COURSE BROCHURE | ERASMUS+ TRAINING

Future Classroom – Apps for Education

Create interactive learning experiences using educational apps, collaborative tools, digital assessment and immersive technologies in and beyond the classroom.

LOCATION	LANGUAGE	FORMAT	DURATION	COURSE FEE	OID
Porto	English	On-site	6 days	€580	E10201112

€580 per participant for 6 days in Porto, Portugal. Check current editions, fee and inclusions before booking.

Course description

Digital applications offer new opportunities to make learning more interactive, collaborative and accessible, both inside and outside the classroom. From educational games and digital assessment to mobile activities and immersive experiences, technology can support creativity, participation and meaningful learning. Its value, however, depends on selecting the right tools for clear educational purposes rather than using technology for its own sake.

This practical course introduces teachers and trainers to a variety of educational apps and mobile learning strategies. Participants will discover collaborative tools, interactive activities, gamification techniques, digital assessment, educational video and selected augmented and virtual reality applications. They will also examine how digital technologies can enhance learning across different subjects and settings, including museums, outdoor environments, field visits and everyday classroom activities.

Through hands-on workshops, practical experimentation and collaborative project work, participants will design an interactive learning journey combining suitable digital tools and teaching strategies. Particular attention will be given to accessibility, privacy, learner needs, available devices and realistic classroom implementation, ensuring that the activities can be adapted to their own educational contexts.

Who the course is for

For educators

Teachers, trainers and education professionals interested in using educational apps and mobile technologies to create engaging learning experiences. Particularly relevant for those seeking practical approaches to collaborative learning, gamification, digital assessment, educational video and interactive activities both inside and outside the classroom.

At a glance

Course level: Basic to Intermediate Professional Literacy

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

CURRICULUM FOCUS

App-Based Learning & Collaboration / Mobile & Immersive Learning / Digital Assessment & Media Creation

View the course, current editions and fees

02 / INTENDED LEARNING OBJECTIVES

Learning outcomes

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

01 **Pedagogical App Selection** - Evaluate educational apps according to learning objectives, usability, accessibility, privacy and device requirements.

02 **Mobile Learning Design** - Design purposeful mobile learning activities for classrooms, museums, outdoor environments and field visits.

03 **Collaborative App-Supported Learning** - Create structured group activities using shared digital spaces, interactive boards and communication tools.

04 **Gamification & Interactive Engagement** - Apply interactive features, challenges and game elements to encourage participation, practice and meaningful feedback.

05 **Digital Assessment & Feedback** - Design formative assessment activities using digital tools to gather evidence of learning and provide constructive feedback.

06 **AR, VR & Immersive Learning Exploration** - Evaluate selected augmented and virtual reality experiences for educational value, accessibility and practical suitability.

07 **Educational Video & Integrated Learning Journey** - Create or plan short educational videos and combine suitable digital tools into a coherent learning sequence.

08 **European Peer Exchange & Institutional Transfer** - Compare how European peers use educational apps for collaboration, assessment and field learning, identifying strategies suited to participants' own learners, resources and 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

App Evaluation & Purposeful Digital Lesson Design

- Identify teaching needs that can benefit from educational apps and mobile learning.
- Compare digital tools for educational value, usability, accessibility, privacy and device requirements.
- Distinguish purposeful technology integration from unnecessary or excessive digital use.
- Select a subject, learner group and educational objective for the course project.

DAY 3

Collaboration, Interaction & Gamified Learning

- Discover collaborative apps, shared digital spaces and interactive learning tools.
- Design group activities with clear roles, instructions and participation opportunities.
- Apply quizzes, challenges and gamification elements to encourage engagement and meaningful feedback.
- Create a collaborative or gamified learning activity using selected digital tools.

04 / COURSE PROGRAMME | DAYS 4-6

Learning Activities & Training Schedule

DAY 4

Subject Applications, Digital Assessment & Feedback

- Compare educational apps for science, geography, languages and other curriculum subjects.
- Create formative assessment activities using quizzes, polls, questions and interactive tasks.
- Analyse digital responses to identify learner progress, misconceptions and support needs.
- Integrate digital assessment and feedback into the developing learning journey.

DAY 5

Mobile Field Learning, AR/VR & Learning Beyond the Classroom

- Design mobile learning activities for museums, outdoor spaces, school visits and community settings.
- Test selected augmented and virtual reality applications, considering their educational benefits and limitations.
- Assess accessibility, safety, connectivity and alternative participation options.
- Create a mobile or location-based learning task that complements the course project.

DAY 6

Educational Video, Integrated Project & Transfer

- Plan and create a short educational video or multimedia resource using accessible digital tools.
- Combine collaboration, interactive activities and assessment into a coherent app-supported learning journey.
- Present the project and refine its accessibility, usability and educational value through structured feedback.
- Complete course reflection, 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

Guided App Evaluation & Comparative Testing

Participants test educational apps through practical tasks, comparing their pedagogical value, usability, accessibility, privacy and suitability for different learning environments.

Collaborative Mobile & Immersive Design

Hands-on workshops involve participants in creating collaborative, interactive and mobile learning activities, including selected augmented and virtual reality experiences.

Integrated Learning Journey Prototyping

Participants combine selected digital tools into a structured learning sequence, test practical activities and refine their design for classroom or field-based application.

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: Designing an App-Supported Learning Journey**
>
> Imagine a teacher creating a learning journey that begins with an interactive classroom introduction, continues through a collaborative mobile or field task and ends with digital evidence and feedback. Participants select tools according to purpose, design learner roles and access options, test one component and refine the complete sequence for their own context.

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

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.

Provider OIDs: Portugal E10201112 · **Spain** E10417947 · **Poland** E10419682

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