

## Teacher Training (TT) Course Syllabus

<b>Institution Name</b>	<b>Belarusian State University (BSU)</b>
<b>TT Course Title</b>	<b>“Active Learning and ICT-enhanced teaching: M-learning and gamification”</b>
<b>Instructor(s) Name(s)</b> Faculty and Department Position Email address Phone number	<b>Victar Kochyn</b> Faculty of Radiophysics and Computer Technologies, Department of Telecommunications and Information Technologies Associate Professor kochyn@bsu.by +375 (29) 710-70-90
<b>Meeting Dates &amp; Times</b> <b>Place/Room(s)</b>	11-15 March, 2019 / 15:00-17:00 Faculty of Radiophysics and Computer Technologies, room 505.
<b>Workload</b>	10 hours presented in 2 hours per day X 5 days of classroom work and 20 hours of individual work (1 ECTS Credit)
<b>Course Purpose</b>	The purpose of this teacher training (TT) course is to give teachers the basics of active learning approach with special focus on mobile learning (M-learning) and gamification. The course will cover such topics as designing and developing gamified class activities and usage of mobile devices in class and outside class to activate students’ learning.
<b>Learning Outcomes (LOs):</b>	Upon successful completion of this course, the trainees will be able to: <ul style="list-style-type: none"> <li>• describe the active learning approach and how it can be employed in both lectures and practical face-to-face classes;</li> <li>• plan, implement and evaluate the gamified learning experience;</li> <li>• explain the usage of mobile devices in the learning process and design related collaborative learning methods in the improvement of a concrete course.</li> </ul>
<b>Course methodology/ Instructional Strategies</b>	The course will use a strategy of combining active lectures with assignments in groups or individually. The course will be explored in depth through a combination of formal discussions (both in-class and online), hands-on activities and assignments. Trainees are given time to practice hands-on skills, as these will be utilized in the exercises. Instructional strategies include lecture, demonstration, discussion, practical application, simulation and presentations.  The training approach of the course consists of: <ul style="list-style-type: none"> <li>• Lectures – instruction and theory on the subject matter</li> <li>• Small group exercises – adapting theory</li> </ul>

	<ul style="list-style-type: none"> <li>• Case studies – use of scenarios to exercise problem solving</li> <li>• Questions and answers – updating skills and knowledge</li> <li>• Resources in the form of support documentation will be sent in an electronic format</li> </ul>
<b>Recommended Texts &amp; Materials</b>	<p><a href="https://cei.umn.edu/active-learning">https://cei.umn.edu/active-learning</a></p> <p><a href="https://www.lynda.com/Higher-Education-tutorials/elements-gamification/173211/197006-4.html">https://www.lynda.com/Higher-Education-tutorials/elements-gamification/173211/197006-4.html</a></p> <p><a href="https://en.unesco.org/themes/ict-education/mobile-learning">https://en.unesco.org/themes/ict-education/mobile-learning</a></p> <p><a href="http://www.online-journals.org/index.php/i-jim">http://www.online-journals.org/index.php/i-jim</a></p> <p>The list of other tools, resources, and materials needed by the trainees will be shared by the trainer during the course</p>
<b>Basic Technical/Media Requirements</b>	<ul style="list-style-type: none"> <li>• Participants to bring their own smartphones (or tablets) with Internet connection</li> <li>• Mobile Apps: Canva, Kahoot, Socrative.</li> <li>• Projector</li> </ul>
<b>Quality Assurance (QA)</b>	Online feedback survey of trainees and a brief QA report

### Course Overview/Outline

Training Days	Key Topics	Learning Activities	Assignments
<b>Day-1</b> 11 Mar 2019 15:00-17:00 RFCT 505	<ul style="list-style-type: none"> <li>• Concept of active learning.</li> <li>• Incorporating active learning into the classroom.</li> </ul>	<ul style="list-style-type: none"> <li>• Lecture presentations</li> <li>• Small group discussion</li> <li>• Group assignment</li> </ul>	<ul style="list-style-type: none"> <li>• Individual assignment #1 on designing learning experience and tasks using active learning approach</li> </ul>
<b>Day-2</b> 12 Mar 2019 15:00-17:00 RFCT 505	<ul style="list-style-type: none"> <li>• Innovation and trends (in ICT) in higher education</li> <li>• Digital competence of educators</li> </ul>	<ul style="list-style-type: none"> <li>• Lecture presentations</li> <li>• Small group discussion</li> <li>• Group assignment</li> </ul>	<ul style="list-style-type: none"> <li>• Individual assignment #2 on preparation of the map of digital resources and instruments to support learning</li> </ul>
<b>Day-3</b> 13 Mar 2019 15:00-17:00 RFCT 505	<ul style="list-style-type: none"> <li>• Gamification: basics and theory</li> </ul>	<ul style="list-style-type: none"> <li>• Lecture presentations</li> <li>• Small group discussion</li> <li>• Group assignment</li> </ul>	<ul style="list-style-type: none"> <li>• Individual assignment #3 on the design of gamified learning experience for course enhancement</li> </ul>
<b>Day-4</b> 14 Mar 2019 15:00-17:00 RFCT 505	<ul style="list-style-type: none"> <li>• Gamification: resources and tools</li> </ul>	<ul style="list-style-type: none"> <li>• Lecture presentations</li> <li>• Small group discussion</li> <li>• Group assignment</li> </ul>	<ul style="list-style-type: none"> <li>• Individual assignment #4 on developing the gamified learning experience using Kahoot and Socrative apps</li> </ul>
<b>Day-5</b> 15 Mar 2019 15:00-17:00 RFCT 505	<ul style="list-style-type: none"> <li>• M-learning: basics</li> <li>• Evaluation of the assignments and final discussion</li> </ul>	<ul style="list-style-type: none"> <li>• Presentations</li> <li>• Class discussions (Q&amp;A)</li> </ul>	<ul style="list-style-type: none"> <li>• Individual assignment #5 on application of M-learning techniques and tools in education</li> </ul>

