



inerciadigital
Boost your digital skills

TRAINING CATALOGUE FOR LEARNING MOBILITIES

2026-2027





inerciadigital

Awarded with the
Erasmus+ Accreditation in
the field of Vocational
Education and Training!



Digital School

WELCOME TO
SPAIN!



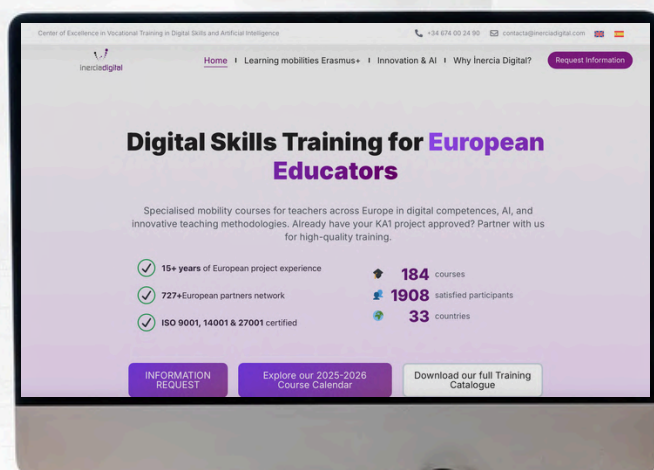


Founded in 2010, Inercia Digital is an Andalusian **VET centre (Vocational Training for Employment)** officially accredited by our regional government. Our main area of expertise is fostering **Digital Skills**. One of our main quality indicators at an international level, is that we were awarded with the **Erasmus+ Accreditation in the field of Vocational Education and Training!**

We specialise in Erasmus+ KA1 Learning Mobilities for Trainers, Teachers and other Educational Staff as host organization and training provider. With a track record that supports it, **206 courses taught, 2033 very-satisfied participants from 33 European countries.**

Furthermore, several projects in which Inercia Digital has participated, have been recognised as **examples of Good Practices.**

Inercia Digital offers training courses to improve and increase the Digital skills of European teachers, trainers and educational staff, and citizenship in general.

