



IO2: Continuing Professional Development (CPD) Training Programme for Primary Teachers

Module 3: Lesson Plans for f2f learning

Developed by UPIT

Sticks
n
STONES



Interactive Infographics to Combat Bullying in School

Module title: Digital Content Creation Designed by: University of Pitești		
Aim of the Module	This module contains 3 main activities (or lessons plans): A3.1, A3.2, A3.3.	
TOTAL Learning time of which:	Face-to-face	Assessment
7 hrs	6 hrs 45 min	15 min
Title of activity A3.1: Interactive platforms for education: definition, features and examples	2 hrs 15 min	15 min
Title of activity A3.2: Why and how to use interactive platforms in primary education: explanations, advices and tips	2 hrs 15 min	
Title of activity A3.3: Practical examples on how to create educational digital content with interactive platforms	2 hrs 15 min	
LEARNING OUTCOMES OF THE MODULE		
On successful completion of this Module, trainees (primary teachers) will be able to:		
Knowledge	K3.1. Define interactive platform for education K3.2. Describe the 5 general features that makes a platform for education interactive K3.3. Name at least two examples of interactive platforms for education K3.4. Present key functionalities of at least two examples of interactive platforms for education K3.5. Emphasize advices and tips on how to use interactive platforms in primary education K3.6. Present the main steps about how to use at least one specific interactive platform to create educational digital content	
Skills	S3.1. Summarise benefits of the interactive platform for education S3.2. Judge/analyse through own filter various interactive platforms for education in terms of their value for primary education S3.3. Apply pre-designed digital resources offered by interactive platforms for education in own teaching S3.4. Create own digital resources with interactive platforms for education S3.5. Integrate in own teaching digital resources created by himself/herself with interactive platforms for education S3.6. Argue the need for using interactive platforms for education in pandemic times	
Attitudes	A3.1. Express appreciation of the use of interactive platforms in primary education A3.2. Promote the use of educational interactive platforms among peers and colleagues A3.3. Offer advice and tips on how to use interactive platforms in primary education to peers and colleagues A3.4. Act independently to create educational digital content with interactive platforms and use them in classroom	



Activity Code	Activity Title	Learning Outcomes to be achieved through this activity	Learning Time for this activity (min)
A3.1	Interactive platforms for education: definition, features and examples	K3.1. Define interactive platform for education K3.2. Describe the 5 general features that makes a platform for education interactive K3.3. Name at least two examples of interactive platforms for education K3.4. Present key functionalities of at least two examples of interactive platforms for education S3.1. Summarise benefits of the interactive platform for education S3.2. Judge/analyse through own filter various interactive platforms for education in terms of their value for primary education	2 hrs 15 min
Overview of Content	<ul style="list-style-type: none"> • S/he emphasized that this Module is developed in the framework of the Sticks'n'Stones project, briefly presenting the module and announcing the aim of the Module 3 (Sticks'n'Stones_IO2_Module 3_f2f – UPIT.pptx, slides 1-4) (5 min) • The trainer presents the definition of eLearning platforms (Sticks'n'Stones_IO2_Module 1_f2f – UPIT.pptx, slides 6-8) (10 min) • S/he explains Task 1 (slide 9). The trainees performs/solves Task 9. (5 min) • The trainer describes the features that make them interactive (slides 10-26). Along the presentation, s/he prompts small questions and randomly ask trainees' opinions or thoughts on the presented topics (55 min) • S/he explains Task 2 (slide 27). The trainees performs/solves Task 2. (10 min) • The trainer continues lecture and presents benefits of using Interactive Platforms for education (slides 28-30) (20 min) • S/he explains Task 3 (slide 31). The trainees performs/solves Task 3. (25 min) The trainer emphasizes on the takeaways from this activity and reflects on them by involving trainees in discussion (5 min)		
Content delivery methods (lecture (if pre-recorded PPT or video) or reading, literature review, problem-solving, etc.)			
<ul style="list-style-type: none"> • Lecture • Individual work • Work in pairs • Group work • Discussion 			
Didactic Materials Required (Sticks'n'Stones Toolkit, worksheet, charts, handouts, didactic video, excerpt from books/manuals, mind maps, etc.)			
Sticks'n'Stones_IO2_Module 3_f2f – UPIT.pptx as shown above, under section “Overview of Content”.			



