> 2 <sup>nd</sup> | <input type="checkbox"/> 9 <sup>th</sup>             |
| <input type="checkbox"/> 3 <sup>rd</sup> | <input type="checkbox"/> 10 <sup>th</sup>            |
| <input type="checkbox"/> 4 <sup>th</sup> | <input type="checkbox"/> 11 <sup>th</sup>            |
| <input type="checkbox"/> 5 <sup>th</sup> | <input checked="" type="checkbox"/> 12 <sup>th</sup> |

Other

- ☐ Not Grade Specific
- ☐ Higher Education
- ☐ Adult Education
- ☐ Homeschool
- ☐ Staff

Subjects

- Arts & Music >
- English Language Arts >
- Foreign Language >
- Holidays/Seasonal >
- Math >
- Science >
- Social Studies - History >

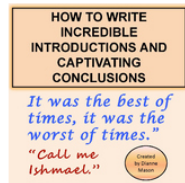
Sort by:

Rating ▾

View:



showing 1-52 of 14,996 results



## How to Write Incredible Introductions and Captivating Conclusions

by Dianne Mason

When writing informational texts, students need to know how to introduce a topic and how to write a concluding statement that supports the information presented in the writing. This handout is

**Subjects:** Writing-Expository, English, Writing-Essays

**Grades:** 10<sup>th</sup>, 11<sup>th</sup>, 12<sup>th</sup>, Higher Education, Adult Education, Homeschool

**Types:** Handouts

FREE

165 ratings

★★★★★ 4.0

Digital Download

PDF (352.39 KB)

+ Wish List



## Putting Away Groceries Activity Book

by Empowered By THEM

3 page activity book you can laminate and add velcro to showing where to put groceries away after shopping (refrigerator, freezer, or pantry). You can see one put together here:

**Subjects:** Special Education, Life Skills, Cooking

**Grades:** 9<sup>th</sup>, 10<sup>th</sup>, 11<sup>th</sup>, 12<sup>th</sup>, Adult Education

**Types:** Activities, Fun Stuff, Printables

FREE

137 ratings

★★★★★ 4.0

Digital Download

PDF (669.13 KB)

+ Wish List



## Tone Words in Categories!

by Angie Kratzer

Do your students have trouble getting past "positive" and "negative" in describing tone? This 200-word tone list, grouped into categories, helps students with the nuance of tone. From sixth grade through AP

**Subjects:** English Language Arts, English, ELA Test Prep

**Grades:** 9<sup>th</sup>, 10<sup>th</sup>, 11<sup>th</sup>, 12<sup>th</sup>, Higher Education, Homeschool

**Types:** Handouts, Word Walls, Scaffolded Notes

FREE

91 ratings

★★★★★ 4.0

Digital Download

PDF (200.33 KB)

+ Wish List



## What is DNA and how does it work? - Animation

FREE

## TELU

TELU is a **collection** of free online micro-learning courses ("Micro-Lessons") designed to help busy educators use technology to support their teaching and learning.



## TELU - Open online resources for teaching with technology

TELU is a [collection](#) of free online micro-courses designed to help busy educators use technology to support their teaching and learning.

[Browse the library of courses to get started](#)

### LATEST COURSES



Many further repositories are listed at the Exemplary Collection of Open eLearning Content Repositories page of WikiEducator (in turn, a good source of materials that you can use to produce your own digital learning materials:

[http://wikieducator.org/Exemplary\\_Collection\\_of\\_Open\\_eLearning\\_Content\\_Repositories](http://wikieducator.org/Exemplary_Collection_of_Open_eLearning_Content_Repositories)

Another helpful guide when you look for an OER is the Open Professionals Education Network:



If we look for images in a given topic, then we can choose Photo/Image Search, and we can access a list of webpages where we can browse.

