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ENGAGING HIGHER EDUCATION STUDENTS WITH COLLABORATIVE E-ACTIVITIES

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COURSE PLAN

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1. PRESENTATION

This document is intended to serve as a working document for the participants in the course Online Teacher Training in Higher Education: Engaging HE students with collaborative E-activities.

Participants can find in this Course Plan the basic information about the training: a brief theoretical introduction, some elements to contextualize their work with different aspects that online teaching implies, and practical information regarding the content and development of the course.

A Moodle platform has been created to upload all the content and materials, as activities description and requirements, competencies description, or templates and assessment instruments.

Participants count with the support of their tutors in this training, who will accompany them throughout the whole process.

2. THE ECOLHE PROJECT

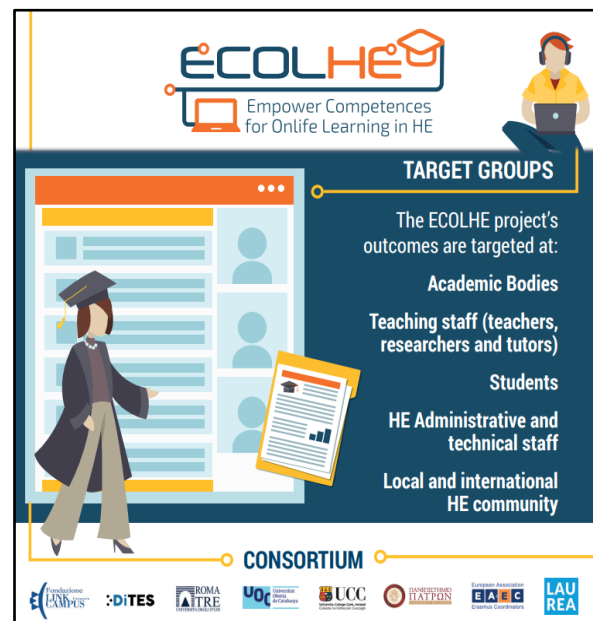
The ECOLHE project is an action research project that aims to create the best conditions for an exchange of best practices, at European level, in:

- Teaching digital skills in HE,
- Training course for teachers and tutors for improving online teaching in HE in the logic of LLL, inclusion and innovation recalled by High-Level Group on the Modernization HE,
- Recognition and validation of teaching competences in HE for teachers' professional development, and
- Recommendation for Academic Bodies.

The principal objective of ECOLHE is to understand the way in which national policies have translated the European policies, and how the universities have translated regulatory constraints in practice with the intent to intercept useful suggestion for policy-makers, decision-makers and Academic Bodies in order to built an EEHEA founded on the teacher's professionalization and EQAS.

More information about the ECOLHE project can be found in the projects' website:

<https://ecolhe.eu/>.



3. ONLINE TEACHER TRAINING IN HIGHER EDUCATION

3.1 Introduction

The Training “**Engaging HE students with collaborative E-activities**” is focused on improving and upgrading teachers’ digital competences, for the integration of online/blended learning activities in HE, through online collaboration environments in HE.

The setting up of a digital environment, guidelines and tools for training teachers’ HE is developed to reach the principal goal of this training. Considering the objectives of the ECOLHE project, the training will promote the transformation of stakeholders by a training model that will help them to use ICT and digital environments effectively in a HE context. In addition, it will provide an innovative training model that can be replicable to other HE institutions to promote online teaching and key teaching competences in the digital era.

The course allows deep into one of the following two module:

- **Online teaching in HE**
- **Engagement tools for HE online learning environment**

During the training, designed as a whole, participants will design a set of activities considering these two perspectives.

3.2 Competences

The training is focused on Digital Competence development, being DC one of the axes that have to be present on any educational proposal. In this training we take DigComp.Edu as a competence framework for Digital Competence, and we choose some of the competences that this framework defines. The selected competences for this training can be find in figure below with the selected competences indicated by squares below and listed in the following table with the reference numbers from DigCompEdu (DCE) in brackets:

