

**AMMATILLISIA
SISÄLTÖJÄ
ETÄNÄ
ERITYISOPISKELIJOILLE**



Digi Teachers
Working Online



**RIITTÄVÄT
DIGIPEDAGOGISET TAIDOT
OPETTAJILLE**

Projektin alkupiste ja pää tavoite

- Lähtökohtana korona-aika ja haasteet opetuksen järjestämisessä
- Etäopetuksen järjestäminen oli eri maissa mahdollista eri tavoilla
- Haluttiin
 - Varautua seuraavaan poikkeustilanteeseen
 - Kerätä hyvät käytänteet

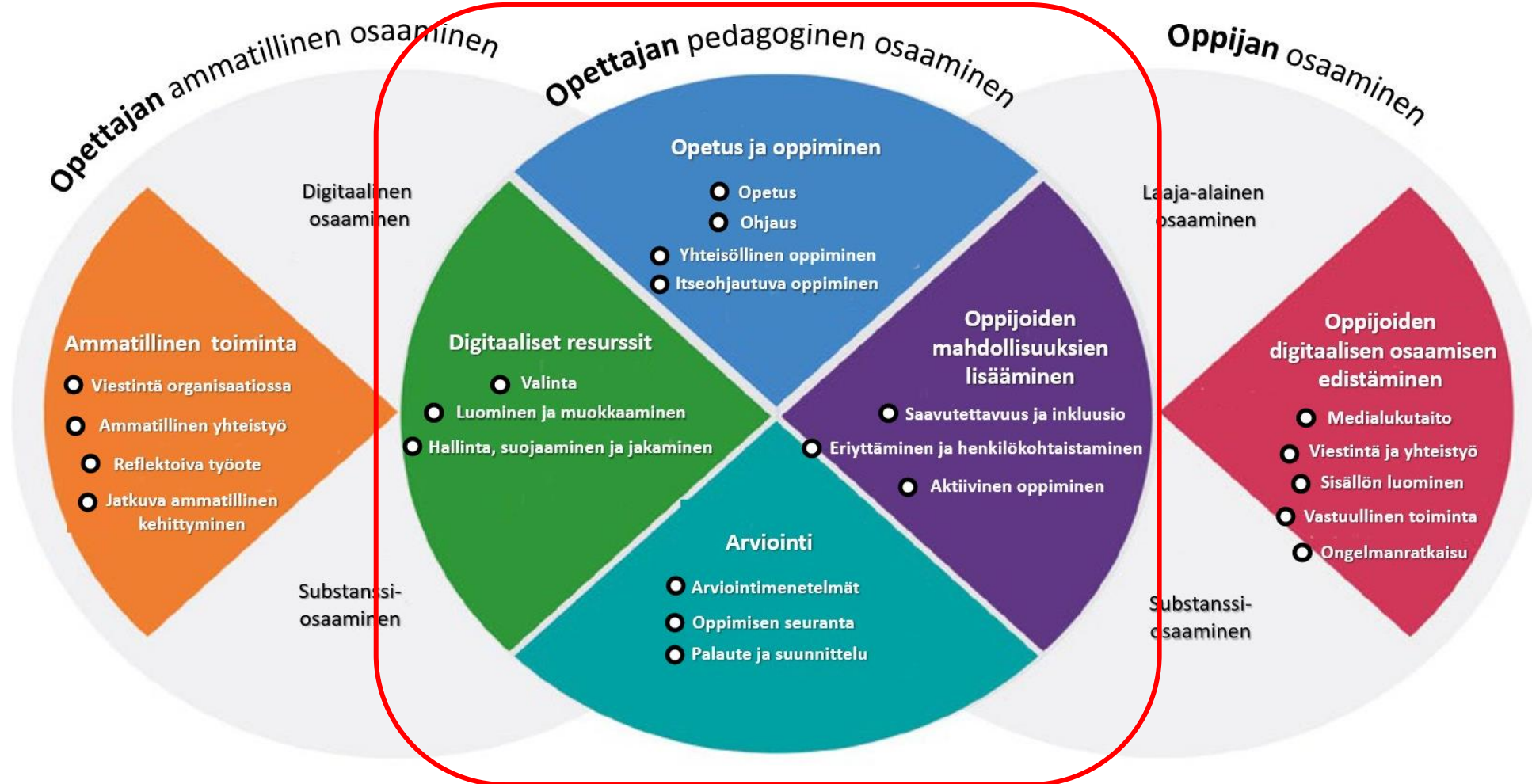
Why should you use digital pedagogics in special education in VET?

