

Active Learning and ICT-enhanced teaching: M-learning and gamification

**Teacher Training Course
Brest State Technical University
Tatsiana Lisouskaya**

Teacher Training Course was interact in ...



Students / Teachers :

Department of Humanitarian Studies:
Teachers of humanitaran disciplines.



Faculties:

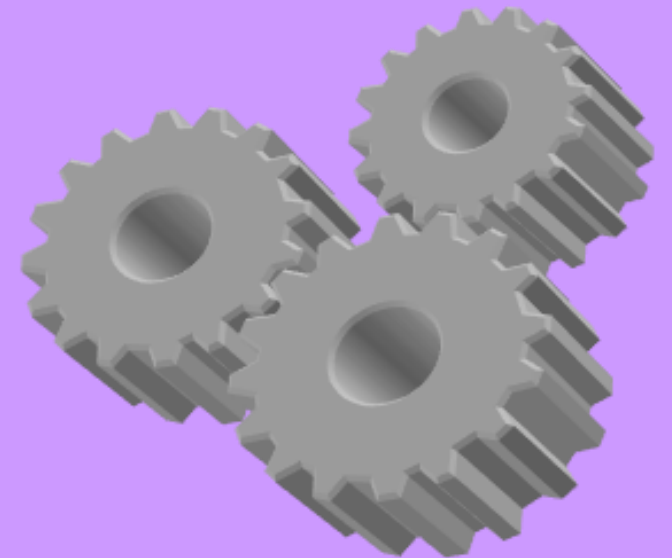
all at the BrSTU

Training Days	Key Topics	Learning Activities	Assignments
Day-1 11 Feb 2019 15:00-17:00 MB 408	<ul style="list-style-type: none"> • Active Learning: basic concept • Active learning: Why? For what? How? • Digital Competence for Educators 	<ul style="list-style-type: none"> • Lecture • Discussion forums • Small group discussion 	<ul style="list-style-type: none"> • Gain theoretical knowledge of Active learning methodology
Day-2 12 Feb 2019 15:00-17:00 MB 408	<ul style="list-style-type: none"> • Active Learning: polling activities: methodological aspects • Polling activities: practical aspects • Polling tools 	<ul style="list-style-type: none"> • Presentation • Demonstration • Small group activities • Independent work 	<ul style="list-style-type: none"> • Gain practical skills of using Active learning methods and tools (sli.do, Mentimeter, PechaKucha, Canva, Kahoot, Socrative, Quizizz, QR-code, etc);
Day-3 13 Feb 2019 09:30-11:30 MB 412	<ul style="list-style-type: none"> • M-learning: fundamental concepts • M-learning: active learning in practice • Teachers favorites Apps • Special tools: Infographics and Canva, Adobe Spark 	<ul style="list-style-type: none"> • Lecture • Demonstration • Small group activities 	<ul style="list-style-type: none"> • Apply specific ICT-tools in teaching (sli.do, Mentimeter, PechaKucha, Canva, Kahoot, Socrative, Quizizz, QR-code, etc)
Day-4 13 Feb 2019 09:30-11:30 MB 412	<ul style="list-style-type: none"> • Gamification: basic concept • The elements of Gamification • Motivation tools 	<ul style="list-style-type: none"> • Lecture • Demonstration • Discussion forums 	<ul style="list-style-type: none"> • Gain theoretical knowledge of Gamification methodology
Day-5 11 Feb 2019 15:00-17:00 MB 408	<ul style="list-style-type: none"> • Tool for gamification and mobile learning in classroom. • Designing a gamified teaching intervention 	<ul style="list-style-type: none"> • Small group activities • Independent work • Presentation 	<ul style="list-style-type: none"> • Develop a strategy for applying m-learning and gamification in their own courses.



expand the teaching competencies in the field of active learning, the use of mobile tools and game techniques for teaching and learning.

- provided teachers with theoretical knowledge;
- generated some experience in applying m-learning and gamification in teaching;
- developed a strategy for applying m-learning and gamification in teaching courses.



Teaching course was based on :

Theoretical knowledge of Active learning methodology and practical skills of using Active learning methods and tools;



Using specific ICT-tools
Mentimeter, PechaKucha, Canva,
Kahoot, Socrative, Quizizz,
QR-codes, etc);

Developing a individual strategy
for applying m-learning
and gamification in courses.





Teacher Training Course

Problems

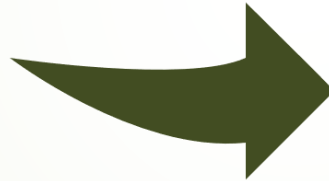


1. Lack of motivation on beginning the course;
2. Need of fighting with stereotypes and traditional methodology;
3. Low level of technical supporting;



Challenges & Solutions

- **Lack of teachers' motivation to make changes;**
- **Lack of creativity**

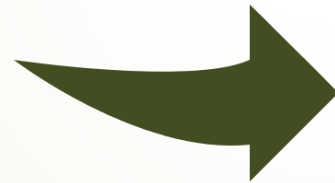


- **Sharing experience:**
 - published 3 articles about new approach and Active learning
- **Was held a methodological seminar for teachers (June 2019, next - January 2020)**

Challenges & Solutions

➤ **Lacking of teacher trainees' digital competence:**

- Basic skills
- Internet skills
- Smartphone use



- Arranging trainees' in mixed ability groups (ex. Humanitarian teachers + teachers with digital competences)
- Peer teaching

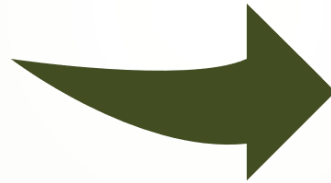


Challenges & Solutions



Logistics:

-  space
-  WiFi
-  smartphones



- 
-  Teachers use special room and equipment

PROGRESS

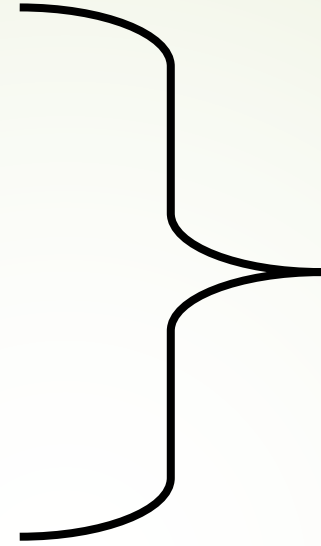
- 7 teachers of 12 participants use new methodological approach
- 9 teachers use different digital technology in teaching
- M-learning using in disciplines:
 - Political science
 - Intellectual property protection
 - Law
 - Human rights
 - Sociology
 - History of Belarus
- Sharing experience:
 - published 3 articles about new approach and Active learning
 - was held a methodological seminar for teachers (June 2019, next - January 2020)

36 hours

(6 hours per day X 5 days)
of classroom work

+

36 hours of individual work



2 ECTS Credit

	Day 1	Day 2	Day 3	Day 4	Day 5
Effective teaching	Hybrid/Blended Teaching & Learning	Active Learning in the Flipped Classroom Moderators:	Active learning & ICT-enhanced teaching: M-Learning and gamification	Active Learning with special focus on Technology Enhanced Collaborative Learning	Video as a Learning tool for teachers & students

THANKS!

From Belarus with



♥♥☺♥♥♥♥♥♥♥ Greetings from Belarus!

♥♥♥♥♥♥♥♥☺♥♥♥

♥♥♥☺♥♥♥

♥♥☺♥♥♥♥♥♥♥♥

Greetings from Belarus!

♥♥♥♥♥♥♥♥☺♥♥♥