

# **Active Learning and ICT-enhanced teaching: M-learning and gamification**

**Teacher Training Course  
Brest State Technical University  
Tatsiana Lisouskaya**

# Teacher Training Course was interact in ...



## **Students / Teachers :**

Department of Humanitarian Studies:  
Teachers of humanitaran disciplines.



## **Faculties:**

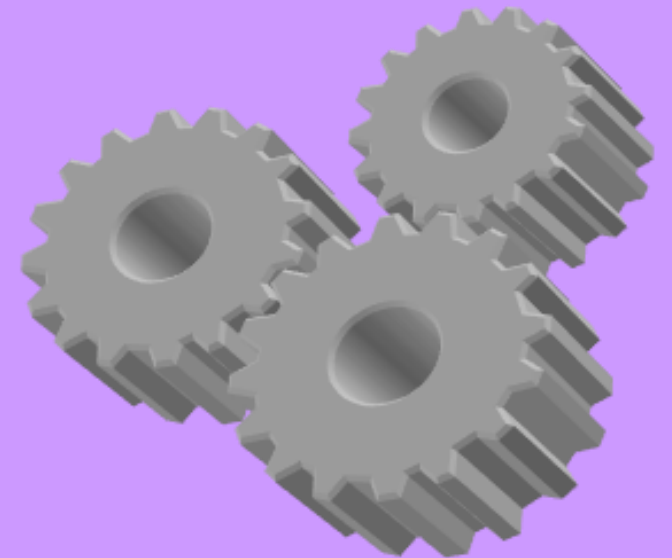
all at the BrSTU

Training Days	Key Topics	Learning Activities	Assignments
<b>Day-1</b> <b>11 Feb 2019</b> <b>15:00-17:00</b> <b>MB 408</b>	<ul style="list-style-type: none"> <li>• Active Learning: basic concept</li> <li>• Active learning: Why? For what? How?</li> <li>• Digital Competence for Educators</li> </ul>	<ul style="list-style-type: none"> <li>• Lecture</li> <li>• Discussion forums</li> <li>• Small group discussion</li> </ul>	<ul style="list-style-type: none"> <li>• Gain theoretical knowledge of Active learning methodology</li> </ul>
<b>Day-2</b> <b>12 Feb 2019</b> <b>15:00-17:00</b> <b>MB 408</b>	<ul style="list-style-type: none"> <li>• Active Learning: polling activities: methodological aspects</li> <li>• Polling activities: practical aspects</li> <li>• Polling tools</li> </ul>	<ul style="list-style-type: none"> <li>• Presentation</li> <li>• Demonstration</li> <li>• Small group activities</li> <li>• Independent work</li> </ul>	<ul style="list-style-type: none"> <li>• Gain practical skills of using Active learning methods and tools (sli.do, Mentimeter, PechaKucha, Canva, Kahoot, Socrative, Quizizz, QR-code, etc);</li> </ul>
<b>Day-3</b> <b>13 Feb 2019</b> <b>09:30-11:30</b> <b>MB 412</b>	<ul style="list-style-type: none"> <li>• M-learning: fundamental concepts</li> <li>• M-learning: active learning in practice</li> <li>• Teachers favorites Apps</li> <li>• Special tools: Infographics and Canva, Adobe Spark</li> </ul>	<ul style="list-style-type: none"> <li>• Lecture</li> <li>• Demonstration</li> <li>• Small group activities</li> </ul>	<ul style="list-style-type: none"> <li>• Apply specific ICT-tools in teaching (sli.do, Mentimeter, PechaKucha, Canva, Kahoot, Socrative, Quizizz, QR-code, etc)</li> </ul>
<b>Day-4</b> <b>13 Feb 2019</b> <b>09:30-11:30</b> <b>MB 412</b>	<ul style="list-style-type: none"> <li>• Gamification: basic concept</li> <li>• The elements of Gamification</li> <li>• Motivation tools</li> </ul>	<ul style="list-style-type: none"> <li>• Lecture</li> <li>• Demonstration</li> <li>• Discussion forums</li> </ul>	<ul style="list-style-type: none"> <li>• Gain theoretical knowledge of Gamification methodology</li> </ul>
<b>Day-5</b> <b>11 Feb 2019</b> <b>15:00-17:00</b> <b>MB 408</b>	<ul style="list-style-type: none"> <li>• Tool for gamification and mobile learning in classroom.</li> <li>• Designing a gamified teaching intervention</li> </ul>	<ul style="list-style-type: none"> <li>• Small group activities</li> <li>• Independent work</li> <li>• Presentation</li> </ul>	<ul style="list-style-type: none"> <li>• Develop a strategy for applying m-learning and gamification in their own courses.</li> </ul>



expand the teaching competencies in the field of active learning, the use of mobile tools and game techniques for teaching and learning.

