



Teacher Training (TT) Course Syllabus

Institution Name	Brest State Technical University (BrSTU)
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	Tatsiana Lisouskaya Machinery Faculty Associate Professor lisovski_rb@tut.by (+375 29) 605-24-72
Meeting Dates & Times Place/Room(s)	11-25 February, 2019 / 15:00-17:00& 09-11:00 Fifth building / Room 115
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 course (TT) is to provide teachers with theoretical knowledge and to generate some experience in applying m-training and gamification in teaching. Onsovno The main purpose of the course is to expand the teaching competencies in the field of active learning, the use of mobile tools and game techniques for teaching and learning.
Learning Outcomes (LOs):	Upon successful completion of this course, the trainees will be able to: <ul style="list-style-type: none"> • Gain theoretical knowledge of Active learning methodology and practical skills of using Active learning methods and tools; • Apply specific ICT-tools in teaching (sli.do, Mentimeter, PechaKucha, Canva, Kahoot, Socrative, Quizizz, QR-code, etc); • Develop a strategy for applying m-learning and gamification in their own courses.
Course methodology/Instructional Strategies	Instructional strategies include The training approach of the course consists of lecture, independent learning of trainees, practical application, discussion, small group exercises and presentations. At the lecture, students will gain theoretical knowledge of active learning methodology. Using of ICT tools in lectures will demonstrate the possibilities of mobile learning. Exercises in small groups will strengthen the skills of using ICT tools. Trainees are given time to practice hands-on skills, as these will be utilized in the exercises in small group and in their independent work. Acceptance Modeling and presentations allow students to develop and demonstrate their own design for integrating mobile learning and gamification into their own courses.

	Resources in the form of support documentation will be sent in an electronic format
Recommended Texts & Materials	<ul style="list-style-type: none"> • https://cft.vanderbilt.edu/cft/guides-sub-pages/active-learning/ • Innovating Pedagogy 2019 Exploring new forms of teaching, learning and assessment, to guide educators and policy makers : https://iet.open.ac.uk/file/innovating-pedagogy-2019.pdf • Active learning. (n.d.). Retrieved September 1, 2005, from University of California at Davis, Teaching Resources Center: http://trc.ucdavis.edu/trc/ta/tatips/activelearning.pdf • Bonwell, C.C. (1996). Enhancing the lecture: Revitalizing a traditional format. In T.E. Sutherland, C.C. & Bonwell (Eds.), • Using active learning in college classes: A range of options for faculty. (pp.31- 44). San Francisco: Jossey-Bass Publishers. Felder, R.M., & Brent, R. (1994). Active learning for the college classroom. Retrieved September 1, 2005, from California State University, L.A. Web site: http://www.calstatela.edu/dept/chem/chem2/Active/ • Your Ultimate Guide to Giving PechaKucha Presentations : https://paulgordonbrown.com/2014/12/13/your-ultimate-guide-to-giving-pechakucha-presentations/ • Sli.do, Canva.com, Mentimeter.com, Kahoot.com, Socrative.com etc
Basic Technical/Media Requirements	Required equipment - PC, Mac, Laptop, Smartphone; Internet connection – WiFi or Mobile internet; Special software required – QR-code, Mentimeter. etc.
Quality Assurance (QA)	Online survey and reflection will be conducted on the basis of Google-form after the end of the course

Course Overview/Outline

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 15 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 18 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 	<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)

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Day-4 21 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 Gamofication methodology
Day-5 25 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 gamafication in their own courses.