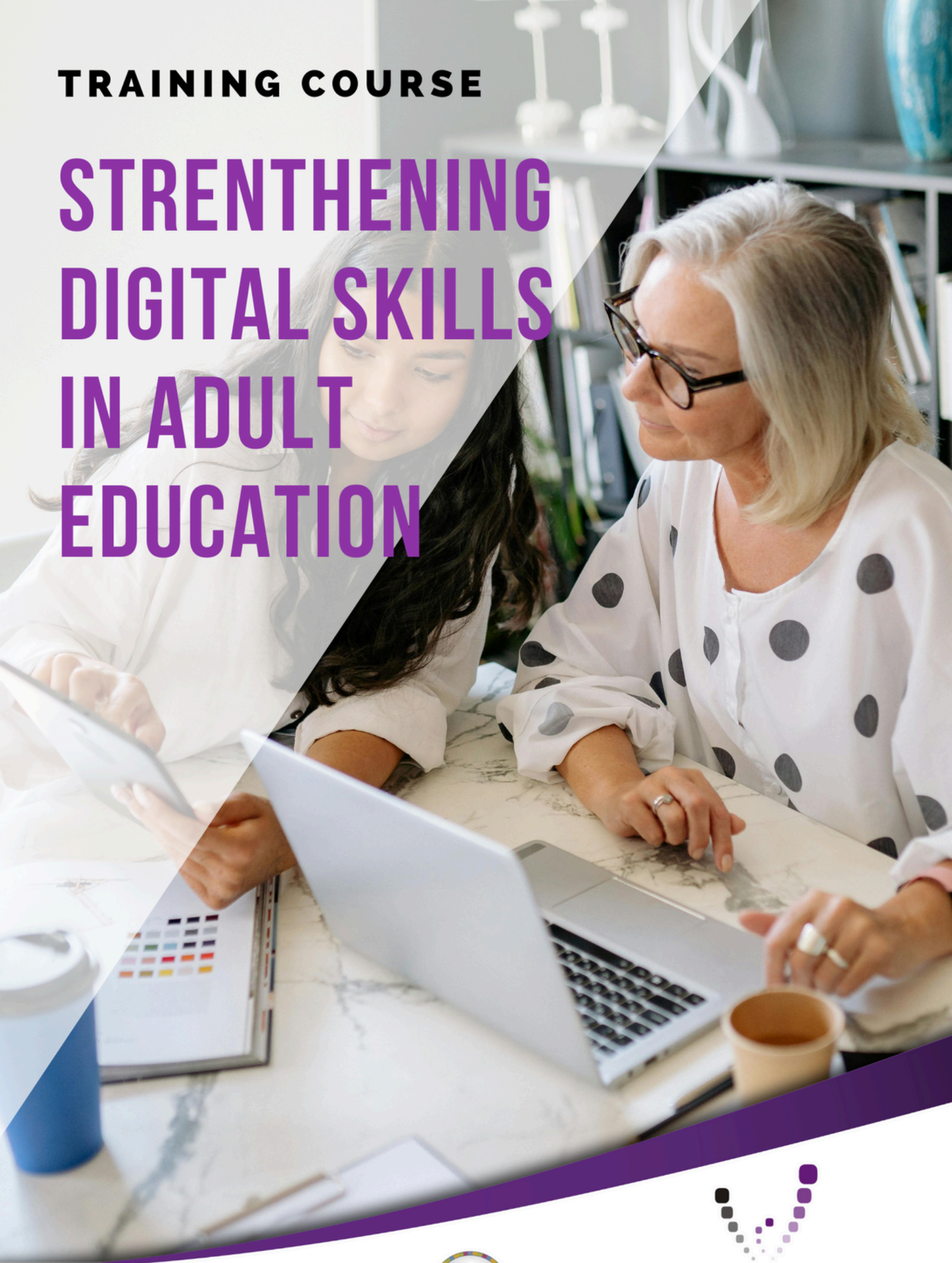
TRAINING COURSE

STRENTHENING DIGITAL SKILLS IN ADULT EDUCATION



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1. Training Course Information

Digital competence is the ability to use digital technologies, communication tools and networks to access, manage, integrate, evaluate and create information in order to participate in society, to achieve one's goals and to develop one's knowledge and potential. Digital competence involves a range of skills, including information and communication technology (ICT) skills, media literacy, critical thinking and problem-solving, and digital citizenship.

