



## “European network in D-flexible teaching (ENID-Teach)”

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**KA220-HED - Cooperation partnerships in higher education**

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## **Result 1. Training program**

**Version 4.0**

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European network in D-flexible teaching (ENID-Teach) project





### Versioning and Contribution History

Version	Date	Main contributions and revisions	Contribution by
v.0.1	16 May 2022	Introduction and aligned the proposal with the European Framework for the Digital Competence of Educators (DiCompEdu p 16), basic characteristics, and Overall structure proposal	SOVIER*DEVENIR,
v.0.2	18 May	Definition of characteristics and the collaborative Design for each NOOC. Overall structure proposal from the ENID-TEACH model. Summary: NOOC's structure. NOOCs' guides	UNED
V.0.3	23 May	Some modifications on the overall structure proposal and the Summary: NOOC's structure. NOOCs' guides	uned
V 04	01 jun	Elaboration of all the guides produced by each partner:	Burgas Free University; Universidade Aberta de Portugal; Università degli Studi di Catania; Savoir*Devenir; Universidad Nacional de Educación a Distancia
V 05	10 jun	Integration of all the guides produced by each partner: Savoir*Devenir; UNED;	uned

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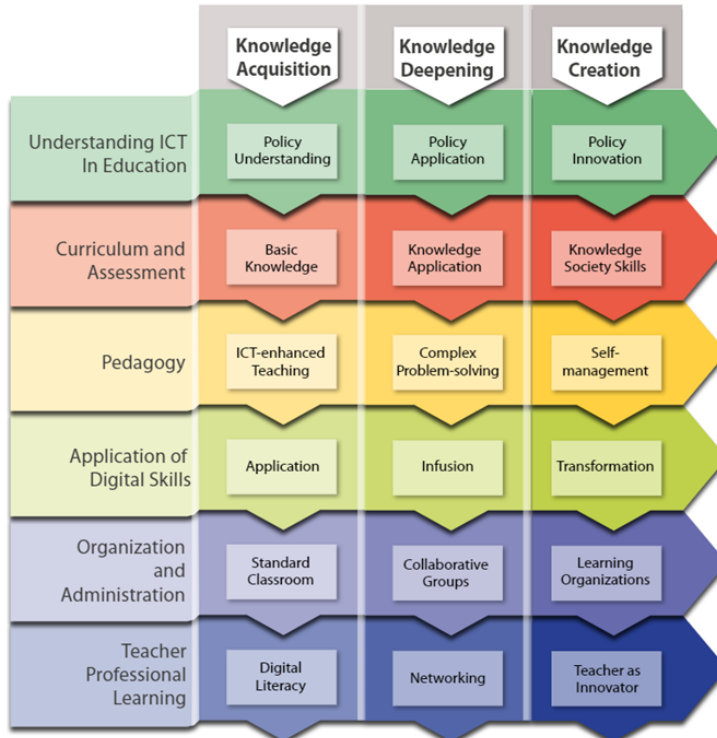
# 1. Introduction

This is a pedagogical design proposal based on:

**1/ Audience:** Mainly university teachers and professors and as well as trainers, professors, teacher training schools.

**2/ Learning goals:** mastering D-Flexible Learning methodologies, applying microlearning techniques and Digital Competence of Educators, Empowering teachers with digital tools and competences in digital pedagogies.

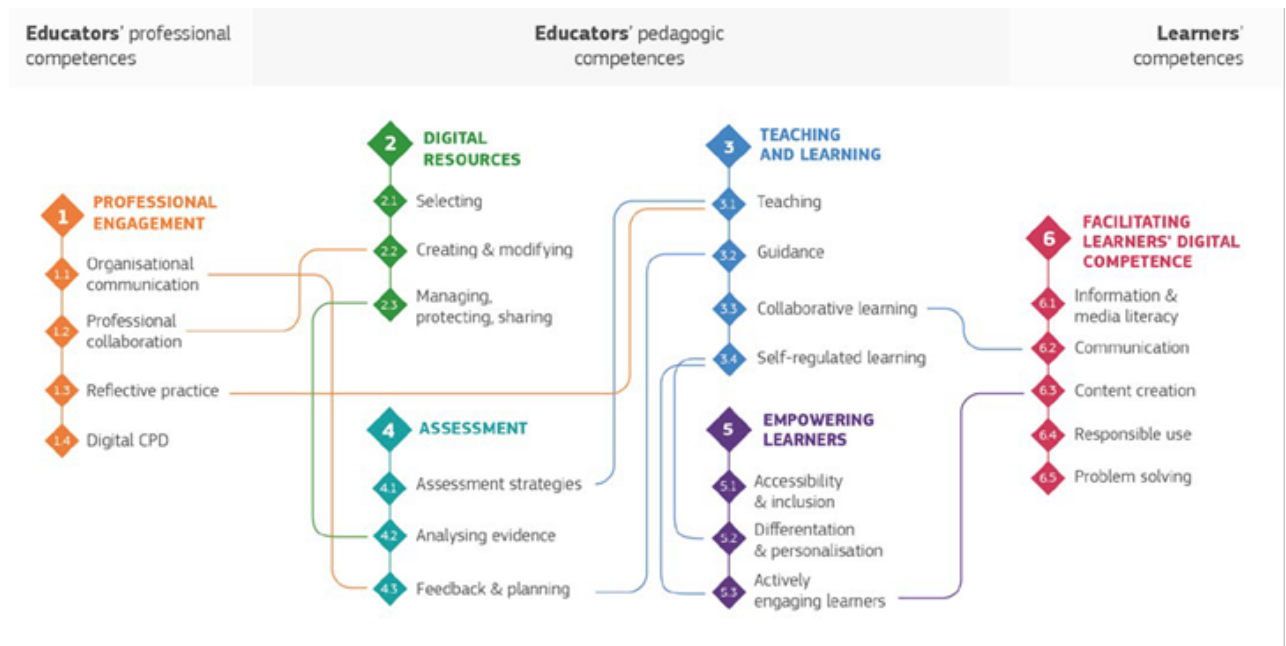
The Noocs will more specifically be aligned with the European Framework for the Digital Competence of Educators (DiCompEdu p 16) and the UNESCO ICT Competency Framework for Teachers (ICT-CFT) through Open Educational Resources (OERs), in line with the SDG principle of “leave no one behind.” NOOCs are focused on the project proposal “ENID-TEACH”.