Equity; everyone has a right to learn digital skills.

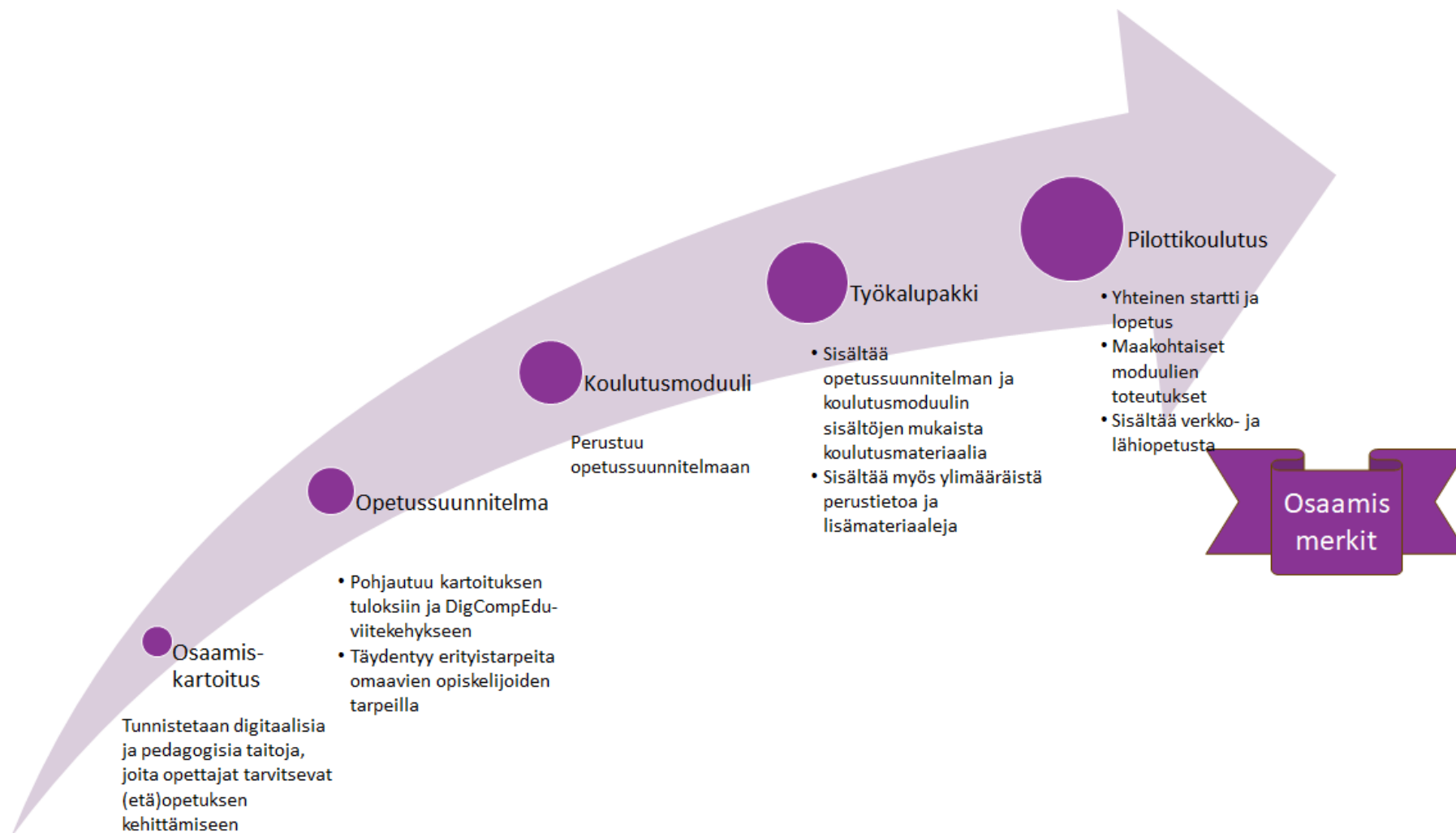
Digital skills are the civic skills of today and the future.

