



Sesión paralela J1
Taller "Gamificación"

Teresa Cardoso & João Paz | LE@D, UAb

OpenGame Course Curriculum and Content

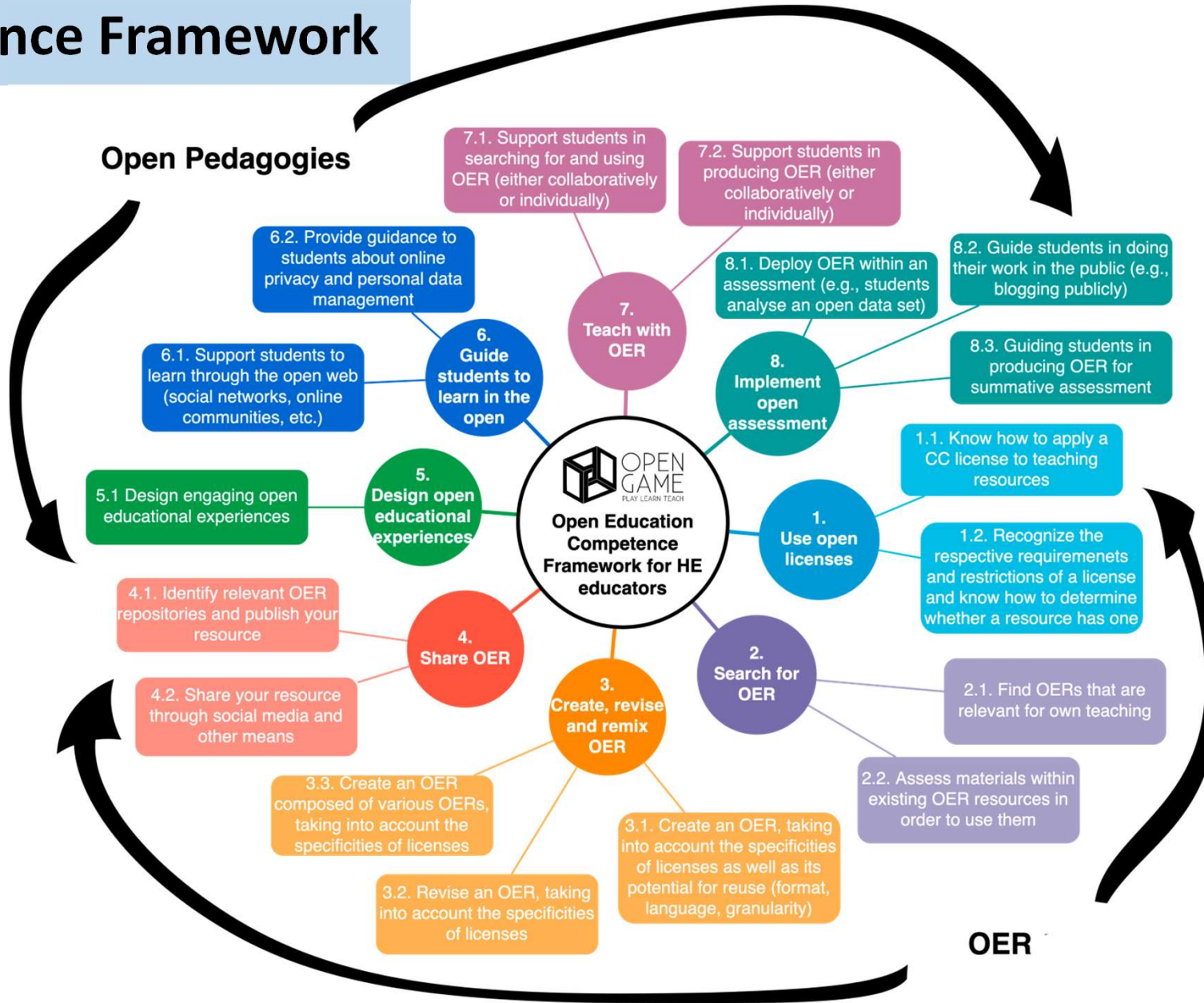
Teresa Cardoso & João Paz



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Competence Framework



OER



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Course Contents



Module 1. USE OER IN YOUR TEACHING ACTIVITIES

Practice 1.1: *Use open textbooks as teaching resources: the WikitoLearn example*

