



UNIVERSITY
OF CRETE

eLearning Lab

[E.A.I.B.E.A]

ORGANISATION'S ID: E10025054



UNIVERSITY
OF CRETE



“ERASMUS+/ Key Action 1: School Education: Learning mobility of individuals: a) participation in structured courses or training events abroad”

Call for Participation

Professional Development Programme

Course Title:

Digital Storytelling and Creativity in the Classroom

Key competences:

* Augmented Reality
* Pedagogical Theatre

* Animation & Digital Storytelling
* Art and Craft of Pedagogy

* Land Art
* Dance Pedagogy

Location: Island of Crete, Greece



2020

<https://www.edivea.org/erasmus.html>

This document includes the detailed description of the professional development course and the related training events.

A. Introduction

The University of Crete / eLearning Lab [www.edivea.org] will participate as a receiving organisation in EU Programme: **“ERASMUS+/Key Action 1: School Education: Learning mobility of individuals: a) participation in structured courses or training events abroad”**, providing a structured course and training events for the professional development of teachers.

The course focuses on the area of Collaborative Creativity via Information and Communication Technology (ICT)

Top 10 skills

in 2020

1. Complex Problem Solving
2. Critical Thinking
3. Creativity
4. People Management*
5. Coordinating with Others
6. Emotional Intelligence
7. Judgment and Decision Making
8. Service Orientation
9. Negotiation
10. Cognitive Flexibility

in 2015

1. Complex Problem Solving
2. Coordinating with Others
3. People Management
4. Critical Thinking
5. Negotiation
6. Quality Control
7. Service Orientation
8. Judgment and Decision Making
9. Active Listening



Source: Future of Jobs Report, World Economic Forum

B. Training Issues

1. Short description:

The aim of the Professional Development Programme is to promote collaborative creativity through the use of ICT as one of the most important tools for teachers, in order to respond critically to the demands of our times.

“ICT and Collaborative Creativity towards the Classroom of the 21st Century: From Theory to practice” concerns the pedagogical use of ICT for teachers, as a means to cultivate the skills of Collaboration, Creativity and Critical Thinking.

More specifically, the trainees will become familiar with interactive applications of Augmented Reality and Digital Storytelling (e.g. **comics??**), combined with Land Art, Pedagogical Theatre, Art and Craft of Pedagogy, and finally Dance Pedagogy, in order to produce learning designs and scenarios in which the learners will be creative and engaged.

During the course, the teachers will visit historical and natural monuments of the island of Crete.

2. Key competences:



Augmented Reality



Animation / Digital Storytelling



Land Art



Pedagogical Theatre



Art and Craft of Pedagogy



Dance Pedagogy

3. Learning Outcomes

The participants are expected to:

- Become familiar with Augmented Reality apps that support creativity and enhance creative learning activities
- Be able to build learning designs in order to produce and disseminate digital storytelling projects for their classroom
- Extend their ability to use Land Art as an essential tool for their daily instructional methods
- Promote their understanding of Pedagogical Theatre instructional methods for education and training
- Exchange best practices concerning the blending of ICT with Art and Craft of Pedagogy.
- Participate and facilitate Dance Pedagogy
- Promote their collaborative and communication skills

4. Methodology and more

The training methodology will be based on pioneering collaborative techniques. Trainees will explore and construct their knowledge in groups by using innovational collaborative learning methods.

-Conditions: ICT Basic Skills

-Preparation: Participants are encouraged to bring their own laptops, if possible, to be more flexible during the course. An investigative questionnaire is possible to be sent to the participants

-Learning material: The learning material will be available online in the English language.

-Evaluation: The trainees will evaluate the programme using the innovative method of **collaborative painting????**

-Certification upon completion: The participants will receive, upon completion, a Certificate of Attendance by the University of Crete/ eLearning Lab, with detailed description of the training content and the duration of the course.

-Follow-up: An online community will be created in order to allow participants to share their experience, best practices etc.

5. Target Groups/Audience:

Teachers of all levels of educational and training organizations (pre-school, primary, secondary, vocational, adult), school principals/managers, head teachers, inspectors, counselors, pedagogical advisors, teacher trainers, ICT teachers, learning designers

6. Instructors

The trainers are distinguished academics from the University of Crete, the University of Athens, the Hellenic Open University etc., as well as scientific associates of the eLearning Laboratory.

C. Administration and Financial Issues

1. Organization/Host institution/Receiving organization E- Learning Lab - EDIVEA - University of Crete

ORGANISATION's ID: E10025054, [<https://www.edivea.org/erasmus.html>]

The “eLearning Lab” was founded under the name “Laboratory for advanced educational technologies in Lifelong and Distance learning” within the Department of Primary Education at the University of Crete.

It aims to serve the educational and research needs in the fields of Lifelong Learning and eLearning, with emphasis on the pedagogical implementation of advanced learning technologies and social networks to all types and levels of education.

Since its foundation, the “eLearning Lab” has significant contribution to the educational community, consisting of distance learning programs for the professional development of teachers, connecting the local community through Lifelong Education activities and encouraging exchanges of best practices among educators and other entities regarding the pedagogical implementation of ICT.

One of the major contributions of the “eLearning Lab” is the design and implementation of a collaborative project that focuses on the pedagogical exploitation of ICT, and especially of video conferencing and WEB 2.0 applications, under the title “ODYSSEAS”

The aim of this project is to build up a collaborative learning environment, in order to cultivate creativity and critical thinking skills for elementary school students from Greece and Cyprus. Since 2000, more than 3,000 primary school pupils from Greece and Cyprus have participated in ODYSSEUS project with national and European distinctions.

eLearning Lab Location: University of Crete, eLearning Lab, Department of Primary Education, 74100 Rethymno (Pic 1)



Pic 1: eLearning Lab

2. Dates and more:

The course takes 7 days to complete, participants should arrive before the first day of the programme.

