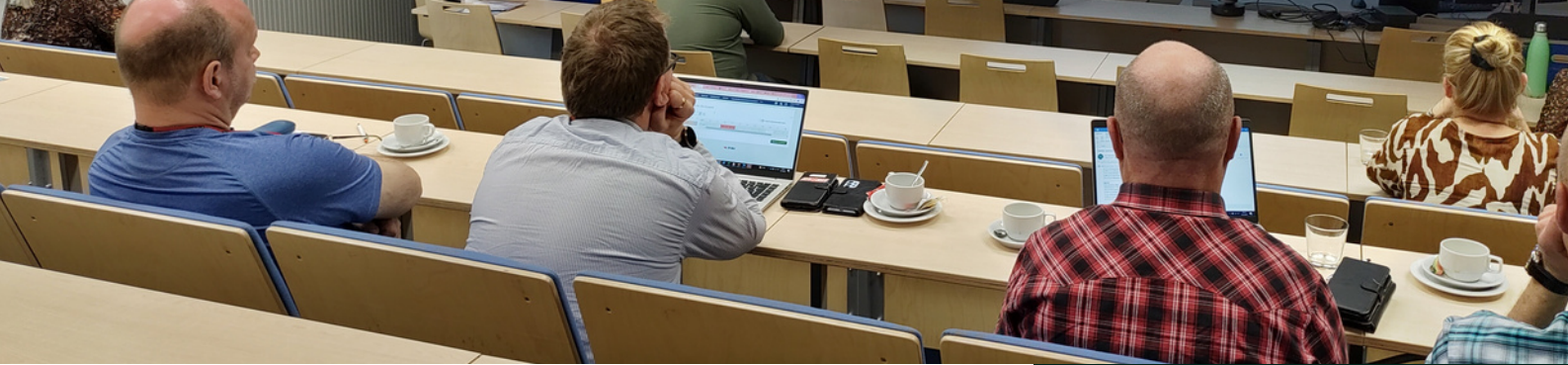




User-friendly Practical Distance Active Training Experience



2nd Multiplier hits Estonia!

AT VIKK IN VILJANDI, ESTONIA

Our second multiplier in Estonia saw our Finnish colleagues participate, along with local Estonian educators.

The event began with a usual intro into the project and they type of course we are creating. It also dove into our meeting in Copenhagen, and things we took away from the the LTTA.

The break out sessions included two workshops for the participants. One that focused on VR, where they learners were able to use the Oculus 2 headsets in order to try out the educational platforms themselves. The second workshop focused on making video content for the classroom, and took a deep dive into how to use CapCut and other choices that could expedite the process.

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The piloting begins!

All of our hard work has started to take flight!

The piloting for the course began with the English and Italian versions launching in June. This has been followed by Estonian, Greek and Danish beginning at the end of summer. We're excited for our teachers, trainers and other staff members to take part in the testing. The results will be shared once all of the countries have had an opportunity to complete the pilot course.

Take a look below at a preview of the splash page. To view the course website yourself, click [here](#).



Log in

Home > Courses > UPDATE

UPDATE



User-friendly Practical Distance Active Training Experience Course Details

Description

The blended course of UpDATE will enhance the digital and soft skills of trainers in the vocational training, in order to update their knowledge and competences and provide innovative, vocational teaching and training based on digital tools and solutions.

- ✓ Module 1: TEACHING AND LEARNING WITH DIGITAL SOLUTIONS
- ✓ Module 2: INTEGRATING DIGITAL TOOLS IN THE EDUCATIONAL PROCESS
- ✓ Module 3: PRACTICAL TRAINING ON DIGITAL TOOLS
- ✓ Module 4: IMMERSIVE TRAINING WITH VR, AR, MR

Course type: blended for IT- EST -DK courses / Online for EL course

Work effort: 40 hours

Language: English and translation on partner languages



Learning goals

- ✓ Understand and apply the theoretical principles of digital education/training applied in VET
- ✓ Know the virtual technologies (virtual, augmented reality, mixed)
- ✓ Design a blended lesson with digital tools
- ✓ Apply the good practices in digital education: experiences and lessons learnt
- ✓ Develop enabling digital competences

Basic learning objectives

Upon completion of the course, the learner will:

- ✓ become proficient in enabling particular ICT in his/her teaching and training
- ✓ be able to teach and learn with digital solutions
- ✓ become proficient in integrating digital tools in the educational process
- ✓ be able to effectively apply and exploit technology in vocational practice
- ✓ implement a lesson using VR/ AR/ MR technologies
- ✓ acquire essential soft skills regarding digital education, like communication, team work, creative thinking, leadership, change facilitating and time management

Who can take this course

Educational problem

Lack of digital skills (pedagogical, methodological and technological) which adds up to the difficulty to transfer a practice-based learning founded on practical contents and abilities in a virtual environment, activated in an emergency, and through little developed and effective technological solutions.



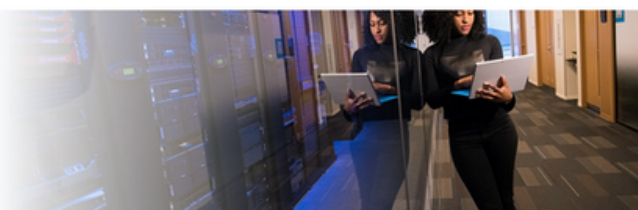
Course addressed to

The course is for trainers and tutors who need to be upskilled concerning the design of digital practical-manual lessons in addition to face-to-face lessons by exploiting tools such as software, apps, platforms. The learners will develop the awareness of "for and against" aspects, opportunities, and risks of digital and distant teaching.



Learners' profile

Addressed to teachers/trainers/tutors on the topics of design, teaching and evaluation with a focus on digital tools and the use of new technologies.



Developed by

