

Creating E-learning courses - Hands-on tools & Practical tips

Preparation

Participants need to be conversant with the use of a personal computer, the internet and also wordprocessing application. It is important that some thought is given by the participant on a potential "course" or at least subject that they would like to use as an example for development during the course of the week.

It is also important that the participants come prepared to present their particular school/organization situation and what they require out of this course. A powerpoint presentation is suggested but not mandatory.

Target Audience

- Teachers (Pre-school, primary, secondary, vocational, adult, special needs)
 - Teacher trainers
 - Headteachers/principals/managers of schools/organisations offering adult education
 - Other (Paid or voluntary) management staff in the institution/organisation
 - Non-teaching administrative staff
 - Other, namely: Mentors and Tutors
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Objectives

The objectives of the course include:

- Demystifying e-learning and making it accessible to even non-technical persons
 - Hands-on using of several tools that together create different types of e-learning pathways
 - Sharing of experiences and success stories
 - Showcasing innovative projects and uses of e-learning from all over Europe
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Methodology

AcrossLimits will be holding these set of courses for the 6th year running and thanks to the success of the previous years we will be adding new elements and new tools. Further to our involvement hands on in the European e-learning community and are running several projects in this area from both the Research and Educational programmes using innovative technologies like Web 2.0, avatars, augmented reality and audiovisual movies.

The methodology during the course will be a mix of pedagogical explanations coupled with hands-on practice of tools to allow teachers and participants to get

as much experience as possible in using various tools that help in the creation of holistic e-learning environment.

The areas focused on include both transferring course materials to online modules, doing tests & quizzes online, simulations and games, multimedia, creating information reference materials and educational communities.

Detailed and practical ideas of how to blend traditional and online courses will be given throughout using the examples from the real participating attendees.

Programme

DAY ONE: Introduction of the course syllabus. Presentation of all the course attendees. Initial definitions and concepts related to e-learning. Face2Face vs Online learning. Informational educational resources, initial hands on use of a LCMS (Learning Content Management System)

DAY TWO: E-books, Streaming media and presentations, Synchronous learning, Usage of virtual classroom application, tools like Dimdim, ooVoo and WiZiQ.

DAY THREE: Live e-learning events, interactivity and testing, Assessments online, Games and Simulations, Additional hands-on use of LCMS and creation of course modules.

DAY FOUR: Usage of testing tools like HotPotatoes, Collaborative learning, Forums, Wikis, Blogs, RSS, Additional hands-on use of LCMS and creation of SCORM learning objects.

DAY FIVE: Innovation in E-learning, Case studies from Maltese and European projects, Funding programmes for E-learning in Europe, Mobile and Wireless Learning, Further Resources, Conclusions.

Programme subject to last minute changes.

This course is set in a welcoming traditional ambience featuring cultural tours as well as fine dining at various traditional restaurants so that you may experience authentic Maltese culinary delights.

Language

Training and notes will be supplied and delivered in English.

Italian can serve as a secondary course delivery language in certain cases, should there be participants who have difficulties with English.

Follow-up

The tutors will keep in touch with the individual participants and also create a mailing list between all of the course attendees in order to be able to continue sharing experiences and work even after the course finishes.