COURSE BROCHURE | ERASMUS+ TRAINING

# Digital Technologies for the Creative Classroom

Create collaborative digital stories, presentations and multimedia activities that strengthen learner creativity, participation and communication.

| LOCATION | LANGUAGE | FORMAT | DURATION | COURSE FEE | OID |
|---|---|---|---|---|---|
| Porto | English | On-site | 6 days | €480 | E10201112 |

€480 per participant for 6 days in Porto, Portugal. Check current editions, fee and inclusions before booking.

## Course description

Creative digital technologies offer new opportunities for learners to express ideas, develop knowledge and collaborate through visual, interactive and multimedia experiences. Their educational value lies not in technological novelty, but in how effectively they support creativity, communication, active participation and meaningful learning. When integrated with clear pedagogical objectives, digital creation can transform learners from passive consumers into active contributors.

This course introduces practical approaches to collaborative ideation, interactive presentations, digital storytelling, creative writing, visual design, image editing and short-form video. Participants will experiment with accessible tools while learning to make sound choices about format, audience, accessibility and classroom use.

Through hands-on workshops, collaborative projects and practical experimentation, participants will develop a digital portfolio featuring creative educational resources and an integrated learning activity. They will explore how to encourage learner voice, teamwork and creative expression, while adapting the activities for implementation in their own classrooms or training environments.

## Who the course is for

### For educators

Teachers, VET educators, trainers and education professionals interested in creative digital pedagogy and student-generated media. The course is particularly relevant for participants who want to develop interactive presentations, collaborative storytelling, visual resources, image or video activities and creative projects across different subjects and educational levels.

### At a glance

**Course level:** Basic to Intermediate Professional Literacy

**Prerequisites:** No media-production experience is required.

**Working language:** English. Please **contact the team** if you are unsure about the course level or working language.

**CURRICULUM FOCUS**

Creative Digital Storytelling / Interactive Media & Presentations / Collaborative Content Creation

**View the course, current editions and fees**

02 / LEARNING OBJECTIVES

# Learning outcomes

The following learning outcomes describe the course's intended direction. The trainer adapts activities, examples and participant work to the group's goals, experience and learning needs.

01 **Creative Digital Learning Design** - Design a creative digital activity aligned with learning objectives, learner needs and an appropriate production process.

02 **Collaborative Ideation & Co-Creation** - Use shared digital spaces to support brainstorming, contribution, organisation and collaborative development of ideas.

03 **Interactive Presentations & Visual Communication** - Create clear and engaging presentations that combine structure, visuals, interaction and appropriate audience participation.

04 **Digital Storytelling & Creative Writing** - Develop narrative-based learning activities using planning, writing and digital storytelling techniques.

05 **Image & Video Production** - Create and edit visual or short-form video materials that support educational communication and learner expression.

06 **Student-Generated Media & Teamwork** - Structure student media projects with clear roles, creative choice, feedback and shared responsibility.

07 **Tool Evaluation, Accessibility & Responsible Use** - Evaluate creative tools and outputs for usability, accessibility, copyright, consent, representation and educational relevance.

08 **European Peer Exchange & Institutional Transfer** - Compare creative digital practices with European peers and identify approaches that can be adapted to participants' own institutions.

## Transfer to practice and intended impact

The programme supports participants in connecting the course learning with their own professional context. Participants consider how relevant approaches, activities or tools could be adapted to their learners, priorities and institutional settings.

1. **Identify a relevant professional need:**
   Consider which learner need, classroom challenge or institutional priority the course learning could help address.
2. **Adapt the approach to your setting:**
   Select the activities, tools or approaches that can realistically be incorporated into your own professional context.
3. **Decide what progress would look like:**
   Consider how changes in practice, learner engagement, learning outcomes or another relevant result could be recognised.

03 / COURSE PROGRAMME | DAYS 1-3

# Learning Activities & Training Schedule

**SUNDAY / DAY 1**

Flexible self-preparation followed by an in person European exchange session, **at 18h30.**

**MONDAY - FRIDAY / DAYS 2-6**

**08:30 - 13h30**

5h of training per day · 30h total

*This is a typical timetable, subject to the provider's discretion.*

DAY 1

## Cross-Cultural Exchange, European Educational Context & Course Orientation

- Pre-Session work: Self Preparation to reflect and share your institution's context, cultural background & completion of the Cultural Quiz.
- Welcome, networking and cultural exchange between participants and Erasmus+ team.
- Icebreaking activities and sharing of European core values.
- Open space for participants to share ideas and discuss current challenges in the Education sector; collaborative opportunity to exchange future goals.
- Course briefing and planning.

DAY 2

## Creative Digital Pedagogy & Project Planning

- Explore how digital production can support creativity, communication and subject learning.
- Analyse creative digital activities and identify their educational objectives.
- Use collaborative tools to brainstorm and organise a project concept.
- Define audience, learning objectives, format and participant roles.
- Create a simple production plan for the week's digital portfolio project.

DAY 3

## Interactive Presentations & Visual Communication

- Structure presentations around a clear message, learning sequence and audience.
- Apply visual hierarchy, layout, contrast and accessible text principles.
- Integrate interactive elements that encourage participation and support learning objectives.
- Create a short interactive presentation or visual explanation.

