InterAct

LEARNING PROGRAMME

ICT for Teachers: Enhancing Digital Competence and Innovative Pedagogy

10-DAY COURSE

50 learning hours | Course programme

ICT for Teachers: Enhancing Digital Competence and Innovative Pedagogy – 10-Day Course

Introduction and Description

This course is designed to equip educators with the knowledge, skills, and confidence to meaningfully integrate information and communication technologies into contemporary teaching and learning. Structured around the DigCompEdu framework and current European priorities in digital education, the programme provides a comprehensive exploration of digital literacy, multimedia creation, collaborative technologies, and ethical digital practices.

Throughout the ten days, participants engage in hands-on workshops using a wide range of modern digital tools—from collaborative platforms and computational search engines to animation, whiteboard video and explainer-video production, interactive learning design, and open educational resource management.

The course emphasises the pedagogical value of ICT, not merely its technical application. Participants critically examine how digital tools can support active learning, differentiation, inclusive practices, and project-based learning, and how visual, interactive, and multimedia formats can improve communication and learner engagement.

Furthermore, the course provides essential guidance on digital copyright, Creative Commons licensing, GDPR considerations, safe online behaviour, and publishing content responsibly. Participants develop digital teaching artefacts that directly relate to their own curriculum and leave the course with practical resources ready for classroom implementation.

By the end of the programme, educators gain a solid foundation in digital pedagogy, a broadened repertoire of digital tools, and the ability to design, implement, and evaluate ICT-enhanced learning experiences in alignment with European educational standards.

Methodology and Assessment

The course follows an experiential, hands-on methodology grounded in active learning, collaborative inquiry, and task-based digital production. Participants work directly with contemporary ICT tools, engaging in guided demonstrations, micro-workshops, peer exchange, and individual project development. Learning is supported through modelling,

scaffolded practice, and reflective discussion on pedagogical integration and digital ethics. Assessment is formative and continuous, based on participation in practical activities, contribution to collaborative tasks, and the quality of created ICT-enhanced artefacts. The final evaluation consists of presenting a curriculum-relevant digital product demonstrating competence in visual design, multimedia creation, interactivity, and responsible digital publishing.

Learning Objectives

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

1. Digital Pedagogy & Frameworks

- Demonstrate understanding of the DigCompEdu framework and its implications for effective digital teaching and learning.
- Analyse the pedagogical added value of ICT in supporting active, collaborative, and learner-centred methodologies.

2. Information Literacy & Content Curation

- Retrieve, evaluate, and organise online information using computational knowledge engines, digital literacy strategies, and open educational resource repositories.
- Curate subject-specific digital resources using bookmarking and content-organisation tools.

3. Visual & Multimedia Communication

- Apply principles of visual design and cognitive processing to create educational infographics, posters, and visual resources using contemporary design tools.
- Produce basic animations and animated infographics to support conceptual understanding.

4. Video & Animation Production

- Design and create whiteboard animations, short instructional videos, and explainer videos that align with curriculum outcomes.

- Apply storyboarding, scripting, voice-over, and editing techniques to generate effective multimedia learning artefacts.

5. Interactive Learning & Gamification

- Develop interactive learning activities using modern platforms (e.g., Genially, H5P) that facilitate engagement, inquiry, and formative assessment.
- Incorporate gamification principles and digital game-based elements to enhance learner motivation.

6. Digital Collaboration & Project-Based Learning

- Employ digital collaborative tools to design and manage ICT-enhanced classroom and cross-school projects.
- Integrate eTwinning and the European School Education Platform into international collaborative learning contexts.

7. Digital Citizenship, Safety & Copyright

- Apply GDPR-aligned data protection practices and promote safe, responsible online behaviour among learners.
- Interpret and apply copyright rules, Creative Commons licensing, and legal considerations in digital publishing.

8. Independent Digital Content Creation

- Produce ICT-enhanced teaching materials tailored to their own subject or educational context.
- Reflect critically on the quality, accessibility, and pedagogical alignment of created digital resources.

9. Professional Growth & Continuous Digital Development

- Evaluate their own digital competence and plan personalised strategies for ongoing development in line with European frameworks.
- Build a sustainable digital workflow and a collection of reusable teaching materials.

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 & Digital Mindset
09.00 - 09.45	Introductions & Icebreakers
09.45 - 10.30	Course Overview & Learning Agreement
10.30 - 11.15	The Digital Teacher Competence Framework (DigCompEdu)
11.15 - 11.30	Break
11.30 - 12.15	Brainstorming & Prioritisation Tools
12.15 - 13.00	Reflection using Google Jamboard alternative – Canva Whiteboard
Day 2	Information Sourcing & Managing Digital Content
09.00 - 09.45	Computational Knowledge Engines
09.45 - 10.30	Fact-Checking & Digital Literacy
10.30 - 11.15	Organising Digital Content
11.15 - 11.30	Break

11.30 - 12.15	OER (Open Educational Resources)
12.15 - 13.00	Curating a subject-related Wakelet collection
Day 3	Visual Communication & Infographics
09.00 - 09.45	Why Visuals Matter in Teaching
09.45 - 10.30	Infographic Tools Workshop
10.30 - 11.15	Principles of Good Design
11.15 - 11.30	Break
11.30 - 12.15	Infographic Creation Project
12.15 - 13.00	Gallery walk using Padlet for feedback
Day 4	Interactive Multimedia & Simple Animations
09.00 - 09.45	Introduction to Animated Infographics
09.45 - 10.30	Animaker Workshop
10.30 - 11.15	Educational Use Cases
11.15 - 11.30	Break
11.30 - 12.15	Project Time
12.15 - 13.00	Group Reflection & Troubleshooting
Day 5	Whiteboard Animation for Micro-Teaching
09.00 - 09.45	Whiteboard Animation Overview
09.45 - 10.30	Scriptwriting for Whiteboard Animation
10.30 - 11.15	Creating whiteboard animations on subject topics
11.15 - 11.30	Break
11.30 - 12.15	Refining & Adding Audio
12.15 - 13.00	Group Reflection & Troubleshooting
Day 6	Animation & Explainer Video Production
09.00 - 09.45	Types of Explainer Videos
09.45 - 10.30	Tools for Explainer Video Production

10.30 - 11.15	Storyboarding
11.15 - 11.30	Break
11.30 - 12.15	Producing a short explainer video based on curriculum
12.15 - 13.00	Group Reflection & Troubleshooting
Day 7	Creating Interactive Learning Materials
09.00 - 09.45	Introduction to Interactive Platforms
09.45 - 10.30	Designing Digital Activities
10.30 - 11.15	Gamification Layers
11.15 - 11.30	Break
11.30 - 12.15	Micro-project
12.15 - 13.00	Group Reflection & Troubleshooting
Day 8	Collaboration Tools & Digital Projects
09.00 - 09.45	Platforms for Classroom Collaboration
09.45 - 10.30	International Collaboration in School Projects, eTwining and ESEP
10.30 - 11.15	Designing an ICT-enhanced Project
11.15 - 11.30	Break
11.30 - 12.15	Creating a small-scale collaborative digital project plan
12.15 - 13.00	Sharing Project Plans and Reflection
Day 9	Publishing, Copyright & Digital Citizenship
09.00 - 09.45	Legal Framework of Online Content
09.45 - 10.30	GDPR & Student Data Protection
10.30 - 11.15	Platforms for Hosting Content
11.15 - 11.30	Break
11.30 - 12.15	Publishing Project Outputs
12.15 - 13.00	Ethical use of AI tools in education
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.