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e-education activities

Developed by Universidade de Aveiro
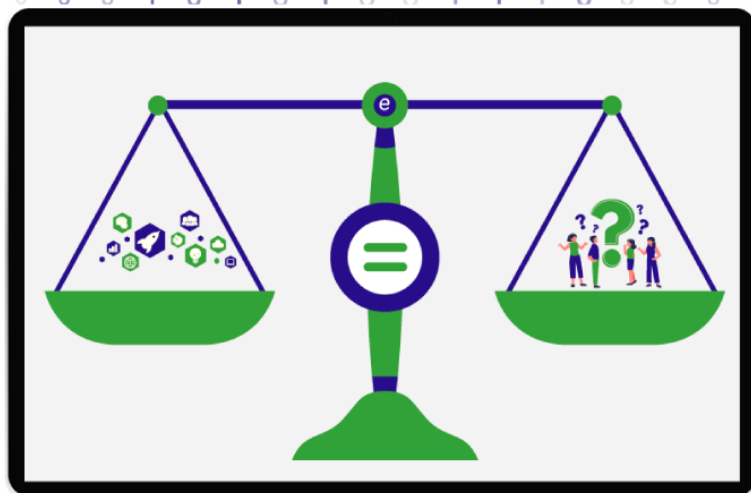
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Let's protect our environment!

Activity 1

Domain	e-education
Topic Covered	Introduction to e-education, its advantages and challenges
Learning Outcomes and Competences that can be acquired	• Learn about the existence of online education • Learn about the existence of different types of online education and courses • Understand what are the advantages and challenges of e-education
Duration	30 minutes
Kind of Method	• presentation • interactive discussion
Required Materials	• laptop • internet connection
Learning Setting and Activity Description	For this activity, the educator/trainer introduces the topic, with a general, interactive discussion, before moving on to the more practical elements. Introductory presentation with some ice-breaking questions. The trainer can conduct an oral discussion and/or use an online platform to collect and visualize the answers, e.g. Mentimeter (https://www.mentimeter.com/app/presentation/al3gs4o1vq83q4ysfc2oq57bd42or8be/1bjpnpfn7csk/edit), etc. The trainer can then look at the totality of the responses and discuss the audience's questions and perceptions regarding e-education. Examples of questions that can be used to introduce the session: • Do you find e-education useful? • Have you ever taken an online course? • Do you think all online courses are paid? Next the educator asks the learners to form groups and list what they consider to be the biggest difficulties in searching for online courses. After that the educator presents some guidelines for searching and finding online courses. Finally, the educator gives a brief summary of what care should be taken online and when looking for online courses, demonstrating that the possibility of online learning is endless.
Activity Evaluation/ Reflection	The audience would come to comprehend what an online course is and would be able to search for one themselves. The questions used to trigger the beginning of the session would be once again made, and the answers before and after the activity would be compared in order to see how much the students learned from it.

E-education activities

Supporting materials	https://www.mentimeter.com/app/presentation/al3gs4o1vq83q4ysfc2oq57bd42or8be/1bjpnpfn7csk/edit
	https://drive.google.com/file/d/13yXfRxJzJjj4qjC7Pp9U_r9Xu9tYfO7F/view?usp=drive_link

E-education activities

Activity 2

Domain	e-education
Topic Covered	Introduction to e-education platforms and resources
Learning Outcomes and Competences that can be acquired	● Get acquainted with the existence of online education ● Learn about the existence of different types of online education and courses ● Learn how to find different courses and online platforms
Duration	60 minutes
Kind of Method	● presentation ● interactive discussion ● hands-on exercise ● non-formal education
Required Materials	● laptop ● internet connection
Learning Setting and Activity Description	For this activity, the educator/trainer introduces the topic, with a general, interactive discussion, before proceeding to the more practical elements. 1. Introductory presentation with some questions to break the ice. The trainer can lead an oral discussion and/or use an online platform to collect and visualise the responses, e.g. Kahoot, Mentimeter, etc. The trainer can then look at the totality of the answers and discuss the issues and perceptions of the audience concerning e-education. Examples of questions that can be used to introduce the session (https://www.mentimeter.com/app/presentation/al25gus3ybeewpqbgtomfg5h1wwdxtr6/4whfu3t1p5fg/edit): ● Which of these platforms do you know? 2. Next, the trainer asks the participants to get into groups and search for possible online courses. After the research, they are asked to describe the course and explain the benefits of attending such a course.
Activity Evaluation/ Reflection	The audience would come to comprehend what an online course is and would be able to search for one themselves. The questions used to trigger the beginning of the session would be once again made, and the answers before and after the activity would be compared in order to see how much the students learned from it.

Supporting materials	https://www.mentimeter.com/app/presentation/al25gus3ybeewpqbgtomfg5h1wwdxtr6/4whfu3t1p5fg/edit https://drive.google.com/file/d/13yXfRxJzJjj4qjC7Pp9U_r9Xu9tYfO7F/view?usp=drive_link

Activity 3

Domain	**e-education**
Topic Covered	Exploitation of some e-education platforms/resources
Learning Outcomes and Competences	● Consolidate and practice the knowledge acquired in the previous activity ● Learn how to navigate through online learning platforms
Duration	60 minutes (40 minutes of exploring the platforms and 20 minutes of discussion)
Kind of Method	● Presentation ● Non formal education ● Hands-on exercise ● Learn-by-doing ● Interactive discussion
Required Materials	● laptop ● Internet connection
Learning Setting and Activity Description	During this activity the educator/trainer will propose to the audience the exploration of online teaching platforms, in order to put into practice what they learned earlier. 1. Introductory presentation, where some platforms are shown to the audience, and it is asked of them that they explore said websites. One of the suggested platforms would be Coursera, but the audience would be fully able to use any preferred platform during the activity. 2. After giving the audience some time exploring the different online courses in the respective platforms the educator/trainer would start a discussion, in which every participant would be able to talk about their experience. 3. After that and using an online whiteboard (https://lucidspark.com/) ask for each student to share which courses they found. Check among the learners which courses are common.
Activity Evaluation/ Reflection	The students should be able to use an online teaching platform and look for online courses of their likes by the end of the activity.
Supporting materials	https://www.coursera.org/?irclickid=To%3AwIxUT6xyNRN-yNSwHVVdhUkAzR8z9g1ORVA0&irgwc=1&utm_medium=partners&utm_source=impact&utm_campaign=3030402&utm_content=b2c https://lucidspark.com/ https://drive.google.com/file/d/13yXfRxJzJjj4qjC7Pp9U_r9Xu9tYfO7F/view?usp=drive_link

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