Course 4 – *Innov@tive Classroom Lab*



Introduction:

EduFor: Innov@tive Classroom Lab (open in March 2016) is inspired by Future Classroom Lab (European Schoolnet). Is an inspirational learning environment, challenging visitors to rethink the role of pedagogy, technology and design in their classrooms. Through six learning zones, visitors can explore the essential elements in delivering 21st century learning: students' and teachers' skills and roles, learning styles, learning environment design, current and emerging technology, and societal trends affecting education.

Innov@tive Classroom Lab course has been created to help visualize how conventional classrooms and other learning spaces can be reorganized to support changing styles of teaching and learning. The participants will learn in this course tools and methodologies to increase and enhance the level of interaction in the classroom.

Goals

- Knowing the Future Classroom Lab in its various areas;
- Discover tools and methodologies to increase interaction in the classroom;
- Experiment with different software to increase student collaboration;
- Use widgets and software to create interactive exercises.

Course Contents / General Programme:

Course 4 - Innov@tive Classroom Lab		
Day	Themes	Duration
1	Learning about Future Classroom Lab	6h
	Meet the demand of developing students' key competences and skills for 21st century	
	Foster the use of ICT in the teaching and learning process	
	Future Classroom Lab: a European Schoolnet Projet	
	EduFor: Innov@tive Classroom Lab Tour	
2	Educational apps and interactive games in the classroom	6h
	Learn about the possibilities of BYOD (Bring Your Own Device)	
	Exploring different online apps	
	Advantages of EduFor: Innov@tive Classroom in special education	
3	Interactive whiteboard (IWB)	6h
	IWB in schools: concept and technologies	
	Basic operating principles of the IWB	
	Use of online interactive whiteboard applications	
	What changes in a classroom fitted with an IWB?	
4	Assessment using interactive technology in the classroom	6h
	Pedagogy and Best practices	
	Utilization of the QR-codes	
	Assessment with free APPs	
5	Collaboration 2.0	6h
	Exploring cloud based programmes	
	Participants share the results of their collaborative work and what they have learned	
	Debriefing and course assessment	

More information and **registration** *www.edufor.eu/erasmusplus*

