InterAct

LEARNING PROGRAMME

ICT for Teachers: Enhancing Digital Competence and Innovative Pedagogy

5-DAY COURSE

25 learning hours | Course programme

ICT for Teachers: Enhancing Digital Competence and Innovative Pedagogy – 5-Day Course

Introduction and Description

This course provides educators with an intensive, practice-oriented exploration of essential digital tools, multimedia production techniques, and pedagogical strategies for integrating ICT into everyday teaching. Condensed into five days, the programme maintains a strong academic foundation while offering a highly practical and hands-on learning experience tailored to today's rapidly evolving educational landscape.

Grounded in the DigCompEdu framework and European guidelines for digital education, the course introduces participants to the core domains of digital competence, including information literacy, digital content creation, interactive learning design, collaboration using digital platforms, and responsible digital citizenship. Participants develop the capacity to critically evaluate digital resources, curate open educational materials, and use computational knowledge engines to support data-driven inquiry.

A significant emphasis is placed on visual and multimedia communication. Teachers learn to design pedagogically sound infographics, animated elements, whiteboard videos, and short explainer videos that enhance clarity, engagement, and conceptual understanding. Through interactive tools such as H5P, Genially, and Quizizz, participants explore strategies for creating learner-centred activities that promote inquiry, motivation, and real-time formative assessment.

The course also prepares educators to navigate digital publishing environments responsibly, addressing copyright, Creative Commons licensing, GDPR considerations, and safe online behaviour. By the end of the programme, participants produce a complete ICT-enhanced teaching artefact—such as an infographic, animation, interactive activity, or instructional video—directly linked to their curricular needs.

Overall, the 5-day programme strengthens educators' digital competence, enriches their pedagogical toolkit, and equips them with adaptable, engaging, and ethically grounded ICT-based strategies suitable for diverse learning contexts.

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 the course, participants will be able to:

1. Digital Pedagogy Frameworks

- Demonstrate understanding of the DigCompEdu framework and articulate its implications for digitally enhanced teaching.
- Identify pedagogical principles guiding effective use of ICT in learner-centred instruction.

2. Information Literacy & Digital Content Curation

- Retrieve, verify, and organise online information using computational engines and fact-checking methodologies.
- Curate subject-appropriate open educational resources using digital content-organisation tools.

3. Visual Literacy & Multimedia Production

- Apply principles of visual pedagogy and accessibility to design clear, pedagogically purposeful infographics.
- Create basic animations and micro-visuals that support conceptual explanation and student engagement.

4. Video-Based Teaching Tools

- Produce short whiteboard animations and explainer videos using principles of effective scripting, storyboarding, and audio integration.
- Evaluate the pedagogical relevance and clarity of multimedia instructional materials.

5. Interactive Learning & Gamification

- Develop interactive learning activities using contemporary digital platforms, integrating formative assessment features where appropriate.
- Apply essential gamification elements to enhance learner motivation and participation.

6. Digital Collaboration for Classroom & International Projects

- Use collaborative digital platforms to organise group activities and facilitate joint student work.
- Understand the role of platforms such as eTwinning and the European School Education Platform in international project-based learning.

7. Responsible Digital Publishing & Safety

- Interpret and apply copyright regulations, Creative Commons licensing, and ethical standards in digital content creation and sharing.
- Implement GDPR-aligned practices for managing student data and promoting safe online engagement.

8. Independent Digital Content Creation

- Produce an ICT-enhanced teaching artefact aligned with their curriculum and the needs of their learners.
- Reflect on the effectiveness, accessibility, and pedagogical alignment of the digital materials created.

9. Professional Reflection & Competence Growth

- Assess individual digital competence growth and identify strategies for ongoing professional development.
- Build a sustainable workflow for integrating ICT tools into regular teaching 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: 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	
Day 1	Digital Pedagogy, Warm-Up Tools & Information Literacy
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	Information Literacy & Fact-Checking
12.15 - 13.00	Content Curation & Open Educational Resources
Day 2	Infographics, Visual Communication & Basic Animation
09.00 - 09.45	Visual Pedagogy Essentials

09.45 - 10.30	Infographic Design
10.30 - 11.15	Creating an Educational Infographic
11.15 - 11.30	Break
11.30 - 12.15	Introduction to Simple Animation
12.15 - 13.00	Group Reflection & Troubleshooting
Day 3	Whiteboard Animation & Explainer Videos
09.00 - 09.45	Whiteboard Animation Tools
09.45 - 10.30	Scriptwriting for Micro-Teaching
10.30 - 11.15	Hands-On Whiteboard Animation Production
11.15 - 11.30	Break
11.30 - 12.15	Explainer Video Creation
12.15 - 13.00	Group Reflection & Troubleshooting
Day 4	Interactive Learning Tools & Digital Collaboration
09.00 - 09.45	Interactive Learning Platforms
09.45 - 10.30	Gamification Elements
10.30 - 11.15	Creating an Interactive Item
11.15 - 11.30	Break
11.30 - 12.15	Collaborative Online Platforms
12.15 - 13.00	International Collaboration in School Projects, eTwining and ESEP
Day 5	Digital Publishing, Safety, Final Projects & Closing
09.00 - 09.45	Safety, Publishing & Sharing Digital Content
09.45 - 10.30	Final Project Development
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.