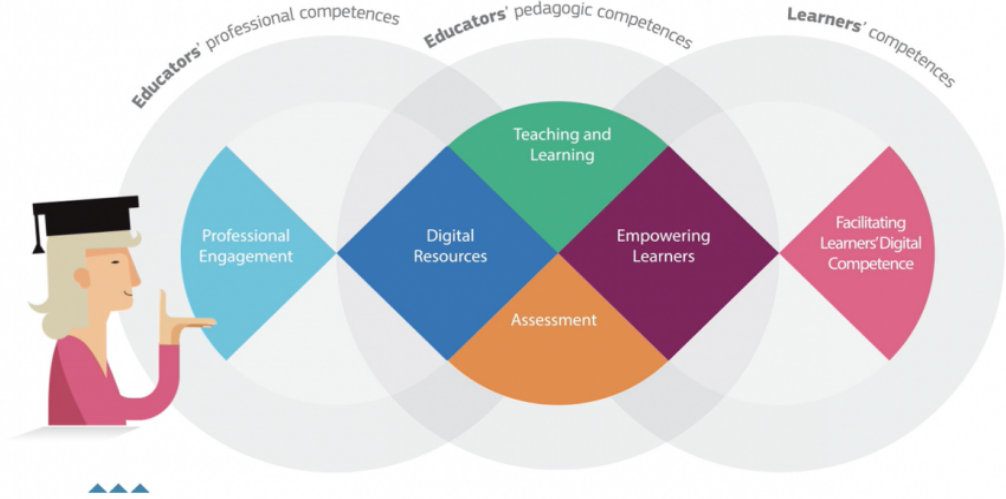
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Figure 1. From UNESCO. ICT Competency Framework for Teachers, <https://en.unesco.org/themes/ict-education/competency-framework-teachers>



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([https://joint-research-centre.ec.europa.eu/digcompedu\\_en](https://joint-research-centre.ec.europa.eu/digcompedu_en))



### 3 / NOOCs

R2.1. NOOC 1. Connected and Critical Methodologies (Spanish, French, English, Italian and Portuguese)
R2.2. NOOC 2. Collaborative and Research Methodologies (Spanish, French, English, Italian and Portuguese)
R2.3. NOOC 3. Active and Gamified Methodologies (Spanish, French, English, Italian and Portuguese)
R2.4. NOOC 4. Inverted Methodologies (Spanish, French, English, Italian and Portuguese)
R2.5. NOOC 5. Designing Flexible Learning D-Programmes (Spanish, French, English, Italian and Portuguese)

## 1.1. ENID-Teach NOOC's characteristics

- Course duration/structure
  - Duration: 1 month
- Technological environment (Platform):
  - Access and registration
  - Participants roles:
    - NOOC coordinate
    - Professors
    -
  - Facilitators' Team
  - Communication tolls
  - Gamification
  - Monitoring tools
- Resources:
  - Open Education Resources (OERS). There will have 10 OERS per NOOC produced by MAG: each NOOC coordinator must request the resources they need, providing the details and characteristics based on the indications of in order to produce it MAG)
    - 5 descriptive resources (posters, PowerPoints ?, videos, ...)
    - 5 interactive resources (serious games, visualization, augmented reality, simulations, virtual reality ...)



- Sharing of additional existing resources (global and local)
- Basic characteristics:
  - Multilingual: Each NOOC will be developed in 5 different languages (it will be implemented in English, French, Italian, Portuguese and Spanish)
  - Microlearning techniques: They are based on microlearning techniques. It will be based on microlessons or learning nuggets in multiple formats where content is fragmented into small steps
  - Audiovisual Open Accessible: (visual and auditory accessibility)
    - Content will be offered in different formats (audio, written, pdf) in order to facilitate access to everyone.
      - The videos will be in the different languages of the project: They will show subtitles
      - PDF will be accessible
      - The rest of the resources have to be accessible
- NOOC organization for learning hours: (25 hours of work, about 10 hours of content and 15 hours of personal work including readings, research, activities and exercises with descriptive and interactive resources) :
  - Orientation for the calculation of hours of each NOOC:
    - Work with the contents: 10
      - 5h readings
      - 5 videos: max. 4 minutes per video = 2 hours of work by the student: visualization, reflection and study...
      - 5 interactions videos: maximum 10 minutes per resource or video = 3 hours of work by the student: practice, visualization, reflection/think about... and study
    - Communication: 5 hours
      - Forums – 2 hours
      - Network participation – 2 h
      - Gamification within the platform – 1 h
    - Final compulsory activity (peer to peer) – 10h



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- Distribution hours for topic in each NOOC:
  - Topic I. 5 hours
  - Topic II. 5 hours
  - Topic III. 5 hours
  - Topic IV. 5 hours
  - Course closing topic. 5 hours
- Certification: Accreditations: 1 ECTS
- Each NOOC will have a duration of 25 hours (i.e., one week). Learners who complete the course and pass peer-to-peer evaluations will receive a certificate from the ECO Digital Learning spinoff. In addition, once they meet the requirements set by each university, UNED will award them 1 ECTS.
  
- Course implementation: Iterations: 3 (see GANTT)
  1. Course implementation will be progressive. Each NOOC will be held three times. Course implementation will be progressive over the three years with the aim of improving the offering in line with previous experiences.
    - NOOC 1 and 2. (January 2023, June 2023, November 2023)
    - NOOC 3 and 4. (June 2023, November 2023, May 2024)
    - NOOC 5 (November 2023, May 2024, September 2024)

## 1.2. Collaborative Design in agile mode for each NOOC

### II.1. Deliveries and drafts for the collective construction of the training program

- Submission of a first draft to the consortium (May 2022): Basic NOOC's characteristics, collaborative working design and overall structure proposal.
  
- Submission of a second draft to the consortium (Transnational meeting Paris, July 2022): Pedagogical model.



- Submission of a first guide (brief guide) per NOOC and leader (Transnational meeting Paris, July 2022):

- Justification/Introduction
- NOOC objectives: 1 general and 3-4 specific.
- Program: List of topics, Number, titles and brief description of each of the topic that make up the course.
- Metadata: Type at least 10 metadata that defines your course, in comma-separated values.
- Additional readings/materials
- Teaching experience: Trajectory or profile of the teacher or teaching team in relation to the course or its theme of the teacher.
- Observations: Duration 1 month (4 weeks) and 1 ECTS credit. enclose: Teaching team and Training program

## II.2. Organization of working groups per NOOC

1. Form a teamwork: As each NOOC will be teach in 5 languages, we suggest work in international teams. The coordinator of each NOOC will form a working team with 5 members (France, Italy, Spain and Bulgaria). In the excel document ([PartnetList.xlsx](#)), you will see that we have included a UNED contact person for each NOOC. And we hope that each partner will also follow in the same steps and include a contact person in each NOOC too.
2. These international teams have to work on the NOOC guides (Introduction, objectives, topics, etc.) (Transnational meeting Paris, July 2022)

## II.3. Global improving of the NOOC

- Iteration 1: optimization with one national focus group (by Nooc Leader)
- Iterations 2 & 3: taking into account users' feedback via satisfaction questionnaire, etc.