04 / COURSE PROGRAMME | DAYS 4-6

# Learning Activities & Training Schedule

DAY 4

## Digital Storytelling & Creative Writing

- Explore narrative structure, perspective and pacing in educational storytelling.
- Use collaborative writing and ideation tools to develop a digital story.
- Combine text, images and optional interactive elements to support meaning.
- Adapt storytelling activities to different subjects, ages and learner needs.
- Develop the story component of the digital portfolio project.

DAY 5

## Image, Video & Student-Generated Media

- Plan a simple image or short-video contribution linked to the project purpose.
- Explore accessible image and video editing workflows for educational use.
- Consider framing, sequence, captions, audio and visual consistency.
- Review copyright, consent, representation and responsible publication considerations.
- Design a student-generated media activity with clear roles, creative choices and feedback.

DAY 6

## Creative Digital Portfolio, Review & Transfer

- Integrate presentation, storytelling and multimedia elements into a coherent activity.
- Present the digital portfolio and explain the pedagogical choices behind it.
- Use peer feedback to refine the activity for the participant's context.
- Prepare transfer steps and complete course evaluation and Certification.

### ADAPTABLE TRAINING

This programme is a planned framework. Specific activities, sequence, exercises and timings may be adapted by the trainer or provider to each group/edition.

### COURSE RECORDS

Daily summary and attendance sheets record the schedule and a short account of each day's work, validated by the trainer and signed by the participants.

Edition-specific evidence: Learning Together maintains signed daily training and attendance records. This brochure describes the course framework; additional verification can be based on the records of the particular edition.

05 / LEARNING APPROACH & METHODOLOGY

# Learning Together Methodology

Learning Together courses combine guided input supported by presentations and multimedia resources with practical experimentation, creative workshops, case-based learning and hands-on tools. Participants connect the learning to their own professional situations and progressively develop an applied outcome, which may take the form of a presentation, project, session plan, action idea, reflection or another relevant output.

Peer / trainer feedback supports refinement throughout the process, while European exchange encourages participants to compare practices, perspectives and approaches across different educational contexts.

## Methods applied in this programme

### Studio-Based Tool Exploration

Short guided demonstrations lead directly into creative tasks so that participants learn tool functions through purposeful production.

### Collaborative Storytelling & Media Production

Participants brainstorm, write, design and produce digital content in structured collaborative activities with clear creative roles.

### Portfolio Development & Creative Review

A connected portfolio project is refined through peer critique, accessibility checks, responsible-use considerations and reflective evaluation.

### Collaborative learning, peer exchange and reflection

Participants work with European colleagues, compare professional contexts, exchange approaches and reflect on how the learning can be transferred to their own institutions.

> **Illustrative example: Creating a Collaborative Digital Storytelling Lesson**
>
> Imagine a teacher transforming a curriculum topic into a collaborative digital story. Learners brainstorm ideas in a shared space, develop a narrative, create visual or short-video elements and present the final resource to an audience. Participants design the process, define roles and review accessibility, consent and learning value before classroom use.

### An adaptable learning experience

Learning Together courses are delivered by trainers with relevant professional & pedagogical experience, **who are fluent English speakers**. The trainer may vary by edition, adapting the activities to the group's professional context and learning goals.

**Meet our trainers and explore our approach**

06 / PRACTICAL INFORMATION & SUPPORT

# Everything you need for your training

A clear overview of your course resources, included services, documentation and next steps.

## Your course materials and participant work

Participants receive access to course materials, including slides, presentations, worksheets and exercises made available for the sessions, through a dedicated online folder.

Depending on the activities, groups may also develop action plans or presentations. The output varies with the programme, trainer and group.

**Materials to bring: Laptop**

## Course package

Includes training sessions, digital materials, practical resources, administration and course-week support, welcome kit, coffee breaks and course documentation. Cultural activities and an orientation session **depend on the edition selected** (flights, accommodation & other personal arrangements are not covered).

Check fees and inclusions for your selected course.

## Documents & certification

We issue Certificate of Attendance, invoice and support agreed Erasmus+ mobility documents, including Europass Mobility records. Certificate issuance follows the attendance conditions.

Send any additional school forms to our team in advance. Explore document guidance.

## Provider & quality

Learning Together operates through registered organisations in every country where services are provided, each with its own Erasmus+ Organisation ID (OID). Our programmes combine clearly defined learning outcomes, participatory methodologies and practical activities, with participant evaluation & feedback at the end of the training.

FROM INTEREST TO A CONFIRMED BOOKING

01
### Pre-enrol

Share your course & preferred dates. Pre-enrolment is non-binding; wait for written confirmation before making non-refundable travel bookings.

02
### Confirm your place

Our team will confirm availability by email. Complete final enrolment and billing details to secure your place.

03
### Plan your travel

Once your booking is confirmed, you can plan your travel. Before travelling, check materials required, timetable and activities in your selected edition.

YOUR NEXT STEP

## Ready to plan your course?

Check the current dates, duration, fee and edition status on the course page, then start your pre-enrolment or contact us!

View course & editions ↗ | Pre-enrol ↗

Contact: learningtogether.eu@sinerconsult.pt | +351 229 418 490