Preparing for exceptional situations (The basis of this project was in the teaching situation during COVID.)

Keskiössä pedagoginen osaaminen



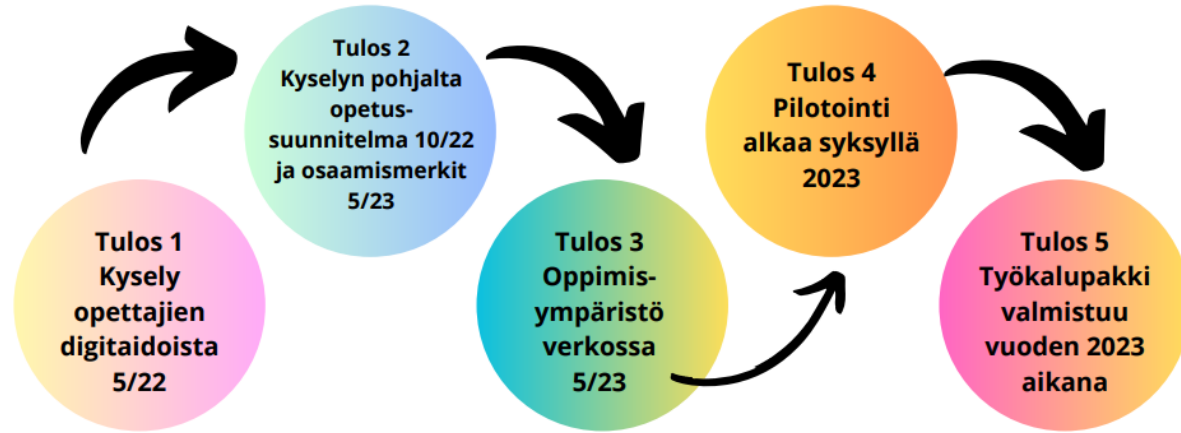
DigiTeachers -koulutuskokonaisuus



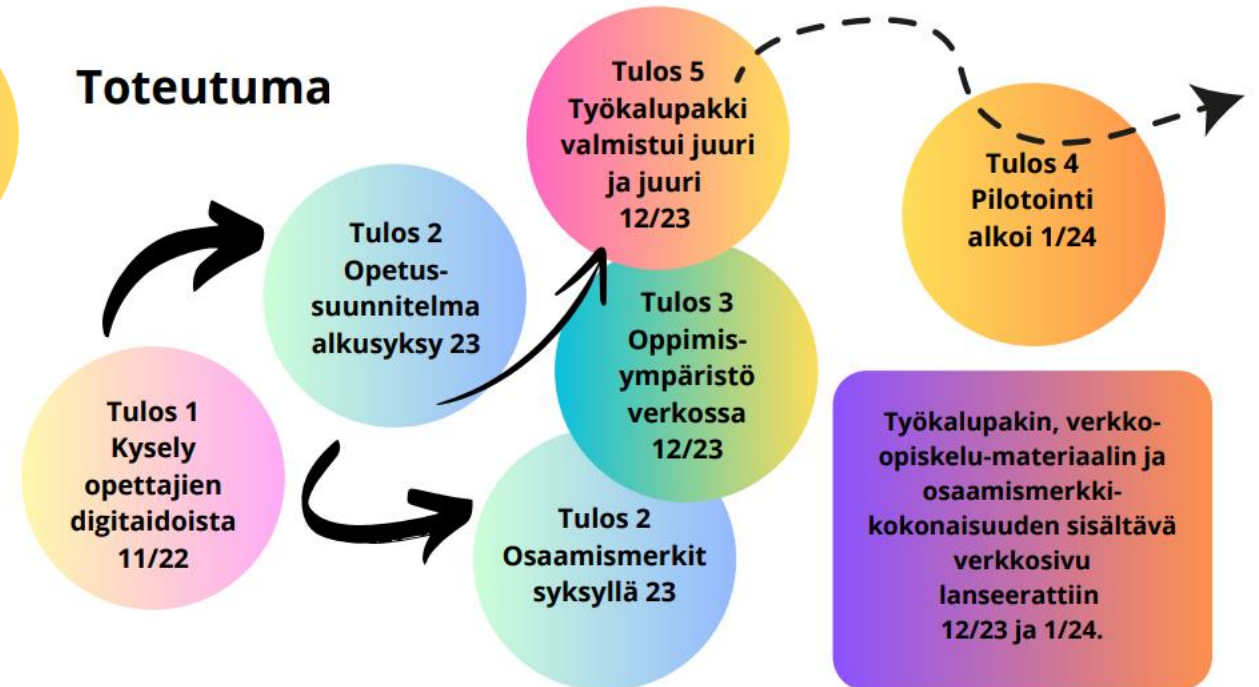
Projektin vaiheet: todellinen aikajana



Projektin suunniteltu aikajana



Toteutus



Assembly point



Safety Walk and Canva

6 katselukertaa • 8 päivää sitten



3.17

You can learn about the culture and the language - or even how to travel there

1.00

Train for International Trail

4 katselukertaa • 2 viikkoa sitten



At first the meetings were in the morning. The students worked with a task independently from 9 to 10, and 10 o'clock there was a 60-minute meeting, where the group went through the task together and talked about the theme. They also got a task for the afternoon.



1.39

Videocall school

11 katselukertaa • 3 viikkoa sitten

Näin luot Open Badge Passport -tilin



- Avaa sivusto <https://openbadgepassport.com/fi/en/>
- Valitse Alueita sivusta
- Luo ja hyväksy käyttöösi -> jätke
- Täytä tiedot (nimi, ikä)
- Käytä Apple, Facebook, LinkedIn tai Google -tiliä tilin luomiseen

• Jatkossa voit käyttää OBP-tiliä internet selaimella tai voit ladata OBP-sovelluksen älypuhelimelle

2.50

Näin luot Open Badge Passport tilin

10 katselukertaa • 2 kuukautta sitten

How to create an Open Badge Passport account



- Go to <https://openbadgepassport.com/>
- Choose a language
- Read and accept the Terms of Use -> Continue
- Fill in the required fields
- Use your Apple, Facebook, LinkedIn or Google account to register
- Later you can use your OBP account via internet or add it as an OBP application to your smartphone