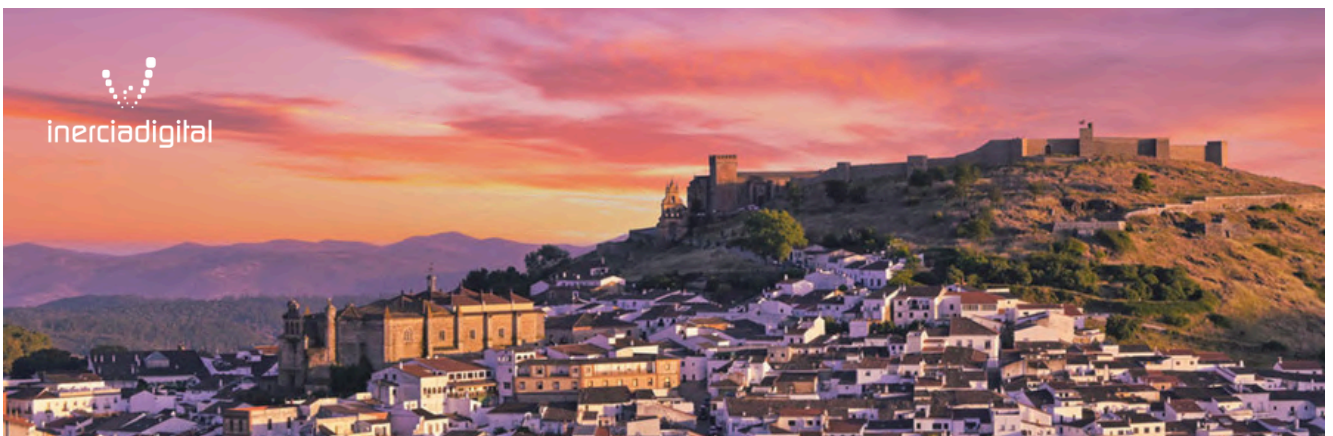


Location

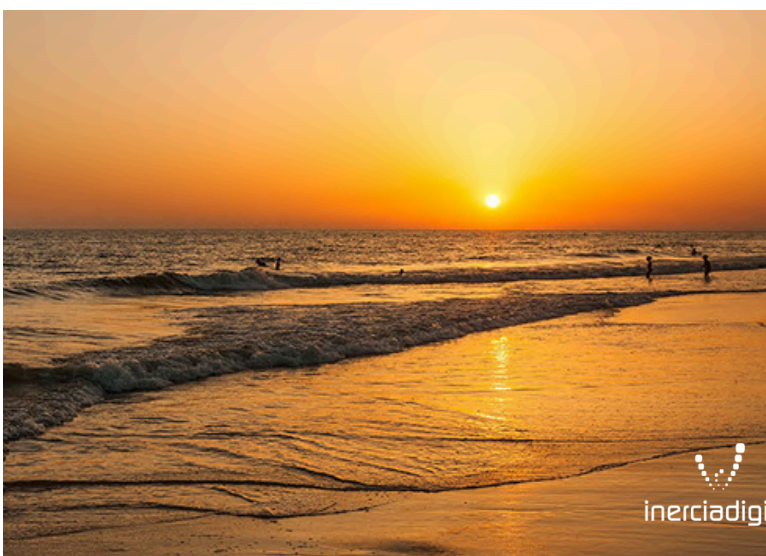


Huelva, Andalusia, Spain

Promote the Digital Skills of your team in one of the **most beautiful places in Costa de la Luz**, in sunny **Andalusia!**



Soak up our culture, our relaxed vibe and sunny weather, enjoying our beautiful **natural environment**, **endless beaches** and incredible corners!



Enjoy your mobility
experience in an
environment full of
light and sun!



Location



Seville, Andalusia, Spain

Choose the capital of Andalusia to improve your Digital Skills in **an incredibly cultural city!**



Discover our traditions, history, tapas, flamenco and much more!



Enjoy your mobility
experience in an
environment full of
light and sun!



Amenities



Huelva, Andalusia, Spain



Our facilities are designed to provide a **comfortable, dynamic,** and **collaborative** learning experience.

Full equipped training rooms, lounge area, and meeting spaces.



Ideal environment to develop new skills and connect with fellow professionals.



Amenities



Seville, Andalusia, Spain



Enjoy a **professional environment** with everything you need to maximize your learning experience.





Index

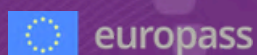
General Information	5
Study at Inercia Digital	6
Digital School Training Courses	7
Collaborative Tools for Teamwork (DS12018).....	7
Virtual Campus - The E-Learning System (DS22018).....	8
Creation of Educational Video Games (DS42018).....	8
Flipped Classroom Methodology (DS12019).....	9
Creating Educational Blogs and Websites with Wordpress (DS22019).....	9
Learning and Teaching using Social Media Networks (DS62019).....	10
Educational Robotics (DS12020).....	10
Tools supporting educational innovation.....	11
Sustainable Entrepreneurship in Education.....	11
2030 agenda and the SDGs. Sustainable development and education.....	12
Advanced Technologies in Education (AI, VR-AR, 3D Print, Drones and Robotics (DS12024).....	12
Artificial Intelligence in Education (DS22024).....	13
Artificial Intelligence in the Workplace (DS32024).....	13
NEW - Compliance with the EU Artificial Intelligence Act (AI Act).....	14
NEW - Prompt Engineering.....	14
NEW - Ethics in Artificial Intelligence.....	15
Training Course Fees	16
What do our Training Courses include?	17
Benefits of Learning Mobilities with Inercia Digital	19



