

## Digital Culture for the 21<sup>st</sup> Century Vocational Education



### Developing and testing workshops for schools

Digital pedagogy will not integrate into the daily practice of VET teachers without a related vision and 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 schools.

As the next step, teachers of the five partner schools participated in a total of 73 on-site workshops, 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 from the experts more about the selected digital tools and the methods 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 ensured that it is clear to each partner how to perform the task. As part of the

Quality Management plan, schools were provided with templates that helped them to design the series of workshops in a detailed manner, and to document and assess the workshops.

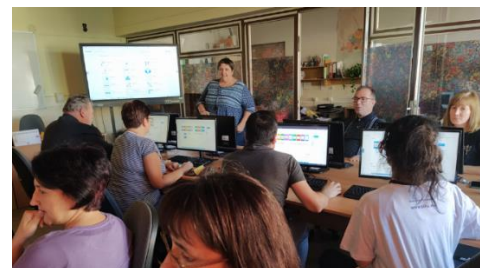
#### **Biotehniški izobraževalni center Ljubljana (Slovenia)**

BIC implemented 15 workshops between 30/8/2022 and 21/10/2022 about the following digital tools: Flipped Classroom; Geogebra; Classcraft; PhET Interactive simulations; Gamification; applications for animation; Book Creator, Blogger; H5P; applications for screen recording.



#### **Szakkay József Technical and Business Secondary Vocational School (Slovakia)**

Teachers participated in 20 workshops total, mentored by their peers, in the following topics: Kahoot!; OneNote, WordWall; MS Teams; Quizlet; Redmenta; video recording; Bandicam; Animoto, Mentimeter; Prezi; Mindmeister; GeoGebra; Quizizz; Book Creator; Canva; Edraw Mind; SpringSuite.



### Szent László Roman-Catholic High School (Romania)

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



### SZÁMALK-Salesian Post-Secondary Technical School (Hungary)

13 workshops were organized to deepen teachers' knowledge of: Adobe Creative Cloud, MS Teams; Camtasia; Kahoot!; Socrative; Quizlet; Biteable; Mentimeter; Linoit; Canva; Google Classroom, Bubbl.us; Brainwriting, Padlet; Anchor; Illustrator; Jamboard.



Dátum	Előadó	Workshop téma
2022.05.26. 11:00	Falits Roberta	Bubbl, Brainwriting
2022.06.27. 11:30	László Viktória	Quizlet
2022.06.31. 10:30	Hegedűs Helén	Google osztályterem
2022.06.31. 11:15	Hegedűs Helén	Linoit, Canva
2022.06.02. 8:45-12:15	Varga Gábor György	Adobe Creative Cloud
2022.06.02. 15:00	Dávid Andrea	Padlet
2022.06.03. 13:00	Koblenz 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 által és Jamboard
2022.06.10. 13:00	Koblenz Máté	Socrative
2022.06.10. 13:45	Szántó Ágnes	Kahoot!
2022.06.24. 9:00	Holász József	Anchor

### Magyar Gyula Vocational School (Hungary)

MAGYULA teachers held 10 workshops to their peers from 20<sup>th</sup> May 2022 to 20<sup>th</sup> July 2022. Each workshop was 120 minutes long, with 11-20 attending teachers.

The topics were: Mentimeter; Redmenta; Animoto, Sway; H5P; LearningApps; Kahoot!; Biteable; Genial.ly; Sutori.

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.



#### 4<sup>th</sup> Transnational Project Meeting in Oradea (Romania)

The partnership had its 4<sup>th</sup> 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.



## ○ 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 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 21<sup>st</sup> 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: 1 Sep, 2020 – 31 May, 2023

## ○ Partners

Prompt-H Számítástechnikai Oktatási, Kereskedelmi és Szolgáltató Kft. (coordinator, Hungary)

Expanzió Humán Tanácsadó Kft. (Hungary)

Univerza na Primorskem, Fakulteta za Management (Slovenia)

Biotehniški Izobraževalni Center Ljubljana (Slovenia)

Országos Magyar Továbbképző Központ (Romania)

Szent László Római Katolikus Teológiai Líceum (Romania)

Szakkay József Műszaki és Közgazdasági Szakközépiskola (Slovakia)

Közép-magyarországi Agrárszakképzési Centrum Magyar Gyula Kertészeti Technikum és Szakképző Iskola (Hungary)

SZÁMALK-Szalézi Technikum és Szakgimnázium (Hungary)

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