Assessment method
By evaluating the completion of the tasks explained in slides 9, 27, 31 By taking the test at the end of the module
References
<ol style="list-style-type: none"> 1. eLiterate, <i>What is a Learning Platform?</i>, https://eliterate.us/what-is-a-learning-platform/ 2. GMOL Solutions, <i>What are educational platforms for?</i>, https://gmolsolutions.com/en/blog/what-are-educational-platforms-for/) 3. 6 Must-have Features for Interactive Online Platforms, https://kitaboo.com/must-have-features-interactive-online-platforms/ 4. Muvi Blogs, <i>Top 5 Features that make an eLearning Platform Interactive</i>, https://www.muvi.com/blogs/5-features-of-interactive-e-learning-platform.html 5. Powtoon, https://www.powtoon.com/ 6. StoryBoardThat: https://www.storyboardthat.com/ 7. Google Forms: https://www.google.com/intl/en-GB/forms/about/ 8. Canva: https://www.canva.com/ 9. KAHOOT: https://kahoot.com/ 10. LearningApps: https://learningapps.org/ 11. The Top 15 Benefits of Digital Learning, https://mussila.com/the-top-15-benefits-of-digital-learning/

Activity Code	Activity Title	Learning Outcomes to be achieved through this activity	Learning Time for this activity (min)
A3.2	Why and how to use interactive platforms in primary education: explanations, advices and tips	K3.5. Emphasize advices and tips on how to use interactive platforms in primary education K3.6. Present the main steps about how to use at least one specific interactive platform to create educational digital content S3.3. Apply pre-designed digital resources offered by interactive platforms for education in own teaching S3.6. Argue the need for using interactive platforms for education in pandemic times A3.1. Express appreciation of the use of interactive platforms in primary education A3.2. Promote the use of educational interactive platforms among peers and colleagues	2 hrs 15 min



		A3.3. Offer advice and tips on how to use interactive platforms in primary education to peers and colleagues	
Overview of Content	<ul style="list-style-type: none"> • The trainer announces the title of the activity (slide 33); • The trainer presents the need to use Interactive Platforms in education in pandemic times and after (Sticks'n'Stones_IO2_Module 3_f2f – UPIT.pptx, slides 34-35) (10 min) • S/he explains Task 4 (slide 36). The trainees performs/solves Task 4. (15 min) • The trainer continues the presentation (slides 37-39) (10 min) • S/he explains Task 5 (slide 40). The trainees performs/solves Task 5. (25 min) • The trainer continues presentation with advice and tips on how to use interactive platforms in primary education and with main steps to use interactive platform to create educational digital content (slides 41-44). Along the presentation, s/he may elicit brief discussions in order to engage trainees with the presented aspects (30 min) • S/he exemplifies/demonstrates how to find pre-designed (existing) games of Kahoot and worksheet templates of Canva (slides 45-46) (20 min) • After demonstration, trainees repeat the steps that the trainer exemplified, in order to find resources on their own. (10 min) • S/he explains Task 6 (slide 47). The trainees performs/solves Task 6. (10 min) <p>The trainer emphasizes on the takeaways from this activity and reflects on them by involving trainees in discussion (5 min)</p>		
Content delivery methods (lecture (if pre-recorded PPT or video) or reading, literature review, problem-solving, etc.)			
<ul style="list-style-type: none"> • Lecture • Individual work • Exemplification 			
Didactic Materials Required (Sticks'n'Stones Toolkit, worksheet, charts, handouts, didactic video, excerpt from books/manuals, mind maps, etc.)			
Sticks'n'Stones_IO2_Module 3_f2f – UPIT.pptx as shown above, under section “Overview of Content”.			
Assessment method			
By evaluating the completion of the tasks in slides 36, 40, 47 By taking the test at the end of the module			
References			
<ol style="list-style-type: none"> 1. K-12 Education in the Post-COVID Era, https://kitaboo.com/k-12-education-post-covid-era/ 2. Digital Agenda, https://digitalagenda.io/insight/7-tips-on-choosing-edtech-from-a-primary-teacher/ 3. Canopy, https://www.canopy.education/post/edtech-top-tips-for-teachers 4. Net Thought, <i>Six Tips for Creating Great Digital Learning Content</i>, https://www.nextthought.com/thoughts/2016/09/six-tips-for-creating-great-digital-learning-content 5. Kahoot Academy, https://kahoot.com/academy/study/ 6. Canva, <i>Worksheet templates</i>, https://www.canva.com/worksheets/templates/ 			