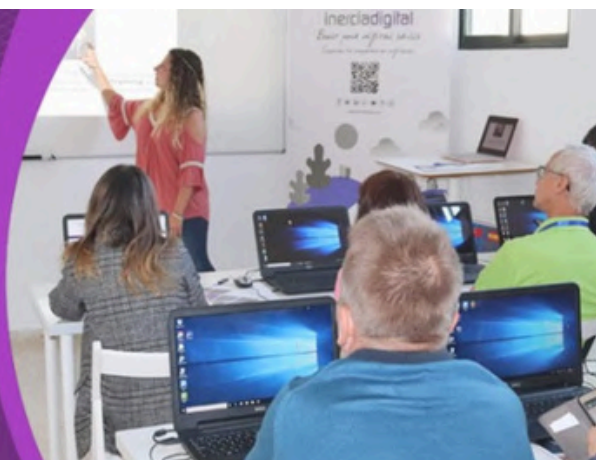
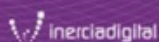
General Information

- **Dates:** Flexible schedules adapted to your needs. Check our course [calendar](#).
- **Duration:** 35 hours, 5-day training courses
- **Target:** specific training courses for teachers, trainers, and staff. Training courses adapted to your professional profile and proficiency level.
- **Methodology:** Online, blended and face-to-face methods, establishing ongoing cooperation and collaboration, in line European with policies of regional, national and development, employment, innovation and education.
- **Type of Certification of Attendance Awarded:** Certificate of attendance & Europass mobility certificate.

Inercia Digital has instituted the **UNE-EN-ISO 9001**, **UNE-EN-ISO 14001** and **UNE-EN-ISO 27001** quality standards to achieve continuous improvement in the quality of the services provided and the activities carried out, while also minimizing the environmental impact of our actions.




LEARNING MOBILITY COURSES THAT
FOCUS ON BOOSTING PARTICIPANTS' DIGITAL
AND ENTREPRENEURIAL SKILLS.



If you're interested in participating, please complete this form:
[Preregistration for Inercia Digital Courses](#)



Study at Inercia Digital



Preregistration Inercia Digital courses

Are you interested in some of our courses? To pre-register or get more information about our courses we'll need some details from you. Don't worry, this will only take a few seconds!

* Indicates required question

Email *

Your email

Do you have an approved Erasmus+ KA1 Learning Mobility project?

Yes

No



[Link to form here!](#)





Digital School

Digital School Courses

Collaborative Tools for Teamwork (DS12018)

“Bring your team together with latest technologies for collaborative and remote work. Improve the quality of interrelationship partnerships in your organization by using real-time cloud-based office and communication tools. Involvement shouldn't be understood only from its associative consideration, since it must include multiple kinds of interpersonal possibilities.”



Objectives:

- To understand the concept of cloud computing and online collaborative work.
- To use communication tools to organize the work in a collaborative way.
- To organize and manage projects and task list in a team. To use collaborative office suit.
- To share and edit documents in the cloud.
- To work in real time with documentation with the rest of the team.
- To promote ICT teaching to boost the learning in the educational system.



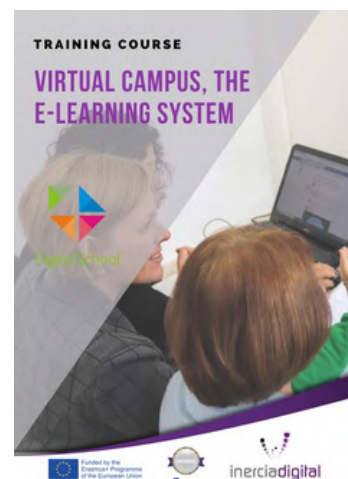
"We had a great experience with great instructors. I would highly recommend to anyone trying to increase their understanding of digital arts and video game creation"
S V. (Bulgaria), 06/10/2023

Virtual Campus - The E-Learning System (DS12018)

"With education taking the necessary steps toward digitalization, understanding the advantages of creating an educative online campus formed by teachers, students and staff alike is crucial to the healthy development of the educative community."