The programme will be offered in the following dates:

Courses	Date	Location
C1	14-20 July 2020	Chania-Crete
C2	12-18 October 2020	Rethymno - Crete

3. Cost:

70 Euros per day for each participant, 490 Euros in total for the seven days of the training programme.

Included: learning materials, certificates, coffee breaks and field trip.

Not Included: Cost of meals, accommodation and travel costs.

4. Funding:

The cost of the programme can be funded by Erasmus+/KAI staff mobility. You can request an Erasmus+ grant from your National Agency to cover the costs of this course (tuition, travel and accommodation).

For more information, please contact Ms Maria Prentaki by email: edivea2@edc.uoc.gr

5. Support

The training course organisers can offer support to the pre-registered participants through the process of application for funding. See details for application through the following link: <http://www.edivea.org/how-to-apply.html>

6. Registration:

Online pre-registration is needed for the participants, through the following link: <https://www.edivea.org/help-desk.html>

Note that no payment is required at this stage, payment will be due after your National Agency has approved your grant.

7. Cancellation rules:

Fees should be paid no later than 2 months before the course begins. Payments should be made via bank transfer. Cancellations are not possible within 45 days before the beginning of each course.

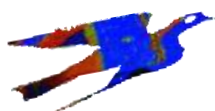
8. Useful Links:

Course webpage: www.edivea.org/erasmus.html

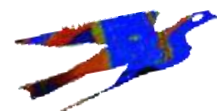
Facebook: <https://www.facebook.com/EDCUOC/>

Email: edivea2@edc.uoc.gr

D. Training Programme

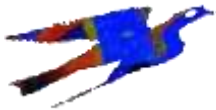


CHANIA 14-20 JULY 2020 Temporary Schedule*



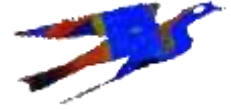
Date	Experiential Learning Workshops	Afternoon activities
Day 1- 15/7	Welcome event / Invited Lecture Dinner to a traditional tavern in the old town of Chania **Included**	
Day 2 – 16/7	[9.30-14.00]:ICT and Creativity: Introduction	Free Afternoon
Day 3 – 17/7	**Included** Social & Training Event **Included** Field Trip	
Day 4– 18/7	[9.30-14.00]: Creativity Art Crafts and Digital Storytelling (I) Creativity Art Crafts Building Learning scenarios Creativity & comics (I)	Free afternoon
Day 5 – 19/7	[9.30-14.00]: Creativity and Digital Storytelling (II) Creativity & comics (II) Creativity & Augmented Reality Creativity & Augmented Reality Complete presentations	Free afternoon
Day 6 – 20/7	[9.30-14.00] Web & Creativity - Creativity & Web Design [Build your website]	
Day 7 – 21/7	[9.30-12.00] Dance Movement & Creativity [12.30 – 14.00] Closure of the programme -Presentation of the projects -Evaluation of the seminar / -Certificates	-END of the Seminar-
Optional	DAILY CRUISE TO GRAMVOUSA ISLAND AND BALOS LAGOON	Optional

* Detailed schedule will be announced in due time



RETHYMNO 12-18 OCTOBER 2020

Temporary Schedule*



Date	Experiential Learning Workshops	Afternoon activities
Day 1-	<p>[10.00- 14.00]:</p> <p>Field trip to the campus of the University of Crete (Land Art & Augmented Reality)</p> <p>Introduction to the Course</p> <p>Participants' Presentations of their Schools</p>	<p>[17.00 – 19.00]</p> <p>Field trip to the cultural environment of the old town of Rethymno **Included**</p> <p>[19.00 – 21.00]</p> <p>Dinner at a traditional tavern in Rethymnon *Included*</p>
Day 2 –	<p>[9.30-14.00]:</p> <p>ICT and Creativity</p>	Free Afternoon
Day 3 –	<p>MEETING POINT: Town Hall, 8:45</p> <p>**Included** All-day Social & Training Event **Included**</p> <p>Field Trip</p>	
Day 4–	<p>[9.30-14:00]:</p> <p>Creativity and Digital Storytelling (I)</p>	Free afternoon
Day 5 –	<p>[9.30-14:00]:</p> <p>Creativity and Digital Storytelling (II)</p>	Free afternoon
Day 6 –	<p>[9.30-14:00]:</p> <p>Web & Creativity</p>	Free afternoon
Day 7 –	<p>[9.30-14.00]:</p> <p>Dance Pedagogy</p> <p>Closure of the programme</p>	-END of the Seminar-

* Detailed training schedule will be announced in due time

F. The Island of Crete

Crete is the largest island in Greece, and the fifth largest in the Mediterranean Sea. Here you can admire the remnants of brilliant civilisations, explore glorious beaches, impressive mountainscapes, fertile valleys and steep gorges, and become part of the island's rich gastronomic culture. Crete is, after all, a small universe teeming with beauties and treasures that you will probably need a lifetime to discover!

*Crete, as a main touristic destination, has direct airline connections with several European airports.



Island of Crete: www.incrediblecrete.gr/

Interactive Map: www.incrediblecrete.er/tourist-map/

History & Culture www.incrediblecrete.sr/archaeological-sites/