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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) Faculty and Department Position Email address Phone number	Hasmik Hovhannisyan Continuing Education and Faculty Development Centre Senior Specialist hasmik.hovyan@gmail.com (+374 94) 848-566
Meeting Dates & Times Place/Room(s)	13.03.2019, 15.03.2019, 20.03.2019, 22.03.2019, 27.03.2019 15 ⁰⁰ -17 ⁰⁰ 5109
Workload	10 hours presented in 2 hours per day x 5 days of classroom work
Course Purpose	The purpose of the course is to introduce the concept of active learning, the use of different tools in the active learning process, m-learning and gamification, how 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):	At the end of the training the participants will be able to: - to apply active learning in their educational process; - to plan a gamified learning experience; - to understand the potential and limitations of mobile devices and apply them in the educational process; - to design tasks with different apps for active learning.
Course methodology/ Instructional Strategies	This course combines presentations with video applications. 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, discussion, practical application, presentations.
Recommended Texts & Materials	Participants will be provided with lecture materials, as well as references to the websites on topics

Basic Technical/Media Requirements	Tasks will require participants to bring their own smartphones (or tablets) with some storage capacity to be able to download apps
Quality Assurance (QA)	Online feedback survey of trainees

Course Overview/Outline

Training Days	Key Topics	Learning Activities	Assignments
Day-1 13.03.2019 15 ⁰⁰ -17 ⁰⁰ 5109	<ul style="list-style-type: none"> Introduction to active learning 	<ul style="list-style-type: none"> Lecture, videos Small group discussion 	<ul style="list-style-type: none"> Introduce how to apply active learning in their learning process
Day-2 15.03.2019 15 ⁰⁰ -17 ⁰⁰ 5109	<ul style="list-style-type: none"> sli.do, Poll Everywhere interaction tools and their application in the active learning process 	<ul style="list-style-type: none"> Lecture Small group discussion 	<ul style="list-style-type: none"> Individual work with sli.do, Poll Everywhere tools and their application in their educational process
Day-3 20.03.2019 15 ⁰⁰ -17 ⁰⁰ 5109	<ul style="list-style-type: none"> Mentimeter online evaluation tool, digital infographics in active learning process 	<ul style="list-style-type: none"> Lecture Small group discussion 	<ul style="list-style-type: none"> Individual work with Mentimeter Instrument and Digital Infographics
Day-4 22.03.2019 15 ⁰⁰ -17 ⁰⁰ 5109	<ul style="list-style-type: none"> Gamification, basic concepts, gamification elements. Kahoot as a tool of gamification 	<ul style="list-style-type: none"> Lecture Small group discussion 	<ul style="list-style-type: none"> Plan a gamified teaching intervention collaboratively
Day-5 27.03.2019 15 ⁰⁰ -17 ⁰⁰ 5109	<ul style="list-style-type: none"> Mobile learning, basic concepts, application of Adobe Spark Video 	<ul style="list-style-type: none"> Lecture Small group discussion 	<ul style="list-style-type: none"> Individual work with Adobe Spark Video