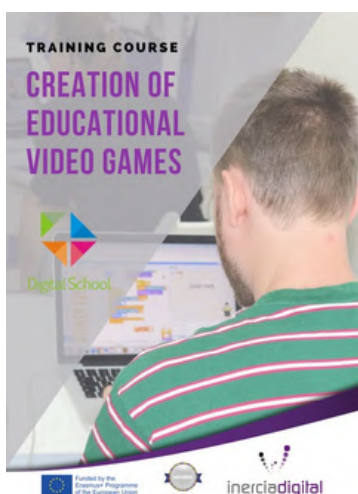
Objectives:

- To work under the methodology of online courses to help them diversify the way in which the teaching process is delivered to students.
- To know the basic principles of creating a learning plan specific for online platforms.
- To use the basic instruments of the EXELEARNING software, which allows them to create a more interactive and multimedia content.
- To use the tools of the MOODLE platform, which is the most commonly used learning management system.



Creation of Educational Video Games (DS42018)

"Programming is not an exclusive tool for engineers anymore! Learn how a computer program works and how to create them with your students using visual coding, it will help you develop some basic problem solving and project design skills. It will also help integrate basic programming tools into your educational process to increase student versatility when it comes to creative ways in which they can address real-life problems."



Objectives:

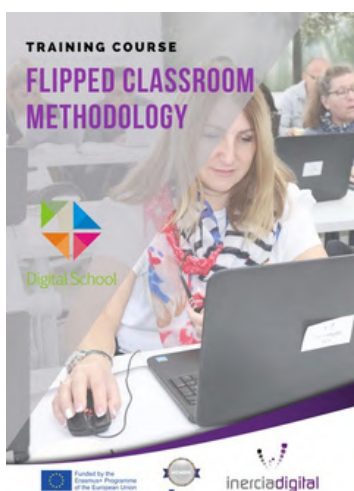
- To learn the concept of programming.
- To know educative use and values of creating applications.
- To solve real problems using code.
- To promote ICT teaching to boost its learning in the educational system.



"I learned a lot about innovative digital tools and I enjoyed very much!"
Meo, M. (Italia), 08/09/2023

Flipped Classroom Methodology (DS12019)

"Engage your students with lectures or other materials outside of class to prepare for an active learning experience in the classroom. The course seeks to underline the importance of creating a student centered classroom by moving instruction beyond school."



Objectives:

- To understand the components of a Flipped Classroom and how to successfully implement it in class.
- To create 'lectures' via various media methods.
- To use of the methodology Flipped Classroom and digital recourse to improve the classes.
- To learn how to guide students on an individual and group basis in class.
- To create a Flipped Classroom lesson plan.
- To understand how to assess a flipped classroom project.
- To promote ICT teaching to boost the learning in the educational system.

Creating Educational Blogs and Websites with Wordpress (DS22019)

"Wordpress is an online platform that can be used with educational purposes and as a support tool for classes, one of its possibilities is an Edublog, which is very useful to reflect, collaborate, provide content and engage in higher-order thinking. Educational websites help make the learning process more attractive and entertaining ."

Objectives:

- To create a blog and a website for educational purposes.
- To manage the aspects of the blog as well as its content.
- To keep updated the content of the blog in real time.
- To share the blog and the content with colleagues or students.
- To promote ICT teaching to boost itslearning in the educational system.



"It was a great experience and we learnt a lot. The instructors were professional and engaging"
Kasd, Ka. (Turkey), 14/11/23

Learning and Teaching using Social Media Networks (DS62019)

"Social networks are one of the most important and useful communication tools in this era, teachers need to learn how to use them correctly in an educational environment in order to engage and motivate students in their classes. You'll realize the challenges of online interactions through social networks, as well as their use as educational tools or as a way of communication with colleges."