**General Search**

**Photo/Image Search**

**Video Search**

**Audio/Music Search**



### 2.3 Flickr



#### Flickr

### 2.4 Google Images



#### Google Images

Be sure to scroll down in adv  
If you want content for comm

### 2.5 Pixabay



#### Pixabay

Note, that Pixabay images ar  
the original author. While Pix  
professional images Pixabay

### 2.6 Open Clip Art Library



#### Open Clip Art Library

Note, that Open Clip Art Libr  
attribution to the original autl

**Google Images** link guides us to a page where we can run a detailed search, based on key words, image size, or even colour. Try it by clicking on the picture below:



## Részletes képkeresés

Ilyen képek keresése:

ezen szavak mindegyikét:

Ennek elvégzéséhez a keresőmezőben.

pontosan ezt a szót vagy kifejezést:

Írja be a fontos szavakat: téli dár

A pontos kifejezéseket tegye idézőjelbe: "piros

ezen szavak bármelyikét:

Az összes kívánt szó közé írja be a(z) VAGY szót:

ne tartalmazza ezen szavak egyikét sem:

Az elkerülendő szavak elé tegyen mínuszjelet: -a:

Ezután szűkítse a találatokat eszerint:

képméret:

Bármilyen méretű képet kereshet.

méretarány:

Adja meg a képek alakját.

Kép színei:

☒ bármilyen szín ☐ színes ☐ fekete-fehér ☐ átlátszó ☐ ez a szín: 

Bármilyen színű képet kereshet.

## 3. Creative Commons



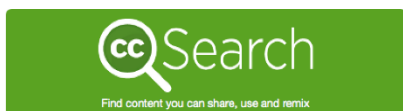
Creative Commons (CC) is a non-profit organization, founded in 2001 and aimed at defining the spectrum of possibilities between full copyright - **all rights reserved** - and the public domain - **no rights reserved**. The CC licenses help to keep the copyright while inviting certain uses of the work of the author - a "**some rights reserved**" copyright.

The Creative Commons platform <https://creativecommons.org/> provides an easy-to-use tool to help sharing contents under one of the standard CC licenses. Following the steps after clicking "*Share your work*", we can decide the level of permissions for further use of our creative work, by answering questions like: "Allow commercial uses of your work?". At the end of the process we can download a digital picture of the selected license, or can make a copy of the code, what can be embedded into any **web-based publication**.

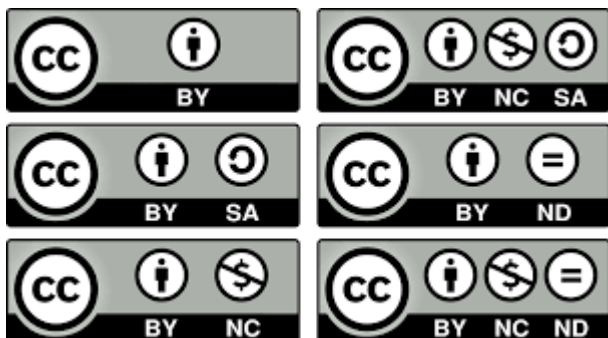
**CC Search**, the Creative Commons search tool, lets you pick a range of general sources and media types which you want to search for.



The CC Search tool automatically filters your search to find Creative Commons licensed resources that you can share, use, and remix.



### 3.1. CC license types



You can read about the 6 main license types [here](#).

