



Sector Skills Alliances - EACEA 04/2017

Designers' KIT

PRACTICE SHARING CHEK-LIST

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	DONE
You have set up either active/collaborative learning activities in the classroom and/or laboratory sessions and/ or work based leaning.	√
Your teachers have carefully designed the activities (micro-design) selecting among techniques such as discussion, peer review, case study, role-play, problem based learning, jigsaw, etc.	
You have offered your teachers adequate teacher training opportunities.	
During the teacher training, teachers have addressed the following areas: <ul style="list-style-type: none"> • What competencies / learning outcomes can meaningfully be addressed by collaborative learning approaches? • What collaborative learning techniques /methods exist and better apply to the competencies /learning outcomes to be addressed? • How to effectively design a collaborative learning activity? How component should be considered (task, time, team, technology) • How to effectively support students during the activity and how to orchestrate the learning environment? • How to monitor and evaluate the learning process and how to assess students at the end of a collaborative learning activity? 	
(In case you have decided to rely on e-learning or blended approaches to support collaborative learning activities) -> you have set up an adequate technological and organizational infrastructure.	
Your technological environment is able to offer the following features: <ul style="list-style-type: none"> • Wikis, forums, groups, etc. as these functionalities will allow teachers (and students themselves) to propose collaborative learning activities • Social networking functionalities and/ or an informal social media for your course participants to interact outside the boundaries of the 'formal course' • Functionalities able to support self-regulated learning (e.g. tools and methods to support autonomy, self- monitoring, planning and self-evaluation abilities) • Gamification functionalities to support participants' motivation and engagement in the learning process (e.g. digital badge) • "Adaptive' or 'intelligent' systems featured with learning analytics and recommending functionalities. 	