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Project № 2020-1-PL01- KA226-HE-096196 Holistic approach towards problem-based ICT education based on international cooperation in pandemic conditions (ICT\_EDUPAND)

# Modern Teaching Methods & Digital Platform for e-Learning

<https://ictedupand.pb.edu.pl>

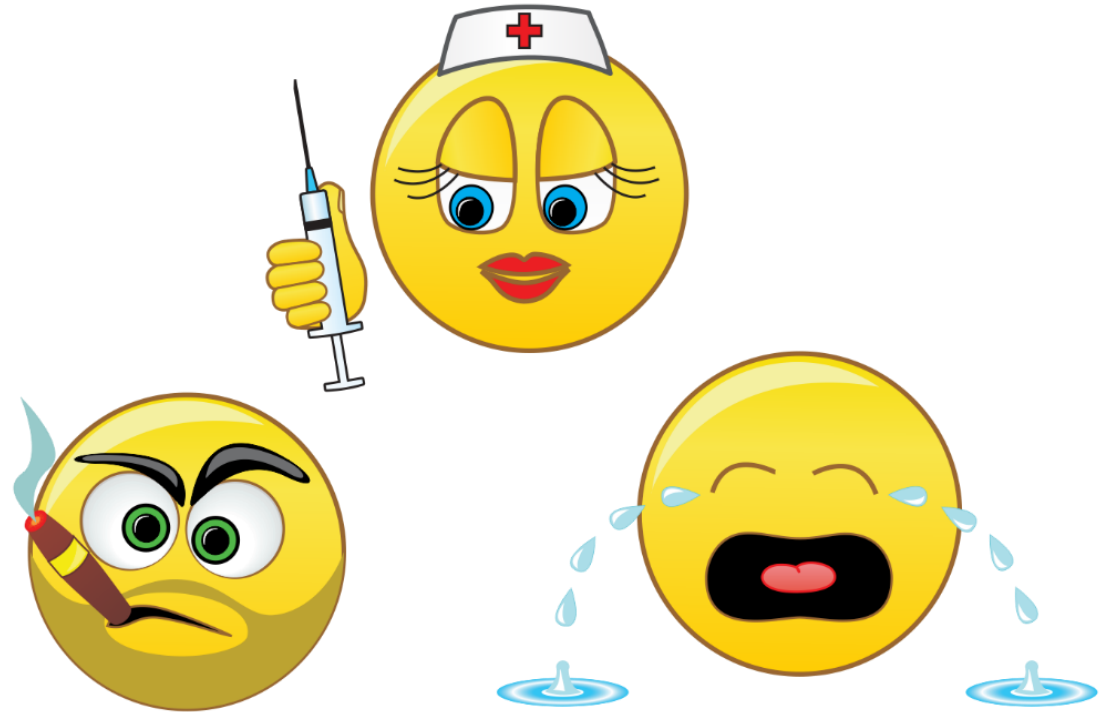


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## Modern teaching methods:

- Collaborative Learning
- Spaced Learning
- Flipped Classroom
- Self-learning
- Gamification
- VAK teaching
- Crossover Learning





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- **Collaborative Learning**

- Every student is a part of a group.
- The members help and communicate with each other in solving the tasks.
- The students develop skills to listen to others and work in a team.





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- **Spaced Learning**
  - Learning ACTIVE for 10 minutes.
  - BREAK for 10 minutes
  - Repeat Learning ACTIVE - 10 minutes
  - BREAK 10 minutes
  - Repeat Learning ACTIVE - 10 minutes
  - Quiz yourself to check your learning.