## 1.3. Overall structure proposal

### NOOC 1: Connected and critical methodology

- Introduction
- Learning objectives
- Contents
- Tutoring process
- Resources (complementary to the basic of added on the contents)
- Activities
- Evaluation system

Digital competences: collaborative networking and reflective approach with and among students as well as Use reflexive approach for improvements and professional development (digcompedu: reflective practice, professional collaboration)

- Collaborating with your network
- Contrasting offline and online pedagogical approaches
- Integrating flexible approaches and criteria to your course
- Taking into account eco-conception recommendations

### NOOC 2: Collaborative & Research methodology

- Introduction
- Learning objectives
- Contents
- Tutoring process





-Resources (complementary to the basic of added on the contents)

-Activities

-Evaluation system

Digital competences: collaborative learning, collaborative group work and research methodologies for students (digcompedu: creating, modifying, protecting and sharing, analyzing evidence) |

- Open and networked collaborative spaces (Knowing Learning management systems, Digital teaching environment, )
- Choosing the format and tools for your course presentations (text, video, games, podcasts...)
- Using or adapting external existing resources for your course (license, copyrights...)
- Selecting your publication licenses (open sources preferably)
- Respecting the General Data Protection Regulation (privacy, protection of minors...) in research
- Selecting and mastering collective and collaborative activities (formats, tools)

NOOC 3: Active and gamified methodology

-Introduction

-Learning objectives

- Contents

- Tutoring process

-Resources (complementary to the basic of added on the contents)

-Activities

-Evaluation system

Digital competences: active learning and development of gamification (see digcompedu: actively engaging learners, collaborative learning...)



- Selecting and developing interactive activities (tools) > point of attention: find tools in national languages
- Facilitating and mentoring (online events, ice breaking activities, challenges, peer to peer communication... )
- Delivering rewards and badges
- ...

#### NOOC 4: Inverted & flipped methodology

-Introduction

-Learning objectives

- Contents

- Tutoring process

-Resources (complementary to the basic of added on the contents)

-Activities

-Evaluation system

Goal. implement teaching and learning designs based on mixed models where face-to-face and digital coexist and interact.

Digital competences: active learning and inverted online pedagogical design.

#### NOOC 5: Designing Flexible Learning D-Programmes

-Introduction

-Learning objectives

- Contents

- Tutoring process

-Resources (complementary to the basic of added on the contents)

-Activities



## -Evaluation system

Digital competences: Create your online pedagogical design (see digcompedu: teaching, self-regulated learning, assessment strategies, accessibility and inclusion)

- Adapting your online pedagogical design to your audience (according to levels, specific needs...)
- Staying tuned for new pedagogical trends
- Assessing during the course
- Evaluating your pedagogical design
- Improving your pedagogical design

## 1.4. Summary: NOOC's structure

### \* General scheme (proposal)

#### Basic information sheet

1. Justification
2. Objectives
3. Program
4. METADATA (keywords)
5. Recommended Requirements
6. Additional readings/materials
7. Background
8. Teaching experience
9. Observations

#### Brief guide

1. Justification/ Introduction
2. Learning objectives
3. Teaching board
4. Program/Contents: topics and sections
5. Methodology and tutoring process



6. Activities
7. Evaluation system: Evaluation and Qualification Criteria
8. Bibliography and resources

## Complete guide

(adding more information to the short guide to complete the NOOC)

For each topic ( 4 topics + 1 final )

1. Presentation of the topic
2. Content and didactic material (compulsory)
  - a. 5 descriptive resources (posters, powerpoints?, videos, ...)
  - b. 5 interactive resources (serious games, visualization, augmented reality, simulations, virtual reality...)
3. Resources (complementary to the basic resources of the course added in "contents")
4. Activities (voluntary or compulsory):
  - a. Practical activity evaluable peer to peer
  - b. Proposal for non-evaluable voluntary activities
5. Bibliography and resources (complementary to the basic of added on the contents)



## 2. Program: Digital training in digital and flexible methodologies

The teaching guides for each of the courses are presented below.

### 2.1. Connected and Critical Methodologies. Savoir\*Devenir

#### Justification/ Introduction

The NOOC (Nano Open Online Course) “Connected and Critical Methodologies” is part of the training proposal of the project Erasmus +, “European network in D-flexible teaching (ENID-Teach)”, PROJECT NUMBER - 2021-1-ES01-KA220-HED-000027551, KA220-HED - Cooperation partnerships in higher education, coordinated by UNED. The main goal of the whole project is to provide a digital online training course for university lecturers about innovative teaching methodologies and coherent digital tools to enhance engagement in learning. Moreover, the project aims at building a distributed and cohesive cooperation network for the exchange of good practices and digital transformation among European teachers.

#### Learning objectives

The main objective of NOOC1 is to train professors and teachers in the design of connected and critical courses or modules by having a reflexive and responsive use of digital resources, with a student-centered perspective.

To help teachers take control of this innovative way of teaching and use it for the benefit of students’ motivation and professional course enhancement, five specific objectives guide this NANO course:

- Training teachers in the interpersonal and critical use of digital tools and social networks in educational scenarios



- Mastering connected learning, connectivism, with a focus on hyper-connection, networking and collaboration
- Appropriating methodologies for implementing connected and critical learning online and/or in class, based on universal accessibility and design criteria for learning
- Exploring the uses and possibilities of technology in education in collaboration with colleagues, students, instructional engineers and other stakeholders
- Developing critical and reflective capacities through the exploration of existing practices and the construction of individual and collaborative projects

## Aim of the NOOC

The main aim of NOOC1 is to introduce participants to the pedagogical strategies, the repertoire of postures and the actors' networks attached to connected learning, using social media interactions critically to build trusted circuits of validation and recommendation of knowledge. The final goal is to make teachers want to build their own solutions, alone or with others, in communities of practice, that can be internal or external to their institutions.

NOOC 1 builds on basic principles of connectivism that imply, inter alia, to contribute to the learning processes by:

- Fostering exchanges with a diversity of opinions and resources
- Using wisely the actors' logics available on the networks
- Resorting to non-human agents and processes to access quality information and verify information sources
- Mastering decision-making processes with critical thinking strategies, on the basis of information in context.

The importance on information for building knowledge justifies to combine connected methodologies with critical thinking strategies, to ensure trust and confidence in learning as well as encourage learners to practice and develop higher order reasoning (against cognitive biases) and complex problem-solving competences.



Therefore, NOOC1 also draws on the principles of Digital Media and Information Literacy to ensure pedagogical strategies are student-centred and aim at autonomy and creativity:

- Modular approach (training modules are devised to be useful as stand-alone as well as in multi-linear use)
- Authentic documents and examples (experience-based learning enhances motivation)
- Multi-stakeholder complexity in actors' logic (peers, colleagues, experts, communities of practice are key)
- Competence based (connectivism competences and critical thinking competences help co-design and provide transparency in the evaluation process)
- Spirit of inquiry (all modules start with questions)
- Critical, creative and reflexive learning (co-design is encouraged and facilitation activities aim at reflexivity and transfer).

## Teaching staff

Prof. Divina Frau-Meigs (U Sorbonne Nouvelle)

Dr. Adeline Bossu (U Bordeaux Montaigne)

Pascale Garreau (Savoir\*Devenir)

## Duration of the NOOC

NOOC1 is run as a Social NOOC three times, in January, June and November 2023. The last two sessions are delivered in all six languages of the partnership. After that it will become an Open Educational Resource (OER). Allow 25 hours (1 ECTs) of work,



with various types of activities (reading, navigating on-line, communicating on forums and social networks, building your own resources).

## Accessibility

NOOC1 is available in 6 languages (English, French, Spanish, Portuguese, Romanian and Italian), and is designed and delivered according to the Universal Design for Learning (UDL).

