VIRTUAL INTERNATIONAL SUMMER SCHOOl

SNOP/SN/515329/2021

Remote Education - Modern Forms, Methods and Tools

Date: 12th – 14th June 2023
Location: MsT, link will be send later directly to registrated participants

Host: Pedagogical University of Krakow
Partners:
Aalborg University (Copenhagen, Denmark)
UiT the Arctic University of Norway (Tromsø, Norway)
Wroclaw University of Environmental and Life Sciences (Poland)
Krakow Technological University
Jagiellonian University (Poland)

Description

It's Theoretical and Methodological Training and the learners will be divided into groups and will directly experience the digital tools they might need to use in class.
In particular, you will find out more about:
  – The main free tools to be used for educational purposes
  – Tools to empower teachers and learners to continue their learning
  – Tools to enjoy the learning experience

Day 1 is dedicated to an introduction to the theoretical and practical issues of EdTech. Historical retrospective analysis of the technical support of education will be presented as well as a Danish game-based learning experience. In the practical part of the program, the participants will be divided into groups to test some digital tools.

During **Day 2** the focus will be on the didactical issues regarding remote education. Moodle advantage and active remote tools, didactical details of remote education as well as best practices of remote education will be presented. Except for theoretical content, each group will work on preparing group presentations using the chosen tool.

Day 3 will be dedicated to presenting group work, discussion, and summarizing. Besides, some tools and recommendations for evaluating students' understanding of the lesson will be presented.
At the end of the Summer School, each participant will receive the Certificate of Participant issued by the training organizer.

PROGRAM

Time	Description	lectures
9:00-9:15	Welcome to participants by hosts and coordinators. Presentation of the summer course, the trainers and participants	*Dr hab. Nataliia Demeshkant, Assoc. Prof.* *Pedagogical University of Krakow (Poland)*
9:15-10:15	Educational technology (EdTech): research designs and models. Learning in "screenland" is different from learning in "paperland". The historical introduction on the general impact of digital technology and some current issues of technology integration in education will be presented	*Professor Steinar Thorvaldsen* *UiT (Norway)*
10:15-10:20	Break	
10:20-11:20	Game-based learning: Foundation, design, and evaluation. The complex elements of how to develop successful serious games with educational purposes will be outlined. An overview of different evaluation methods for how to evaluate the engagement and learning outcomes in game-based learning will be provided.	*Dr. Thomas Bjørner* *Aalborg University (Denmark)*
11:20-11:30	Break	
11:30-12:30	Professional digital competence of early childhood teachers – cultures, practices, and contradictions The lecture will discuss the professional context for using digital technology when working with younger children, reflecting on existing cultures for early childhood education and technology. Practical examples will be used to demonstrate a range of possibilities, in this somewhat complex and contradictory area of early childhood educational practices.	*Dr Siri Sollied Madsen* *UiT (Norway)*
12:30-13:30	Lunch break	

Time	Description	lectures
	Division of participants into groups and testing digital tools	
13:30–14:15	Workshop on using digital tools:	
	Gr 1 – Canva, Kahoot	*Paulina Burkot*, *Pedagogical University of Krakow (Poland)*
	Gr 2 – Book-Creator, Animaker	*Katarzyna Budzowska,* *Pedagogical University of Krakow (Poland)*
14:15–14:30	Break	
14:30–15:15	Continuing of the workshop on using digital tools	
	Gr 1 – Book-Creator, Animaker	*Katarzyna Budzowska* *Pedagogical University of Krakow (Poland)*
	Gr 2 – Canva, Kahoot	*Paulina Burkot* *Pedagogical University of Krakow (Poland)*
15:15	**End of day 1**	

Day 2 – 13th June 2023 9.00-15.15

Time	Description	
9:00-9:15	Input & Discussion, expressions after the Day 1	
9:15-10:15	Would you like to design a MOOC? Why? An overview of the goals of the Massive Open Online Course, the activities that build such courses, the principles and process of their construction on the example of the Coursera and edX platforms	*Dr Iwona Maciejowska* *Jagiellonian University*
10:15-10:20	Break	
10:20-11:20	Remote didactics is the theory and practice of learning in a digital environment Learning models in terms of their capabilities and limitations in various educational environments. Learning is in the light of new neurodidactic theories	*Dr hab. Katarzyna Potyrała, Assoc. Prof.* *Krakow University of Technology*
11:20-11:30	Break	
11:30-11:50	Moodle: many possibilities – lots of challenges WCAG 2.1 in Moodle	*Artur Majchrzak,* *Wroclaw University of Environmental and Life Sciences (Poland)*
11:50-12:30	E-learning – practice and university experience Good practices in conducting e-learning at universities through institutional and academic community support will be presented	*Monika Brząkała,* *Wroclaw Environmental and Life Sciences (Poland)*
12:30-13:30	Lunch break	
13:30-14:30	Group work under the final presentation using the chosen tool	
	Gr 1 – supervisor Paulina Burkot	
	Gr 2 – supervisor Katarzyna Budzowska	
14:30	**End of day 2**	

Day 3 – 14th June 2023 9.00-13.00

Time	Description	
9:00–9:15	Input & Discussion, expressions after the Day 2	
9:15–10:15	Supporting the process of verifying students' understanding of the lesson Overview of some popular online services, like Quizizz, Kahoot, Testportal – that can support the process of verifying students' understanding of a lesson	*Mikolajczyk Tomasz* *Primary School No. 9 in Tarnowskie Góry and the Youth Cultural Center No. 2 in Piekary Śląskie (Poland)*
10:15–10:20	Break	
10:20–12:20	Group presentations with using of the chosen tool	
12:20–13:00	Summarising of the program. Participants' expressions and comments	
13:00	**End of the Summer School**	