Forgetting curve for new learned information  
<https://www.wranx.com/platform/personalised-spaced-repetition/>



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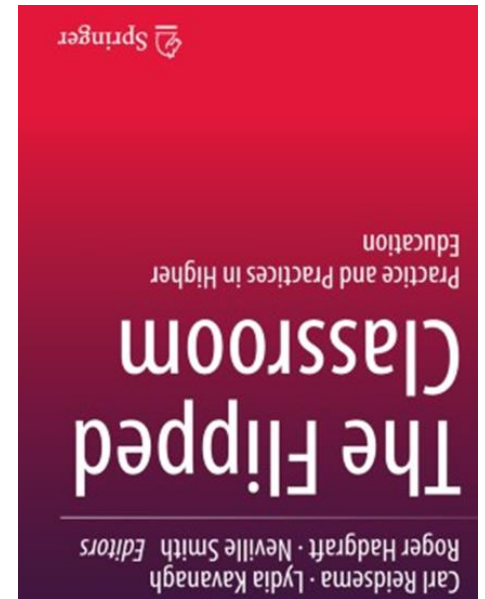


- **Flipped Classroom**

- The students study at their own pace
- Active customized learning and engaging
- The students can review exams and the content
- Better learning outcomes.

- **Components:**

- Moves
- Presentations
- Student discussion
- Communication teacher/student





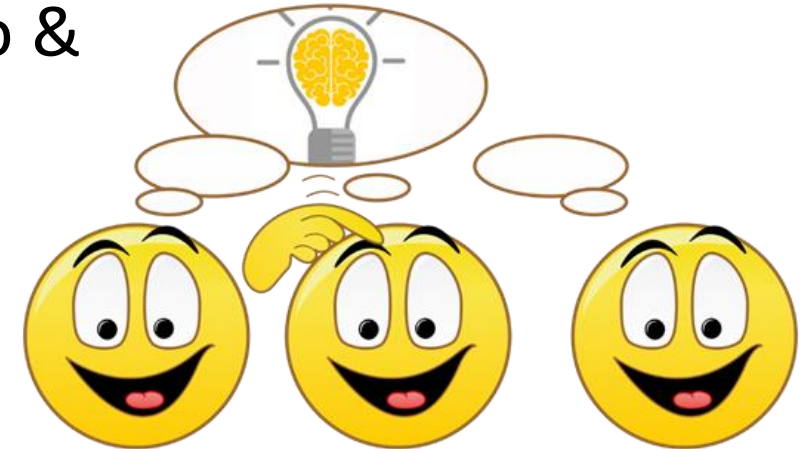
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- **Self-learning**

- From books, textbooks, manuals and computer
- With the help of a friend
- From educational television programs and audio & video movies
- Through visits to museums with a guide
- Classes in training centers, libraries and etc.

**e-Learning**





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## • Gamification

- The training should be challenging and require some sort of skill
- The goals should be easily identifiable
- The learning should require concentration
- The students should feel as if they have control
- The study should bring together action and awareness



<https://www.agilecrm.com/blog/gamification-how-to-take-it-to-the-next-level-in-2020/>