Practice 1.2: *Use a MOOC in the classroom*

Practice 1.3: *Implement “Open Flipped Classroom” teaching*

Module 2. RELEASE YOUR TEACHING RESOURCES AS OER

Practice 2.1: *Integrate course content with an OER slides playlist*

Practice 2.2: *Transform your course into a MOOC: the AMMIL methodology*

Practice 2.3: *Create an OER-based module for teaching foreign languages*

Module 3. USE OER PRODUCED BY OTHER EDUCATORS AND EXPERTS

Practice 3.1: *Switch from a commercial textbook to an open textbook*

Practice 3.2: *Transform your MOOC into an OER*

Practice 3.3: *Use open video tutorials to foster explorative learning*

Module 4. SHARE LESSON PLANS AND CONTENT WITH OTHER EDUCATORS

Practice 4.1: *Co-produce OER through teachers’ content clubs*

Practice 4.2: *Share innovative teaching practices through an online repository*

Practice 4.3: *Produce OER playlists with the help of Artificial Intelligence*



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Module 5. **USE OER TO ADDRESS LEARNERS' PREFERENCES AND LEARNING NEEDS**

Practice 5.1: *Co-design your syllabus with your students*

Practice 5.2: *Use OER to support socialisation of perspective students*

Practice 5.3: *Use OER for personalised and inclusive pedagogy: the path²in approach*

Module 6. **CO-PRODUCE TEACHING RESOURCES WITH YOUR STUDENTS**

Practice 6.1: *Edit Wikipedia in the Classroom*

Practice 6.2: *Make your course digital with the help of your students*

Practice 6.3: *Use Open Data as teaching resources: a case from social sciences*

Module 7. **OPEN UP ASSESSMENT TO REAL-WORLD CONTEXTS**

Practice 7.1: *Assess students' work by sharing it publicly*

Practice 7.2: *Implement OER-based renewable assignments*

Practice 7.3: *Engage Students with Professional Communities of Practice*

Module 8. **SUPPORT STUDENTS TO LEARN IN THE OPEN**

Practice 8.1: *Collaboratively created online publications by students*

Practice 8.2: *Foster students' collaboration through online dialogue*

Practice 8.3: *Use social media to build an open and collaborative learning environment*



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Module structure



- A **general introduction**.
- An **introduction to the principal practice**.
- After having motivated the acquisition of a specific competence, the trainee is invited to **each learning unit** associated with the module. If the trainee has already the competence, a quiz may be taken.
- The **learning activity corresponding to the principal practice** is proposed.
- The two **extra learning activities** are only proposed in the long course.
- A **conclusion** to the module is proposed.
- An **assessment** is proposed, leading to badges.



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Course languages (ENG, DE, FR, PT, ES)



INTELLECTUAL OUTPUT 2

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Date: 30th September, 2020

Description:

The contents on open education proposed here comprises 8 modules based on 8 competences. Modules are built around the practices identified and described in IO1 (García-Holgado et al., 2020). The practices themselves are transformed into learning activities, allowing the trainees to actively interact with the learning activities.

The primary goal of this course content is to be the support for the serious game which is the key deliverable of project OpenGame, where all interactions will take place

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Tanslation:

Lehrplan und Inhalt des OpenGame-Kurses (DE)

Le programme et le contenu du cours OpenGame (FR)

O currículo e o conteúdo do curso OpenGame (PT)

Curriculum y contenido del curso OpenGame (ES)

<https://opengame-project.eu/results/>



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Take the course, play the game!



Alex is a young teacher who likes getting involved in innovative projects. For that reason, the Rector of her University asks her for a mission: discovering and promoting the use of Open Education to other teachers at the University. Alex starts the task with with passion and enthusiasm and tries to spread these feelings to all the actors: teachers, students, visitants and staff. While she discovers all the aspects involved in Open Education, she shares with you her findings and gives you the opportunity to show your achievements for each of the competences. This is a win-win adventure... play now!



<https://opengame-project.eu/game/>



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Gracias, thank you 😊

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