To guarantee the accessibility of the resources to people with disabilities, the materials provided are presented in multiple formats (videos, texts, interactive activities, forums, etc.). Additionally, pdf. transcripts of all the audio materials are available in the Supplementary Material section of the platform.

## Program/Contents: topics and sections

NOOC1 consists of 5 main units (two of which build on each other to foster “co-design in action”). The final unit is dedicated to evaluation (peer-to-peer evaluation and satisfaction questionnaire). The first unit introduces the participants to the Eco digital learning platform, a connected resource in its own right. Units two and four are content oriented, each of them with three micro-lesson modules. Units three and five are organized as training modules for co-design in connected and critical activities. They all add up to a total of 25 hours of work. Participants are free to shift from one unit to the other at their own rhythm, at home or remotely, with mobile if need be.

The units and modules are organized as follows, on the Eco digital learning platform:

- The upper part of the screen presents a micro-lesson (lasting 5-10 minutes, with pdf. transcription in the “Supplementary Material” section).





- The lower part of the screen provides “instructor’s comments” that provide some focus on the micro-lesson, followed by activities and tips (especially for using digital tools and online resources).
- The “supplementary material” section invites you to explore further readings, additional activities and resources.

## Structure

01	Presentation and online interactions with ECO platform	<p>M1 General presentation of NOOC1: stakes, structure, course guidelines</p> <p>M2 General presentation of ENID Project and platform tutorials</p>
02	Connected learning: definitions and stakes	<p>Connectivism</p> <p>Actors’ logics and networks</p> <p>Connected learning strategies and integration into digital learning systems</p>
03	Co-design in action (1)	<p>Designing it together: collaborative monitoring</p> <p>Digital toolbox construction</p> <p>Self-assessment quiz</p>
04	Critical thinking in a digital context	<p>Definitions and educational stakes</p> <p>Connected and critical pedagogical postures</p> <p>Critical and connected resources</p>
05	Co-design in action (2)	<p>Designing it together: collaborative monitoring</p> <p>Digital toolbox construction</p> <p>Self-assessment quiz</p>



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06	Evaluation	Reflexivity and transfer
		Peer to peer evaluation
		Survey and satisfaction questionnaire

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## 1.

### Methodology and tutoring process:

#### General description

NOOC1 is designed to train teachers to develop online learning processes and critical resources in a connected fashion. In the connectivist approach, the two positions complement each other: criticism is co-constructed with others; it is a form of joint attention, in mirror form, where the person making a proposal and the person criticising it form a link and help each other. The mirror form consists in showing the process and the tools used, not just the end result. This leads to a certain “epistemic maturity”, that is to say an awareness of the circuits of validation and recommendation of information.

The focus is on the competences that enable this kind of co-design, in a framework where competences are a combination of knowledge, attitudes, aptitudes and skills.

The connectivism competences underlined are:

- **being open to others:** recognizing differences in thinking, reasoning, experience
- **assuming tolerance of error:** seeing mistakes not as a stigma but as a way of improving oneself or one's journey, one's project
- **adopting a posture of decentering:** distancing oneself from one's feelings and affects and listening to others' proposals and projects
- **showing empathy:** putting yourself in another person's situation to understand their desires, motivations and fears



- **mastering agility**: adapting quickly to change and taking into account feedback to change the device, the resource, or the project if necessary.

The critical thinking competences underlined are:

- informing oneself
- **evaluating** information
- **distinguishing** between facts and their interpretations
- **confronting** interpretations
- **evaluating** interpretations.

This type of approach emphasizes the process of constructing knowledge in an interconnected collaborative way that departs from more traditional ways of transmitting knowledge. In order to foster this approach, NOOC1 offers many activities that encourage co-design of materials and resources, as well as tutoring and mentoring among peers, while fostering interactions online (forums, walls, posts...). This approach aims at building trust and support, in presence and at a distance, as the recent pandemic has shown the necessity to be agile and flexible and control rather than be submitted to technological devices.

#### **Communication system:**

- Eco Digital learning platform Forum
- EPALE.eu community group
- Social networks
- E-mail: [enidteach@savoirdevenir.net](mailto:enidteach@savoirdevenir.net)

#### **Activities**

Non evaluated activities

Each unit presents



- a micro-lesson section, either in video or power-point format, that invites to some interactive browsing and online navigating (hyperlinks open to new pages).
- instructor's comments section suggests a wide variety of activities that are going to solicit the participants' connectivist and critical thinking competences. Some of these activities are reflexive, to be conducted alone, others are shared with peers and connected online.

**Knowledge:** the topic of the unit is developed further, guided by some questions. Suggested reading is available in the complementary materials section (in pdf format or hyperlinks). The quizzes at the end of unit 2 and 4 are a self-assessment ploy to check on the main points to remember.

**Attitude:** some activities are devised to put participants in critical and connected mode, to find and share materials, to exchange about how to go about learning. They invite you on the forum of the platform to interact with other participants, discuss ideas and be critically aware. Some activities are collaborative and invite you to explore resources, on a collaborative wall (with Padlet).

**Aptitude;** some activities are devised to help participants go about a task and develop abilities. A red-thread activity, in the two co-design units (3 and 5), invites you to a monitoring task around connectivism and critical thinking, with the focus on pertinent sensible practices.

**Skills:** some tips are provided with all the activities, that give participants examples of possible uses of some proposed digital resources and the tools, applications and services to create them. They complement the critical micro-lesson in unit 4 about connected resources that also suggests criteria for selection. This encourages participants to build their own toolbox.

These kinds of activities are voluntary and are not evaluated for the final assessment and certification. But they are highly recommended to improve competences and modify pedagogical postures and develop new strategies.



## Evaluated activities

Unit 6 suggests a peer-to-peer activity that will be evaluated by another participant, via the Eco digital learning platform, without the intrusion of the course staff. It is part of the tutoring methodology, in the connectivist and critical approach, inviting to exercise a joint attention to the work of others, in mirror form. The criteria for evaluation are clearly stated and are indicative of how to produce constructive, critical feedback.

Unit 6 also invites you to fill in a satisfaction questionnaire, that will be anonymous. It is part of the connectivist and critical approach, in mirror form, as you are invited to analyse your experience of the course and signal some suggestions and recommendations. This feedback will be used by the course staff to improve the next iteration, in agile methodology.

These two activities are voluntary and are not evaluated for the final assessment and certification. But they are highly recommended to improve competences and modify pedagogical postures and develop new strategies.

## OERs

Nooc1 presents a series of descriptive and interactive resources produced by the Savoir\*Devenir staff, designed to introduce participants to different ways of presenting and accessing connected and critical learning as well as providing them practical example of how to use some digital tools and produce their own resources.

Some of these activities and micro-lessons will become OERs (Open Electronic Resource) at the end of the project.

