



Teacher Training (TT) Course Syllabus

Institution Name	Belarusian State University (BSU)
TT Course Title	"Active Learning and ICT-enhanced teaching: M-learning and gamification"
Instructor(s) Name(s) Faculty and Department Position Email address Phone number	Tatiana Pavlova Faculty of International Relations Economics, Chair of International Law Associate Professor tanechkapav@mail.ru +375 29 652 23 27
Meeting Dates & Times Place/Room(s)	25-29 of March 2019 / 15-17.00 FIR/Room 520, 1117
Workload	10 hours presented in 2 hours per day X 5 days of classroom work and 26 hours of individual work (1 ECTS Credit)
Course Purpose	The purpose of this teacher training (TT) course is to design gamified class activities and how to make use of mobile devices in class and outside class increase motivation and activate students learning . Additionally, they will develop and/or improve skills using computers, and the application of computers for teaching and learning.
Learning Outcomes (LOs):	Upon successful completion of this course, the trainees will be able to: - discuss how active learning can support students' learning, - plan a gamified learning experience , - understand the use of mobile devices and their potential and limitations , - design tasks with different apps for active learning , - present information in a Pecha Kucha format.
Course methodology/Instructional Strategies	The course will use a strategy of combining active lectures with assignments both individually and in small groups (3-4 persons). The course will be explored in depth through a combination of formal discussions (both in-class and online), hands-on activities and assignments. Course participants are given time to practice new skills, which will be actively used during the exercises. Instructional strategies include lecture, demonstration, discussion, practical application, simulation and presentations.

	<p>The training approach of the course consists of:</p> <ul style="list-style-type: none"> • Lectures – instruction and theory on the subject matter • Small group exercises – adapting theory • Case studies – use of scenarios to exercise problem solving • General discussion – exchange of views and experiences, updating skills and knowledge • Workbook – to accompany learning sessions • Resources in the form of support documentation will be sent in an electronic format
Recommended Texts & Materials	<p>On the website of the University available information for the participants of the courses, which includes:</p> <ol style="list-style-type: none"> 1. The course program, 2. Presentations, 3. Materials obtained during training at the TOT courses at the University of Barcelona.
Basic Technical/Media Requirements	<p>Tasks will require participants to bring their own smartphones (or tablets) with enough storage capacity to be able to download apps (Canva, Kahoot, Spark video, Qr-codes, Socrative etc.). It is also advisable to bring their own laptops or PC for more extensive work during the course. It should run on Microsoft Windows and have PowerPoint installed and internet connection.</p>
Quality Assurance (QA)	Online feedback survey of trainees and a brief QA report

Course Overview/Outline

Training Days	Key Topics	Learning Activities	Assignments
Day-1 25 March 2019 15-17.00 Room 520	<ul style="list-style-type: none"> • Welcome course information • Active learning and ICT in teaching. Digital resources. • Teaching and learning. Assessment. • M-learning and gamification 	<ul style="list-style-type: none"> • Lecture presentation • General forum • Small group discussion 	<p>The trainees will be able to discuss how active learning and digital resources can increase students' motivation and activate learning</p>
Day-2 26 March 2019 15-17.00 Room 520	<ul style="list-style-type: none"> • Game-based learning, serious games, gamification. • Gamification: resources and tools (using Kahoot and Socrative). • Gamify with Moodle 	<ul style="list-style-type: none"> • Lecture presentation • General forum • Small group discussion • Laboratory work 	<p>The trainees will be able to show and discuss how gamification can support students' learning and plan a gamified learning experience</p>
Day-3 27 March	<ul style="list-style-type: none"> • Active learning. Polling activities 	<ul style="list-style-type: none"> • Lecture presentation • General forum 	<p>The trainees will be able to discuss how active</p>

2019 15-17.00 Room 520	(Polleverywhere, Mentimeter, Sli.do) <ul style="list-style-type: none"> • Key aspects on AI-Digital infographics (on example Canva). • Incorporate active learning into your classroom – engage learning 	<ul style="list-style-type: none"> • Small group discussion • Laboratory work • Preparation of own projects 	learning can support students' learning and design tasks with different apps for active learning
Day-4 28 March 2019 15-17.00 Room 520	<ul style="list-style-type: none"> • Key concepts of M-learning • M-learning tools 	<ul style="list-style-type: none"> • Lecture presentation • Laboratory work • Designing a gamified teaching intervention 	The trainees will be able to discuss how M-learning can support students' learning and understand the use of mobile devices and their potential and limitations
Day-5 29 March 2019 15-17.00 Room 1117	<ul style="list-style-type: none"> • Pecha Kucha presentations 	<ul style="list-style-type: none"> • Participants presentations • Lecture comments and suggestions • General forum 	The trainees will be able to make Pecha Kucha presentation