OutsideIN

Newsletter 2

"Attracting Marginalised Adults to Lifelong Learning"

This newsletter provides you with an update on the second transnational project meeting, the results of our Training Needs Analysis research and an update on our next steps
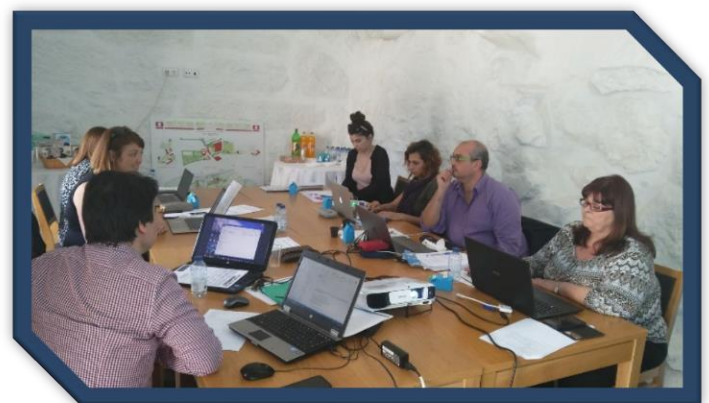
What has happened lately?

The second transnational partner meeting of the OutsideIN project took place on 24th and 25th April 2018, in Lousada, Portugal. Hosted by the Portuguese partner – RightChallenge, this meeting gave partners the opportunity to discuss project outputs and reach the following decisions:

• Training modules will focus on developing audio-visual production skills of educators so that they can use available media like smart-phones; voice activated animation avatars using free-to-use software for recording and production; audio enabled cartoon strips that are developed with open source tools. In addition, modules will develop basic production skills like podcasts, audio files blogs, etc.

• The in-service curriculum for educators will comprise 100 hours - 35 hours of practical face-to-face learning, supported by 65 hours of self-directed online learning addressing the more pedagogic and theoretical elements of the curriculum.

• The in-service training programme will be available online as a handbook in all partner languages. The handbook will be piloted initially with educators from partner organisations at a transnational training event in Malta in February 2019.

The Second Transnational Partner Meeting in Lousada

Developing Project Outputs

Coming next...

What has already been done?

IO1: In-Service Training Programme and Handbook

All partners conducted the Training Needs Analyses and presented reports with the key findings at the second partner meeting. The results will form the basis of the development of the in-service training programme and handbook, which will be piloted in Malta.

Proposed Structure of the Training Programme

The Face to Face Content will focus on developing skills in the following subjects:

- Group dynamics and Introductions;
- Didactic Competence;
- Creatively using digital technologies;
- Developing digital content;
- Presentation of new resources.

The Online Self-directed Learning Content will provide theoretical learning on the following subjects:

- Innovation in Learning;
- Didactic Competence;
- Key Competence Framework and how to build basic online resources;
- Collaborating through digital technologies;
- Netiquette, Copyright and Online Safety.

What's next?

IO1: In-Service Training Programme and Handbook

Partners are currently working to develop the Learning Outcomes Matrix for this programme. This Matrix will be in line with the DigComp Framework and will guide the development of the curriculum and handbook content.

IO2: Digital Toolbox – Mini Learning Format Resources (MLFRs)

The Toolbox, which will contain 10 common resources and 1 country specific resource, will focus on the 8 subject areas covered by the 8 EU Key Competences for Lifelong Learning published by the EU. Partners will use five open source online educational tools to create and develop these resources. So far we have agreed to use Kahoot, Edmodo and Games PPT; with 2additional tools to be identified by partners by the end of May.

IO3: E-learning Platform

The e-learning platform is currently being developed by Acrosslimits. This will house all of the learning content and resources once they are developed.

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