

TRAINING COURSE

2030 AGENDA AND THE SDGS. SUSTAINABLE DEVELOPMENT AND EDUCATION



Digital School



Funded by the
Erasmus+ Programme
of the European Union



inerciadigital

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Thank you for registering for our training courses!
Here you will find detailed information regarding the training course

1. Training Course Information

“Sustainability is the only way to guarantee the survival of essential resources to live on Earth. This idea belongs to the Millennium Development Goals, but... who is responsible for this issue? The answer is easy: everyone. 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”.

Training Course: 2030 Agenda and the SDGs. Sustainable Development and Education

Course Code: GS12021

Programme: Digital School (Erasmus+).

Venue: Centro de Formación e Innovación de Inercia Digital.

Address: Plaza Tallista Miguel Hierro Número 9, A, 21007, Huelva, Spain.

Duration: 5 days courses (35 hours). According to the Flipped Classroom methodology, it will take 20 presential hours (during the morning, from 9:00 to 13:00), and 15 hours of self-learning out of this time slot.

Training fee covered: 100%

Special instructions: 100% presence is required.

Preliminary requirements: An A1 level (newcomer) in all of the DigCompEdu Framework competences (Certification not needed).

Additional resources available: computers, Internet connection, digital projector, speakers, headphones, tutors, online platform with supporting materials, papers, pens.

Proficiency profile: B1 – Integrator / B2 – Expert

Methods and schedule for evaluation: This training course will follow a Non-Formal methodology in every domain, in order to promote the interaction between learners and trainers as well as between students themselves. Different methods will be developed within the in-person sessions, giving special attention to the Case method, methodology based on project, learning by doing and the Interrogative one. The basic methodology of the course is the flipped one. It means that students will work on the Inercia Digital's online platform. It will be useful to download the learning and supporting materials, to participate in debate forums, to ask doubts, to interact with other students, to complete the required tasks for evaluation, and to do the final self-assessment of their achievement theoretical questionnaires. The learners will have access to the online platform at any moment, and they must spend almost 10 hours of dedication. All this provision is completed with in-person classes, in which different activities are carried out to definitively integrate conceptual, procedural and attitudinal course content. This method is based on some curriculum conditions, referring to both the methodology and the content of the courses, according to the DigCompOrg framework.

- Staff and learners are both creators of contents, as the courses are adapted depending on the specific learning objectives, context, pedagogical approach, and learner group. used Curricula are redesigned or reinterpreted to reflect the pedagogical possibilities afforded by digital technologies
- Content repositories are widely and effectively used. Intellectual property and copyright are respected. Digital tools and contents are licensed as required, although Open Educational Resources are promoted.

Evaluation: in order to guarantee the quality of our courses, evaluation is perceived as an extended process. This will mean the continuous evaluation of the learners in several aspects, which are discussed below:

- **Initial assessment:** before the start of the course, participants will be evaluated on their willingness to participate, as well as on certain aspects related to the course organization.

- **Theoretical:** The wide theoretical knowledge will be evaluated at the end of the course with a questionnaire that will be done on the online platform. The theoretical evaluation is the 40% of the final mark and it is compulsory in order to pass the course. Students' digital competence is developed across the curriculum, and that's why this evaluation will be used to define the proficiency profile of each participant, according to de DigCompEdu (Digital Competence Framework for Educators) system, proposed by the European Commission.
- **Practice:** This training course is based on the Continuous Assessment. Therefore, the students will participate in the debates and sessions planned. The participation and realization of the sessions' tasks will be 60% of the final mark and it is compulsory in order to pass the course. In order to evaluate learners' participation and dedication, all the daily activities will be saved on the online platform. The tutor will write every evaluation of the sessions on the online platform to establish a continuous feedback system.
- **Final assessment:** participants will be evaluated on their participation and own considerations and proposal.

Type of Certification of Attendance Awarded

- Certificate of attendance including description of training content and time input
- Europass mobility certificates – to be issued by the applicant's NA

General objective: The objective of the course is to train teachers, trainers and educational staff in effective actions to contribute to sustainability from businesses, organizations and educational environments. The course will provide participants with essential knowledge of the 2030 Agenda for Sustainable Development Goals, which will help them to acquire sustainable behaviour.

Specific 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.
- To teach about labour, personal and professional sustainable development possibilities.

Learning outcomes:

- Participants will understand the characteristics of the concept of Sustainability.
- Participants will know the goals of the 2030 Agenda.
- Participants will design some basic ideas to introduce sustainable activities in educational environments.
- Participants will manage educational resources to promote sustainability.
- Participants will learn how to spread sustainable actions through the Internet.
- Participants will be able to integrate some sustainable practices into their daily work.

Competences acquired by our learners:

Competences were designed and distributed according to what the European Commission establishes in the European Framework for the Digital Competence of Educators. This training course is designed under the influence of all the competencies defined in the framework, and they are taken into account in a transversal sense.