7. Internet Matters, *Discovering digital at Primary*,

<https://www.internetmatters.org/resources/discovering-digital-at-primary-school/>

Activity Code	Activity Title	Learning Outcomes to be achieved through this activity	Learning Time for this activity (min)
A3.3	Practical examples on how to create educational digital content with interactive platforms	S3.4. Create own digital resources with interactive platforms for education S3.5. Integrate in own teaching digital resources created by himself/herself with interactive platforms for education A3.4. Act independently to create educational digital content with interactive platforms and use them in classroom	2 hrs 15 min
Overview of Content	<ul style="list-style-type: none"> • The trainer announces the title of the activity (slide 49); • The trainer presents and explains how to create educational resources (surveys/quizzes) with Google Forms by using video & text tutorials (Sticks'n'Stones_IO2_Module 3_f2f – UPIT.pptx, slide 50) (10 min) • S/he explains Task 7 (slide 51). The trainees performs/solves Task 7. (20 min) • The trainer uses video & text tutorials to explain how to create educational video with Powtoon Studio (Sticks'n'Stones_IO2_Module 3_f2f – UPIT.pptx, slide 52) (10 min) • S/he explains Task 8 (slide 53). The trainees performs/solves Task 8. (30 min) • The trainer presents the Canva video tutorial and provides explanations on how to use Canva templates and resources and how to customize them (Sticks'n'Stones_IO2_Module 3_f2f – UPIT.pptx, slide 54) (15 min) • S/he explains Task 9 (slide 55). The trainees performs/solves Task 9. (15 min) • The trainer presents the Kahoot video tutorial and provides explanations on how to use Kahoot to create educational tests/games (Sticks'n'Stones_IO2_Module 3_f2f – UPIT.pptx, slide 54) (10 min) • S/he explains Task 10 (slide 55). The trainees performs/solves Task 10. (20 min) • The trainer emphasizes on the takeaways from this activity and reflects on them by involving trainees in discussion (5 min) 		
Content delivery methods (lecture (if pre-recorded PPT or video) or reading, literature review, problem-solving, etc.)			
<ul style="list-style-type: none"> • Lecture • Exemplification 			