Objectives:

- To know about the most popular social networks.
- To differentiate between the different types of social networks.
- To learn about the importance of social networks in our society.
- To know how to use social networks as a source of knowledge.
- To learn about social networks specialized for education.
- To promote ICT teaching to boost the learning in the educational system.

Educational Robotics (DS12020)

"Educational Robotics allows the active involvement in learning processes related to scientific literacy, enhancing research skills, problem solving, creativity... All this process, break down the barriers between multiple thoughts and structured and specialized learning. The aim of the course is to familiarize teachers and trainers with the potential of Educational Robotics, as a discipline that allows to conceive, design and develop projects to initiate students in the technological sciences, offering the possibility of treating them from transversality."

Objectives:

- To devise, build and program educational robots.
- To mainstream education processes through robotics.
- To become familiar with the different resources and possibilities that LEGO provides.
- To start studying the structure of regulatory systems, through cybernetics.
- To promote ICT teaching to boost the learning in the educational system.



"I added a lot of content to my studies. I had a learningful week based on teamwork in a multicultural environment plus I've developed personal skills when is referred to understanding, problems solving and communication abilities. Beyond all these factors I've met great people and made friends. Thank you to Inercia Digital and all participants."
Teixeira, M. (Portugal), 14/12/2017

Tools Supporting Educational Innovation (ES32020)

"To establish dynamics that guide educational innovation by defining actions that allow the educational institutions development, enabling an organisational climate of entrepreneurial potentials"

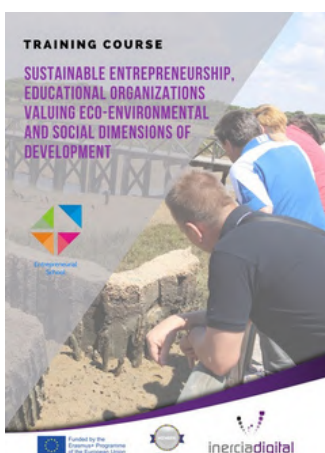
Objectives:

- To understand the scope of innovation in educational institutions, in an improving educational quality context.
- To reflect on personal, institutional and social factors which are facilitators or detractors of innovation in the educational system.
- To contextualize education and labor innovative processes. To critically evaluate the need and impact of educational innovation processes.
- To promote ICT teaching to boost the learning in the educational system.
- To use those tools on a daily basis.



Sustainable Entrepreneurship in Education (ES42020)

"To include in the institutional strategic objectives, not only economic factors, but also cultural and social development, and environmental protection."



Objectives:

- To integrate business activities among social, ecological and cultural objectives to benefit both the institution and the community in general.
- To manage important factors as human talent, workers participation in business and the whole community.
- To achieve efficient processes in social and cultural development.
- To critically evaluate the organisational performance including economic, social and sustainability parameters.
- To use those tools on a daily basis.



*"Inercia Digital is professional, welcoming and reliable."
Bertina, V. (Croatia), 02/12/23*

2030 Agenda and the SDGs. Sustainable Development and Education (ES52021)

"Sustainability is the only way to guarantee the survival of essential resources to live on Earth. Only by working on collaborative projects, the population can reach effective solutions by several methods and activities. In this way, through the action of the necessary agents, we will be able to enhance social, educational and economic sustainability".

Objectives:

- To promote the development of practical actions based on the 2030 Agenda.
- To understand the concept of Sustainable Education and its difference and correlation to Education for Sustainability.
- To use the Internet and digital tools to know better, spread and enhance sustainable activities.
- To design, evaluate and work with sustainable educational resources.
- To share experiences based on local good practices about Sustainable Development.



Advanced Technologies in Education - AI, VR-AR, 3D Print, Drones and Robotics (DS12024)

"Advanced Tech in Educational introduces you to the forefront of educational advancements, with AI, VR-AR, robotics, drones and 3D Printing. These technologies are evolving in the educational landscape, showing how they reshape traditional learning methodologies. The world of education is highly benefiting from the role of AI in personalized learning, virtual environments, 3D printing technologies, drones and robotics. Come and discover the potential and impact of integrating these technologies into educational frameworks".



