English A9716406

from:

17/10/2023 19/10/2023



## Timetable

	Tuesday	Wednesday	Thursday
	WELCOME AND INTRODUCTION	ACTIVE LEARNING PEDAGOGY	ACTIVE LEARNING DELIVERY
9:00 - 10:30	Get introduced to objectives and agenda, get connected to peers through a shifting mindset	Methods and space: explore and describe different participatory active learning techniques	Simulate in groups active learning sessions, sha feedback and crowdsource solutions
10:30 - 11:00			
11:00 - 12:30	LEARNING AND DEVELOPMENT GLOBAL TRENDS	ACTIVE LEARNING TECHNOLOGY	SLOW DOWN
	Debate the implementation of active learning experiences through the lenses of global educational trends: what works and open questions	Experience immersive learning technologies. Virtual Reality Lab	Create space to experience Ecocentrism, Bulle Journalling, Peer Conversations.
12:00 - 14:00			
14:00 – 15:15	THE ACTIVE LEARNING CYCLE	ACTIVE LEARNING PROTOTYPING	ASSESSMENT, EVALUATION, CONCLUSION
	Define the training phases (from analysis to evaluation), sharing opportunities and challenges and identifying skills and tools required around the cycle	Design an active learning session by using acquired methods and tools.	Collaboratively assess new knowledge, provid feedback, conclusion and certificates
15:15 - 15:45			
15:45 - 17:00	ACTIVE LEARNING DESIGN PILLARS	GROUP COACHING	
	Empathize with learners and define objectives that are educational, learner-centred, action-oriented and include the affective domain	Collaborate and get guidance on session planning, methods, tools, delivery techniques.	
	Daily check-out	Team Building dinner	



