

Digital Culture for the 21st Century Vocational Education



Developing and testing workshops for schools

The integration of digital pedagogy into the daily practice of VET teachers cannot happen without a related vision, an intention from the school management. Having finished the Digital Menu Card online training activity (IO2) and having the development needs identified (in IO1), educational experts, VET school leadership and teachers created specific action plans for their own school. As the next step, teachers of the five partner schools participated in a total of 73 on-site workshops lasting for 120 minutes each in accordance with the action plan prepared earlier. The required number of teachers were set to 10 per school but in most cases, they overruled this number (altogether 744 participations were registered). Participating in the workshops, they could learn more about the selected digital tools and the methods from the experts which can be used best in the teaching-learning process. During the workshops, the participants developed their own digital teaching materials, which are going to be published on the DMC website and be accessible for free for other VET teachers. IO3 Activities were:

- Create specific action plans for schools based on needs analysis and Digital Menu Card
- Deliver workshops to teachers
- Community learning content development
- Sharing the digital learning content developed

Process of the workshops

The leader of this IO, Prompt designed the whole process carefully and got convinced that each partner was aware of how to perform the task. As part of the Quality Management plan, they had been provided with templates that served to design the series of workshops in details, their documentation and to assessment of the workshops.

Biotehniški izobraževalni center Ljubljana (Slovenia)

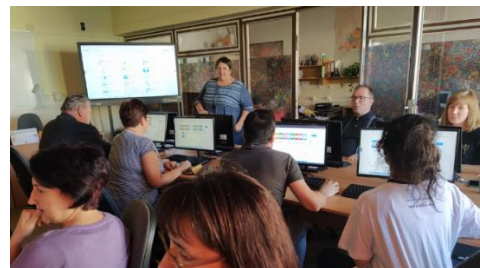
BIC implemented 15 workshops between 30/8/2022 and 21/10/2022 which dealt with the following digital tools: Flipped Classroom; Geogebra; Classcraft; PhET Interactive

simulations; Gamification; Applications for animation; Book Creator, Blogger; H5P; Applications for screen recording.



Technical and Business Secondary Vocational School of József Szakkay (Slovakia)

Teachers participated in 20 workshops all together, mentored by their peers in the following topics: Kahoot!; OneNote, WordWall; MSTeams; Quizlet; Redmenta; video recording; Bandicam; Animoto, Mentimeter; Prezi; Mindmaster; GeoGebra; Quizzes; Book Creator; Canva; DrawMind; SpringSuite.



Szent László Roman-Catholic High School (Romania)

15 workshops were organized in the school where teachers could obtain practice the followings: Project Method; GeoGebra; H5P; Flipped Classroom; MovieEditor; Google Forms; Redmenta; Kahoot!; Quizlet



SZÁMALK-Salesian Post-Secondary Technical School (Hungary)

13 workshops were organized in the school to deepen their knowledge of: Adobe Creative Cloud, MS Teams; Camtasia; Kahoot!; Socrative; Quizlet; Biteable; Mentimeter; Linoit; Canva; Google Classroom, Bubble; Brainwriting, Padlet; Anchor; Illustrator; Jamboard.




Dátum	Előadó	Workshop téma
2022.05.25. 11:00	Faltis Roberta	Bubbl, Brainwriting
2022.05.27. 11:30	László Viktória	Quizlet
2022.05.31. 10:30	Hegedűs Helén	Google osztályterem
2022.05.31. 11:15	Hegedűs Helén	Linoit, Canva
2022.06.02. 8:45-12:15	Varga Ödörk György	Adobe Creative Cloud
2022.06.02. 15:00	Dávid Andrea	Padlet
2022.06.03. 13:00	Koblenec Máté	Mentimeter
2022.06.07. 11:00	Kupovits Andrea	Biteable
2022.06.09. 11:00	Molnár Csikós Hajnalka	Illustrator
2022.06.09. 12:00	Molnár Csikós Hajnalka	Google sites és Jamboard
2022.06.10. 13:00	Koblenec Máté	Socrative
2022.06.10. 13:45	Szántó Ágnes	Kahoot
2022.06.24. 9:00	Holász József	Anchor

4th Transnational Project Meeting in Oradea (Romania)

The partnership had its 4th transnational project meeting in Nagyvárad (Oradea), between 3-4 November 2022, hosted by CFCLM. The aims of the meeting were

- Closing O3 - Developing and testing workshops for schools
- Launching O4- ICT-based creative classroom work, revision of O5
- Documents, activities, deadlines needed for the next period
- Planning and discussing the activities, tasks, outcomes related to O4-O5
- Summary of next steps, planning the next partner meeting

During the meeting, partners put building of the DMC platform in the focus and also shared their experiences about the multiplier events they had organized. Each school shared their experiences of the workshops and how the teachers reflected on them. The team also paid a visit to the Romanian school partner's (Szent László Roman Catholic Gymnasium) which was the venue of the programs on the first day.

Magyar Gyula Vocational School (Hungary)

MAGYULA teachers held 10 workshops with their peers, each lasting 120 minutes with attending 11-20 teachers at each. The workshops were delivered from 20th May 2022 to 20th July 2022.

The topics were: Mentimeter; Redmenta; Animoto, Sway; H5P; LearningApps; Kahoot!; Biteable; Genially; Suturi.

They described the workshops as very motivating for the teachers and concluded that the application of digital learning tools would be inbuilt in their teaching practice and would raise the interest of the students for the topic they were learning.



○ Aim of the project

The project aims to embed the traditional digital pedagogy teacher training program in a broader context by organizing customized school-based contact training sessions, linking it to organizational development components that enhance institutional digital competence and quality culture.

○ Objectives

- Institutional level intervention will begin with getting commitment from the management of partner schools. In each school, a management representative – so called “change agent” - will be selected to closely work on the project with a group of teachers.
- Partner VET schools will perform an initial self-assessment on digital pedagogy at institutional and individual (teacher) level, using the SELFIE tool and the DigCompEdu framework.
- Groups of teachers will participate in an online learning experience on the Digital Menu Card platform, for developing their digital competences based on DigComp 2.1 and the DigCompEdu framework.
- Partner schools will create their own digital pedagogy strategy and will create related action plans, broken down to individual level.
- On-the-job workshops will be organized for teachers, who can put their new skills into practice and develop digital learning content for their classes with assistance from facilitators.
- Lessons will be delivered to students, using the newly developed materials and active learning methods.
- Finally, based on the experiences, a Digital Pedagogy Training and Intervention Model will be created that can easily be applied by other educational institutions as well, to support institutional level changes and continuous improvement of teaching practices.

○ Project basics

Title: Digital Culture for the 21st Century Vocational Education

Acronym: VETWork

Project ID: 2020-1-HU01-KA202-078760

Program: Erasmus+ KA2, Strategic partnership

Target group: VET teachers, trainers, managers

Beneficiaries: VET students

Partner countries: Hungary, Slovakia, Slovenia, Romania

Duration: 1st Sep 2020 - 31st May 2023

○ Partners

PROMPT-H Information Technology Educational, Trade and Service Ltd., Hungary

Expanzió Consulting Ltd., Hungary

University of Primorska Faculty of Management, Slovenia

Hungarian Teacher Training Centre, Romania

Biotechnical Education Centre Ljubljana, Slovenia

Szent László Roman-Catholic High School, Romania

Technical and Business Secondary Vocational School of József Szakkay, Slovakia

Magyar Gyula Vocational School, Hungary

SZÁMALK-Salesian Post-Secondary Technical School, Hungary

○ Contact

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