

PROGRAMME OF THE TRAINING ACTIVITY - 5 days

"Interactive Teaching - Educational Games, Outdoor Activities, New Technology"

DAY ONE

10:00 – 10:30 Welcome and registration

10:30 – 12:00 Presentations: staff, participants/sending schools; learning about different European school systems/dissemination

12:00 – 12:15 Coffee Break

12:15 – 12:45 Workshop - How to create a responsive, motivating learning environment

12:45 – 13:30 Experiencing Educational Games (non-computer based)

13:30 – 14:30 Lunch break

15:00 – 16:30 Follow-up activities (1) – Useful websites for teaching

DAY TWO

09:30 – 10:00 Follow-up activities (1) - Group discussion and gathering the results

10:00 – 11:00 WEB 2.0 tools

11:00 – 11:15 Coffee Break

11:15 – 12:15 Experiencing Educational Games

12:15 – 13:30 Web 2.0 tools (Quizlet, Lyricstraining)

13:30 – 14:30 Lunch break

14:30 – 15:30 Follow-up activities (2) - Explore the new tools, choose top three and recommend one

- European Meeting

DAY THREE

09:30 – 10:00 Follow-up activities (2) - Group discussion and gathering the results

10:00 – 11:00 Web 2.0 tools (Kahoot, QR Code – Treasure Hunting)

11:00 – 11:15 Coffee Break

11:15 – 12:30 Experiencing Educational Games

12:30 – 13:30 Web 2.0 tools (Goosechase)

13:30 – 14:30 Lunch break

14:30 – 15:30 Follow-up activities (3) – Types of outdoor activities

DAY FOUR

09:30 – open end "Values and benefits of Outdoor Education"

Interactive teaching methods using outdoor possibilities: museums, libraries, historic places combined with digital app

DAY FIVE

09:30 – 10:00 Follow-up activities (3) - Group discussion and gathering the results

10:00 – 11:00 Web 2.0 tools (Socrative, Plickers)

11:00 – 11:15 Coffee break

11:15 – 11:45 Web 2.0 tools (Quiver)

11:45 – 12:15 Group work - virtual reality: how can we use it in teaching

12:15 – 12:45 Experiencing Educational Games

12:45 – 13:00 Erasmus partnerships - interests, questions, discussion

13:00 – 14:00 Evaluation session and Certificate Award