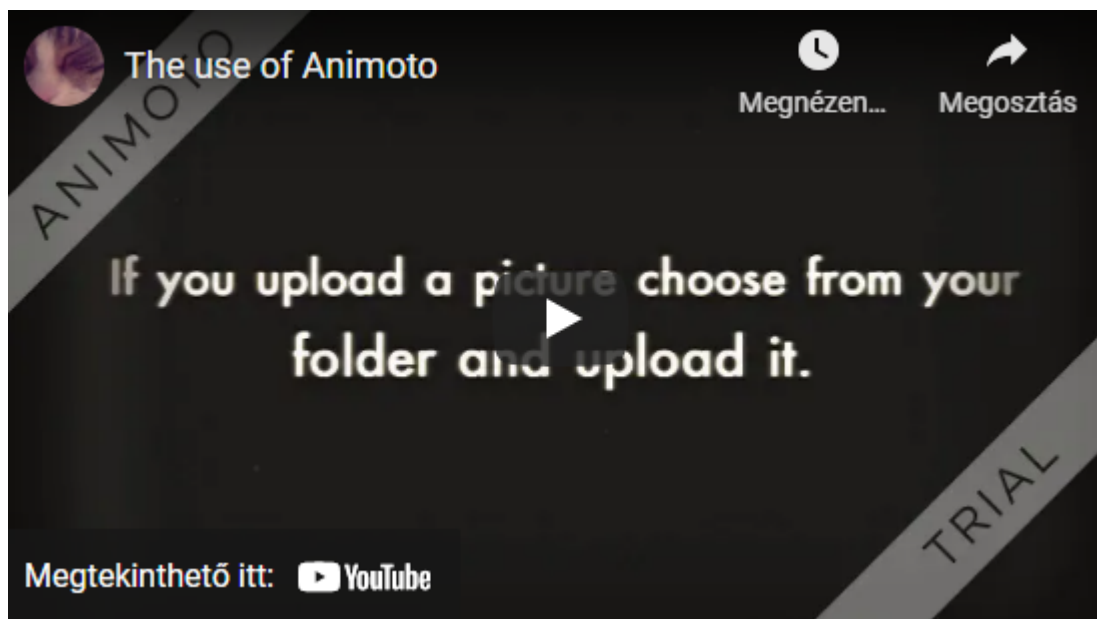
## Digital content creation

### 1. Turning images into video in minutes - Animoto

Animoto is for creating so called „slideshow videos“. You may search for free images on the net, but you can also upload your own images or videos. You can insert music in it, either adding your own, or selecting one offered by the programme.

The following step-by-step instructions were also created using Animoto:

(<https://youtu.be/HA2CHJgKQHQ>)



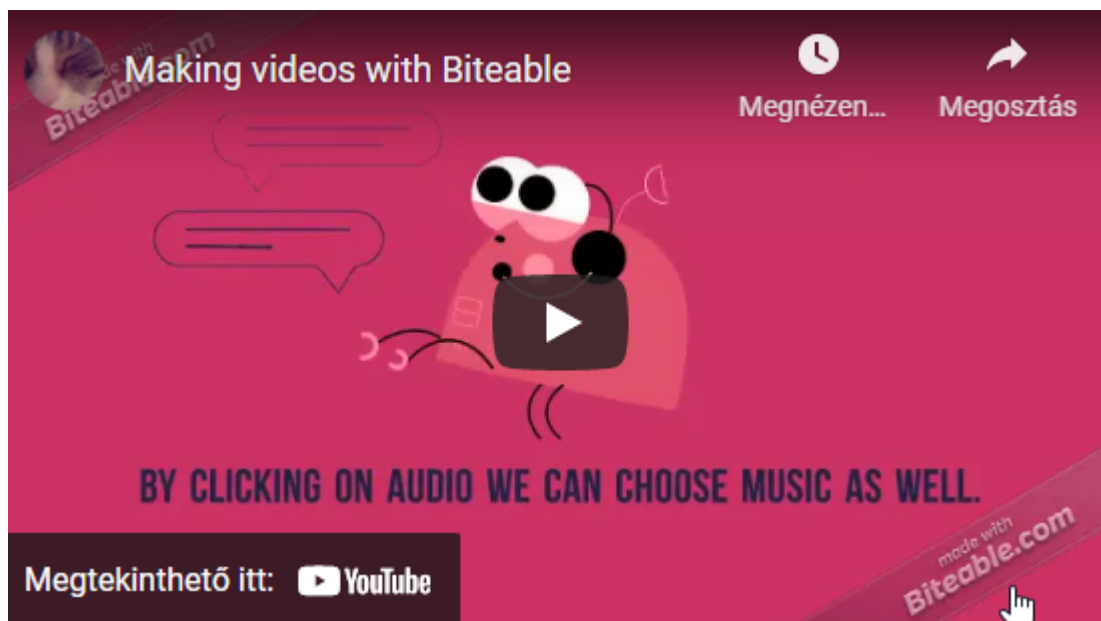
## 2. Simple video maker – Biteable

And a tutorial made by a teacher using Biteable regularly for her flipped classes:

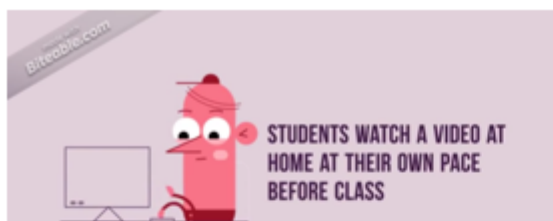
(<https://youtu.be/iv2mW2z3OtQ>)



(<https://youtu.be/RNzJXS2Ehbo>)



