

Course Information

Title	Flipped and Game Based Learning
N. of Participants	8-20
Course Length	One Week (6 day, Monday – Saturday)
Language	English
Location	Trikala
Cultural Activities	The course Include one day Cultural activity, City Guided and Excursion to Meteora (a unique geological phenomenon included on UNESCO's World Heritage List)
Type of certification awarded	A course certificate of attendance will be given to all participants. A Europass Mobility Certificate will be given if the participants demand.
Price	480* *Completely funded by the Erasmus+ KA1 funds It includes: Preparation for the course Training materials Administration costs Cultural activities costs
Course URL	https://eedive.gr/erasmus-ka1-courses/
Lessons	Classes take place in the Morning (9:00 – 14:00) or in the Afternoon (14:00 – 19:00).
Audience	<ul style="list-style-type: none">) Teachers (primary, secondary, vocational, adult, special needs);) Teacher trainers;

) Managers of schools.
Course Date	4 – 9 July 2022
Preparation	A pre-course questionnaire to indicate the level of experience, teaching backgrounds and training will be completed by participants.
Description	<p>This course will introduce teachers to the most relevant educational apps, learning platforms, learning management systems, and extensions for education. Participants will learn about blended learning and flipped learning pedagogies through these apps and platforms. The trainer will help the participants create their own online materials according to their own area/ subject of interest and will pilot their materials with the other participants. The flipped classroom has been defined as a pedagogical model in which the typical lecture and homework elements of a course are reversed. Short video lectures are viewed by students at home before the class session, while in-class time is devoted to hands-on exercises, projects, or discussions.</p> <p>Flipped (upside down) classrooms focus on active learning and student engagement giving the instructor a better opportunity to deal with mixed levels, student difficulties, and differentiated learning styles during the in-class time.</p> <p>Participating in this course you will also discover how to integrate game-based mechanics and game thinking to the learning process. Everybody loves to play games: they are engaging, immersive and fun. Thus, can we make our educational activities just as exciting and rewarding. Research and observation suggest that game-based</p>

	learning provides tremendous benefits when used appropriately.
Learning Outcomes	<p>The course will help the participants to:</p> <ul style="list-style-type: none">) understand the components of a Flipped Classroom and how to successfully implement it in class.) improve the teaching and communication skills) improve students' motivation by using technology in the classroom) confidently create 'lectures' via various media methods.) understand how to assess a Flipped Classroom project and create a lesson plan.) change the traditional way of learning and personalize the education) get to know the best Game Based Learning and Gamification apps and tools.) practice and get acquainted with Gamification examples and principles to increase learners' engagement and motivation.) Exchange best practices and share experiences about Game Based Learning with other European teachers or/and Trainers.
Methodology	The course uses participatory approaches as much as possible. A variety of methodologies will be used, including lecture/presentation, discussions, group work, questions and answers, demonstrations, and practical sessions (hands-on practice).
Day 1 intro to the flipped classroom	<p>Introduction to the course, the school, and the external week activities.</p> <ul style="list-style-type: none">) presentation of the course, the trainers, and participants

	<ul style="list-style-type: none">) identification of needs and goals for each participant Intro to the flipped classroom) understanding what the Flipped Classroom is and looking at some Flipped examples) establishing ways in which the Flipped Classroom can be implemented) brainstorming your own Flipped Classroom project
<p>Day 2 Creating material</p>	<ul style="list-style-type: none">) building 'lectures' for the Flipped Classroom;) understanding how to create videos for students and where to upload and store them) explore other Flipped Classroom teaching methods through blogs and other social media platforms.) online content creation with Web 2.0 Tools) examples of good practices of flipping the classroom.) creating a detailed Flipped Classroom lesson plan.
<p>Day 3 Flipped apps</p>	<ul style="list-style-type: none">) understanding how to manage group work;) advantages and Disadvantages of Flipped Classroom) useful educational programs online: Kahoot, Socrative, Edmodo) Recording yourself/your lesson with the use of computer) How to find resources online (Khan Academy , Ted-Ed Lesson , youtube ...)) Creating quizzes, mazes, puzzles for learning purposes
<p>Day 4 Game based Learning</p>	<ul style="list-style-type: none">) virtual reality (VR) and Augmented Reality (AR) educational apps and mobile phone video-games.) game-design elements and game principles in educational context) gamification examples) lesson design with gaming elements

	<ul style="list-style-type: none">) gamification workshop
<p>Day 5 Game Based Learning</p>	<ul style="list-style-type: none">) serious games in education) game concept design) gameplay design) serious game workshop
<p>Day 6 Course closure & cultural activities</p>	<ul style="list-style-type: none">) course evaluation: round up of acquired competences, feedback, and discussion;) awarding of the course Certificate of Attendance;) cultural activities) excursion and other external cultural activities.
<p>Follow-up</p>	<p>Trainees will have access to the lesson materials via Saplle's E-learning Platform.</p>