2.43

How to create OBP account

6 katselukertaa • 2 kuukautta sitten



3D Printing

13 katselukertaa • 2 kuukautta sitten



Padlet - Introduction and Examples

30 katselukertaa • 4 kuukautta sitten



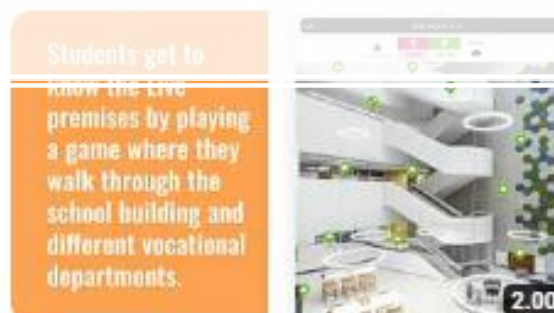
Introduction to Ilias

17 katselukertaa • 4 kuukautta sitten



Kahoot training for job interview

22 katselukertaa • 4 kuukautta sitten



Seppo Amazing Race

9 katselukertaa • 4 kuukautta sitten



Using VR with SNE students

3 katselukertaa • 4 kuukautta sitten

3.39

2.00

2.43

1.08

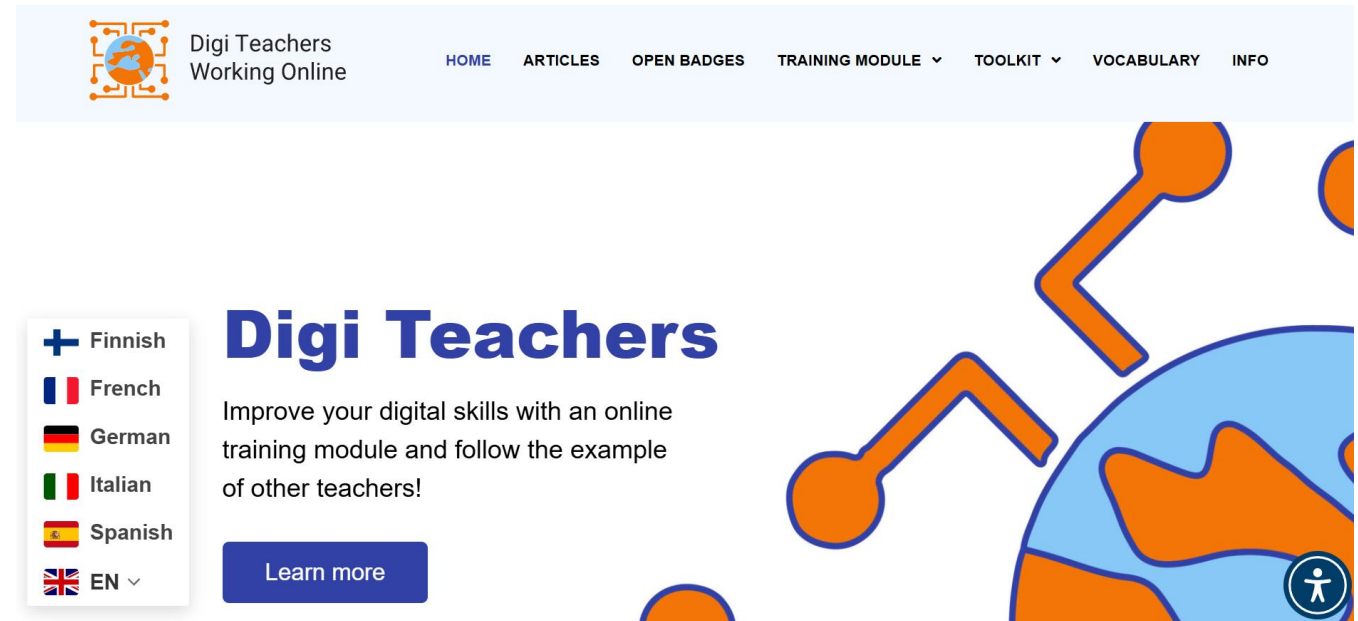
3.39

2.00

2.43

Training module ja toolkit

- Verkkosivu digiteachers.eu yhdistää verkko-opiskelumateriaalin ja työkalupakin.
- Sivustolla on myös
 - Opetussuunnitelma
 - Osaamismerkkit ja merkkitehtävät
 - Artikkeleja matkan varrelta
 - Sanasto
 - Automaattikäntäjän kieliversiot!



Gamification as a way to teach practical skills

Gamification means using games and game-like elements as a method of learning and teaching. Digital platforms offer many ways to gamify and spice up teaching. Gamification covers various forms of instruction, such as simulations, tasks, quizzes and interactive exercises. Gamifying elements such as rewards, goals, levels and challenges can be used to make an ordinary learning task a bit more interesting.

You can find many ready-made learning games on different subjects on the internet. By modifying ready-made games, you can enrich the teaching with little effort.

Game Element	Description
Goals	Clear objectives that students strive to achieve.
Rewards	Incentives such as points or achievements that motivate students.
Progress Tracking	Visual indicators to track students' progress.
Competition	Opportunities for students to compete with each other.
Challenges	Challenging tasks or problems that require learning and skill application.
Collaboration	Opportunities for students to work together with their peers.
Player Choices	Ability to make decisions that impact the learning experience and outcomes.

Benefits of gamification – proven benefits in vocational special education

- It is easier to get students to participate in group activities, engage students actively in the learning process
- Supports learning social and emotional skills
- Gives feelings of achievement and competence, which can reinforce the joy of learning and the desire to achieve goals
- Enhances motivation
- Provides a safe environment for making mistakes and learning from them
- Permits immediate feedback and tracking of progress. Young students are used to fast feedback in social media and online games, so they expect immediate feedback in their studies as well.