<ul style="list-style-type: none"> • Individual work • Debate/discussion
Didactic Materials Required (Sticks'n'Stones Toolkit, worksheet, charts, handouts, didactic video, excerpt from books/manuals, mind maps, etc.)
Sticks'n'Stones_IO2_Module 3_f2f – UPIT.pptx Sticks'n'Stones_IO2_Module3_Annex3.1_UPIT.docx as shown above, under section “Overview of Content”.
Assessment method
By evaluating the completion of the tasks in slides 51, 53, 55, 57 By taking the test at the end of the module
References
<ol style="list-style-type: none"> 1. How to use Google Forms to create a survey, https://www.youtube.com/watch?v=fXQDFhKFuTU 2. How to use Google Forms, https://support.google.com/docs/answer/6281888?hl=en&co=GENIE.Platform%3DDesktop 3. Google Forms, https://docs.google.com/forms 4. How to make video online in the Powtoon Studio / Powtoon tutorials, https://www.youtube.com/watch?v=vkfaciOpTcM 5. How To Create Cool Animated Presentations In 5 Easy Steps, https://www.powtoon.com/blog/how-to-create-an-animated-presentation-in-5-easy-steps/ 6. Powtoon, https://www.powtoon.com/edu-home/ 7. Canva for Teachers, https://www.canva.com/designschool/tutorials/canva-for-teachers/ 8. Canva, https://www.canva.com/ 9. How to create a Kahoot - tutorial, https://www.youtube.com/watch?v=KJgZZQcsSPk 10. How to create a Kahoot: Step-by-step guide and extra tips for teachers, https://kahoot.com/blog/2021/01/28/how-to-create-kahoot-tips-teachers/ 11. Kahoot, https://kahoot.com/

Final evaluation test for Module 3: Challenge-Based Learning

Methodical instructions:

- ➔ Each item consists of a statement (the ‘*stake*’) and 4 answering options, of which only one is correct.
- ➔ Read the text of each item carefully and identify the correct option.
- ➔ Tick the correct option (). This option represents the solution of that item.
- ➔ Recommended total time per test: 15 minutes.



- Possible maximum score = 9 points. Each item correctly solved values 1 point.
- FINAL GRADE = Score + 1 point *ex officio*.

1. An interactive platform for education is:

- (a) a software solution that facilitates external and internal messaging between teachers and students;
- (b) a platform used to charge end-user payment and/or educational service fee via internet, electronic machine and/or physical stores for providing product and/or service to schools;
- (c) a social space where teachers and students can share knowledge about community challenges;
- (d) an integrated set of interactive online services that provide teachers, learners, parents and others involved in education with information, tools and resources to support and enhance educational delivery and management.

2. An Interactive eLearning Platform:

- (a) have a collaborative dashboard, where students/professionals can access all their course collateral;
- (b) provides unilateral device usage, as the accessing of the eLearning courses is done always on a computer;
- (c) does not rely on gamification technique, as game-based content is highly distracting students;
- (d) stimulates students to find and select appropriate course by navigating without the help of a course recommender.

3. In the list of benefits of using Interactive Platforms for education we find:

- (a) personalised learning and learning flexibility;
- (b) facile educational materials and engagement;
- (c) time-consuming procedures and quality assessment;
- (d) traditional technology and high motivation.

4. In the list of Interactive Platforms for education we find:

- (a) Squarespace;
- (b) Amazon;
- (c) Microsoft Teams;
- (d) Facebook.

5. An important step in using Interactive Platforms to create educational digital content is:

- (a) design learning content on a trajectory of formal to informal;
- (b) change constantly the view of the Big Picture;
- (c) make it easy to interact and play;
- (d) log in on a monthly basis.

6. Kahoot is an Interactive Platform for education that allows creation of:

- (a) multimedia exercises;



- (b) learning games;
- (c) customized videos;
- (d) storyboards.

7. **Features of Interactive Platforms for education include:**

- (a) self-directed virtual learning;
- (b) non-specific resources;
- (c) knowledge-oriented learning;
- (d) train-as-you-go approach.

8. **Powtoon is:**

- (a) an online storyboard with a simple drag and drop interface;
- (b) a visual communication platform that allows to create professional and fully customized videos;
- (c) a platform that allows to create opinion polls and analyse surveys;
- (d) a platform that supports learning and teaching processes with small interactive, multimedia exercises.

9. **After Covid-19 pandemic:**

- (a) schools and teachers can no longer rely on a print-only teaching strategy;
- (b) schools are expected to quit remote learning/teaching;
- (c) teachers have reduced the use of ed-tech tools and platforms;
- (d) teachers will reduce social connection through online tools.

Correct answers list (for trainers only):

1. d
2. a
3. a
4. c
5. c
6. b
7. d
8. b
9. a





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