

EUROPEAN DIGITAL UNIVERSITY STAFF COMPETENCIES

TECHNOLOGIES FOR HIGH-QUALITY TEACHING

TOPIC

There are currently numerous learning theories and methodologies that teachers can use in their classes, depending on their educational goal and the specific subject matter taught. In addition, there are numerous technologies and tools that can help in the implementation of these learning theories and methodologies. Bloom's taxonomy of the cognitive domain refers to the competences of learners from the basic remembering to the advanced creation. We relate this taxonomy to the six proficiency levels. This relationship is established by using the analogy of the pyramid. An additional pyramid serves to organize different instructional designs that the teacher can use in the classroom, with and without technology. The teacher moves from designing a class for remembering through lecturing (teacher-centered education and passive learning) to designing for creation, getting the student to work on real projects (student-centered education and active learning). The teacher also shifts from a lecturer to facilitator, becoming finally a coach for the learner as the teacher reaches the highest levels in the pyramid. Throughout this training activity we will browser through the different levels and learn specific techniques to use in each case.

TRAINING SESSION

The training session will focus on technologies for high-quality teaching. The activity is organized in the framework of the European Digital University Staff Competencies (EDUSC) - KA203 Strategic Partnership co-funded by Erasmus+. The project partners are Confia International, Kiron, Universidad Carlos III, University of Rome Tor Vergata and YERUN. The event will be organized from June 27th to June 29th at the Engineering School of Universidad Carlos III de Madrid (Avenida de la Universidad 30, 28911, Leganés, Madrid, Spain).

INSTRUCTORS: Carlos Delgado Kloos and Carlos Alario Hoyos

NUMBER OF PLACES OFFERED: 30

PROGRAM:

June 27 – 15:00 – 18:00.

- Introduction.
- Level A1: Knowledge. Transmission.
- Level A2: Interactive Knowledge Transmission

June 28 – 15:00 – 18:00.

- Level B1: Knowledge Confrontation.
- Level B2: Analytical learning

June 29 – 15:00 – 18:00.

- Level C1: Experiential learning.
- Level C2: Active learning.
- Conclusions

OBJECTIVES AND COMPETENCIES:

Objectives:

- To know different educational methodologies that can be applied to teaching, as well as the purpose of each one of them.
- To learn about different educational technologies and tools that can support the implementation of different educational methodologies.
- To analyze different educational scenarios in which methodologies and technologies can be used and the relationship of these scenarios with the levels of Bloom's taxonomy and the European framework of digital competences of teachers (DigCompEdu).

Competencies:

- Use of different methodologies depending on the educational scenario.
- Use of different technologies and tools to support the selected methodologies.

TARGET AUDIENCE

Any university professor interested in improving their teaching practice using technologies and tools to support different educational methodologies.

ADDITIONAL INFORMATION

Complementary contents will be provided through a platform to deepen the topics covered in this training action. Participants are expected to have reviewed the complementary contents before attending the classroom sessions of the training action.

CERTIFICATION

A certificate of attendance will be provided to those who attend the course entirely.

REGISTRATION

Registration is free of charge and the registration deadline is June 22, 2022. Participants may apply for the Erasmus mobility funds for covering travel and accommodation expenses at their home university. Link: https://bit.ly/edusc_uc3m