Objectives:

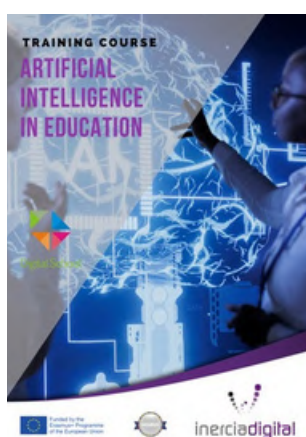
- To understand the principles and applications of AI, VR-AR, 3D Printing, Drones, and Robotics in all educational scenarios.
- To discover innovative teaching and learning methods facilitated by these technologies.
- To innovate through technological projects and promote new skills by integrating them into educational settings.
- To examine the benefits and challenges of new advanced technologies in education.



*"The course was really useful and learnt about new tools which I can apply in my work in school."
Krastev, V. (Bulgaria), 27/10/23*

Artificial Intelligence in Education (DS22024)

"In the field of education, Artificial Intelligence (AI) supposes revolution in the learning processes due to the multiple personalized experiences that it offers. AI is an innovative tool to analyse data to understand student behaviour and optimize educational content delivery. Thanks to AI's adaptive algorithms, educators can create dynamic learning environments that encompass individual needs and promote enhanced engagement and academic success".



Objectives:

- To understand diverse AI concepts and resources and their educational potential.
- To implement AI tools effectively to individualise teaching and learning methods.
- To develop critical thinking with AI applications in education.
- To make data-driven decision-making possible for improved teaching and student success.
- To generate content and innovative teaching and learning materials through AI-assisted methods.

Artificial Intelligence in the Workplace (DS32024)

"In the workplace, Artificial Intelligence (AI) is revolutionizing how businesses operate by offering multiple personalized experiences and solutions. AI is an innovative tool for analyzing data to understand employee behavior and optimize task management and productivity. Thanks to AI's adaptive algorithms, managers can create dynamic work environments that cater to individual needs and promote enhanced engagement and success in the workplace."



Objectives:

- To understand diverse AI concepts and resources and their working potential.
- To implement AI tools effectively to individualise work tasks.
- To develop critical thinking with AI applications in the workplace.
- To make data-driven decision-making possible for teamwork.

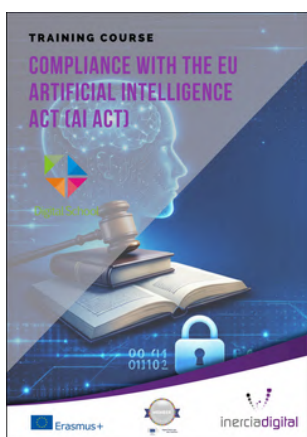


"I participated in two courses "Collaborative Tools for Teamwork" and "Virtual Campus The E-Learning System". Both courses were very professional. I learned how to use digital tools in my everyday work at school. I started using new technology and my students just love it. It makes my work easier and more interesting for the students."

Kciuk, I., Zespół Szkół W Żychlinie (Poland) , 24/09/2019

Compliance with the EU Artificial Intelligence Act (AI Act) (IA20261)

"Artificial intelligence is transforming every sector, creating significant opportunities but also presenting new legal and ethical challenges. The European Union's AI Act sets out the necessary framework to ensure the safe, transparent and responsible use of AI, promoting trust, innovation and the protection of fundamental rights."



Objectives:

- To understand the legal framework of the AI Act and its relationship with other European regulations (GDPR, cybersecurity, etc.).
- To identify the different types of AI systems and their classification according to the risk level established by the regulations.
- To understand the requirements applicable to high-risk systems and the obligations of the various stakeholders involved.
- Examine the principles of transparency, ethics and the protection of fundamental rights in the use of AI.
- Implement regulatory compliance procedures, including risk assessment, audits and incident management.
- Assess the impact of the AI Act on specific sectors such as public administration, security and justice.