Training Course: Practical workshop on digital competences for adults

Project: Strengthening the digital skills in adult education

Project Code: 2022-1-EL01-KA210-ADU-000080736

Venue: Inercia Digital's training and innovation center

Address: Plaza Tallista Miguel Hierro Number 9, A, 21007, Huelva, España.

Dates: 16.09.2024 - 20.09.2024

Duration: The course consists on a total of 5 days, with 5 hours per lesson. Each lesson consists of two blocks divided by a half-hour break.

Special Instructions: Physical attendance required

Preliminary Requirements: A1 level proficiency in all DigCompEdu Framework competences (Certification not mandatory)

Additional Resources Available: Computers, internet connection, digital projector, speakers, headphones, tutors, online platform with materials, papers, pens.

Proficiency Profile: B1 – Integrator / B2 – Expert

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Methods and schedule for evaluation: This training course will follow a Non-Formal methodology in every domain. Different methods will be developed within the in-person sessions, giving special attention to the Case method, methodology based on project, learning by doing and the Interrogative one. This method is based on some curriculum conditions, referring to both the methodology and the content of the courses, according to the DigCompOrg framework.

Evaluation: in order to guarantee the quality of our courses, evaluation is perceived as an extended process. This will mean the continuous evaluation of the learners in several aspects, which are discussed below:

- **Initial assessment:** before the start of the course, participants will be evaluated on their willingness to participate, as well as on certain aspects related to the course organization.
- **Final assessment:** Participants will complete different tasks throughout the course, demonstrating their ability to plan, execute, and evaluate a digital project. This project will be presented to the class. Active participation in sessions will be considered in the final evaluation.

Type of Certification of Attendance Awarded

- Participants who successfully complete the course requirements will receive a Certificate of Completion, highlighting the digital skills and competencies acquired. This certificate will serve as a testament to their commitment to enhancing their digital literacy and readiness for the digital workforce.
- Europass mobility certificates only in case it is required.

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Objectives of the Course:

- Enhance digital literacy among adults, contributing to their full participation in the information society.
- Help adults develop their digital skills and use ICT and social networks creatively.
- Inspire participants to integrate technology creatively into educational settings, enhancing learning experiences and student engagement.
- Provide participants with a foundational understanding of coding and programming, empowering them to create simple digital projects and explore problem-solving through technology.

Specific objectives of the Course:

- Develop their critical thinking and skills for accessing reliable sources of information on the internet.
- Foster an understanding of the importance of digital citizenship and ethical online behavior.
- Teach adults how to use social media as a source of knowledge.
- Strengthen their status as active European citizens and cultivate a positive attitude towards continuing adult education.
- Provide a comprehensive introduction to coding through Scratch and Python, enabling participants to understand basic programming principles and create simple digital projects.
- Encourage the development of critical thinking skills through the practical application of coding and the creation of educational content, promoting innovative problem-solving approaches.

Added value to this Course:

- Empowerment: Empower adults by providing them with the skills and confidence to thrive in the digital world.
- Empowerment through Coding: Introducing adults to coding with Scratch and Python not only enhances their digital literacy but also empowers them to create digital projects, fostering a sense of accomplishment and self-efficacy.
- Community Building: Create a supportive community of learners who can share experiences and learn from each other.
- Enhanced Digital Citizenship: By focusing on responsible and respectful use of social media, the course cultivates a deeper understanding of digital citizenship, preparing participants to navigate the digital world ethically and effectively.
- Lifelong Learning: Encourage a mindset of continuous learning and adaptation to new digital trends and technologies.

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Learning outcomes:

- Participants will demonstrate a solid understanding of various digital devices, operating systems, and common software applications, enabling them to navigate and utilize technology effectively in both personal and professional contexts.