How to start gamifying the teaching of practical work tasks?

Enhancing Digital Skills for Teaching

The Digi Teachers project is a collaborative effort between several European organizations, dedicated to training teachers of students with special...

[Read more](#)

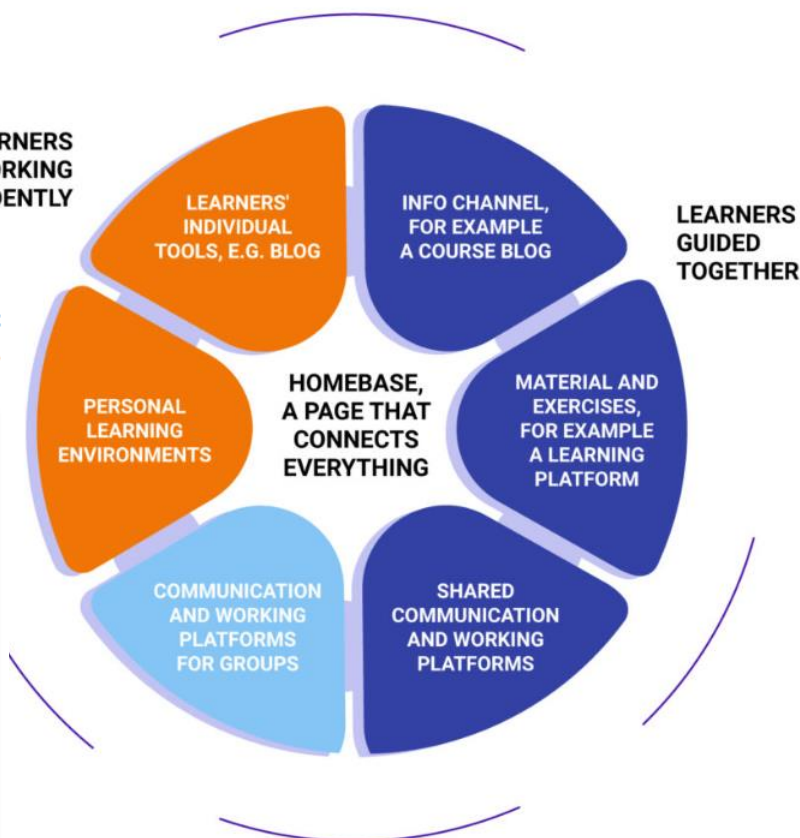
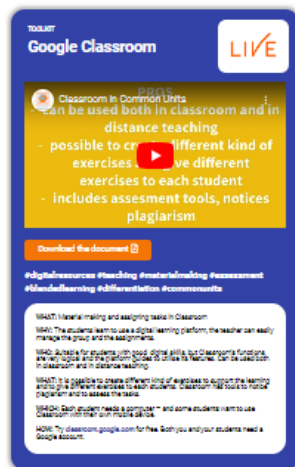
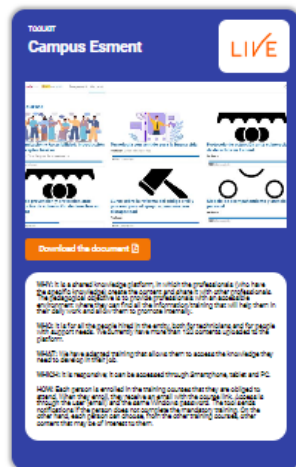
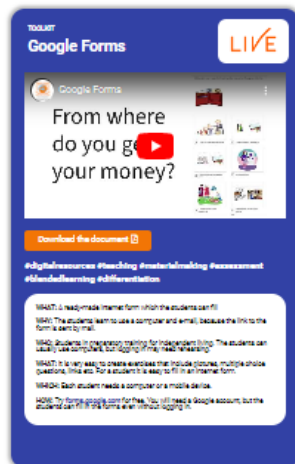
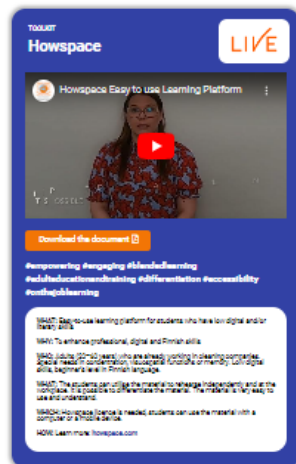
Articles

Digi Teachers Project Improves Digital Pedagogical Skills

During COVID, many teachers, educators and other tr
encountered the use of digital tools. It was the only
accessible way...

