

### PRACTICAL USES OF MOBILE TECHNOLOGY IN THE ENGLISH CLASSROOM

Course dates

**30 June - 6 July**

Course fees

**£685**

Course location

**University of Kent**

#### Target audience

**You will need at least an intermediate level of English (B1)**

You do not need any prior experience in using mobile technology in education

You will need to bring your own tablet / iPad

#### Course summary

Do you believe in magic?

This course has been designed for teachers who are interested in integrating mobile technologies into their teaching.

The course is not only for teachers of English but teachers of other languages.



#### Course content

Creative approaches to teaching with mobile technology

Building digital literacy

Teaching and assessing 21st century skills

Evaluating educational apps

Introduction to flipped classroom

Using augmented reality apps  
Using educational games

Introduction to instructional design

Designing and developing educational multimedia materials

Creating digital stories

Using mobile technology creatively

Discussing pedagogical and technical challenges of using mobile technology in education



**To see this course in Erasmus+ course catalogue click here:**

[https://www.schooleducationgateway.eu/en/pub/teacher\\_academy/catalogue/detail.cfm?sid=60118](https://www.schooleducationgateway.eu/en/pub/teacher_academy/catalogue/detail.cfm?sid=60118)

### Sample Programme

Please note this is an example of a daily programme. Course content may often be usefully adapted to incorporate the needs of each group member.

Week 1	Monday	Tuesday	Wednesday	Thursday	Friday
9.00-10.30	Introductions and Group Bonding	Teaching and Assessing 21st Century Skills	New Trends in Educational Technology	Introduction to Instructional Design	Creating M-Portfolios
11.00-12.30	Building Digital Literacy	Educational Apps Augmented Reality in Education	Creative Multimedia Design and Development	Creative Multimedia Design and Development	Participant Presentations
14.00-15.30	Collaborative Creativity	Introduction to Flipped Classroom	Gamification and Game-Based Learning	Digital Storytelling	Pedagogical and Technical Challenges of Using Mobile Technology in Education

#### Course preparation

Bring your own mobile devices such as iPad, tablet or laptops with you.

Please bring adapter plug for the English three prong power socket with you.

#### Type of certification awarded

Attendance certificate detailing topics covered, course content and the number of training hours.



#### Is this the right course for me?

Yes, if you are interested in mobile technology.

Yes, if you want to learn how to use your mobile device for education.

Yes, if you wish to create a fun-filled and meaningful learning environment.

Yes, if you want to help learners become more independent.

Yes, if you want to add a magical touch to your classroom.

#### Contact

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