



## **ACD Innovate to transform with eTwinning/Inovar para transformar com o eTwinning**

Date: **4th of November**

Duration: **6 hours**

Trainers: **Idoia Zapirain and Katarzyna Siwczak**

### **Description**

Steaming from the "Innovate to transform" Erasmus+ KA1 project at Agrupamento de Escolas Anselmo de Andrade, this training aims to help teachers expand their digital and pedagogical skills to innovate teaching practices and transform the institution.

Participants are expected to learn new student-centred pedagogical practices and learning environments focused on collaborative learning to increase student motivation, confidence, autonomy, critical thinking and participation in the learning process.

Throughout the training, participants will have time to reflect on how the tools and practices can be embedded successfully in their classroom. Pedagogical methods will be coupled with hands-on practical examples.

The course will be delivered by Idoia Zapirain and Katarzyna Siwczak from the Basque Country and Poland.

### **Key notes about experts**

#### **Katarzyna Siwczak**

English teacher at IV Liceum Ogólnokształcącym im. Mikołaja Kopernika in Rybnik, Poland; eTwinning Ambassador and Europeana Ambassador. She started her adventure with eTwinning in 2005 and carried out her first eTwinning/Comenius project, which was awarded the European Language Label in 2006.

Since then, thanks to the programme, she has met many passionate teachers with whom she collaborated to create interesting eTwinning projects awarded with National and European Quality Labels. In 2019 she won second prize in the National eTwinning Competition (age 16-19) and the European Prize (age 16-19) in 2022. Her school has been awarded the eTwinning School Label twice.

She is a teacher trainer running regional eTwinning training sessions. Being enthusiastic about the idea of lifelong learning, she herself eagerly participates in various forms of professional development offered by the eTwinning programme.

## **Idoia Zapirain**

English teacher at Koldo Mitxelena BHI in Vitoria-Gasteiz, the Basque Country, Spain and eTwinning Ambassador. Since 2017, she has been awarded with National and European Quality Labels, won National eTwinning Spanish Prize in 2022 (age 12-15) and the European Prize (age 16-19) the same year.

She is a facilitator within the ICT team at Koldo Mitxelena and has coordinated the school training sessions as well as trained new eTwinners. She is also involved in the STEAM team and her school has won the CanSat competition twice in the Basque Country, second prize in the national competition in 2022.

At the moment, she is trying to join under the same umbrella the strategic projects that her school develops. She looks for innovative ways to motivate her students and colleagues and inspire others to develop their teaching practice through collaboration.

### **Learning outcomes**

- learn active learning methodology tools to innovate pedagogical practices
- explore formative assessment strategies to gather evidence of student progress
- navigate successfully and rely on sources of information as creators
- use Europeana digital cultural heritage materials to enrich lessons
- learn the what, why and how behind gamification in the classroom
- enhance motivation, critical thinking and problem-solving skills
- reflect on the teaching/learning process

### **About the sessions:**

#### **Copyright and CC licences**

In this session the participants will learn the difference between Creative Commons and Copyright. We will discuss the six types of CC licences and what they allow. The participants will be shown how to search for open sources, for example pictures or music, including Google to search for Creative Commons content. Hands-on activities, aimed at practical use of the knowledge and skills, will follow.

#### **Europeana in the classroom**

In this session the Europeana platform will be presented. The participants will be shown how to navigate the Europeana website, how to check the licences and credit the materials. They will create a Europeana account to save their favourite cultural heritage items and create their own galleries. The Teaching with Europeana blog,

including over 600 Learning Scenarios, will be presented to the participating teachers who will be encouraged to use the free materials to introduce digital cultural heritage to their classrooms and write Stories of Implementation.

### **Gamification and teaching tools**

This session will be devoted to presenting gamification as a successful method of engaging learners in the process of learning by making it fun and effective. The participants will get familiar with a wide range of ICT tools suitable for education that may be used at all stages of the lesson. The workshop includes two parts: the first part will focus on actively involving the participating teachers in experiencing the use of new tools while the second part will be devoted to creating innovative learning content to enhance motivation in students.

### **Formative assessment with digital tools**

This session will provide the participants with tools and best practices, on the basis of the eTwTRAIN European Prize-winning project, to apply formative assessment and improve feedback management in the classroom. The teachers will get familiar with ICT tools that can be used to give students feedback that supports their learning without increasing teachers' workload. Peer-assessment and self-assessment will be promoted as strategies used to make students responsible owners of their own learning process.

### **Day plan**

**9:00 – Reception**

**9:30 – 11:00** Copyright and CC licences

**Coffee break**

**11:15 – 12:45** *Europeana* in the classroom

**Lunch**

**14:15 – 15:45** Gamification and teaching tools

**Coffee break**

**16:00 – 17:30** Formative assessment with digital tools

### **Notes:**

Participants will need to bring their laptops for practical activities.

The training will be conducted in English.