

Pilgrims

Teacher Training 2017 PRACTICAL USES OF MOBILE TECHNOLOGIES IN THE LANGUAGE CLASSROOM

Course Dates:	Course Location:	Course Fees:	Course Code:
30 July – 5 August	University of Kent in Canterbury	£690	TMT31 1 week
6 August – 12 August	University of Kent in Canterbury	£690	TMT32 1 week

You can also add this course to your Europass cv.

Target audience

- Native and non-native English-speaking teachers who work with students of all ages
- You will need **at least an intermediate level of English (B1)**
- You do not need any prior experience in using mobile technology in education
- You will need to bring your own tablet / iPad

Course summary

Do you believe in magic? This course has been designed for teachers who are interested in integrating mobile technologies into their teaching. The course is not only for teachers of English but teachers of other languages.

Programme of the training activities:

- Creative approaches to teaching with mobile technology
- Building digital literacy
- Teaching and assessing 21st century skills
- Evaluating educational apps
- Introduction to flipped classroom
- Using augmented reality apps
- Using educational games
- Introduction to instructional design
- Designing and developing educational multimedia materials
- Creating digital stories
- Using mobile technology creatively
- Discussing pedagogical and technical challenges of using mobile technology in education

Description of training content

Preparation

Each applicant needs to send an action plan four weeks before the course outlining hopes and objectives for achievement as a result of attending this course

Objectives

This course will teach you how to creatively use mobile technology in teaching. You will also learn how to bring magic into your class and the use of mobile technology will give your students the incentive to participate in the lesson by engaging them more fully.

Expected results

This course will enable you to develop practical skills for using mobile technology in your teaching, and run an enchanting, magical app show with your mobile device in the classroom.

Pilgrims

Sample programme of the training activities day by day:

Please note this is an **example** of a daily programme. Course content may often be usefully adapted to incorporate the needs of each specific group.

WEEK 1	Monday	Tuesday	Wednesday	Thursday	Friday
Morning 9:00 - 10:30	Introductions and Group Bonding	Teaching and Assessing 21st Century Skills	New Trends in Educational Technology	Introduction to Instructional Design	Creating M- Portfolios
11:00 - 12:30	Building Digital Literacy	Educational Apps	Augmented Reality in Education	Creative Multimedia Design and Development	Participant Presentations
Afternoon 14:00 - 15:30	Collaborative Creativity	Introduction to Flipped Classroom	Gamification and Game-Based Learning	Digital Storytelling	Discussing Pedagogical and Technical Challenges of Using Mobile Technology in Education

Type of certification awarded:

Attendance certificate detailing topics covered, course content and the number of training hours.

Is this the right course for me?

- Yes, if you are interested in mobile technology.
- Yes, if you want to learn how to use your mobile device for education.
- Yes, if you wish to create a fun-filled and meaningful learning environment.
- Yes, if you want to help learners become more independent.
- Yes, if you want to add a magical touch to your classroom.
- Yes, if you want to enhance your own creative abilities.

If this is not the right course for you, please consider the following:

- ***Practical Uses of Technologies in the Language Classroom***

Contact details:

Centre Manager: Lizzie Wojtkowska-Wright

Email: lizzie@pilgrims.co.uk,

Tel: 0044 1227 762111, Mob: 0044 774848 7013

Suite 1B Orchard House, Orchard Street, Canterbury, CT2 8AP