[Read more](#)

DIGITAL RESOURCES – Toolkit



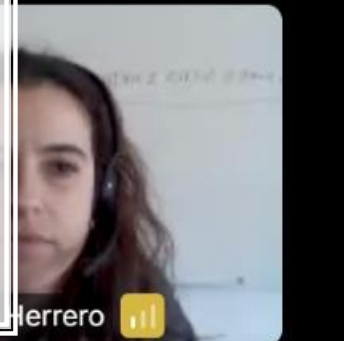
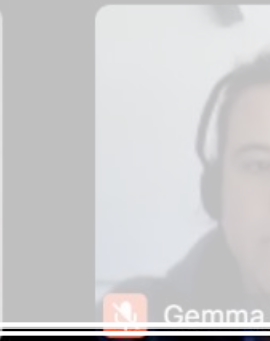
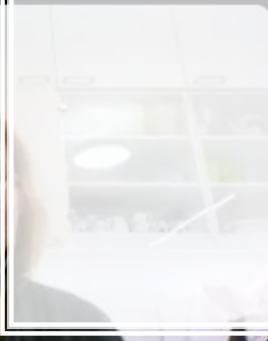
Accessibility checklists

Dos and don'ts on designing for accessibility

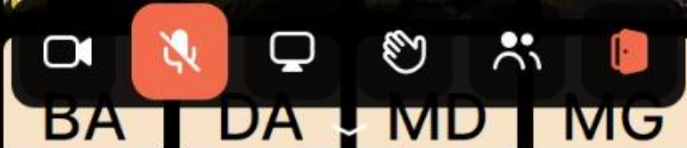
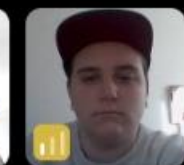
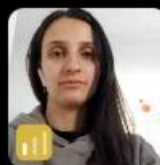
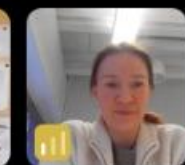
<https://webaim.org/standards/wcag/checklist>

Selkeästi meille (Guide for cognitive accessibility)

Papunet – saavutettavuus » Papunetin WCAG 2.1 -tarkistuslista



KOULUTUKSEN TOTEUTUS




Welcome Digi Teachers
Kick-off
Organisations' piloting rooms
For admins

Welcome to pilot the training module!

The piloting lasts for 2 months, and during this time you are going to test a website digiteachers.eu and a training module that has been created in the project.

We are lucky to have piloteers from all over Europe: Germany, Italy, Spain and Finland. What a great opportunity for peer learning among colleagues from different countries!

On this Howspace-platform you can join the piloting meetings and chat with other piloteers in the **kick-off room**.

Each organization has their own page. The workshops of each organization are held on their own page. You can discuss with other piloteers or instructors on your organization's page.

Phases of piloting



The objectives of the project and the piloting

- Improve the digital skills and competences of staff in participating organizations
- Better quality of online teaching
- Teaching staff can utilise the methods of blended learning.
- Teaching staff can build individual learning paths.
- The participating organisations share good practices, methods and tools with special needs > they create a network.
- The learning of the piloteers is validated by open badges.
- The participating organisations consider using open badges to validate elsewhere.

Where are you from?

Choose **Add pin** and after pinning, click **Finish**.




Welcome Digi Teachers
Kick-off
Organisations' piloting rooms
For admins

International kick-off meeting 31.1.2024

Klick on the link *Join* a few minutes before CET 13.

You can join the meeting individually or as a group. Follow the instructions you get from the trainer of your own country.

[Join](#)

Timetable for the shared part of the kick-off

- Welcome words - Karoliina Oksanen/Live, project coordinator (10 min)
- Some basic information and instructions to piloting (20 min)
- An activating pause (10 min)
- Introduction to open badges - Merja Sjöblom/Tieke (10 min)

Basic info about the piloting



How do you feel about starting piloting?