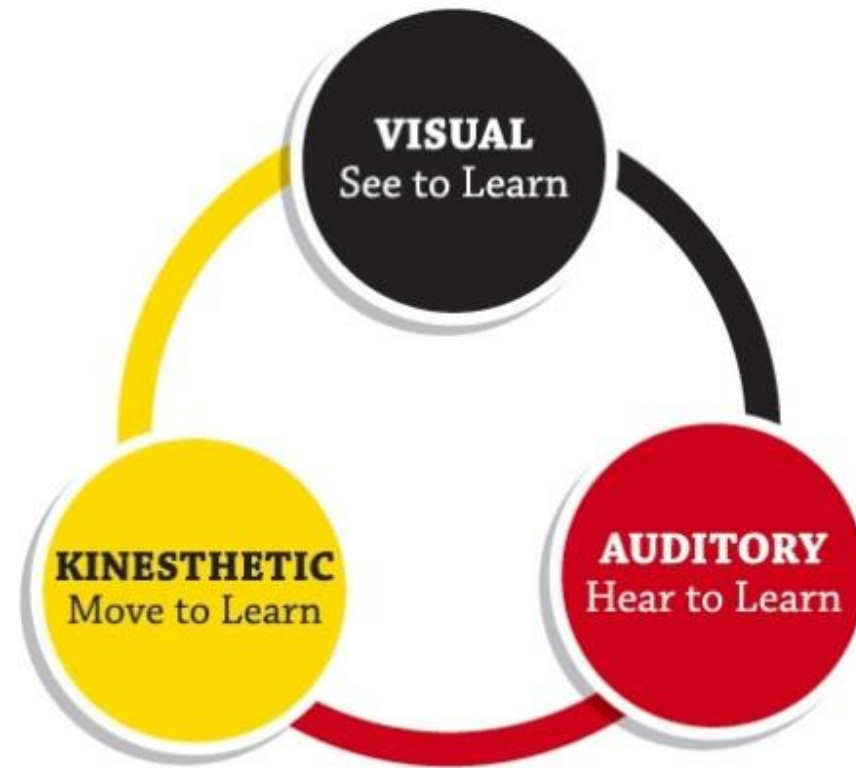


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- **VAK (Visual-Auditory-Kinesthetic) teaching**

- **Visual** - (learn by seeing and writing)
- **Auditory** - (learn by listening)
- **Kinesthetic**- (Learn by doing)



<https://rainielianni.wordpress.com/2015/08/13/visual-auditory-and-kinesthetic-learning-styles-vak/>





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- **Crossover Learning**

- Learning in informal settings.
- Informal learning can be deepened by adding questions and knowledge from the classroom.
- These connected experiences spark further interest and motivation to learn.
- The teacher proposes and discusses some questions in the classroom, then Learning in informal settings, such as industrial visits.
- The students share their new knowledge back in the class and give individual or group answers.

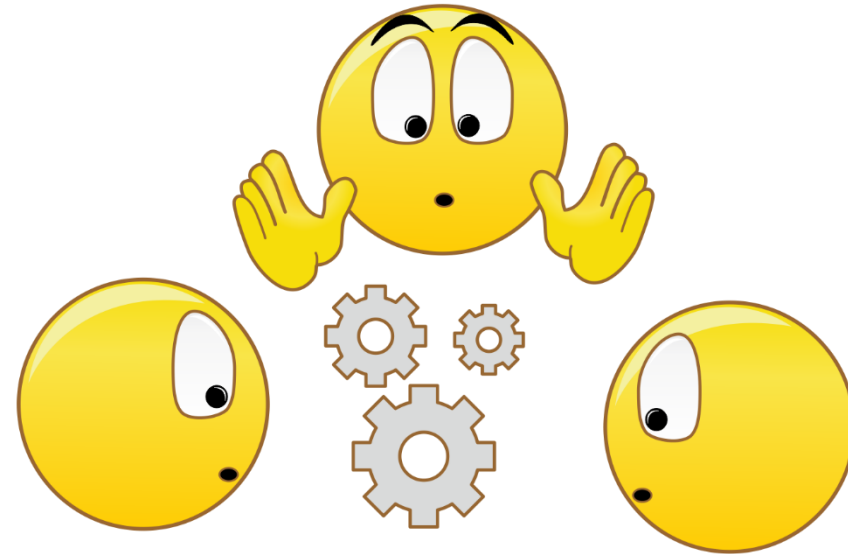


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## Digital Platform for e-Learning

- Virtual classroom and online educational platform
- Presentation tool
- Authoring tool
- Testing and assessment tool

