AGENDA
Training program for empowerment
„DigitalCRAFT: Innovation and creativity through Design Thinking and digital tools in education"
30 hours: 15 hours [face-to-face] and 15 hours [asynchronous online]

DAY 1 (face to face):

- ❖ **MODULE 1:** INTRODUCTION TO THE DIGITALCRAFT PROJECT: OBJECTIVES, ACTIVITIES, EXPECTED RESULTS - 1 HOUR

- ❖ **MODULE 2:** PRINCIPLES AND METHODOLOGIES RELATED TO DESIGN THINKING AND ITS INTRODUCTION IN THE LEARNING PROCESS - 4 HOURS

2.1. The concept of DESIGN THINKING

2.2. The relevance of DESIGN THINKING PRINCIPLES in

2.3. Stages of DESIGN THINKING in an educational context

ACTIVITIES AND DISCUSSIONS

DAY 2 (face to face):

- ❖ **MODULE 3:** CREATING VISUAL EDUCATIONAL RESOURCES - 2 HOURS

3.1. Overview of the Canva platform

3.2. Creating educational posters and infographics

3.3. Creating Interactive presentations in Canva

3.4. Collaboration and group projects in Canva

- ❖ **MODULE 4:** CREATING INTERACTIVE TIMELINES - 3 HOURS

4.1. Introduction to the use of timelines in education

4.2. Presentation of timeline platforms and their functions

4.3. Creating timelines for history, science or literature lessons

4.4. Integrating multimedia resources into timelines

4.5. Presentation and evaluation of timelines

ACTIVITIES AND DISCUSSIONS

DAY 3 (face to face):

❖ **MODULE 5:** **CREATING AND EDITING EDUCATIONAL VIDEOS - 2 HOURS**

5.1. Introduction to video editing and CapCut

5.2. Video editing techniques for creating visual lessons

5.3. Using visual and audio effects to enhance videos

5.4. Creating video lessons and integrating them into the teaching process

❖ **MODULE 6:** **INTEGRATING DESIGN THINKING IN EDUCATIONAL PROJECTS - 3 HOURS**

6.1. Introduction to integrating design thinking in education

6.2. Planning an educational project using Design Thinking

6.3. Creating visual and interactive materials for the project

ACTIVITIES AND DISCUSSIONS

❖ **DAY 4 (individual study): DEEPENING DESIGN THINKING AND THE USE OF DIGITAL TOOLS - 8 HOURS**

1. Creating visual assets with

2. Creating an interactive timeline with TIMELINE

3. Reflection: using digital tools in your own practice

❖ **DAY 5 (self-study): DEVELOPING AND EDITING CAPCUT EDUCATIONAL EDUCATIONAL VIDEOS: 7 HOURS**

1. Further information on the application

2. Creating an video

3. Video enhancement and

❖ **FINAL EVALUATION AND ISSUING OF CERTIFICATES**