

COURSE DATES 2020

24 -28 August 2020

TARGET AUDIENCE

This course is aimed at pre-primary, primary and secondary teachers, as well as educators in general, who want to stimulate logical thinking, collaboration, creativity, problem-solving and resilience among their students by implementing a new, modern and transversal discipline.

Specialised knowledge is not required. Laptops are required for the course. In addition, tablets are also highly recommended as essential tools to develop Pre-Primary and early Primary school coding.

Participants need to be at a B1 level of English.

COURSE SUMMARY

This hands-on, practical one week course is aimed at professionals who would like to develop coding and robotics in the classroom, school or other learning environment. A wide range of free available methodologies and technologies is introduced and worked on during this course.

PREPARATION

After registration, participants on this course programme will receive:

- A pre-course questionnaire, which will enable trainers to learn about the participants' teaching backgrounds
- Information about the Europass Mobility Certificate
- Information about Malta to prepare teachers for their cultural experience

OBJECTIVES

- To enable the development of better logical thinking skills, along with communication, collaboration, creativity, problem-solving and resilience.
- To introduce an awareness of ways of integrating coding and robotics within the class workflow through the appropriate teaching methodologies as well as hands-on & experiential methods
- To help teachers reflect on their own teaching methods in relation to transversal disciplines in the classroom today.
- To help participants experience hands-on a range of interesting tools, software and programmes which are available as freeware, & set up activities linking methodology, coding and robotics today
- To further develop participants' own language skills
- To experience the cultural heritage of Malta with its bilingual linguistic environment

METHODOLOGY

- This course is taught interactively, with input sessions, and collaborative and group project work. Participants are actively involved in all sessions. Input sessions are in the form of hands-on workshops and could involve collaboration, analysis and at times problem-solving.
- Sessions help participants set up tools and online applications in a scaffolded setting.
- Participants are asked to reflect on the tools & activities, inviting discussion with regard to their own knowledge & skills, their approach to teaching today's students, and on adaptation of the use of the tools to their teaching & learning situations & contexts.
- Exchange of participants' own creativity and pedagogical knowledge is encouraged through discussion.
- Participants' own language skills are developed and feedback given where appropriate.
- Participants are also introduced to appropriate websites related to the further development of their teaching skills & personal professional development.

FOLLOW UP

- The course ends with an evaluation session, where teachers are asked to reflect upon the value of the knowledge gained on the course. They are also encouraged in this session to come up with a Personal Development Action Plan, and select tools & activities which they would like to try out in their own classes or projects.
- They are invited to join the ETI Teacher Training Facebook community, which allows networking and contact with the trainers and fellow colleagues, and with participants from other courses.
- Participants are also encouraged to join communities for the POOLS Projects, and other ETI-related EU Projects, such as METHODS (Communicative Language Teaching Methods), CLIL4U and COOL.
- In addition, participants are given a post-course 3 month subscription to our e-Learning online site to further develop their language knowledge and skills.

A SAMPLE COURSE PROGRAMME

CODING & ROBOTICS MADE EASY

TIME	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
09:00 - 10:30	Trainees' self-introduction Coding, Robotics, 21 st Century skills and Multiple Intelligences	Primary and Secondary school coding: settings, interface, code blocks, costumes, sounds	Primary and Secondary school coding: animations	Robotics: robot elements (core, structure, sensors, additions)	Robotics: transversal classroom activities 1
10:50 - 12:20	Coding from early ages: Basic building blocks in coding – stage, sprites, code blocks, tools & scenes	Primary and Secondary school coding: appearance and movement	Primary and Secondary school coding: videogames	Robotics: controlling the robot (movement and appearance)	Robotics: transversal classroom activities 2
13:00 - 14:30	Coding from early ages: Basic building blocks in coding: animations and videogames.	Primary and Secondary school coding: interaction (events, conditions, sensing)		Robotics: controlling the robot (sensors)	End-of-course Project



Prices

Course Fee	€350.00
Programme Fee	€100.00

Programme Package Fees Includes :

Course Fee , Tuition /Training 21 Hours (1 week) over 5 days

Registration and Administration Fees

Social Programme including Half Day Guided Tours (to Malta's Capital City Valletta + to the old Medieval City of Mdina)

Mobility Euro Pass Certificate

End-of-Course Certificate

All programmes have a Saturday or Sunday arrival with a Monday course start day

Contact :

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MALTA

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