





## **Teacher Training (TT) Course Syllabus**

Institution Name	Yerevan State University (YSU)		
TT Course Title	"Active Learning and ICT-enhanced teaching: M-learning and gamification"		
Instructor(s) Name(s)	Diana Bagiryan		
Faculty and Department	Romance and Germanic Faculty,		
Position	Assistant Professor		
Email address	diana.bagiryan@ysu.am		
Phone number	(+374 94)003-140		
Meeting Dates & Times	04-11March, 2019 /09:30-11:30 & 11:30 -13:30		
Place/Room(s)	Main building, Library/Room 603		
Workload	10 hours presented in 2 hours per day X 5 days of classroom work and 20 hours of individual work (1 ECTS Credit)		
Course Purpose	The purpose of this teacher training is to discuss how to design gamified class activities and how to make use of mobile devices in the class and outside of the class to activate students learning.		
Learning Outcomes (LOs):	Upon successful completion of this course, the trainees will be able		
	- to discuss how active learning can support students' learning		
	- to plan a gamified learning experience		
	- to recognize the use of <b>mobile devices</b> and their potential and limitations		
	- to design tasks with different apps for active learning		
	- to present information in a <b>PechaKucha</b> format		
Course methodology/ Instructional Strategies	This course will be very practical in nature putting participants in the role of learners so later they can reflect on the teaching procedures.  During the week, participants will design an individual teaching intervention based on m-learning and/or gamification in collaboration with their peers.		

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Recommended Texts & Materials	The participants will be provided with online content on the Web.  They will be offered to download apps needed for successful completion of the course			
Basic Technical/Media Requirements	For successful implementation of the course materials the following is desirable:			
	a) projector			
	b) computer			
	c) high speed internet			
	d) technician			
	Tasks will require participants to bring their own <b>smartphones</b> (or tablets) with some storage capacity to be able to download apps.			
	It is also advisable to bring their own <b>laptops</b> for more extensive work during the course. They should run on Microsoft Windows and have PowerPoint installed.			
Quality Assurance (QA)	Feedback survey of trainees and a brief QA report			

## Course Overview/Outline

Training Days	Key Topics	Learning Activities	Assignments
Day-1 4 March 2019 09:30-11:30 MB 603	<ul><li>Digital competence</li><li>Active learning Key aspects</li><li>Digital Infographics</li></ul>	<ul><li>Small group discussion</li><li>Polling activities (Mentimeter, Slido)</li><li>Using Canva</li></ul>	<ul><li>Teamwork activity</li><li>Making Polls</li><li>Designing Infographics</li></ul>
Day-2 5march 2019 11:00-13:00 MB 603	<ul> <li>Gamification- Educational</li> <li>pe Room</li> <li>Gamification Example</li> </ul>	Group work     Individual work	<ul><li>Putting some tools into practice</li><li>Kahoot, Socrative</li></ul>
Day-3 6 March 2019 09:30-11:30 MB 603	M- learning     Fundamental concepts	Workshop: Instructional design for M-learning     Project work	<ul><li>Using mobile apps</li><li>Creating Adobe</li><li>Spark Video</li></ul>
Day-4 7 March 2019 09:30-11:30 MB 603	Gamification: Resources     and tools	Workshop: Instructional design for gamification	Designing     Pechakucha     presentations
Day-5 11 March	Pechakucha	• Individual work	Teaching Proposals

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2019 09:30-11:30	presentations	Discussion	Course Evaluation		
MB 603 M		Evaluation	rid		