InterAct

LEARNING PROGRAMME

Artificial Intelligence (AI) in Education: Mastering the Future of Teaching

10-DAY COURSE

50 learning hours | Course programme

Artificial Intelligence (AI) in Education: Mastering the Future of Teaching – 10-Day Course

Introduction and Description

AI in Education: Mastering the Future of Teaching is a comprehensive, research-informed professional development programme that critically investigates the transformative potential of artificial intelligence within contemporary educational ecosystems. Positioned at the intersection of pedagogy, digital innovation and ethical governance, the course explores how AI reshapes knowledge production, instructional design, learner engagement and the professional identity of teachers. It provides a structured pathway from foundational concepts—such as machine learning, generative models, automation and algorithmic decision-making—to advanced classroom applications including multimodal content creation, adaptive learning environments, game-based learning (GBL), automated assessment and AI-driven differentiation.

Grounded in current educational research and emerging policy frameworks, the course foregrounds key debates surrounding algorithmic transparency, data privacy, authorship, cognitive offloading, and the risk of bias in AI-mediated learning processes. Participants interrogate the pedagogical added value of AI not merely as a technological enhancement, but as a catalyst for rethinking instructional paradigms, curriculum design and the teacher's mediating role. Throughout the programme, AI is conceptualised as both an enabler of personalised learning opportunities and a domain requiring critical literacy, ethical oversight and reflective professional judgement.

The practical dimension of the course is equally emphasised. Through sustained hands-on experimentation with generative text models, AI-assisted visual and audio tools, automated grading systems, language-learning technologies, presentation generators, and AI-supported GBL platforms, participants progressively build their technical fluency and creative confidence. Collaborative workshops, micro-design sprints and pedagogical simulations enable educators to transform theoretical insights into robust instructional strategies tailored to diverse learners, curricular demands and institutional contexts.

By engaging with authentic scenarios of AI integration, participants develop the capacity to evaluate technological affordances, identify potential risks, and establish ethically responsible practices in their schools. They learn to design coherent AI-enhanced learning experiences, to critically assess the reliability and inclusiveness of AI outputs, and to articulate informed rationales for the pedagogical use of emerging technologies. Ultimately, the course aims to cultivate educators who can not only utilise AI effectively, but also lead conversations on digital innovation, contribute to institutional policy

shaping, and champion equitable, humane and future-oriented approaches to teaching and learning.

Methodology and Assessment

The course employs an experiential, inquiry-based methodology combining demonstrations, guided exploration, collaborative design tasks, GBL activities, practical workshops, and reflective dialogue. Participants learn by actively experimenting with a wide range of AI tools, analysing classroom applications, and co-creating materials for their own teaching contexts. Learning is reinforced through peer feedback, micro-teaching simulations, and iterative refinement of AI-generated outputs. Assessment is formative and continuous, based on participation, collaborative project work, and the final presentation of AI-supported educational materials. Emphasis is placed on reflective practice, ethical awareness, and the ability to justify pedagogical decisions when integrating AI into teaching.

Learning Outcomes

By the end of the course, participants will be able to:

Understanding AI in Pedagogy & Educational Systems

• Analyse the fundamental concepts of artificial intelligence, machine learning and generative models, and evaluate their implications for curriculum, assessment and learner development.
• Critically assess opportunities, limitations and ethical risks associated with AI adoption, including bias, transparency, authorship, and data privacy.

Instructional Design & Learning Experience Engineering with AI

• Design coherent, inclusive learning activities and materials supported by AI—covering text generation, visuals, audio, GBL tasks, quizzes, escape rooms and adaptive learning sequences.
• Apply AI tools to differentiate instruction, scaffold complex tasks, and provide personalised feedback for diverse learners, including SEN and multilingual learners.

• Integrate AI-supported GBL methodologies into subject-based teaching, evaluating the pedagogical rationale for using games, simulations and automated quizzes.

Assessment, Feedback & Teacher Workflows

• Employ AI-assisted grading, feedback generation and rubric development while maintaining teacher agency and academic integrity.
• Optimise teacher workload by automating routine tasks such as lesson planning, resource curation, activity design, test creation and feedback production.

Professional Competence, Creativity & Ethical Leadership

• Demonstrate confidence and competence in selecting, evaluating and implementing AI tools across educational contexts.
• Lead discussions, training and innovation processes within their institutions to promote ethical, inclusive and pedagogically grounded AI usage.
• Reflect on their evolving digital pedagogical identity and articulate principles for responsible, future-oriented educational practice.

Preparation

After registration participants will receive pre-course questionnaire which will be used by the trainer to learn about participants' teaching backgrounds and to assess their exact needs. Before the beginning of the course a basic reading list will be suggested to participants to prepare for the training. Participants will also be asked to prepare a presentation about themselves, their professional context and their culture. The presentation will be presented on the first day of the course to facilitate networking opportunities. Participants will receive information about the country they are going to visit in order to prepare them for their cultural experience.

Follow up

After the course participants will be asked to share what they have learned with the rest of the staff in their schools. Further books and articles to deepen the topic and contacts with some other practitioners all over Europe and in the world will be suggested by the trainer.

The methods shared and explored and the bibliography given will allow the participants to complete and improve their educational path.

Certificate

Certificate complies with the guidelines of the Erasmus+ programme and includes the topic, number of didactic hours, dates and location of the course. We can list the record of learning outcomes on the Europass Mobility Document on request of participants. In case a participant requires a specific format of certificate we can accommodate that if requested at least one week before the start of the course. It is necessary to attend at least 80% of the hours in order to receive the certificate.

