

Active learning in the classroom

28 June-02 July 2021

DESCRIPTION

Through interactive activities, participants will learn how to promote an active learning environment and set up a Future Classroom Lab, how to tailor instruction to meet individual needs, how to enhance key competences of the students and how to improve learning outcomes through increased engagement and interactivity through augmented reality (AR). Participants will also have the opportunity to gain a basic understanding of Artificial Intelligence and its potential and challenges as well as share their concerns, exchange ideas and discuss.

By the end of the course, participants will not only have acquired more knowledge about student-centred and active learning approaches, but they will also be able to take away ideas about practical, innovative ideas to apply in their classrooms.

The course will help the participants to:

- Set up a Future Classroom Lab.
- Enhance students' learning through differentiated approaches to teaching.
- Use practical methods to encourage students to collaborate, communicate, think critically, and create during the lesson.
- Realize how the use of augmented reality in education can transform the learning experience and explore ARTutor.
- Understand the basic concepts of Artificial Intelligence and explore examples of effective use of AI tools for teaching and learning in different educational contexts.
- Exchange ideas and improve current practices.
- Reflect on their experience with the development process of the MOOC *Μαθαίνουμε Ψηφιακά, Διδάσκουμε Ψηφιακά*.

PROGRAMME

The schedule is subject to change.

DAY 1 - Monday, 28 June 2021	
17.00	Introduction. Objectives and practicalities of the workshop. Who is who
17.30	Reflecting on the MOOC experience <ul style="list-style-type: none">○ What have you learned?○ What are your suggestions for improvement?
17.45	School as the future (Roger Blamire)
18.15	Space as a tool for learning – Introduction to the Future Classroom Lab concept (Efi Saltidou)
18.45	End of the day

DAY 2 – Tuesday, 29 June 2021	
17.00	How to plan for diverse learners in the same classroom (Alexandros Papandreou) In this session participants will learn more about differentiated instruction through exemplary teaching. Via experiential learning participants will discover different techniques, they will be called upon to identify them and discuss them in order to consolidate them.
18.30	Explanation of the asynchronous activity
18.45	End of the day

DAY 3 - Wednesday, 30 June 2021	
17.00	AI Basics for Schools (Arjana Blazic) In this workshop participants will have the opportunity to gain a basic understanding of Artificial Intelligence education, explore examples of effective use of AI tools for teaching and learning in different educational contexts, identify threats and challenges imposed by AI and reflect on ethical use of AI.
18.45	End of the day

DAY 4 – Thursday, 01 July 2021	
17.00	Enhance education and the learning experience via the ARTutor (ver 3) Augmented Reality platform (Avgoustos Tsinakos, George Terzopoulos, Ioannis Kazanidis) This workshop focuses on adding digital content to traditional textbooks and other texts (any original text in pdf format), in order to help and ultimately improve the learning experience contributing to a better understanding of the educational material via an Augmented Reality platform for education.
18.30	End of the day

DAY 5 - Friday, 02 July 2021	
17.00	How can we set up a Future Classroom Lab? (Sampo Forsström) During this session, participants will have the opportunity to learn more about the Future Classroom Lab, learn about the learning zones and technology, and get ideas from the FCL ambassador of Finland on how to implement a learning lab or flexible learning environment in their schools.
18.00	Key takeaways
18.15	Closing (MoE and/or IEP)
18.30	End of the day

PRACTICALITIES

The event will be organized using Microsoft Teams and the participants will receive a certificate at the end of the course. You can join the online meetings via the link below.

[Join!](#)