



GAMIFY YOUR CLASSROOM: ACTIVE LEARNING TOOLS FOR TEACHERS

Objectives

The aims of the course are:

- **Transform Your Teaching:** Move beyond traditional methods to create dynamic, student-centered learning experiences.
- **Master Active Methodologies:** Gain practical skills in Flipped Classroom, Gamification, and Game Based Learning.
- **Boost Student Engagement:** Discover how to motivate and captivate learners through interactive, game-based approaches.
- **Design Powerful Learning Activities:** Craft lessons that promote critical thinking, collaboration, and problem-solving.
- **Become a 21st-Century Educator:** Equip yourself with the tools and strategies to prepare students for the future.

Target Group

The training course is addressed to primary and secondary school teachers, VET teachers, VET trainers, adults' teachers, managers, and employees of enterprises as well as social and youth workers of non-profit organization and public entities.

Language of course

This course will be conducted in English. All participants are expected to have a sufficient level of English to understand the trainer and to engage actively in discussions and activities.

Methodology

This course emphasizes a hands-on, collaborative approach. You'll actively participate in designing, experiencing, and adapting active learning strategies for your own classroom context. The methodology includes:

- **Experiential Learning:** Engage in flipped classroom activities, gamified challenges, and Game Based Learning scenarios.
- **Collaborative Design:** Work with peers to create and refine active learning resources.
- **Best Practice Sharing:** Learn from experienced educators and share your own successful strategies.
- **Reflective Practice:** Analyze the impact of active methodologies on student learning and engagement.



Program

Day 1 – 4 hours

Introduction to Active Learning

- Welcome meeting and presentation of the programme.
- Introduction to the course, presentation of participants and sharing expectations
- **Why Active Learning Matters**
 - The Science of Learning: How active engagement enhances retention and understanding.
 - Moving Beyond Traditional Teaching: The benefits of student-centered approaches.
 - Active Learning in the Digital Age: Leveraging technology for engagement.
- **Overview of Active Methodologies**
 - Flipped Classroom: Flipping the script on traditional instruction.
 - Gamification: Using game elements to motivate and engage learners.
 - Aprendizaje Basado en el Juego (ABJ): Learning through play and exploration.

Learning Outcomes:

- ✓ Understand the theoretical underpinnings and benefits of active learning methodologies.
- ✓ Distinguish between Flipped Classroom, Gamification, and ABJ, and identify their key characteristics.
- ✓ Reflect on their current teaching practices and identify opportunities for incorporating active learning.

Day 2 – 4 hours

Flipped Classroom in Depth

- **Designing Effective Flipped Lessons**
 - Identifying suitable content for pre-class learning.
 - Creating engaging video lessons and other pre-class materials.
 - Structuring in-class activities to maximize student interaction and application of knowledge.
- **Tools and Technologies for Flipped Learning**
 - Hands-on exploration of video creation tools
 - Using learning management systems (LMS) and other platforms to deliver flipped content.
 - Strategies for monitoring student engagement and providing support.



Learning Outcomes:

- ✓ Design and develop a flipped classroom lesson plan, incorporating pre-class and in-class activities.
- ✓ Select and utilize appropriate technology tools to support flipped learning.
- ✓ Plan for effective implementation of flipped lessons in their own teaching context.

Day 3 – 4 hours

Gamification and Game Based Learning

- **Gamification and Game Based Learning Principles and Techniques**
 - Understanding the psychology of motivation and engagement.
 - Identifying key game elements (points, badges, leaderboards, challenges, narratives, etc.).
 - Applying gamification principles to non-game contexts (e.g., classroom activities, assessments).
- **Hands-on Gamification Tools**
 - Exploring gamification platforms.
 - Creating engaging experiences.

Learning Outcomes:

- ✓ Define gamification and distinguish it from game-based learning and other related concepts.
- ✓ Apply gamification principles to design engaging and motivating learning activities.
- ✓ Utilize digital tools to implement gamified elements in their teaching.

Day 4 – 4 hours

Putting it All Together: Design and Implementation

- **Designing a Comprehensive Active Learning Unit**
 - Integrating Flipped Classroom, Gamification, and GBL elements into a cohesive unit plan.
 - Addressing diverse learning needs and styles.
 - Planning for assessment and feedback.
- **Sharing and Feedback**
 - Participants share their unit plans and receive feedback from peers and the instructor.
- **Reflection and Action Planning (1 hour)**
 - Reflecting on the learning journey and identifying key takeaways.
 - Developing a personal action plan for implementing active learning methodologies.
- **Wrap-up and Resources, Evaluation.**



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Learning Outcomes:

- ✓ Integrate Flipped Classroom, Gamification, and ABJ principles into a comprehensive unit plan.
- ✓ Adapt and personalize learning activities to meet the diverse needs of their students.
- ✓ Share their work, receive constructive feedback, and learn from the experiences of others.
- ✓ Develop a personal action plan for implementing active learning in their classrooms.

Day 5 – 4 hours
Practical session

- Visit a school in Valencia
- Evaluation and certification
- Farewell activity

Learning Outcomes:

- ✓ Foster intercultural exchanges between different cultures and countries
- ✓ Go deeper into how to give and receive feedback
- ✓ Engage in a process of self-reflection through open conversations and new cultural experiences

Quality Commitment

ESMOVIA, as course provider, commit to respect and follow the quality standards for courses under Key Action 1:

<https://erasmus-plus.ec.europa.eu/resources-and-tools/quality-standards-key-action-1>

Fees

Course fee: 435,60 €/participant VAT included. Possibility of invoicing 360,00 €/participant if sending organization has Intracomunitary VAT number. The price includes:

This amount includes:

- Preparation for the course
- Tuition
- Training materials
- Administration costs
- Organizational costs
- Professional visit to school

ESMOVIA
Training and Mobility

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- City tour in Valencia
- Farewell activity

Requirements

Minimum of 8 participants. For smaller groups, contact us.

Dates

You can find the dates of the course on our website, on this link:
<https://www.esmovia.es/en/training-and-mobility/teachers/professional-development-courses/>

*The course will take place if the minimum number of participants is reached.

Please contact us for any other dates.

Courses in ESMOVIA

You can also find a list of all the courses we organize in ESMOVIA on this link:
<https://www.esmovia.es/en/training-and-mobility/teachers/professional-development-courses/>

Contact

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