LEARNING PROGRAMME

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

**5-DAY COURSE**

25 learning hours | Course programme

# Artificial Intelligence (AI) in Education: Mastering the Future of Teaching – 5-Day Course

## Introduction and Description

This 5-days course is an intensive, research-informed professional development programme that critically interrogates the role of artificial intelligence in contemporary teaching and learning. Framed within broader debates on digital transformation, epistemic change and the shifting nature of pedagogical authority, the course positions AI as both a powerful catalyst for innovation and a domain requiring sophisticated forms of digital literacy, ethical discernment and professional judgement. While grounded in practical experimentation with cutting-edge tools—such as generative text systems, visual creation engines, automated quiz and assessment platforms, and AI-informed game-based learning—the programme maintains a strong theoretical orientation, enabling participants to situate their practice within current scholarship on learning sciences, educational technology and cognitive theory.

Central to the course is the exploration of AI as an instrument for reshaping instructional design, differentiation, assessment and learner engagement. Participants investigate how AI tools can support teachers in generating high-quality pedagogical materials, automating routine tasks, creating adaptive and inclusive learning pathways, and designing interactive experiences that stimulate higher-order thinking and collaborative problem-solving. Through structured workshops, micro-design tasks and collaborative simulations, educators develop not only technical proficiency but also the conceptual frameworks needed to evaluate the pedagogical coherence, cognitive demands and ethical implications of AI-supported learning environments.

A recurrent theme in the programme is the notion of *teacher agency* in an age of algorithmic mediation. Rather than presenting AI as a neutral or deterministic solution, the course invites participants to critically examine issues such as algorithmic bias, data privacy, authorship, accountability, transparency and the socio-cultural implications of delegating aspects of teaching to machine systems. Discussions draw on contemporary educational theory, European digital education policy, and emerging research on human–AI collaboration in pedagogical contexts.

By integrating reflective inquiry with hands-on application, the programme cultivates educators who can design AI-enhanced materials with academic rigour, navigate the complexities of automated assessment, and leverage AI for game-based learning and creative lesson design while safeguarding the integrity and humanistic values of education. Upon completion, participants are equipped not only to implement AI

confidently and responsibly in their classrooms but also to lead institutional innovation, contribute to strategic digital planning and foster an ethically grounded digital culture within their educational communities.

## Methodology and Assessment

The course employs an experiential, workshop-based methodology combining demonstrations, guided exploration, collaborative design tasks, GBL activities and reflective practice. Participants learn by experimenting with a variety of AI tools, developing classroom-ready materials and analysing their pedagogical implications. Practical sessions alternate with structured dialogues on ethics, inclusion and responsible AI use. Assessment is ongoing and formative, based on active participation, collaborative project work and the final presentation of an AI-enhanced teaching product. Emphasis is placed on developing critical digital literacy, pedagogical coherence and professional confidence in applying AI within real teaching contexts.

## Learning Outcomes

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

### Understanding AI & Digital Pedagogy

• Analyse the pedagogical, cognitive and ethical implications of introducing AI tools in classroom practice.
• Distinguish between different AI applications and evaluate their suitability for varied curricular and learner needs.

### Instructional Design & AI-Enhanced Learning Activities

• Design AI-supported learning activities—including quizzes, escape rooms, visual materials and task sequences—that align with learning outcomes and inclusive pedagogy.
• Apply AI tools (e.g., ChatGPT, Twee, AI image generators) to create differentiated lesson resources, tasks and exercises for diverse learners.

### Game-Based Learning & Interactive Pedagogies

• Integrate AI-powered GBL tools into subject-specific teaching scenarios, analysing their potential to foster engagement, collaboration and deeper learning.
• Develop and refine interactive games and quizzes using AI technologies, ensuring pedagogical coherence and accessibility.

### Assessment, Feedback & Teacher Workflow Optimisation

• Use AI-powered grading systems, automated feedback tools and Google Classroom integrations to support formative assessment while maintaining professional oversight.
• Create and implement AI-generated rubrics, comment banks and test items to streamline teacher workload and enhance feedback quality.

### Professional Confidence, Ethics & Responsible AI Use

• Demonstrate confidence in selecting, evaluating and applying AI tools for lesson design, assessment and GBL.
• Articulate ethical principles for AI use in education, including considerations of data privacy, bias, transparency and academic integrity.

## 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: 400 €

## 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 (25 didactic hours - 5*45min per day) Monday to Friday | |
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| 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 & AI-Supported Activity Creation |
| 09.00 - 09.45 | ChatGPT for Teachers: Core Functionalities |
| 09.45 - 10.30 | ChatGPT + EdTech Platforms |
| 10.30 - 11.15 | Ready-Made Commands for Teachers |
| 11.15 - 11.30 | Break |
| 11.30 - 12.15 | Building Educator Confidence in Using ChatGPT |
| 12.15 - 13.00 | Educational Escape Room (GBL) |
| Day 3 | Visual Production, Task Design & AI-Powered GBL |
| 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 | Designing Games & Quizzes Using AI Technologies |
| 12.15 - 13.00 | Building Educator Confidence in AI-Powered GBL Tools |
| Day 4 | AI for Assessment, Feedback & Automated Systems |

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| 09.00 - 09.45 | AI-Powered Grading & Testing Systems |
| 09.45 - 10.30 | AI Writing in Google Docs & Google Classroom Assignments |
| 10.30 - 11.15 | Building Confidence in AI for Grading and Testing |
| 11.15 - 11.30 | Break |
| 11.30 - 12.15 | Digital Games, Websites and Apps for Assessment |
| 12.15 - 13.00 | Micro-Project Work: Integrating AI Assessment Tools |
| Day 5 | Synthesis, Outputs, Reflection & Closure |
| 09.00 - 09.45 | Preparation of AI-Supported Teaching Materials |
| 09.45 - 10.30 | Preparing the final presentations and individual support |
| 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.