## Interactive Resources

UNIT 2 Module 1 – Interactive image of pedagogical models with Genial.ly



UNIT 2 Module 2 – Interactive video with questions inserted implemented with H5P

UNIT 2 Module 3 – Interactive infographics on connected learning strategies with Genial.ly

UNIT 4 Module 1 – Interactive image of critical thinking competences with Thinglink

UNIT 4 Module 2 – Interactive slideshow on connected and critical postures with Genial.ly

UNIT 4 Module 3 – Interactive slideshow on critical and connected resources with Genial.ly

#### Descriptive Resources

UNIT 1 Module 1 – Video + pdf

UNIT 1 Module 2 – Video + pdf

UNIT 2 Module 1 – Slideshow with avatar (ppt+video) +pdf

UNIT 2 Module 2 – Drawing with Sketchpad

UNIT 4 Module 1 – Slideshow with cameo (ppt+video) +pdf

Additional Interactive and Descriptive Resources are used for activities and facilitation by tutors

UNIT 1 Module 1 – Collaborative wall (Padlet) for mapping; forum

UNIT 2 Module 1 – Word cloud (AnswerGarden); Survey (Google.docs)

UNIT 3 Module 2 – Collaborative wall (Padlet) for monitoring; quiz (Eco platform)



UNIT 4 Module 1 – Word cloud (AnswerGarden) ; forum

UNIT 4 Module 2 – Collaborative wall (Padlet); forum

UNIT 5 Module 3 – Collaborative wall (Padlet) for monitoring; quiz (Eco platform)

UNIT 6 Module 1 – Survey (Google.docs)

The micro-lessons are introduced either by a descriptive resource or by an interactive resource. Each module is introduced by a short micro-lesson (5-10 minutes), with subtitles (in the case of videos) and pdf format transcriptions in the 6 languages used in the project.

## Complementary Material

NOOC1 has a separate section for “Complementary Materials”. In this section there are supplementary documents (readings, viewings...) to go further with the proposed topics. There are also documents in pdf formats that are the transcriptions of the micro-lessons.

## Evaluation system: Evaluation and Qualification Criteria

### Forms of evaluation within the Eco Digital learning platform:

Self-Evaluation: it includes quizzes, analysis of pertinent sensible practices, short tests and surveys.

Peer to peer evaluation (unit 6): it involves submitting on the platform your idea for a pedagogical scenario or for your teaching practice with a connected and critical



approach. You will be evaluated by another peer and asked to evaluate some other peer as well.

## **Bibliography and resources**

The format of citations and bibliographic references should follow the seventh edition of the Publication Manual of the American Psychological Association (APA).

The whole NOOC and its resources is under Creative Commons License CC BY SA.





## 2.2. NOOC 2. Collaborative and Research Methodology. Università degli Studi di Catania

### Justification

This NOOC is part of the formative proposal of the Erasmus + project, "European network in D-flexible teaching (ENID-Teach)", PROJECT NUMBER - 2021-1-ES01-KA220-HED-000027551, KA220-HED - Cooperation partnerships in higher education, coordinated by UNED. It is NOOC2 of the training proposal.

The training program seeks to respond to the difficulties in carrying out the functions of teachers in situations of uncertainty, such as the crisis caused by COVID19, which has taught us that educational institutions must be prepared to respond to unexpected situations. We need to deploy a progressively more digitalized and flexible model without this entailing a drop in educational standards or the end of face-to-face teaching.

### Knowledge Area: Educación /Education

NOOC Iterations in different languages (English, Italian, Spanish, Portuguese, and French):

- Iteración 2. 19/06/2023 al 19/07/2023
- Iteración 3. 19/11/2023 al 19/12/2023

### Objectives

The main goal of the whole project is to provide a digital online training course for university lecturers and other teachers about Collaborative and Research teaching methodologies with the use of coherent digital tools to enhance engagement in learning. Moreover, the project aims at building a distributed and cohesive cooperation



network for the exchange of good practices and digital transformation among European teachers.

The specific objectives are

1. Reflect about roles and rules of collaborative and research teaching methodology to be applied in academic contexts.
2. Discover the Computer supported collaborative and research methodology with its roles, rules and netiquette.
3. Explore the most useful digital environments and tools to favor a collaborative form of teaching and learning according to the criteria of Universal Accessibility and Universal Design for Learning.
4. Advance in the development of collaborative teaching courses and Inquiry based teaching methodology, which conform to the principles of “Distributed cognition” and “Computer Supported Collaborative learning”.
5. Deepen the process of collaborative design of digital learning programs and proposals introducing diverse forms of evaluation (peer to peer, summative, etc.).

## Program

Topic I. Course presentation

1.1. What is this NOOC about and who we are?

1.2. Structure and Guidelines

Topic II. Collaborative Learning

2.1. Collaborative Learning Theory

2.2. Getting Started with CL

2.3 CL and Inquiry based Learning



### Topic III. Pillars of Collaborative Learning

#### 3.2. Distributed Cognition

#### 3.3. Collaboration Theory and Computer Supported Collaborative Learning

### Topic IV. Digital Environment

#### 4.1. Digital tools for CSCL.

#### 4.2. Designing for online

### Topic V. Evaluation and Collaborative Research

#### 5.1. Assessment

#### 5.2. Collaborative Research for the future

### Topic VI Satisfaction Questionnaire

#### 6.1 Satisfaction questionnaire (voluntary)

## **METADATA**

University teaching, collaborative learning, distributed cognition, digital tools, Inquiry based learning, computer supported collaborative learning (CSCL), collaborative research.

## **Recommended Requirements**

There are no prerequisites. Only necessary basic technological resources: computer and internet connection.

This NOOC will provided in five languages: French, Italian, English, Portuguese, Spanish.



## Target audience of the course

## Who is the course for? Recommended Student Profile

University professors and other professors from different areas of education.

## Additional readings/materials

Hmelo-Silver C., Chinn C., Chan C., O'Donnell A. (eds.) (2013), The International Handbook of Collaborative Learning. Routledge.

Howard C., Schenk K., Discenza R. (eds.) (2004), Distance Learning and University Effectiveness: Changing Educational Paradigms for Online Learning. Information Science Publishing.

Santoveña-Casal, S. (Coord.) (2020). Investigación e innovación en metodologías digitales basadas en el aprendizaje conectado, activo y colaborativo. Editorial UNED.

Stahl, G., Koschmann, T., & Suthers, D. (2006). Computer-supported collaborative learning: An historical perspective. In R. K. Sawyer (Ed.), [Cambridge handbook of the learning sciences](#) (pp. 409-426). Cambridge, UK: Cambridge University Press.

## Background

Indicate if your course has been previously taught on another UNED platform (aLF, OCW, iTunesU...)

This course will be taught on ECO Digital Learning platform.

Several courses aimed at training teachers and other education professionals have been taught by the teachers responsible for this NOOC.

## Teaching experience

Trajectory or profile of the teacher or teaching team in relation to the course or its theme of the teacher.



The UNICT teaching staff has experience in University Teaching (both Bachelor and Master Degree, as well as PhD Programm); Didactic Coordination for Degrees in Social Education, Pedagogy, Foreign Languages and Literatures; Audiovisual Translation in Master Degree; Digital tools for Education in schools and universities.