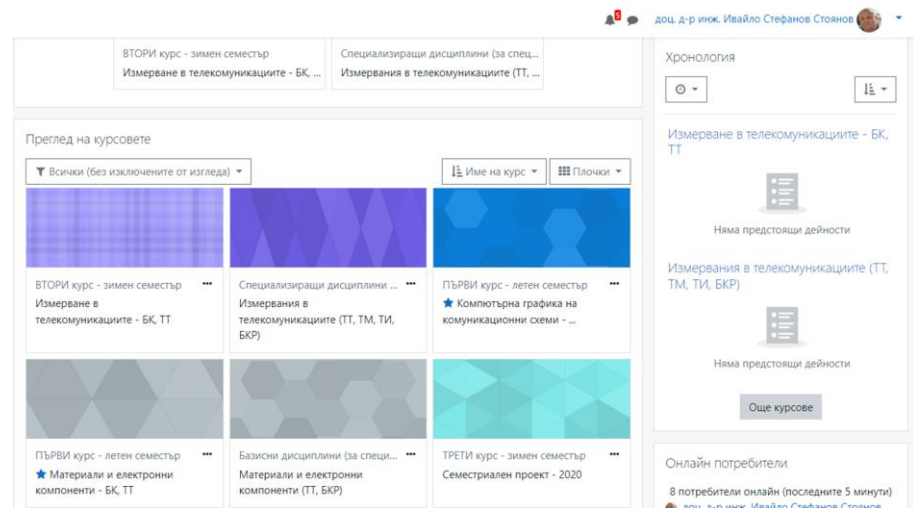




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- Virtual classroom and online educational platform
- BigBlueButton
- LearnCube
- Electa Live
- WizIQ
- Moodle
- Microsoft Teams/ Microsoft Classroom
- ClassMax
- 3P Learning



- FutureLearn
- Udemy
- Saylor
- Khan Academy
- Coursera
- edX





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- **Presentation tool**

- Prezi
- Visme
- Pitcherific
- SlideCamp
- Canva
- VideoScribe
- Haiku Deck





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- **Authoring tool**

- Elucidat
- Adobe Captivate
- Articulate Storyline 360
- Gomo
- Lectora
- Adapt
- DominKnow
- Easygenerator
- iSpring Suite
- Evolve
- Camtasia

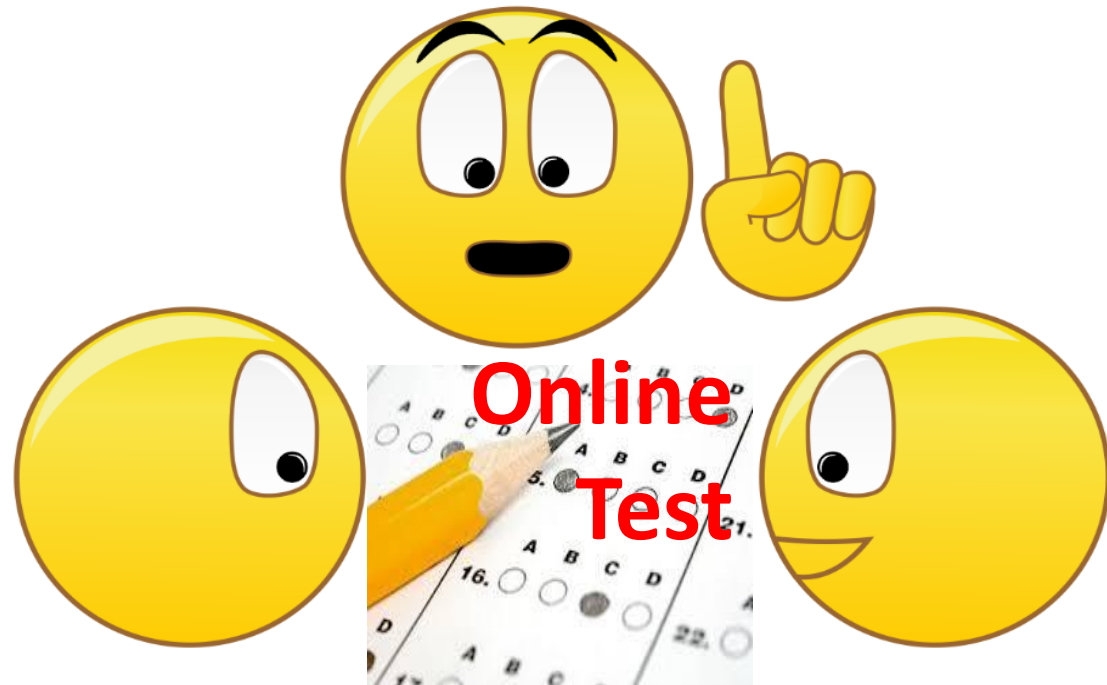




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- **Testing and assessment tool**
- Socrative
- Google Forms
- Mentimeter
- Poll Everywhere
- Kahoot
- eSurvey Creator





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***Thank you for your attention!***