- Participants will understand common cybersecurity threats and implement basic security measures, including the use of antivirus software, secure passwords, and two-factor authentication, to protect their digital assets and maintain online safety.

- Participants will effectively use email, instant messaging apps, social media, and online collaboration platforms to communicate and collaborate efficiently in professional settings, including remote work environments.

Competences acquired by our learners:

- Collaboration and communication: using digitial technologies for communication as well as digital tools for work.

- Creation of digital content: producing and editing digital, interactive and engaging content in various formats and expresing oneself digitally.

- Undestanding the digital environment: getting familiar with Social Media platforms, and having knowledge of security and privacy issues.

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2. Training Course Programme

DAY 1. ARRIVAL. INTRODUCTION TO SOCIAL NETWORKS (MONDAY)

9:00 - 9:30 Welcome. Introduction to the course and its objectives.

- Ice breaker activity with the participants.
- Initial assessment.

9:30 - 10:30 Introduction to social media networks.

- Overview of today's most popular social networks.
- Importance and differences between social networks.

10:30 - 11:00 Break.

11:00 – 12:15 Best Practices for Using Social Networks

- How to communicate effectively and responsibly on social media.

12:15 - 12:45 Task: developing content for the course.

12:45 - 13:00 Sharing. Group Conclusions.

DAY 2. SOCIAL NETWORKS IN EDUCATION (TUESDAY)

9.00 - 10.00 Social networks as a source of knowledge. Using social networks as an educational tool.

- Potential challenges in using social media for education.

10.00 – 11.15 Identifying credible sources and using social networks for research.

11.15 - 11.30 *Break.*

11.30 - 12.30 Introduction to specialized educational social networks

- Hands-On Session: Creating Educational Content for social networks.

12.30 – 13.00 Sharing created content and providing constructive feedback.

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DAY 3. GOOD PRACTICES DAY (WEDNESDAY)

9.00 - 13:00: Participants will visit three different Local Strategic Partners of Inercia Digital, that develop Good Practices in Education in the field of Learning and Teaching in Social Media Networks.

DAY 4. INTRODUCTION TO CODING (THURSDAY)

9.00 - 9.15 Welcome. Review of topics covered.

9.15 – 10.30 Understanding the basics of coding and its applications.

- Introduction to Programming with Scratch.
- Scratch Programming: The Coordinate System and Animations.

10.30 - 10.45 Break

10.45 - 12.00 Introduction to game development using Scratch.

- Minecraft Education: anexample of Scratch in the classroom.

12:00 - 12:45 Application of the information received and sharing of the content created by the participants.

12.45 – 13.00 Group Conclusions.

DAY 5. INTRODUCTION TO PYTHON. ASSESSMENT QUESTIONNAIRES. CERTIFICATES. (FRIDAY)

9.00 - 9.30 Review of topics covered throughout the course.

9.30 - 10:45 Introduction to Phyton

- Basics of Python programming.
- Creating a game. Introduction to Lego Mindstorms and Python.

10.45. - 11.00 Coffee *Break.*

11.00 – 11.30 Applying Scratch and Python knowledge to a collaborative project.

11.30 – 12.30 Complete the assessment questionnaire course. Evaluation and conclusions of the course. Suggestions.

12.30 – 13.00 Delivery of certificates.

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End of the course.

All training courses and the evaluation processes coordinated and delivered by Inercia Digital is based on the UNE-EN-ISO 9001:2015 and UNE-EN-ISO 14001:2015, to achieve continuous improvement in the quality of the services provided and the activities developed by Inercia Digital, minimizing the environmental impact of our actions. Our courses in Digital and Entrepreneurial school are also based on the DigComp 2.0 conceptual reference model,

Inercia Digital develops all courses under the European Reference Framework of Digitally Competent Educational Organisation (DigCompOrg), the European Framework for the Digital Competence of Educators (DigCompEdu), the EntreComp: Entrepreneurship Competence Framework, and the EntreCompEdu, Developing teachers' entrepreneurial education skills. Both are initiatives by the European Commission, Directorate-General for Education and Culture (DG EAC).

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gender equality in digital competencies

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