



## Teacher Training (TT) Course Syllabus

<b>Institution Name</b>	<b>Belarusian State University (BSU)</b>
<b>TT Course Title</b>	<b>"Active Learning and ICT-enhanced teaching: M-learning and gamification"</b>
<b>Instructor(s) Name(s)</b> <b>Faculty and Department</b> <b>Position</b> <b>Email address</b> <b>Phone number</b>	<b>Hanna Zhukava</b> Biology Faculty Associate Professor <a href="mailto:hannazhukava@gmail.com">hannazhukava@gmail.com</a> +375 29 676 17 46
<b>Meeting Dates &amp; Times</b> <b>Place/Room(s)</b>	11-15 March, 2019 / 15:20-17:20 Biology Faculty (Kurchatova 10) /Room 114
<b>Workload</b>	10 hours presented in 2 hours per day X 5 days of classroom work, 26 hours of individual work (1 ECTS Credit)
<b>Course Purpose</b>	The purpose of this teacher training (TT) course is to provide teachers with expertise how to design gamified class activities and make use of mobile devices in and outside classroom to activate students learning. Additionally, they will develop and improve skills in using computers and their application for teaching and learning.
<b>Learning Outcomes (LOs):</b>	Upon successful completion of the course, the trainees will be able to: - gain extensive experience how gamification can activate students' learning, - design tasks for active learning with mobile devices and different apps, - demonstrate proficiency with presentation gamified learning experience in a PechaKucha format.
<b>Course methodology/Instructional Strategies</b>	The course combines lectures (with presentations and video applications) and work in small groups. Questions and answers format will be used for updating skills and knowledge. Trainees are given time to practice hands-on skills as these will be utilized in the exercises. Resources in the form of support documentation will be given in an electronic format. Instructional strategies include lecture, demonstration, discussion, practical application, simulation and presentations.
<b>Recommended Texts &amp;</b>	On the University website the information for the participants of the

<b>Materials</b>	courses will be posted including the course program, presentations and electronically-available content, as well as the materials obtained during training course at the University of Barcelona.
<b>Basic Technical/Media Requirements</b>	For more extensive work during the course it is advisable for participants to bring their own laptops and smartphones (or tablets) able to download required special software (Canva, Kahoot, Mentimeter, Socrative, etc.). Some classes will be held in the computer classroom with internet connection.
<b>Quality Assurance (QA)</b>	Online feedback survey of trainees and a brief QA report

### Course Overview/Outline

Training Days	Key Topics	Learning Activities	Assignments
<b>Day-1</b> 11 Mar 2019 15:20-17:20 114	<ul style="list-style-type: none"> <li>• Building an effective syllabus</li> <li>• Setting goals &amp; LOs of the course</li> <li>• Facilitating learner's digital competence</li> </ul>	<ul style="list-style-type: none"> <li>• Lecture presentation and videos</li> <li>• Discussion forums</li> <li>• Small group discussion</li> </ul>	The trainees will be able to discuss how teaching innovations and digital resources can support students' learning
<b>Day-2</b> 12 Mar 2019 15:20-17:20 114	<ul style="list-style-type: none"> <li>• Active learning. Polling activities</li> <li>• Key aspects on AI - Digital infographics. Using Canva</li> <li>• Incorporating active learning into your classroom</li> </ul>	<ul style="list-style-type: none"> <li>• Lecture presentation</li> <li>• Discussion forums</li> <li>• Group discussion</li> <li>• Laboratory work</li> <li>• Preparation of own projects</li> </ul>	The trainees will be able to discuss how active learning can support students' learning and to design tasks with different apps for active learning
<b>Day-3</b> 13 Mar 2019 15:20-17:20 114	<ul style="list-style-type: none"> <li>• Gamification: resources and tools (Kahoot, Socrative)</li> <li>• Instructional design of a gamified teaching intervention</li> </ul>	<ul style="list-style-type: none"> <li>• Lecture presentation</li> <li>• Discussion forums</li> <li>• Group discussion</li> <li>• Work in small groups</li> <li>• Preparation of projects</li> </ul>	The trainees will be able to discuss how can gamification support students' learning and to design a gamified learning experience
<b>Day-4</b> 14 Mar 2019 15:20-17:20 114	<ul style="list-style-type: none"> <li>• M-leaning – Fundamental concepts</li> <li>• M-leaning – Mobile apps</li> </ul>	<ul style="list-style-type: none"> <li>• Lecture presentation</li> <li>• Discussion forums</li> <li>• Group discussion</li> <li>• Laboratory work</li> <li>• Preparation of projects</li> </ul>	The trainees will be able to discuss how M-leaning can support students' learning and understand the use of mobile devices and their potential and limitations
<b>Day-5</b> 15 Mar 2019 15:20-17:20 114	<ul style="list-style-type: none"> <li>• PechaKucha presentations</li> </ul>	<ul style="list-style-type: none"> <li>• Group discussion</li> <li>• Preparation and presentation of the own projects</li> </ul>	The trainees will be able to make PechaKucha presentation