Accommodation

We do not directly offer accommodation and subsistence and participants are responsible for organizing it by themselves.

Paperwork

We also provide all the support with paperwork you might need for your Erasmus+ project documentation such as mobility agreement and registration letter.

Fee: 800 €

Cancelation policy

We have a flexible cancellation policy in force at the moment and you can cancel your registration up to 30 days before the course and receive a full refund. In case you don't cancel the registration more than 30 days before you will not receive any refunds, but you will be able to choose to attend any other confirmed course session later (within 6

months) without any additional costs. In case you are not able to travel, your school can send someone else to take instead of you and you can change the details of the participant any time before the start of the course at no additional cost.

TENTATIVE PROGRAMME (50 didactic hours - 5*45min per day) Monday to Friday	
Day 1	Introduction, Foundations & Cultural Exchange
09.00 - 09.45	Introductions & Icebreakers
09.45 - 10.30	Course Overview & Learning Agreement
10.30 - 11.15	Introduction to AI in Education
11.15 - 11.30	Break
11.30 - 12.15	Demonstrations: Classroom Activities & Game-Based Learning (GBL)
12.15 - 13.00	Hands-on GBL Micro-Activities
Day 2	Working With ChatGPT & Major EdTech Platforms
09.00 - 09.45	ChatGPT for Teachers: Core Functionalities
09.45 - 10.30	ChatGPT Integrated With GBL Platforms
10.30 - 11.15	Ready-Made Command Library for Teachers
11.15 - 11.30	Break
11.30 - 12.15	Building Educator Confidence With ChatGPT
12.15 - 13.00	Guided demonstration of AI-enhanced GBL learning paths
Day 3	AI Visuals, Task Creation & Digital Tools
09.00 - 09.45	Producing Visuals Using AI Technologies
09.45 - 10.30	Designing Tasks & Exercises With AI
10.30 - 11.15	Digital Games, Websites & Educational Apps
11.15 - 11.30	Break
11.30 - 12.15	Sample GBL Demonstrations
12.15 - 13.00	Educational Escape Room (GBL)

Day 4	Designing AI Games & Interactive Tasks
09.00 - 09.45	Designing Games & Quizzes With AI
09.45 - 10.30	Twee: Essential AI-Powered Lesson Tool
10.30 - 11.15	Educator Confidence With AI Game Tools
11.15 - 11.30	Break
11.30 - 12.15	Digital Games & Apps for Teaching
12.15 - 13.00	Sample GBL Demonstrations
Day 5	AI for Assessment, Feedback & Grading
09.00 - 09.45	AI-Powered Grading & Testing Systems
09.45 - 10.30	AI Writing in Google Docs & Classroom
10.30 - 11.15	Building Confidence in AI for Assessment
11.15 - 11.30	Break
11.30 - 12.15	Testing AI-generated quizzes
12.15 - 13.00	Digital Games and Apps for Assessment
Day 6	AI for Language Learning & Linguistic Support
09.00 - 09.45	AI-Driven Language Learning Tools
09.45 - 10.30	AI for Vocabulary, Reading & Listening Tasks
10.30 - 11.15	AI for Language Teaching & Learning
11.15 - 11.30	Break
11.30 - 12.15	AI-generated speaking games & Pronunciation challenges
12.15 - 13.00	Digital Games, Websites & Apps
Day 7	AI Voice Technologies & Risks of AI
09.00 - 09.45	Voice Transformation Tools Using AI
09.45 - 10.30	AI Voice Research Lab & Voice Generators
10.30 - 11.15	Building Educator Confidence With Voice AI
11.15 - 11.30	Break

11.30 - 12.15	Threats Related to AI
12.15 - 13.00	Voice-driven games and apps
Day 8	AI for Image Editing & Photo Transformation
09.00 - 09.45	AI Photo Transformation Tools
09.45 - 10.30	Integrating visuals into digital storytelling apps
10.30 - 11.15	Visual puzzles
11.15 - 11.30	Break
11.30 - 12.15	AI-generated visual prompts for creative writing
12.15 - 13.00	Escape Room (GBL) – Visual Edition
Day 9	AI-Enhanced Presentation Design
09.00 - 09.45	Presentations Powered by AI
09.45 - 10.30	Confident Use of AI Presentation Tools
10.30 - 11.15	Integrating dynamic presentations into GBL scenarios
11.15 - 11.30	Break
11.30 - 12.15	Multimedia-rich task design
12.15 - 13.00	Escape Room (GBL) – Final Edition
Day 10	Individual Support, Presentations & Closing
09.00 - 09.45	Preparing the final presentations and individual support (part 1)
09.45 - 10.30	Preparing the final presentations and individual support (part 2)
10.30 - 11.15	Final presentations and feedback
11.15 - 11.30	Break
11.30 - 12.15	Evaluation & Reflection
12.15 - 13.00	Validation of learning outcomes and certification

*This is only a tentative timetable. The exact hours or the course might differ and will be announced for each session 2 weeks before the start. However, there will always be a total of 5 didactic hours per day and all will be in line with the Erasmus+ quality standards. The trainer might slightly modify the content in response to the needs of the group.

**Cultural and social programmes will be organized in addition to the academic programme. The exact cultural and social programme depends on the location, season, weather, etc.