Teacher Training (TT) Course Syllabus

Institution Name	Yanka Kupala State University of Grodno (YKSUG)
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	Valko Natalya Physico-Technical Faculty/ Department of General Physics Associate Professor n.valko@grsu.by (+375 29) 7841915
Meeting Dates & Times Place/Room(s)	11-15 February, 2019 / 10.00-12:00 Main building / Room 218-a
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 (TT) course is to design gamified class activities and how to make use of mobile devices in class and outside class to activate students learning
Learning Outcomes (LOs):	Participants will be able • to plan a gamified learning experience; • to understand the use of mobile devices; • to design tasks with different apps aimed at active learning; to present information in a PechaKucha format
Course methodology/ Instructional Strategies	This course combines presentations with video applications. Selected topics will be explored through discussions (both in-class and online), hands-on activities and assignments.
Recommended Texts & Materials	Participants will be provided with lecture materials, as well as references to the websites on topics
Basic Technical/Media Requirements	Participants own devices (smartphones, laptops, tablets), Wi-Fi, Interactive blackboard
Quality Assurance (QA)	Feedback survey of trainees and a brief report (in PechaKucha).

Course Overview/Outline

Training Days	Key Topics	Learning Activities	Assignments
Day-1 11 Feb 2019 10.00-12:00 MB 218-a	Introduction to active learning	Introduction to active learning	Introduce how to apply active learning in their learning process
Day-2 12 Feb 2019 10.00-12:00 MB 218-a	Interaction tools and their application in the active learning process	Lecture Small group discussion	Individual work with chosen tools and their application in educational process
Day-3 13 Feb 2019 10.00-12:00 MB 218-a	Online evaluation tоolы, digital infographics in active learning process	Lecture Small group discussion	Individual work with Mentimeter Instrument and Digital Infographics
Day-4 13 Feb 2019 10.00-12:00 MB 218-a	Gamification, basic concepts, gamification elements. Kahoot as a tool of gamification	Lecture Small group discussion	Plan a gamified teaching intervention collaboratively
Day-5 14 Feb 2019 10.00-12:00 MB 218-a	Mobile learning, basic concepts, application of PechaKucha	Lecture Small group discussion	Individual work with PechaKucha