In addition, they have experience in managing and teaching MOOCs through the ECO LEARNING platform.

The faculty of the other universities are highly experienced in open learning as well as in formal university education.

## Observations

Add the observations you consider appropriate: specific needs of the course, justification for the duration other than 3-4 weeks and 1 ECTS credit -if applicable-, etc.

NOOC2 provides 25 hours of work divided into short units named Nuggets to provide a high level of flexibility for the users.

NOOC2 will provide iterations in different languages (English, Italian and Spanish, Portuguese, French):

- Iteración 2. 19/06/2023 al 19/07/2023
- Iteración 3. 19/11/2023 al 19/12/2023

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## Teaching staff

Università degli Studi di Catania Teaching team (NOOC in Italian)

NOOCs Coordinator:

Prof. Renata Gambino, [renatagambino@gmail.com](mailto:renatagambino@gmail.com) (Coord.)

## European network in D-flexible teaching (ENID-Teach) project



Teachers of the course:

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Prof. Francesca Vigo, [vigof@unict.it](mailto:vigof@unict.it)

Universidad Nacional de Educación a Distancia Teaching team (NOOC in Spanish)

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Prof. Dr. Ana Yelena Guarte ([yeleragua@gmail.com](mailto:yeleragua@gmail.com))

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Burgas Free University Teaching team (NOOC in English)

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Assoc.Prof. Yanislav Zhelev, PhD: [jelev@bfu.bg](mailto:jelev@bfu.bg)

Savoir\* Devenir Teaching team (NOOC in French)

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Adeline Bossu, [adelinebossu@gmail.com](mailto:adelinebossu@gmail.com)

## European network in D-flexible teaching (ENID-Teach) project



Universidade Aberta de Portugal Teaching team (NOOC in Portuguese)

Lina Morgado, [lina.morgado@uab.pt](mailto:lina.morgado@uab.pt)

Maria Luísa Lebres Aires, [luisa.aires@uab.pt](mailto:luisa.aires@uab.pt)

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## 2.3. NOOC 3. Active and gamified learning . Universidade Aberta de Portugal

### Justification

The NOOC 3 (nano open online course) is a training course proposed by the project Erasmus +, “European network in D-flexible teaching (ENID-Teach)”, PROJECT NUMBER - 2021-1-ES01-KA220-HED-000027551, KA220-HED - Cooperation partnerships in higher education, coordinated by UNED. This NOOC is based in microlearning and introduces you to a general overview of the active and gamified learning methodologies and tools in higher education. We will introduce you to learning theories and methodologies that promote students’ active participation and engagement in learning activities and with application in different learning contexts and teaching practices.

### Knowledge Area: Educación /Education

### Dates of realization:

NOOC Iterations in different languages (English, Spanish, Portuguese, Italian and French):

- Iteration 1. 15/06/2023 al 15/07/2023 (English, Portuguese)
- Iteration 2. 15/11/2023 al 15/12/2023 (English, Spanish, Portuguese, Italian and French)
- Iteration 3. 06/05/2024 al 06/06/2024 (English, Spanish, Portuguese, Italian and French)





## Objectives

The main objective of the NOOC is training through a microlearning approach in the design of teaching and learning following active and gamified methodologies:

The specific objectives are:

- 1) to introduce what is Active Learning - being active, interactive, and constructive.
- 2) to understand what interactivity and interaction in learning
- 3) to experiment some methodologies and strategies for active learning
- 4) to understanding what gamification and its applications is in learning;
- 5) to know digital tools for gamified learning;
- 6) to design gamified learning activities

## Program

List of topics, Number, titles and brief description of each of the topic that make up the course.

### Topic I. Active Learning

- 1.1. What is Active Learning? Being Active, Interactive, Constructive.
- 1.2. Digital Technologies and Active Learning: understanding Interactivity and Interaction.
- 1.3. Three types of Interaction: Teacher-Student; Student-Student; Student-Content.
- 1.4. Transactional Distance and Transactional Control.

### Topic II. Gamification.

- 2.1. Gamification concept and advantages and applications.



2.2. Impacts and Experiences of using gamification.

2.3. Tools for gamified learning.

2.4. Design a gamified learning activity.

## METADATA

Type at least 10 metadata that defines your course, in comma-separated values.

University teaching, microlearning, flexible design, active learning, interaction, digital contents, gamification, participation, experience, educational programs.

## Recommended Requirements

Previous knowledge, languages, technologies, etc.

There are no prerequisites. It is necessary for its realization the basic technological resources: computer and internet connection. This NOOC will be able in five languages: French, Italian, English, Portuguese, Spanish.

## Target audience of the course

Who is the course for? Recommended Student Profile

University professors and other professors from different areas of education.

## Additional readings/materials

Chi, M.T.H. (2009). Active-Constructive-Interactive: A Conceptual Framework for Differentiating Learning Activities. *Topics in Cognitive Science*, 1, 73-105. Doi: 10.1111/j.1756-8765.2008.01005.x

Gomes, C., Pereira, A. (2021). Feedback e Gamificação em Educação Online. *EaD em Foco*, 11,(1), 1-15. <https://doi.org/10.18264/eadf.v11i1.1227>.



Quintas-Mendes, A., Wyszomirska, R. M., Cabral, P. B. (2019). Desenho de aprendizagem e ferramentas conceptuais para o desenho de cursos online, In Torres, P., Amante, L.(eds). *Educação e tecnologias web: contributos de pesquisa luso-brasileiros*, Curitiba: Ed. Appris.

Saraiva, F. B., Morgado, L., Rocio, V. (2019). Gamificação de uma plataforma social académica numa Universidade de Ensino a Distância, *Revista de Educação a Distância e Elearning*, 2, (1), 120-153, <https://doi.org/10.34627/vol2iss1pp120-153>.

## Background

Indicate if your course has been previously taught on another UNED platform (aLF, OCW, iTunesU...)

This course will be taught on ECO Digital Learning platform. Several courses aimed at training teachers and other education professionals have been taught by the teachers responsible for this NOOC.

## Teaching experience

Trajectory or profile of the teacher or teaching team in relation to the course or its theme of the teacher.

The UAb teaching staff has experience in Degree programs (Education and Pedagogy) in subjects related to the course, in official Postgraduate (eLearning Pedagogy and Doctoral program of distance Education and eLearning) and in various permanent training courses. All in the field of knowledge.

In addition, they have experience in managing and teaching MOOCs through various platforms and the ECO LEARNING platform.

## Observations

Add the observations you consider appropriate: specific needs of the course, justification for the duration other than 3-4 weeks and 1 ECTS credit -if applicable-, etc.



This NOOC is part of the training proposal of the project Erasmus +, “European network in D-flexible teaching (ENID-Teach)”, PROJECT NUMBER - 2021-1-ES01-KA220-HED-000027551, KA220-HED - Cooperation partnerships in higher education, coordinated by UNED. The main goal of this project is to provide digital training to university lecturers around online teaching and engage them in building a distributed yet cohesive cooperation network for the exchange of good practices and digital transformation.

