



Teacher Training (TT) Course Syllabus

Institution Name	Telavi State University (TESAU)
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	Maya Gonashvili Faculty of Professor maya_gonashvili@yahoo.com mgonashvili@tesau.edu.ge (+995) 995 79 36 36
Meeting Dates & Times Place/Room(s)	14-18 march, 2019 / 13:00-15:00 Main building/ Room #55
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	<p>The purpose of this teacher training (TT) course is to provide teachers M learning and gamification.</p> <p>This course will be very practical in nature putting participants in the role of learners so later they can reflect on the teaching procedures.</p> <p>During the 5 days, participants will design an individual teaching intervention based on m-learning and/or gamification in collaboration with their peers. Additionally, they will develop and/or improve skills using Mobile and computers, and the application of computers and Mobile for teaching and learning</p>
Learning Outcomes (LOs):	<p>Upon successful completion of this course, the trainees will be able to: (and then list the course LOs. Consider listing 2-4 main learning objectives – what should your trainees learn or be able to do as a result of participating successfully in your TT course? A bulleted list is a good way to display these LOs as shown in the example below:</p> <p>Participants will be able</p> <ul style="list-style-type: none"> - to discuss how active learning can support students’ learning - to plan a gamified learning experience - to understand the use of mobile devices and their potential and limitations - to design tasks with different apps for active learning - to present information in a PechaKucha format
Course methodology/	This section includes information about what type of course it is (e.g.

Instructional Strategies	<p>studio, discussion- based seminar, etc.) as well as particular pedagogical strategies applied (small group work, fieldwork, etc.). Explain how the course will be delivered, e.g., this course combines presentations with PechaKucha. Selected topics will be explored in depth through a combination of formal discussions (both in-class and online), hands-on activities and assignments. Trainees are given time to practice hands-on skills, as these will be utilized in the exercises. Instructional strategies include lecture, demonstration, discussion, practical application, simulation and presentations.</p> <p>Or - 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 • Questions and answers – updating skills and knowledge • Workbook – to accompany learning sessions • Resources in the form of support documentation will be sent in an electronic format • Gamification • M-leaning • Presentation PechaKucha
Recommended Texts & Materials	List any required reading materials, include a note about any electronically-available/online content on the Web, library, etc. List other tools, resources, and materials needed by the trainees for success in the course
Basic Technical/Media Requirements	List any required equipment (e.g. PC, Mac, iPad or Tablet, Laptop, Lab- Notebook, Smartphone, etc.) and internet connection (DSL, LAN, or Cable connection, Web browser's type, etc.) or special software required (e.g. Panopto, Mentimeter. etc.)
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 11 Feb 2019 15:00-17:00 MB 408	<ul style="list-style-type: none"> • Introduction to the course and workshop in an Active Learning <p>During the first day the participants will discuss about the concept of <i>active learning</i> and we will introduce the topic of <i>m-learning</i> with activities such as pollings to develop and reflect upon those topics.</p>	<ul style="list-style-type: none"> • Lecture videos • Discussion forums • Small group discussion 	<ul style="list-style-type: none"> • Individual assignment #1 on formulating LOs
Day-2 12 Feb 2019 15:00-17:00 MB 408	<ul style="list-style-type: none"> • Gamification <p>The second day will focus on the innovative teaching strategy called <i>gamification</i> and we will experience a task as students so we can reflect on the gamified experience. We will also see examples and we will have some hands-on experience working with some tools.</p>	<ul style="list-style-type: none"> • 	<ul style="list-style-type: none"> •
Day-3 13 Feb 2019 09:30-11:30 MB 412	<ul style="list-style-type: none"> • M-Learning <p>On the third day we will deal with the concept of mobile learning and will revise different apps for different learning purposes. We will keep on working with mobile apps in a productive way and reflecting upon their potential for using them inside and outside our HE classes. In the afternoon, we will introduce participants how to plan a instructional design taking into account m-learning.</p>	<ul style="list-style-type: none"> • 	<ul style="list-style-type: none"> •
Day-4 13 Feb 2019 09:30-11:30 MB 412	<ul style="list-style-type: none"> • Gamification <p>In the morning we will discover different resources and tools to help us gamified learning experiences. and we will plan a gamified teaching intervention collaboratively.</p>	<ul style="list-style-type: none"> • 	<ul style="list-style-type: none"> •
Day-5 11 Feb 2019 15:00-17:00 MB 408	<ul style="list-style-type: none"> • Presentations <p>The final day of the course will be devoted to the presentation of participants final product in the format of PechaKucha. We will also take some time to evaluate the course.</p>	<ul style="list-style-type: none"> • 	<ul style="list-style-type: none"> •

Schedule

	14.03.2019 Thursday	15.03.2019 Friday	16.03.2019 Saturday	17.03.2019 Sunday	18.03.2019 Monday
13.00-15.00	Registration, course information; active learning; Polling activities; Key aspects AL-Digital infographics using Canva	Gmification-educational escape room; simple gamification; Putting some tools into practice: Mobile&Gamification Kahoot/Socrative	M-learning: fundamental concepts; Mobile apps; Instruction design for mobile learning	Gamification: resource and tools; Instructional design for gamified teaching intervention	PechaKucha presentation; Course evaluation by mobile