Figure 1: DigComp.Edu

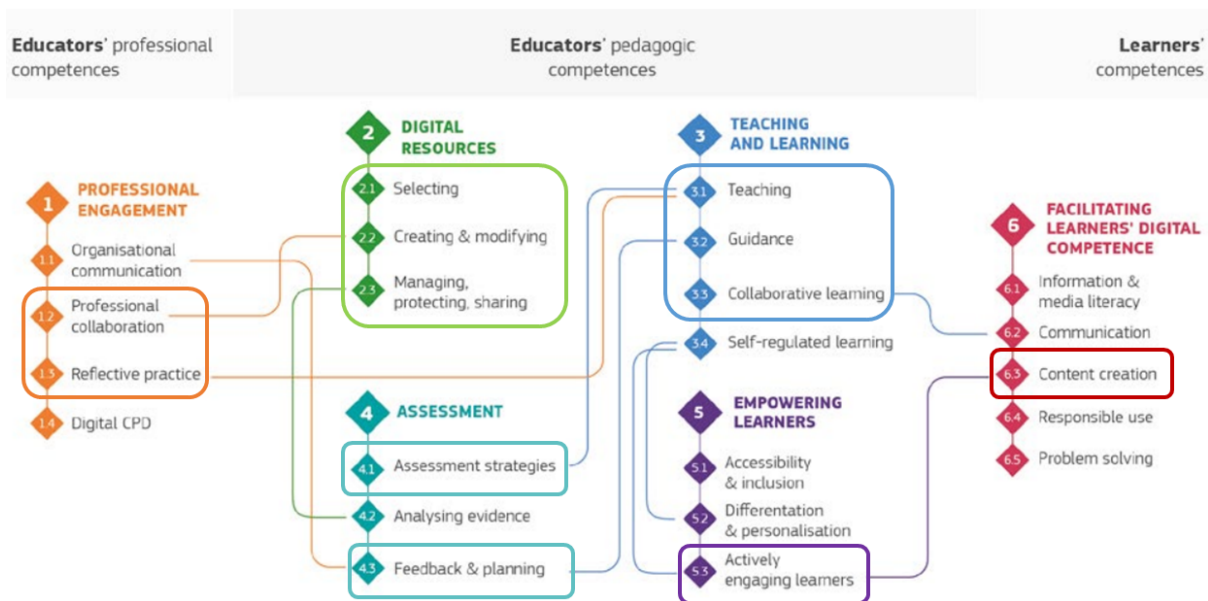


Table 1: Digital Competences

Area	Competences
1. Professional engagement	Professional collaboration (DCE1.2) Reflective practice (DCE1.3)
2. Digital Resources	Selecting digital resources (DCE 2.1) Creating and modifying digital resources (DCE 2.2) Managing, protecting and sharing digital resources (DCE 2.3)
3. Teaching and Learning	Teaching (DCE 3.1) Guidance (DCE 3.2) Collaborative learning (DCE 3.3)
4. Assessment	Assessment strategies (DCE 4.1) Feedback and planning (DCE 4.3)
5. Empowering learners	Actively engaging learners (DCE 5.3)
6. Facilitating Learners' DC	Digital content creation (DCE 6.3)

3.3 Training Structure

The training will be fully online.

There will be two synchronous activities (webinars) and four asynchronous activities where participants will design, plan implementation, and evaluate online or blended learning situations. The course, of 30 hours in total, includes four main activities:

WEBINAR: Introduction - 2 hours

Activity 1: Analysis of a learning activity – 4 hours

Activity 2: Design of a learning activity – 10 hours

Activity 3: Implementation of a learning activity – 8 hours

Activity 4: Evaluation of learning activities - 4 hours

WEBINAR: Conclusion and training evaluation – 2 hours

The different activities performed by the participants will be disseminated in the common space of the training, as one more element of collaborative learning and exchange of experiences. Participants will share their experience and results of Activities to be evaluated in different moments and from different points of view: self-assessment, peer assessment, tutor assessment and, at the end of the training, to allow a global evaluation of these training outputs.

A brief description of the different activities can be found below:

WEBINAR - Introduction.

Synchronous activity sharing the Training with the involved participants, including an introduction, training development, methodology, materials, resources and evaluation.

This Webinar, moderated by the UOC, will be a summary of this training, focused on the most useful aspects to carry out the activities of the course. It provides a training capsule that will be expanded during the activities performing.

An initial questionnaire is also provided, with the aim to capture the start point of the participants' experience in Digital Competences and gamification.

ACTIVITY 1 - Analysis of a learning activity.

Partners analyze an online training activity developed by UOC for students. To analyze this example activity, partners work in collaborative groups, guided by a template and share their analysis with the rest of participants.

The activity has a double objective. On the one hand, show some of the strategies and methodologies used in specific online activities, and on the other hand, initiate the participants in online collaborative work.

ACTIVITY 2 - Design of a learning activity.

Once the participants have analyzed the examples proposed in Activity 1, they will design their own teaching-learning solution. Working in collaborative groups, participants design an online or blended learning activity addressed to their students that includes gamified elements. They will have to define the competences, methodology (which must be active), the resources and the assessment process.

ACTIVITY 3 - Implementation of a learning activity.

Working in collaborative groups, participants go a step further once the activity has been designed. They land the design to one own real course, defining online teaching strategies, communication channels, assessment dynamization, etc.

ACTIVITY 4 - Evaluation of learning activities.

Each group evaluates the designed and implemented activities following the provided evaluation guides.

Using the same evaluation instruments (one for the design and one for the implementation), each group will evaluate their own work (self-evaluation) and other group activity (peer-evaluation).

WEBINAR - Conclusion and training evaluation.

A final synchronous activity to evaluate the training pilot. This evaluation will be used for the final evaluation and report to assess the overall training results.

A final questionnaire is also provided, with the aim to capture the evolution of the participants' experience in Digital Competences and gamification.

3.4 Training Calendar

Table 2: Scheduling of the training

ACTIVITIES	# hours	MARCH				APRIL				MAY	
		7-11	14-18	21-25	28-1	4-8	11-15	18-22	25-29	2-6	9-13
Intro Webinar	2										
Activity 1	4										
Activity 2	10										
Activity 3	8										
Activity 4	4										
Final Webinar	2										