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PRINTeL
Promoting Innovative Teaching & Learning

Online Teacher Training (TT) Course Syllabus

Institution Name	Telavi State University (TESAU)
TT Course Title	ONLINE ACTIVE TEACHING & LEARNING: experiences with technology
Instructor Name Faculty and Department Position Email address Phone number	Manana Garibashvili PhD, Professor, Faculty of Humanities E-mail: manana.gharibashvili@tesau.edu.ge Mob: + (995) 551 103 114 Shorena Lazviashvili PhD, Assistant Professor E-mail: shorena.lazviashvili@teau.edu.ge Mob: +(995) 555 00 05 40
Meeting Dates & Times	• 07/Apr/2021 • 08/Apr/2021 • 12/Apr/2021
Workload in hours	9 hours
Course Purpose	The course aims to discuss how to design **online class activities** and how to make the best use of the available **technology** to activate students' online learning process.
Learning Outcomes (LOs)	Upon successful completion of this course, the trainees will be able to: - to discuss how to **activate learning** in an online format - to implement **m-learning** & **gamification** in an online format - to design tasks with different **mobile apps** for active learning - to design a **digital breakout** using gamification elements
Course methodology/ Instructional Strategies	Training course will be conducted through lectures and presentations; Trainees will take part in discussions and they will have to produce activities on the basis of proposed web tools and apps in breakout rooms.

Recommended Texts & Materials	1. Interaction and Interactivity: In the Context of Digital Interactive Art Installation available at https://www.researchgate.net/publication/325471580_Interaction_and_Interactivity_In_the_Context_of_Digital_Interactive_Art_Installation 2. Designing educational escape rooms: validating the Star Model available at www.researchgate.net/publication/348137749_Designing_educational_escape_rooms_validating_the_Star_Model 3. Escape education: A systematic review on escape rooms in education available at https://www.sciencedirect.com/science/article/pii/S1747938X20300531 4. Gamification: learning made fun with genially available at https://www.thetechieteacher.net/2020/04/gamification-learning-made-fun-with.html 5. Using Mentimeter to Elicit Student Responses in the EAP/ESP Classroom available at https://www.researchgate.net/publication/338852152_Using_Mentimeter_to_Elicit_Student_Responses_in_the_EAPESP_Classroom 6. Online Tools for Teaching & Learning available at https://blogs.umass.edu/onlinetools/assessment-centered-tools/edpuzzle/
Basic Technical/ Media Requirements	Trainees need table computers, laptops and/or their own Smartphone/tablet with in-built camera and microphone. Knowledge of basic English (A1-A2) is advisable (but not obligatory) among the participants.
Quality Assurance (QA)	Online feedback survey of trainees and production of a brief Feedback Evaluation Report

Course Overview/Outline

Training Days	Key Topics	Learning Activities	Assignments
Day-1 7 Apr 2021 13:00-16:00	• Sharing experiences of online teaching; • Introducing Some important theories regarding the online teaching (e.g. blended method, hybrid learning/ Dual Delivery, synchronous &asynchronous teaching) • Introducing Online class activities via Padlet.com & edupazzle.com	• Trainers' short presentation regarding the theoretical issues; • open discussion around the introduced issues; • Instructions for designing online class activities via Padlet.com & edupuzzle.com; • Breakouts	The participants are expected to participate actively in a training process as well as to implement some tasks on edupuzzle.com and upload on padlet.com
Day-2 8 Apr 2021 13:00-16:00	• Introducing Gamification via genial.ly	• Trainers' short presentation regarding the web tool - genial.ly; • Instructions for designing gamification through Genial.ly • Breakouts	• The participants are expected to participate actively in a training process as well as to plan some tasks on genial.ly and to upload on padlet.com

Day-3 12 Apr 2021 13:00-16:00	• Introducing menti.com	• Trainers' short presentation regarding menti.com; • Activity via menti.com; • Breakouts.	The participants are expected to build a list of useful advice to teach online in an effective way as a final summary of this online course.