

TEACHING AND LEARNING TOOLS AND RESOURCES



Project Overview

DigiFE is an Erasmus+ Funded project that aims to equip Agri-Food VET educators with the know-how, confidence, skillset, essential tools and resources to digitalise and develop their teaching practice. The project aims to assess and modify vocational education and training to satisfy the specific digital training needs of agri-food entrepreneurs. Food sustainability, innovation, and production are all dependent on rural agri-food entrepreneurs. It is critical to nurture and support these crucial participants in the agri-food ecosystem.

Our Partners

The Atlantic Technological University (ATU) Galway, Ireland is leading the project and working in partnership with Macra na Feirme (MnF), in Ireland, Confederazione Italiana Agricoltori (CIA) Toscana, in Italy and The Polish Farm Advisory and Training Centre (PFA), in Poland



Teaching and Learning Tools and Resources

This DigiFE project result will provide VET educators with examples of tools, support strategies, activities, case studies, and best practices designed to enhance teaching within a digital environment.

www.digife.eu



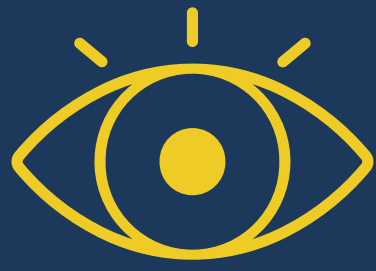
Co-funded by the European Union

Key Learning Styles

Visual



Interprets information using charts, maps, graphs, diagrams, etc.



Consider using images and graphs to depict concepts and ideas.

Include patterns, shapes and other visual aids throughout content.

Auditory



Interprets information through hearing it being spoken.



Consider incorporating auditory aids throughout content, or creating an auditory version of the content (similar to a podcast episode or e-book chapter).

Reading



Interprets information presented in words.



Reading, writing, and re-writing information often helps with understanding content.

Written assignments may be good to incorporate for these learners.

Kinesthetic



Learns best through involvement in tactile experiences and carrying out physical activities.



Although difficult to incorporate with online learning, consider using videos of practical experiences involving various course content.



Types of E-Learning to consider

- Asynchronous** >> **Self-paced learning where learners can access materials at any time and place**
- Synchronous** >> **Allows learners to interact with a teacher in a virtual environment**
- Blended** >> **A mixture of online and face-to-face learning**
- Mobile** >> **Sending learning materials to a learners pocket for quick, practical snippets of study**
- Gamification** >> **The use of game elements in the learners experience**
- Microlearning** >> **Giving bite-sized modules of information to make them more managable**
- Virtual Reality** >> **Allows learners to practice and apply their knowledge in a virtual environment**
- Video-based** >> **Uses video to deliver learning content and modules**
- Auditory** >> **Uses digital audio to inform learners of module content**
- Social** >> **Supports learning through social interactions and collaborations**



Types of E-Learning - example tools

Asynchronous



Synchronous



Blended



Mobile



Gamification



Microlearning



Virtual Reality



Video-based



Auditory



Social



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Teaching and Learning: Tools and Resources

Ireland



NATIONAL FORUM
FOR THE ENHANCEMENT OF TEACHING
AND LEARNING IN HIGHER EDUCATION

The National Forum for the Enhancement of Teaching and Learning in Higher Education is the national body responsible for leading and advising on the enhancement of teaching and learning in Irish higher education.



DigitalEd.ie is a Digital Teaching and Learning education platform, providing access to the digital learning pathways and a suite of resources available to all staff. The site provides a gateway to help staff build digital capabilities and pedagogic expertise, in order to design, deliver and support flexible and online learning programmes



The National Institute for Digital Learning (NIDL) aims to be a world leader at the forefront and leading edge of new Blended, On-Line and Digital (BOLD) models of education



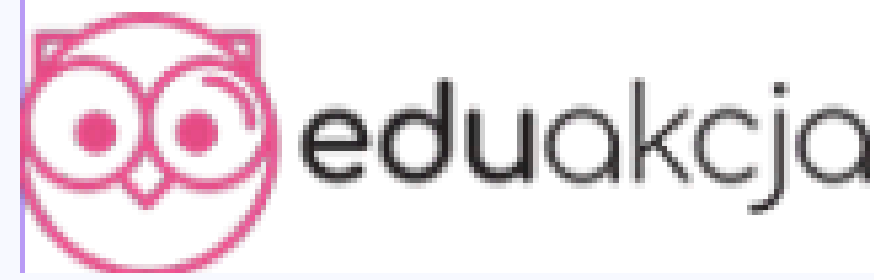
Developed by the Professional Development Service for Teachers (PDST) Digital Technologies team to support schools and teachers engaged in distance learning in order to provide continuity to pupils/students.