- To use digital technologies to engage in collaboration with other educators and professionals, sharing and exchanging knowledge and experience, and collaboratively innovating pedagogic practices.
- To organize digital content and make it available to learners, parents and their educators.
- To appropriately manage and orchestrate digital teaching strategies, planning for and implementing digital resources in the teaching process, so as to enhance the effectiveness of teaching interventions.
- To use digital technologies and services to enhance the interaction with learners, individually and collectively, within and outside the learning session, as well as to enhance learner collaboration, enabling learners to use digital technologies as part of collaborative assignments, as a means of enhancing communication, collaboration and collaborative knowledge creation.
- To use digital technologies to offer timely and targeted guidance and assistance, experimenting with and developing new forms and formats for offering guidance and support.

2. Training Course Programme

DAY 1. ARRIVAL. 2030 AGENDA: SUSTAINABLE DEVELOPMENT GOALS (MONDAY)

09:00 - 09:15 Welcome. Greetings and introductions (meeting each other).

- Foster understanding of the culture and mentality of the host country.

09:15 - 09:30 Presentation of the Training Course and Training Programme.

- Aim topics and methods. Importance of the active participation

09:30 - 10:00 Presentation of the Moodle Platform.

- How to use the online platform. Online activities.

10:00 - 10:15 *Break.*

10:15 - 11:45 Going in depth with the 2030 Agenda for sustainable development.

Curricular integration experiences of Sustainable Development Goals.

11:45 - 12:45 First activity: Developing content for the course.

12:45 - 13:00 Sharing. Group Conclusions.

13:00 End of the sessions (morning).

Activities on the online platform: Reading the content of the topic discussed and completing the required task on the platform (4 hours).

DAY 2. SUSTAINABILITY IN EDUCATIONAL ENVIRONMENTS (TUESDAY)

9.00 - 9.15 Welcome. Objectives Exhibition Session.

9.15 - 10.45 Sustainability in educational environments and sustainable education.

10.45 - 11.15 *Break.*

11.15 - 12.45 Education as a way to reach real sustainability. Educative resources to enhance sustainability.

12.45 - 13.00 Sharing. Group Conclusions.

13.00 End of the sessions.

Activities on the online platform: Reading the content of the topic discussed and completing the required task on the platform (4 hours).

DAY 3. LOCAL GOOD PRACTICES: VISITS DAY (WEDNESDAY)

From 9.00 to 13.00- Participants will visit three different Local Strategic Partners of Inercia Digital, that develop Good Practices in Education in the field of 2030 Agenda and the SDGs. Sustainable Development and Education.

Activities on the online platform: Reading the content of the topic discussed and completing the required task on the platform (3 hours).

DAY 4. ICT TOOLS AS WAYS TO SPREAD SUSTAINABLE ACTIONS (THURSDAY)

9.00 - 9.30 Review of topics covered the previous day. Exhibition Session Objectives.

9.30 - 10.45 Internet as a tool to promote sustainable processes and environments.

10.45 - 11.15 Break.

11.15 - 12.45 Educative and sustainable possibilities through new technologies.

12.45 - 13.00 Sharing. Group Conclusions.

13.00 End of the sessions.

Activities on the online platform: Reading the content of the topic discussed and completing the required task on the platform (4 hours).

DAY 5. WHAT CAN I DO TO CONTRIBUTE TO SUSTAINABILITY? GOODBYE, EVALUATION AND DEPARTURE (FRIDAY)

9.00 - 9.30 Review of topics covered the previous day. Exhibition Session Objectives.

9.30 - 10.45 Presentation of projects.

10.45 - 11.15 Break.

11.15 - 11.30 Sharing. Group Conclusions.

11.30 - 12.30 Complete the assessment questionnaire course. Evaluation and conclusions of the course. Suggestions. Complete the quality evaluation questionnaires.

12.30 - 13.00 Delivery of certificates.

Goodbye and have a nice trip back!

End of the course

All training courses and the evaluation processes coordinated and delivered by Inercia Digital are based on the UNE-EN-ISO 9001:2015, UNE-EN-ISO 14001:2015 and ISO/IEC 27001:2013 standards to achieve continuous improvement in the quality of the services provided and the activities developed by Inercia Digital, minimizing the environmental impact of our actions. Our courses in Digital and Entrepreneurial school are also based on the DigComp 2.0 conceptual reference model, Inercia Digital develops all courses under the European Reference Framework of Digitally Competent Educational Organisation (DigCompOrg), the European Framework for the Digital Competence of Educators (DigCompEdu), the EntreComp: Entrepreneurship Competence Framework, and the EntreCompEdu, Developing teachers' entrepreneurial education skills. Both are initiatives by the European Commission, Directorate-General for Education and Culture (DG EAC).



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