## 2.1. Step-by-step guide (EN, HU)



**Biteable**

<https://biteable.com/>

Regisztrálás / bejelentkezés	<a href="#">Sign up / Log in</a>
Új videó létrehozása	<a href="#">Create a new video</a>
Keress és használj kész sablont	<a href="#">Find a template</a>
<i>vagy</i> Kezdd tiszta lappal	<a href="#">or Start from Scratch</a>
Adj neki címet	<a href="#">Title of video project: ...</a>
Vágj bele	<a href="#">Get started</a>
Válassz jelenetet	<a href="#">Pick a scene for your video</a>
Adj hozzá szöveget	<a href="#">Enter text</a>
Adj hozzá újabb jelenetet	<a href="#">Add scene</a>
Saját képet is feltölthetsz	<a href="#">Upload image</a>
Válassz színt	<a href="#">Colour</a>
Adj hozzá zenét (válassz a felkínáltak közül vagy tölts fel)	<a href="#">Audio (select track or upload track)</a>
Nézd meg (ez eltarthat pár percig)	<a href="#">Preview &gt; Build my preview</a>
Tedd közzé (pl. YouTube-on)	<a href="#">Publish this video</a>



### 3. Awesome videos – PowToon

With this online application accessible at <http://www.powtoon.com/> we can easily create animations to any subject. These short animations help **motivate** students, raising their interest in a specific topic. We all know that the content of messages greatly influences how easy it is to remember them.

If we match visuals – images, illustrations, or even simple icons - to our thoughts, it helps memorizing and the processing of information is easier.

The reason for this is that our **visual memory** is stronger. We are less effective in recalling speech or written text.

Animation is much more than showing images one after the other, so it is truly suitable for visual story-telling.

Students understand such messages more easily and they are more likely to react positively to a more human way of transferring messages. Stories activate the brain, so they will not only understand, but will be able to „experience” the learning material, which will attract their attention.

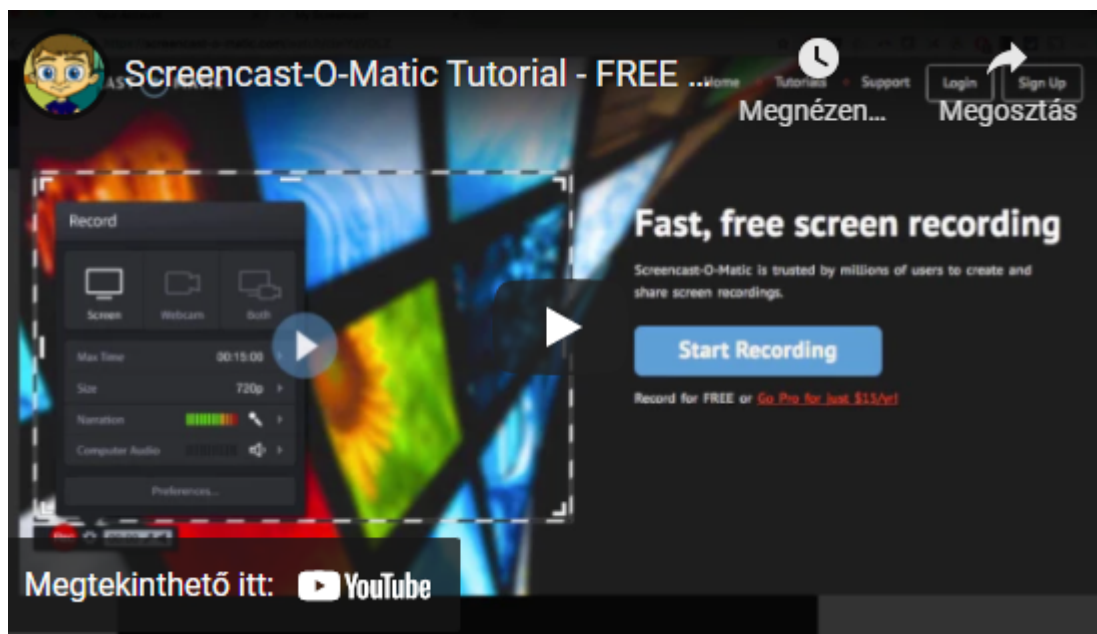
The process of creating an animation consists of 5 steps: planning, adding the soundtrack, adding visuals, checking and publishing.

The following tutorials will hopefully help mastering the usage of this really awesome application:  
<https://www.powtoon.com/tutorials/>

#### 4. Screen video - Screencast-o-matic

There are several free applications that are suitable for capturing your screen, Screencast-o-matic is one of them.

(<https://youtu.be/s1jIPo1bWCo>)



#### 5. Interactive content - h5p

(<https://youtu.be/7UH0qWudtp8>)



## Sharing / Publishing digital content

### 1. Introduction

The preparation of digital learning content (videos, presentations, etc.) is only the first step in the implementation of flipped learning. The next question is **how we are going to share** these with our students.