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## Teaching team

Prof. Dr. Lina Morgado, [lina.morgado@uab.pt](mailto:lina.morgado@uab.pt)

Prof. Dr. Luísa Aires, [lares@uab.pt](mailto:lares@uab.pt)

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Prof. Dr. Ana Paula Afonso, [ana.afonso@uab.pt](mailto:ana.afonso@uab.pt)

General contact: [enidteach@uab.pt](mailto:enidteach@uab.pt)

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M<sup>a</sup> Jesús Roldán Roldán, [mjroldan@madridsur.uned.es](mailto:mjroldan@madridsur.uned.es)

César Martín Agurto Castillo, [cesagurcas3@gmail.com](mailto:cesagurcas3@gmail.com)

French version Savoir\* Devenir Teaching team

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## European network in D-flexible teaching (ENID-Teach) project



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Italian version Università degli Studi di Catania Teaching team Renata Gambino, [renatagambino@gmail.com](mailto:renatagambino@gmail.com) (Coord. Italian version)

Francesca Vigo, [vigof@unict.it](mailto:vigof@unict.it) Federica Abramo, [federica.ab@gmail.com](mailto:federica.ab@gmail.com)

Salvatore Ciancitto, [salvatoreciancitto@gmail.com](mailto:salvatoreciancitto@gmail.com)



## 2.3. NOOC 4. Inverted Methodologies. Burgas Free University

### Justification

This NOOC is part of the training proposal of the Erasmus + project, "European network in D-flexible teaching (ENID-Teach)", PROJECT NUMBER - 2021-1-ES01-KA220-HED-000027551, KA220-HED - Cooperation partnerships in higher education, coordinated by UNED. It is NOOC 4 of the training proposal.

The training programme seeks to respond to the difficulties in carrying out the functions of teachers in situations of uncertainty, such as the crisis caused by COVID19, which has taught us that educational institutions must be prepared to respond to unexpected situations. We need to deploy a progressively more digitalised and flexible model without this entailing a drop in educational standards or the end of face-to-face teaching.

### Knowledge Area: Education

### Dates of realization:

- Iteration 1. 15/06/2023 al 14/07/2023 (In English and Spanish)
- Iteration 2. 01/11/2023 al 30/11/2023 (In English, Spanish, Portuguese, Italian and France)
- Iteration 3. 01/05/2024 al 30/05/2024 (In English, Spanish, Portuguese, Italian and France)

### Objectives



The main objective of the NOOC is training in the inverted teaching methodologies and flipped classroom model and instructional strategy designed in line with the approach Learning for All.

The specific objectives are:

1. Development of the critical and reflective capacity to use inverted (flipped) methodologies to ensure learning personalization as well as the transforming of the classroom into an inclusive and more dynamic and interactive space.
2. Advance in designing and usage efficient combinations of flipped classroom models and strategies to support more engaging student-centred active learning.
3. Explore the potential and use of digital technology and tools to create digital content that ease autonomous learning, contribute to a deeper understanding of topics, and increase students' motivation.
4. Improved expertise in using unconventional teaching approaches and online technology to ensure engaging educational experiences.
5. Advance in using the potential of online communities and collaboration platforms for sharing content and expertise and cooperative work in the design of a teaching programs based on inverted methodologies.

## Program

List of topics, Number, titles and brief description of each of the topic that make up the course.

Topic I. Inverted Methodologies – Theoretical Framework

- 1.1. Difference between classical and flipped learning - fundamental concepts and principles
- 1.2. Advantages and disadvantages of flipped classes

Topic II. Flipped Classroom Implementation – Models and Strategies.

- 2.1. Types of flipped classroom structures



## 2.2. Approaches for inverted methodology implementation

### Topic III. Preparation of Flipped Learning Content

#### 3.1. Types of content for the flipped classroom lectures

#### 3.2. Preparing video lectures – technical issues

#### 3.3. Tools for preparing video lectures

#### 3.4. Enhanced video design

#### 3.5. Platforms to store and use video lectures

### Topic IV. Open educational resources (OER) and Collaboration Platforms

#### 4.1. Open educational Resources

#### 4.2. Creative Commons licenses

#### 4.3. Platforms and communities for cooperative work

##### 4.2.1. Intercreative workshop (Option A)

##### 4.2.2. Intercreative workshop (Option B)

### Topic V. Design your flipped classroom

#### 5.1. Pro-common proposal: We share

#### 5.2. Final task

### Course closing topic. Design of flipped classroom scenarios





## METADATA

Type at least 10 metadata that defines your course, in comma-separated values.

University teaching, microlearning, inverted teaching, flipped classroom model, students center-activities, just-in-time teaching.

## Recommended Requirements

Previous knowledge, languages, technologies, etc.

There are no prerequisites. It is necessary for its realization the basic technological resources: computer and internet connection. This NOOC will be able in five languages: French, Italian, English, Portuguese, Spanish.

## Target audience of the course

Who is the course for? Recommended Student Profile

University professors and other professors from different areas of education.

## Additional readings/materials

1. Altemueller, L.; Lindquist, C. (2017). Flipped classroom instruction for inclusive learning. *British Journal of Special Education*. 44 (3): 341–358. doi:10.1111/1467-8578.12177
2. Bergmann, J., & Sams, A. (2014). *Flipped learning: Gateway to student engagement*. Eugene, OR: International Society for Technology in Education.
3. Bishnoi, M. (2020). Flipped classroom and digitization: an inductive study on the learning framework for 21st century skill acquisition. *JETT*, 11(1), 30-45. <https://files.eric.ed.gov/fulltext/ED579204.pdf>
4. Colomo-Magaña, E., Soto-Varela, R. & Ruiz-Palmero, J. (2020). University Student's Perception of the Usefulness of the Flipped Classroom Methodology. *Education Sciences*, 10(10), 275. <https://doi.org/10.3390/educsci10100275>
5. Flipped Learning Network. (2014). *The four pillars of F-L-I-P*. South Bend, IN: The Flipped Learning Network. Retrieved from <http://www.flippedlearning.org/definition>.



6. Galindo-Dominguez, H. (2021). Flipped Classroom in the Educational Systems: Tend or Effective Pedagogical Model Compared to Other Methodologies? *Educational Technology & Society*, 24(3), 44-60.
7. Gil-Quintana, J. (2021). ¿Quieres ser Influencer de aprendizaje? ¡Acepta el reto de la educación para la sociedad postdigital! Editorial Icaria.
8. Jeong, J.S.; Cañada, F.; González, D. The Study of Flipped-Classroom for Pre-Service Science Teachers. *Educ. Sci.* 2018, 8, 163. <https://www.mdpi.com/2227-7102/8/4/163>
9. O’Flaherty, J.; Phillips, C. The use of flipped classroom in higher education: A scoping review. *Internet High. Educ.* 2015, 25, 85–95.
10. Santoveña-Casal, S. (Coord.) (2020). Investigación e innovación en metodologías digitales basadas en el aprendizaje conectado, activo y colaborativo. Editorial UNED.
11. Tolks D. et.al. (2016) The use of the online Inverted Classroom Model for digital teaching with gamification in medical studies. <https://www.ncbi.nlm.nih.gov/pmc/articles/PMC4894356/>

## Background

Indicate if your course has been previously taught on another UNED platform (aLF, OCW, iTunesU...)

