Project Description

Please describe the motivation for your project and explain why it should be funded.

According to the Digital Action Plan,the pandemic has revealed a number of challenges for education and training systems related to the digital capacities of education and training institutions, teacher training and overall levels of digital skills and competences. This shift has uncovered new and innovative ways for students and educators to organise their teaching and learning activities and to interact in a more personal and flexible manner online. These changes call for a strong and coordinated effort at the EU level to support education and training systems to address the challenges identified and exasperated by the COVID-19 pandemic, while putting forward a long-term vision for the way ahead for European digital education.

Educational technologies consist not only of concrete technologies (eg computers, smartphones, learning management systems) but also of abstract technologies (eg, educational theories, approaches, strategies) (Bozkurt, 2020).Therefore, one of the points that should be considered in the new normal is the use of abstract technologies that reflect the part of educational technologies which is not directly visible as well as concrete technology-oriented solutions .The use of learning management systems, live course tools, or the use of environments that can only be accessed with a computer can be given as examples of frequently encountered concrete technology use. Although learning management systems are effective in presenting content to the masses (Almaiah, Al-Khasawneh & Althunibat, 2020), they also have some limitations in terms of supporting social learning processes and creating a learning ecology. In addition,getting students to attend classes does not guarantee their benefit from what is presented (Greener, 2020).Therefore, online learning can be a real challenge to many students as they try to understand the content of the courses passively. However,with Blended Learning Method,instead of being passive recipients of knowledge,they will become active participants in their own education.Flipping the classroom, using webquests and gamification techniques in blended learnin encourages students to take responsibility for their own learning,developing the kind of independent skills needed to be lifelong learners.Therefore, strengthening the profiles of the teaching professions by supporting teachers in teaching / learning design with these concepts is also important in terms of achieving effective learning outcomes as well as learner satisfaction and success during face to face and online teaching.

Work Package nº 1 – Project Management

Work package n°2 - Blended Learning Guidebook. LEADING COUNTRY: SPAIN

Work package n°3 - Toolkit 'ICT Tools For Blended Learning'

Work Package nº 4 – Online Blended Learning Platform