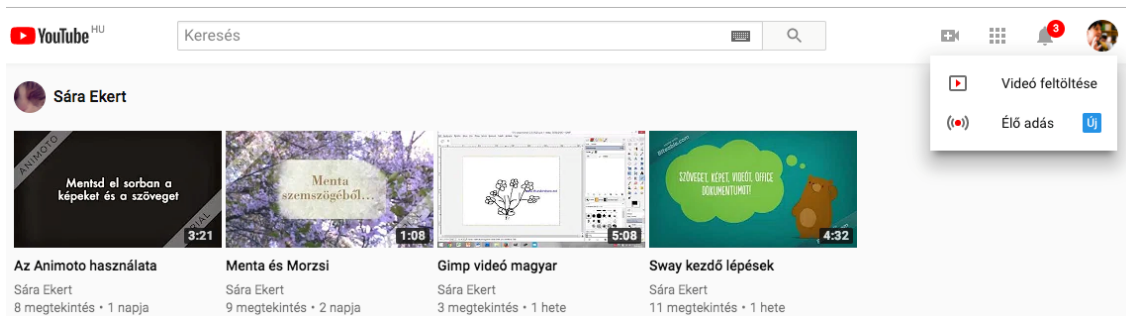
If we prepare our content in one of the websites with built-in sharing function, usually we only need to **send a link** to our students, and they can access it even without entering that website.

However if we want to apply the flipped method regularly and consistently, this is not the best solution. In the long term you will need a **permanent online environment**, where you can collect the materials, and that can be the reference point for students to visit regularly.

### 2. Sharing videos

If we create videos in apps like Animoto or Sway, we only need to provide the link for our students.

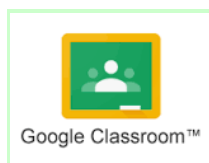
If we make our own video recording, once we are ready, we can upload it to YouTube in a few simple steps. As YouTube is owned by Google, we only need a Google account to log in.



In the right corner if we click on the small cross, the „**Upload video**” text appears, that leads us to the upload platform. Click on the following link to look at the steps of upload:

<https://support.google.com/youtube/answer/57407?co=GENIE.Platform%3DDesktop&hl=en>.