- provided teachers with theoretical knowledge;
- generated some experience in applying m-learning and gamification in teaching;
- developed a strategy for applying m-learning and gamification in teaching courses.



# Teaching course was based on :

Theoretical knowledge of Active learning methodology and practical skills of using Active learning methods and tools;



Using specific ICT-tools  
Mentimeter, PechaKucha, Canva,  
Kahoot, Socrative, Quizizz,  
QR-codes, etc);

Developing a individual strategy  
for applying m-learning  
and gamification in courses.





# Teacher Training Course

## Problems

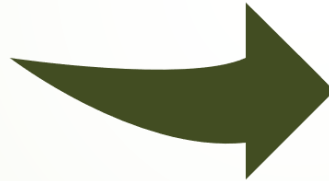


1. Lack of motivation on beginning the course;
2. Need of fighting with stereotypes and traditional methodology;
3. Low level of technical supporting;



# Challenges & Solutions

- **Lack of teachers' motivation to make changes;**
- **Lack of creativity**



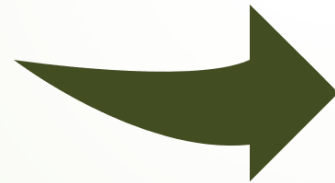
- **Sharing experience:**
  - published 3 articles about new approach and Active learning
- **Was held a methodological seminar for teachers (June 2019, next - January 2020)**



# Challenges & Solutions

## ➤ **Lacking of teacher trainees' digital competence:**

- Basic skills
- Internet skills
- Smartphone use




- Arranging trainees' in mixed ability groups (ex. Humanitarian teachers + teachers with digital competences)
- Peer teaching

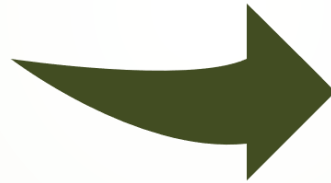


# Challenges & Solutions



## Logistics:

-  space
-  WiFi
-  smartphones



- 
-  Teachers use special room and equipment

# PROGRESS

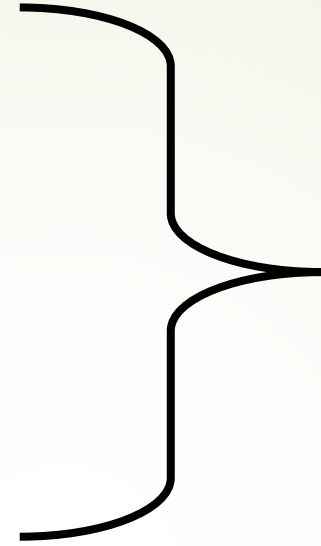
- 7 teachers of 12 participants use new methodological approach
- 9 teachers use different digital technology in teaching
- M-learning using in disciplines:
  - Political science
  - Intellectual property protection
  - Law
  - Human rights
  - Sociology
  - History of Belarus
- Sharing experience:
  - published 3 articles about new approach and Active learning
  - was held a methodological seminar for teachers (June 2019, next - January 2020)

**36 hours**

(6 hours per day X 5 days)  
of classroom work

+

**36 hours** of individual work



**2 ECTS Credit**

	<b>Day 1</b>	<b>Day 2</b>	<b>Day 3</b>	<b>Day 4</b>	<b>Day 5</b>
<b>Effective teaching</b>	Hybrid/Blended Teaching & Learning	Active Learning in the Flipped Classroom Moderators:	Active learning & ICT-enhanced teaching: M-Learning and gamification	Active Learning with special focus on Technology Enhanced Collaborative Learning	Video as a Learning tool for teachers & students

**THANKS!**

*From Belarus with*



♥♥☺♥♥♥♥♥♥♥ Greetings from Belarus!

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Greetings from Belarus!

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