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Online Teacher Training (TT) Course Syllabus

Institution Name	VSU
TT Course Title	ONLINE ACTIVE TEACHING & LEARNING: experiences with technology
InstructorName	Mariya Brutyan
Faculty and Department	Faculty of Humanities
Position	Acting Dean of the Faculty of Humanities, Associate Professor of the Chair of History
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Meeting Dates & Times	26.04-(15.00-18.00), 27.04-(15.00-18.00), 28.04-(14.00-17.00)
Workload in hours	9 hours
Course Purpose	<p>The aim of the course is to give teachers new abilities and skills that will enable them to organize their course more effectively in a pandemic.</p> <p>The course will help teachers learn how to cope with the new reality of teaching. We will discuss how to design online lesson activities & how to make the best use of existing technology, especially mobile devices, to activate student learning. Furthermore, participants will work with various tools & applications in a practical way to implement online m-learning and gamification.</p>
Learning Outcomes (LOs)	<p>At the end of the course the lecturers will be able to:</p> <ul style="list-style-type: none"> • Perform m-learning & gamification online • Design tasks with different mobile applications for active learning • Design a digital fragment using game elements
Course methodology/Instructional Strategies	The course will be conducted through discussions, various assignments, practical exercises, where participants will be in the role of learners, so that in the future they can reflect on the learning process.
Recommended Texts &	Hodges, C., Moore, S., Lockee, B., Trust, T., & Bond, A. (2020) The

<p>Materials</p>	<p>Difference Between Emergency Remote Teaching and Online Learning. <i>Educause review</i>, 27, 1-12.</p> <p>Kimmons, R., Graham, C. R., & West, R. E. (2020). The PICRAT model for technology integration in teacher preparation. <i>Contemporary Issues in Technology and Teacher Education</i>, 20(1), 176-198</p> <p>Ahmed S.U. (2018). Interaction and Interactivity: In the Context of Digital Interactive Art Installation. In Kurosu M. (eds). <i>Human-Computer Interaction. Interaction in Context. HCI 2018. Lecture Notes in Computer Science</i>, vol 10902. Springer, Cham. https://doi.org/10.1007/978-3-319-91244-8_20</p> <p>Kent, C. & Rechavi, A.(2020) Deconstructing online social learning: network analysis of the creation, consumption and organization types of interactions, <i>International Journal of Research & Method in Education</i>, 43:1, 16-37. https://doi.org/10.1080/1743727X.2018.1524867</p> <p>Tsui, A.B.M., Tavares, N.J. The Technology Cart and the Pedagogy Horse in Online Teaching. <i>English Teaching & Learning</i> (2021). https://doi.org/10.1007/s42321-020-00073-</p> <p>NEUMANN, K.L., ALVARADO-ALBERTORIO, F., & RAMÍREZ-SALGADO, A. (2020). Online Approaches for Implementing a Digital Escape Room with Preservice Teachers. <i>Journal of Technology and Teacher Education</i>, 28(2), 415-424.</p>
<p>Basic Technical/Media Requirements</p>	<p>The ZOOM platform is used as a learning platform. In addition, participants need a computer, smartphone, Internet connection</p>
<p>Quality Assurance (QA)</p>	<p>Online feedback survey of trainees and production of a brief Feedback Evaluation Report</p>

Course Overview/Outline

Training Days	Key Topics	Learning Activities	Assignments
<p>Day-1 26 Apr 2021 15:00-18:00</p>	<ul style="list-style-type: none"> • Online teaching experiences 	<ul style="list-style-type: none"> • PIC RAT model 	<p>Do some preliminary work to organize online gamification</p>
<p>Day-2 27 Apr 2021 15:00-18:00</p>	<ul style="list-style-type: none"> • Levels of online interactivity 	<ul style="list-style-type: none"> • Interactive video and breakouts 	<p>Submit an online game version of your course</p>
<p>Day-3 28 Apr 2021 14:00-17:00</p>	<ul style="list-style-type: none"> • Presentations-breakouts 	<ul style="list-style-type: none"> • Advice for online teaching 	