### 3. Virtual classroom

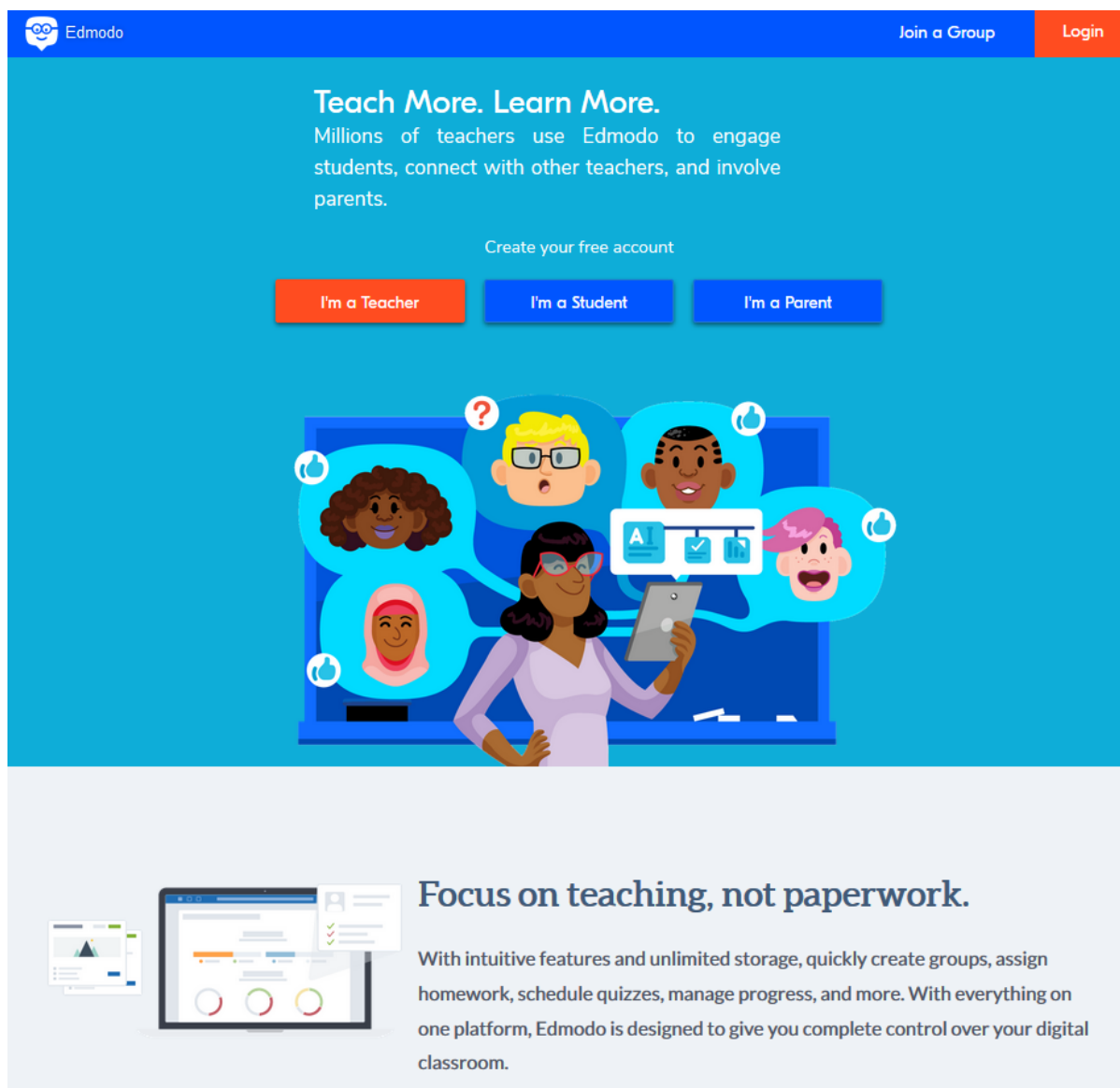


The huge benefit of **Google Classroom** that it is available in local languages. The following tutorial present how to use it:

(<https://youtu.be/LpGIU11j39w>)



Another popular application is **Edmodo**.

The screenshot shows the Edmodo homepage. At the top, there's a blue header with the Edmodo logo, 'Join a Group' link, and 'Login' button. The main content area has a light blue background with the text 'Teach More. Learn More.' followed by a description: 'Millions of teachers use Edmodo to engage students, connect with other teachers, and involve parents.' Below this is a 'Create your free account' section with three buttons: 'I'm a Teacher' (orange), 'I'm a Student' (blue), and 'I'm a Parent' (blue). A large illustration shows a teacher at a desk holding a tablet, with several student avatars in speech bubbles around her. The bottom section has a light gray background with the heading 'Focus on teaching, not paperwork.' and a paragraph: 'With intuitive features and unlimited storage, quickly create groups, assign homework, schedule quizzes, manage progress, and more. With everything on one platform, Edmodo is designed to give you complete control over your digital classroom.' To the left of this text is an illustration of a laptop displaying a dashboard with charts and a checklist.

## Assignment - Digital content for my flipped lesson

The aim of this assignment is to prepare the digital learning material you could share with your students prior to the flipped classroom lesson.

PREPARE your own digital content you would share with students before class (short video animation, interactive presentation /other than PowerPoint/) on the topic you selected. You can do it in your own language.

Applications you can use are for example:

Animoto, Biteable, Genially, h5p... any tool presented in the course, but of course you can use a different one if you would like to.

1. Share the link of the prepared digital material with us. Specify your target group, and summarize the pedagogical objectives behind your work.
2. Plan how to SHARE it – how your students will be able to access the material you created.

Assessment criteria:

- |   |                  |
|---|------------------|
| • the shared link works   | 1 point          |
| • the length is appropriate to the age group  | 1 point          |
| • it is well readable, audible, visible   | 3 points         |
| • it is to the point, focused   | 1 points         |
| • it is motivating, raising interest  | 2 points         |
| • the content is well structured pedagogically, the selection of the topic is explained and justified | 3 points         |
| • Justification of the selected method of sharing   | 1 points         |
| • <b>TOTAL:</b>   | <b>12 points</b> |

- 11 – 12 points: Excellent
- 9 - 10 points: Good
- 7 – 8 points: Acceptable
- less than 7 points: the assignment needs to be re-worked

Submission method:

Online on this platform by 29-September, end of day.