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Teaching and Learning: Tools and Resources

Poland



An online training program bringing together a community of teachers and caregivers that launched in 2016. From the beginning, the platform's mission was to enable all teachers in Poland access to very high-quality training.



Online platform of training courses for teachers on more than 250 topics in more than a dozen subject areas.



The online training platform is designed primarily for teachers working in schools and educators conducting out-of-school activities. It can be used by all those who want to develop their social and ICT skills. The Platform primarily provides training courses for the personal development of teachers and educators.



This is a portal for teachers that contains free educational materials tailored to all stages of education. The portal's resources are compatible with interactive whiteboards and other devices that support the teacher's work, such as tablets. The portal contains about 28,000 individual interactive materials that can help in the implementation of content in all subjects, at different educational levels.



Teaching and Learning: Tools and Resources

Italy



National Digital School Plan (PNSD) which is a policy launched by the Ministry of Education, University and Research for setting up a comprehensive innovation strategy across Italy's school system and bringing it into the digital age



S.O.F.I.A. is a platform of the Ministry of Education that allows teachers to access training courses developed online, in order to enrich their cultural background, their portfolio and improve skills. The platform allows all teachers to access the best and innovative online training initiatives.



Scuola Futura is the platform for training school staff (teachers, ATA staff, DSGA, DS), as part of the actions of the National Plan for Recovery and Resilience (PNRR), Education Mission. Content and training modules are divided into 3 thematic areas (Digital Didactics, STEM and Multilingualism, Territorial Gaps)



Soloformazione.it is an online platform that provides specific training courses for teachers, ATA staff - or technical and administrative assistants of schools

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Teaching and Learning: Tools and Resources

Additional Tools

Google Site: Free application provided by Google for the creation of educational mini-sites that can accompany the training path and the activity of the trainer, communicating with the entire Google world

WeSchool is a platform that allows teachers to experiment with new teaching methods, allowing the creation of lessons that are very different from the frontal model. <http://www.weschool.com>

Menti is an interaction platform which allows the presenters and participants to give feedback in real-time, have more engaging presentations and a bit of fun. They are also visually pleasing when reporting back. <https://www.mentimeter.com/>

Prezi is a cloud-based web service for making presentations on a virtual canvas.

PowToon is a free service offered by the web to create dynamic and captivating presentations, to be used instead of the classic Power Point presentations.

Moodle: is an online training platform used by schools and universities <https://moodle.org/>

Canva is an online design tool which makes graphic design more accessible. It can be used to make presentations, posters and social media ads. : <https://www.canva.com/>

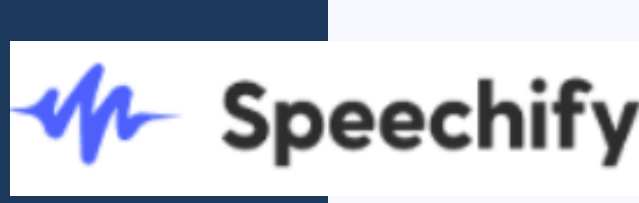
Padlet allows the participants to collaborate online using links, images, documents, videos and recordings. It works like sticky notes but online. <https://padlet.com/dashboard>





Teaching and Learning: Tools and Resources


Tools for Inclusivity

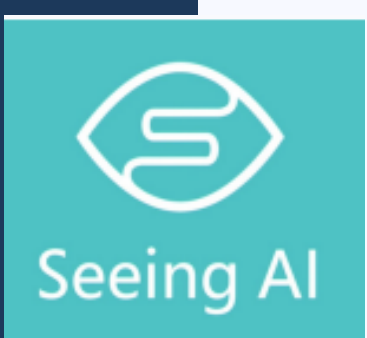
Inclusive teaching and learning recognise all students' entitlement to a learning experience that respects diversity, enables participation, removes barriers and anticipates and considers a variety of learning needs and preferences

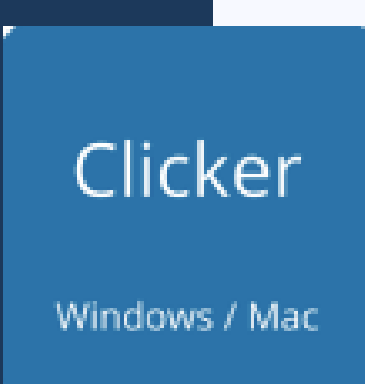
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Read text aloud using a computer generated text to speech voice
- 

Word prediction that is grammar smart and inventive spelling aware
- 

Portable braille and 3D imaging printer
- 

Takes notes in a margin to restate an idea or to insert additional information
- 

Identifies people / objects, and audibly describes them for people with visual impairment
- 

Gives realistic speech feedback, and is a talking spell checker and word predictor
- 

Allows users to voice math and gives them the ability to voice graphs

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