Prompt Engineering (IA20262)

"Mastering the art of clear, effective and responsible prompts to communicate better with Artificial Intelligence and unlock its full potential."



Objectives:

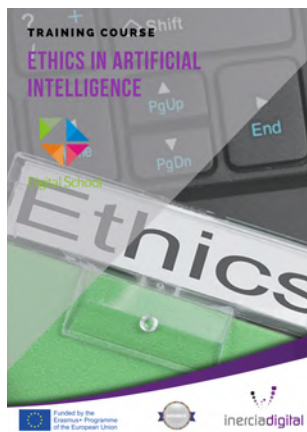
- To understand the basic principles of Prompt Engineering and its role in the use of Artificial Intelligence.
- To identify the main elements of an effective prompt, including context, task, role, format and constraints.
- To develop practical skills to write, test, improve and adapt prompts for different purposes and audiences.
- To explore the use of Prompt Engineering in education, business, communication, content creation and problem-solving.
- To promote the responsible, ethical and critical use of AI-generated outputs, considering accuracy, bias, privacy and limitations.



"Great structure for learning and sharing knowledge about IT, very good facilities and very friendly association members. Thanks for the lessons"
Ya, Y., (Turkey), 17/09/23

Ethics in Artificial Intelligence (IA20263)

"Artificial intelligence is not just a technological issue, but also an ethical one. This course explores the principles, risks and regulatory frameworks necessary for the responsible, transparent and inclusive development and use of AI."



Objectives:

- To understand the fundamental concepts of Artificial Intelligence and its impact on society.
- To analyse the main ethical approaches applied to technology and AI.
- To identify ethical risks associated with the use of AI, including bias, opacity and misuse of data.
- To familiarise oneself with the main international ethical and regulatory frameworks (such as those of UNESCO or the European Commission).
- To assess ethical implications in AI systems within specific professional contexts.
- To apply principles of responsibility, fairness and transparency in the design or use of AI-based solutions.
- To encourage critical thinking regarding automated decisions and algorithmic systems.



Training Courses Fees

All our courses can be attended and may have e-learning methods and blended ones apart from face-to-face lessons

Face-to-face learning training courses (5 days)

80euros per day and per participant - 400 Euros

Online training courses

200 Euro per participant - both in synchronous and self-performed training courses. (Courses will be available to finish them one month- 35h of duration)

Job

Shadowing

100 Euros-perstay and per participant

Youth

Mobilities

100 Euros-perstay and per participant

Preparatory

Visit

100 Euros-perstay and per participant

Did you know that you can finance your travel?

As an aid to training mobility, the Erasmus+ programme finances travel costs and you can attend our courses free of charge. You can fill out [this short form](#) and our Training Department team will contact you as soon as possible.

In addition, we will be pleased to help you to create and draft an individual mobility proposal for teachers, trainers and educational staff, making your work even easier.



[Take a look at our course calendar!](#)



What do our Training Courses include?

Cultural Activities & Visits



Breakfast corner



What do our Training Courses include?

Good practice Day



Tasting of local products



Benefits of Learning Mobilities with Inercia Digital

We offer Training Courses to improve and increase the Digital competencies of European teachers, trainers and educational staff, and citizenship in general.

Why do you need our learning mobilities?

We are immersed in a **digital reality** that we cannot avoid, this leads us to the need to adapt from all areas, new generations require **new learning methods based on ICT**.

Teachers, trainers and education staff need **lifelong learning** in digital skills!

What do we offer?

Learning Mobilities at Inercia Digital's Training and Innovation Center in Huelva and Seville (Andalusia, Spain) **to boost digitalisation by improving digital skills in education**.

We offer training courses, with a duration of 5 days each, aimed at educational staff in schools, VET, adult organizations, educational centres, enterprises, NGOs, Foundations, etc.

