Tester's Training Course

Preface

The main goal of this work package was the organisation, presentation and delivery of a 6 day training course in which teacher testers were introduced to the Playing CLIL ethos, methodology and games.

Our original intention was to run a 12 day course but this was changed to a more intensive 7 day course for reasons explained in deliverable 15.

The course framework, structure and overall model were based following the lines of INTUK courses which have considerable acceptance and success in European programmes since 2004.

The content, evaluation and assessment of the course was a collaborative effort and a result of the past meetings and work of the respective project partners.

The aim is a develop and create:

- A finely tuned Playing CLIL course to train the testers by introducing the practical art of learning how to play, how to instruct, how to successfully use play/games in to the school curriculum – the when, why and how process.
- To introduce a balanced and relevant theoretical content to substantiate and support the practical implementation of game.
- To provide the testers with tools to evaluate games effectiveness in both the learning process and pedagogical impact.

The course was held at the 'Centro de Profesores de Las Palmas' in Gran Canary from 26th October through to and including the 1st November.

In total project partners supported the running of the course by sending 14 members of staff, 4 from INTUK, 3 from HU, 3 from ULP, 2 from CDE and 2 from SUC.

At the request of HU, partners accepted participation on the course from Finland and 5 trainee teachers from HU.

57 teachers and trainers participated in the training course to become testers of the playingCLIL games.

33 teachers and trainers attended the course from the CDE, the cost of expenses for their hotel and meals was covered by the consejeria and their course fee by INTUK.

23 teachers attended from DE UK RO LA with funding from Erasmus plus KA1

15 teachers from IT and GR were awarded funding to join the course but did not receive contracts on time to participate.

It is important to note that the course partners decided to use and to instruct trainee testers how to use INTUK's moodle platform. The moodle platform was used for the dissemination of information about the course, information relevant to the course; including pre course tasks for the trainee testers to complete prior to the course. Also the moodle forum was successfully used prior to the course for trainee teachers to ask relevant questions and share work experience.

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The Course Process

A course brochure (included in the annex) is created and published on the project website, INTUK websites and the EU school educational gateway database. Applications for funding in KA1 are supported by INTUK, HU, ZUB, SUC and processed by INTUK. Once applications are approved participants are registered on INTUK moodle platform and the playCLIL course is opened. All participants and partners are registered on the moodle and given teacher status. Basic training is offered to all moodle users.

Pre-course

- A pre course evaluation sent to all participants plus in some cases pre assessment and perceptions [see workpage 4 deliverable 11].
- A CLIL teaching knowledge quiz.
- A practical and basic guide to the principles of CLIL.
- The rhetoric's of play.
- Training course timetable and the course programme sent to all participants.
- Information concerning accommodation and cultural activities in Las Palmas.

The course

- Two main work groups were formed. Primary teachers and post primary teachers respectively [these groups were sub-divided into families/working groups to help facilitate discussion a group based tasks].
- The course consisted of periods of practical learning and playing of games.
- The application of games to subjects and classroom.
- The practical delivery of CLIL theory.
- Period of reflection and discussion by trainers and trainee testers

  [**each day of the course was supported/recorded on the moodle with a list of activities achieved each day, photos, videos and a PlayingCLIL fb group**]

Trainee testers put to the test

- The culmination of the week's training was a task- based activity in which the trainee testers were asked to demonstrate a game to the wider audience. The task was to simulate a CLIL classroom and subject situation in which a game is adapted to demonstrate, enhance and reinforce an area or topic of the subject matter. All groups demonstrated with flying colours that Play and CLIL is a successful combination – but it is work in progress. To be continued……..

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Timetable

playingCLIL - train the tester - Las Palmas, 26th Oct. - 01. Nov. 2014

Sunday

Meeting point: Hotel El Cantur — Meeting time: 18.30 h

19.00 - 21.00 h — Welcome at CEP Telge — Game to make 'families' — Picnic

Monday

09:00 - 09:30	09:30 - 10:45	10:45 - 11:15	11:15 - 12:30	12:30 - 13:00	13:00 - 14:00	14:00-15:15	15:15-15:45	15:45-16:15	16:15-16:45
Assembly	Establishing a safe environment and games' tools	Coffee break	Introducing CLIL theory through interactive games	Reflection and Discussion	Lunch break	Family talk	CLIL on the Canaries	CLIL Practice and Experience	Reflection and discussion
INTERACT	INTERACT		HU + INTERACT	HU + INTERACT (+ ALL)		Participants in families (prep. & pres.)	Consejería de Educación	All participants in an open-mic-session	ALL