Color	Count	Feeling
Yellow	7	Jumping for joy!
Blue	11	Good vibes so far!
Green	0	I have a lot of questions.
Red	4	Feeling a little confused.



OSAAMISEN ARVIOINTI JA TUNNISTAMINEN OSAAMISMERKKIEN AVULLA



3 moduulia = 3 osaamismerkkiä



Digitaaliset resurssit	Opettaminen ja oppiminen	Oppijoiden mahdollisuuksien lisääminen
Merkin saaja osaa tunnistaa, arvioida ja valita kohderyhmälleen sopivia digitaalisia resursseja ja työkaluja. Hän osaa valita oppimistavoitteita ja pedagogista lähestymistapaa tukevia resursseja ja työkaluja. Hän ymmärtää tietosuojan ja tekijänoikeuksien merkityksen.	Merkin saaja osaa valita ja käyttää digitaalisia teknologioita opettaessaan ja ohjatessaan oppilaitaan sekä yhteistoiminnallisessa että itseohjautuvassa oppimisessä. Hän pystyy tarjoamaan ohjausta ja tukea oppijoille ja rohkaisee heitä käyttämään uusia digitaalisia teknologioita ja ratkaisuja.	Merkin saaja osaa varmistaa oppimisresurssien ja tehtävien saavutettavuuden ja osallistumismahdollisuudet kaikille oppijoille. Hän osaa hyödyntää digitaalisia teknologioita erilaisten ja monipuolisten oppimistarpeiden parantamiseksi sekä luoda yksilöllisiä oppimismahdollisuuksia. Hän osaa aktiivisesti motivoida ja sitouttaa oppijoita käyttämällä erilaisia työkaluja sisällön visualisointiin ja sisältöjen avaamisen.



Vastaanotettu monikielinen osaamismerkki



- Oletuskieli on englanti
- Kielivaihtoehdot
 - Saksa
 - Englanti
 - Espanja
 - Italia
 - Suomi

Lisätietoja merja.sjoblom@tieke.fi

Verified and issued by
Open Badge Factory ✓

DIGITAL RESOURCES

Languages: Deutsch | English | Español | Suomi | Italiano

Issued by: TIEKE Tietoyhteiskunnan kehittämiskeskus ry

Issued on: 24.1.2024

Earned by: Merkki Henkilö

The recipient of the badge is able to identify, assess and select digital tools suitable for their target group. They are able to choose resources which support the learning objectives and support the pedagogical approach. They understand the importance of privacy policy and copyright rules and licences.

[Check this badge...](#)

CRITERIA

The recipient of the badge can:

- choose digital resources that support learning objectives and pedagogical approach of their target group.
- take into consideration licences of different digital resources.
- understand the importance of privacy policies and take them into account.
- understand the importance of copyright rules when creating content.

Demonstration of competence

The recipient of this badge demonstrated their competences during the DigiTeachers training.

A digital badge is a standardized proof of competence.

Digi Teachers Open Badge is based on 1) [DigCompEdu framework](#) and 2) the results of a Digi Teachers project survey that was carried out in each partner country of the project.

Myönnettyt osaamismerkit



78
myönnettyä
merkkiä



Digitaaliset resurssit -> 27



Opettaminen ja oppiminen -> 27



Oppijoiden mahdollisuuksien
lisääminen -> 24

Puoli vuotta hankkeen jälkeen:



- Kokeneetkin opettajat saivat uusia ideoita pilotoinnin aikana, ja moni uusi digitaalinen ohjelma tai metodi on päässyt mukaan opetukseen ja opiskelijoiden hyödyksi.
- Digitaaliset osaamismerkit olivat uusi juttu Saksassa, Italiassa ja Espanjassa, mutta pilotoijat innostuivat kovasti, ja nyt kumppaniorganisaatiot kehittävät osaamismerkkien käyttöä.
- Markkinoi rohkeasti ja hyödynnä niin somea kuin perinteistä mediaakin!
- Visiota kannattaa täsmentää pitkin matkaa, palata hakemukseen ja keskustella siitä, minne ollaan menossa.