With a blended methodology, based on non-formal learning and a learning-by-training doing approach; all our courses have a section about E-Digital and AI to boost your competences



Profile

- **Sector:** Education
- **Product:** Training in Digital Skills for teachers, trainers and education staff
- **Founded in:** 2010
- **People in the team:** 20

Metrics

- 206 Training courses taught 2033 Participants
- 33 Countries
- 665 European partners
- 26 Strategic alliances
- 127 European projects



Benefits of Learning Mobilities with Inercia Digital

Acknowledgments

- **Erasmus+ VET Accreditation**
- **Digital Skills and Jobs Coalition's** Member.
- Member of the **Andalusian Network of Conciliation Entities** and **Signatory "For companies free of sexual and gender-based harassment towards women in the workplace"**, register 0313/2024.

List of awarded projects

- Smart
- Sustainable Hospitality Digitalisation ToolKit
- ABA – Our new view in Special Education
- How to help the unemployed entrants with talent support
- Let's make our school more international
- Star
- Digital Schools
- Development of hybrid training in VET
- Erasmuseum
- Safe digital marketing for agripreneurs
- Not left behind children
- The spirit of Europe



Benefits of Learning Mobilities with Inercia Digital

Our Digital School programmes

Our training courses are included in the Erasmus+ KA1 Mobilities through our programmes Digital School School.

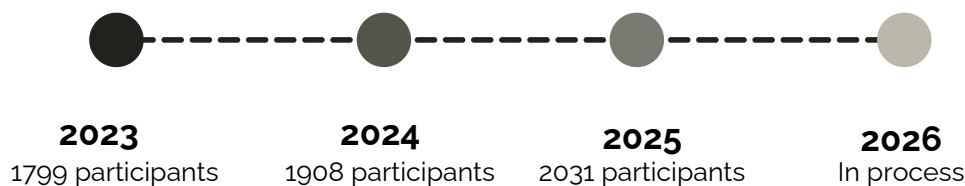
Training Results

Regarding the level of **satisfaction**, the **general impression** of our courses is measured on a scale from 1 to 5, in which all our last year's participants answered within the two upper terms (4 and 5). Thus, **88.37%** of the answers gave the **highest rating** to our training, and the remaining 11.67%, a **very good overall impression**.

100% of our last year's participants consider that the knowledge, abilities and **skills acquired will be useful in their daily performance**, at a very high, or the highest possible level.

All our results and training actions are based on the evaluation survey following the UNE-EN-ISO 9001: 2015, ISO/IEC 27001:2013 and UNE-EN-ISO 14001: 2015 standards

Roadmap



Training Team

Contact our Training Department for more information

Training Department

training@inerciadigital.com

<https://dev.inerciadigital.com/en/>

+34 687 680 571



Belén Romero

Training Manager

+34 624 859 129

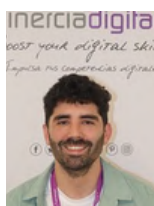
belenromero@inerciadigital.com



Paula Martínez

Training Coordinator

paulamartinez@inerciadigital.com



Jesús Domínguez

Training Coordinator

jesusdominguez@inerciadigital.com





Inercia Digital Web



Inercia Digital Facebook

.blog

Inercia Digital Blog



Inercia Digital Instagram



Inercia Digital LinkedIn

Parque Científico y Tecnológico de Huelva

(PCTH) Edificio 2000. Caucho, 1
21110 Aljaraque, Huelva. SPAIN

Centro de Formación e Innovación de Inercia Digital

Pl. Tallista M. Hierro Barreda, 9 A,
Huelva, SPAIN
T. (+34) 687 680 571

Inercia Digital Sevilla

Av. de Kansas City, 54, 4º A,
41007 Sevilla, SPAIN
T. (+34) 687 680 571



contacta@inerciadigital.com
training@inerciadigital.com