Tuesday

09:00 - 09:30	09:30 - 10:45	10:45 - 11:15	11:15 - 12:30	12:30 - 13:00	13:00 - 14:00	14:00 - 14:45	14:45 - 15:30	15:30 - 16:00
Assembly	Establishing a safe environment and games' tools	Coffee break	Introducing CLIL theory through interactive games	Reflection and Discussion	Lunch break	Practising the games	Testing the games	Reflection and discussion
INTERACT	INTERACT		HU + INTERACT	HU + INTERACT (+ ALL)		INTERACT	HU + ULPGC	ALL

Wednesday

09:00 - 09:30	09:30 - 10:45	10:45 - 11:15	11:15 - 12:30	12:30 - 13:00	13:00 - 14:00	14:00 - 14:45	14:45 - 15:15	15:15 - 16:00
Assembly	Establishing a safe environment and games' tools	Coffee break	Introducing CLIL theory through interactive games	Reflection and Discussion	Lunch break	Leisure time		
INTERACT	INTERACT		HU + INTERACT	HU + INTERACT (+ ALL)				

Thursday

09:00 - 09:30	09:30 - 10:45	10:45 - 11:15	11:15 - 12:30	12:30 - 13:00	13:00 - 14:00	14:00 - 14:45	14:45 - 15:30	15:30 - 16:00
Assembly	Establishing a safe environment and games' tools	Coffee break	Introducing CLIL theory through interactive games	Reflection and Discussion	Lunch break	Practising the games	Testing the games	Reflection and discussion
INTERACT	INTERACT		HU + INTERACT	HU + INTERACT (+ ALL)		INTERACT	HU + ULPGC	ALL

Friday

09:00 - 09:30	09:30 - 10:45	10:45 - 11:15	11:15 - 12:30	12:30 - 13:00	13:00 - 14:00	14:00 - 14:45	14:45 - 15:30	15:30 - 16:00
Assembly	Establishing a safe environment and games' tools	Coffee break	Introducing CLIL theory through interactive games	Reflection and Discussion	Lunch break	Practising the games	Testing the games	Reflection and discussion
INTERACT	INTERACT		HU + INTERACT	HU + INTERACT (+ ALL)		INTERACT	HU + ULPGC	ALL

Saturday

09:00 - 09:30	09:30 - 11:30	11:30 - 13:00	13:00 - 14:00	14:00 - 16:00	
Assembly	Creating games: (Output)	Performance games	Final Evaluation	Late Lunch & Certificates Ceremony	
INTERACT	Participants in families	INTERACT	ZUB	ALL	Departure 16:00 to the airport 17:00 to the Hotel

Lifelong Learning Programme

The course Programme

Training is from 9.30 to 16.30 with 1 hour for lunch and a coffee break at 11. Each day 1 hour is devoted to evaluation and review. In the evenings we discover the pleasures of the Islands cuisine.

Day 0 (arrival day)

Afternoon   Reception, registration, welcome and orientation.

Day 1

09.30 – 13.00   Multimedia digital portraits with photos taken and short interviews recorded; Activities to form working teams.

14.00 – 16.30   Introduction to the playingCLIL project, the partner organisations and the idea of a new CLIL method

Day 2

9.30-16.30   Rules and regulations. Concepts underpinning the work of the playingCLIL project explored and the practical applications for teaching both language and content outlined.

14.00 - 16.30   Keynote presentation 'In the name of the game'
Interacting families, good practice in team building and group presentations.

Cultural Programme: Island Life, an outsiders' view on the joys of Canary life and history. Guest Speaker presenting the Canary Island CLIL experience.

Day 3

9.30 - 13.00   Introductions. Theory and practice. Activities to introduce language and content.

14.00 - 16.30   Content led models, examples for working with specific subjects. Daily Review

Cultural Programme: Treasure Island! An innovative way of seeing the monuments, sights, meeting the people and discovering the Islands. Use of recording devices in city discovery, approaching the public, proving you were there!

Day 4

9.30 - 13.00   Creative learning. A background to the need for imaginative lessons. Practical activities focused on the acquisition of competences. Training games, ownership of knowledge.

14.00 - 16.30   Addressing competition and motivation, models of games and structures to stimulate peer to peer learning

Daily Review

Cultural Programme; Share and care, multimedia presentations from around Europe on culture and education. Participants given opportunity to showcase their school, educational system and local understanding of CLIL.

Day 5

9.30 -13.00   The Creative Teacher, coach and referee. Evaluation games, Performance games, feedback and celebration

14.00 - 16.30   Practical problems addressed (furniture in the classroom, being a noisy neighbour, managing the class).

Daily Review

Day 6

9.30 -13.00   Testing tools, self-assessment, points, trophies and leagues, working with technology. Looking at how to collect, store and share data on classroom experiences. Looking forward to the next step, what happens after the first round of testing.

14.00 -16.30   Formal Evaluation and review. Presentation of Certificate

Lifelong Learning Programme

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