This course will be taught on ECO Digital Learning platform.

Several courses aimed at training teachers and other education professionals have been taught by the teachers responsible for this NOOC.

## Teaching experience

Trajectory or profile of the teacher or teaching team in relation to the course or its theme of the teacher.

The BFU teaching staff has experience in Multimedia telematics, Information security, Marketing, Audiovisual Communication; and in various permanent training courses.

In addition, they have experience in managing and teaching online learning courses delivered through BFU e-platform as well as in the framework of different national and international project related to using new methods and tools for education.



## Observations

Add the observations you consider appropriate: specific needs of the course, justification for the duration other than 3-4 weeks and 1 ECTS credit -if applicable-, etc.

This NOOC is part of the training proposal of the project Erasmus +, “European network in D-flexible teaching (ENID-Teach)”, PROJECT NUMBER - 2021-1-ES01-KA220-HED-000027551, KA220-HED - Cooperation partnerships in higher education, coordinated by UNED. The main goal of this project is to provide digital training to university lecturers around online teaching and engage them in building a distributed yet cohesive cooperation network for the exchange of good practices and digital transformation.

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## Teaching team

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NOOC development support staff:

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Student

Community manager

Etc.

## European network in D-flexible teaching (ENID-Teach) project



### SPANISH TEAM

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## 2.5. NOOC 5. Design of flexible learning digital programs. Universidad Nacional de Educación a Distancia

### Justification

This NOOC is part of the formative proposal of the Erasmus + project, "European network in D-flexible teaching (ENID-Teach)", PROJECT NUMBER - 2021-1-ES01-KA220-HED-000027551, KA220-HED - Cooperation partnerships in higher education, coordinated by UNED. It is NOOC 5 of the training proposal.

The training programme seeks to respond to the difficulties in carrying out the functions of teachers in situations of uncertainty, such as the crisis caused by COVID19 , which has taught us that educational institutions must be prepared to respond to unexpected situations. We need to deploy a progressively more digitalised and flexible model without this entailing a drop in educational standards or the end of face-to-face teaching.

### Knowledge Area: Educación /Education

NOOC Iterations in different languages (English, Spanish, Portuguese, Italian and French):

- Iteración 1. 15/11/2023 al 15/12/2023
- Iteración 2. 15/05/2024 al 15/06/2024
- Iteración 3. 15/09/2024 al 15/10/2024

### Objectives

The main NOOC goal is training in the design of flexible digital learning programmes based on a common approach for all people.



The specific objectives are:

1. To know what flexible learning pedagogies and methodologies are: general context and variables.
2. To develop the ability to design flexible training programmes based on methodological richness (connected, active, collaborative, gamified and hybrid).
3. To identify the variables and degree of flexibility in our academic practice: organisational flexibility and teaching flexibility.
3. To learn how to design and publish accessible learning objects based on Universal Design for Learning.
4. To design a new programme based on flexible digital (or hybrid) methodology and pedagogy to improve educational equity.

## Program

Topic I. Flexible learning methodologies and pedagogies: general context and variables

- 1.1. Definition and general context.
- 1.2. Intervening variables: organisational and pedagogic.

Topic II. Design of flexible training programmes based on methodological richness (connected, active, collaborative, gamified and hybrid).

- 2.1. Design of flexible programmes according to different methodologies.
- 2.2. Experiences and models developed according to the different methodologies.

Topic III. Flexible learning objects

- 3.1. Conceptual approach to flexible learning models What do they help us?



3.2. Learning environments suitable for the development of flexible learning.

3.3. Flexible learning as a response to SAD: accessibility and content

3.4. Digital spaces for flexible learning: Genially and Canva

#### Topic IV. EDUCACIÓN INCLUSIVA Y FLEXIBLE: EL DISEÑO UNIVERSAL DE APRENDIZAJE

4.1. El Diseño Universal de Aprendizaje

4.2. El DUA y la tecnología

4.3. Cómo analizar nuestra propia práctica docente en términos de inclusión y flexibilidad

Topic V. Final design of the proposal:

5.1. Designing our flexible digital or hybrid methodology proposal 5.2.

5.2. Sharing designs!

Final evaluation.

## METADATA

University teaching, flexible pedagogies, flexible design, active learning, digital contents, SAD, accessible learning objects, interaction, program design.

## Recommended Requirements

There are no prerequisites. It is necessary for its realization of the basic technological resources: computer and internet connection.

This NOOC will be able in five languages: French, Italian, English, Portuguese, Spanish.



## Target audience of the course

Who is the course for? Recommended Student Profile

University professors and other professors from different areas of education.

## Additional readings/materials

Santoveña-Casal (2021). Cartografía de la sociedad y educación digital (Investigación y análisis de perspectivas). Tirant lo Blanch.

Santoveña-Casal, S. (2023). Investigación en pedagogías digitales: conectadas, colaborativas, gamificadas y flexibles. Octaedro.

Santoveña-Casal, S. (Coord.) (2020). Investigación e innovación en metodologías digitales basadas en el aprendizaje conectado, activo y colaborativo. Editorial UNED.

## Background

Indicate if your course has been previously taught on another UNED platform (aLF, OCW, iTunesU...)

This course will be taught on ECO Digital Learning platform.

Several courses aimed at training teachers and other education professionals have been taught by the teachers responsible for this NOOC.

## Teaching experience

Trajectory or profile of the teacher or teaching team in relation to the course or its theme of the teacher.

The UNED teaching staff has experience in Degree (Social Education and Pedagogy) in subjects related to the subject, in official Postgraduate (Communication and





Education on the Network; Audiovisual Communication; Secondary Master) and in various permanent training courses. All in the field of knowledge.

In addition, they have experience in managing and teaching MOOCs through the ECO LEARNING platform.

The faculty of the other universities are highly experienced in open learning as well as in formal university education.

## Observations

Add the observations you consider appropriate: specific needs of the course, justification for the duration other than 3-4 weeks and 1 ECTS credit -if applicable-, etc.

Es un NOOC de 25 horas, 1 ECTS, con una duración de 4 semanas.

Se impartirá en 5 idiomas diferentes: inglés, español, francés, portugués e italiano.

NOOC Iterations in different languages (English, Spanish, Portuguese, Italian and French):

- Iteración 1. 15/11/2023 al 15/12/2023
- Iteración 2. 15/05/2024 al 15/06/2024
- Iteración 3. 15/09/2024 al 15/10/2024

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## Teaching team

Universidad Nacional de Educación a Distancia Teaching team (Spanish version) - NOOC Coordinator (NOOC in Spanish)

Prof. Dr. Sonia Santoveña Casal, (Coord.) [ssantovena@edu.uned.es](mailto:ssantovena@edu.uned.es).

Prof. M<sup>a</sup> Jesús Roldán Roldán(Coord.), [mjroldan@madridsur.uned.es](mailto:mjroldan@madridsur.uned.es)

## European network in D-flexible teaching (ENID-Teach) project



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