



## **SCHEME OF WORK**

Module 2 [Computer digital literacy – Useful for tutors to teach to learners new to online learning] Responsible partner: [EUROSC]

Tutor:	No of sessions	Hours	per	session	Total GLH:
	4 sessions	1 hours ( module)	(total 4	hours per	6 hours

## Module Aims:

To develop an understanding of how to approach learners who are new to online learning. More specifically this module will guide the trainer on how to best understand their learners in order to ensure a learner-centred approach, decide on the appropriate methodology, suitable for newcomers to the online learning, incorporate basic digital literacy to their work regardless of their primary topic and finally offer the chance to put in practice and built the relevant skills.

Date/ <del>Week/</del> Session No	No. of hours	Topic/Content	Learning Outcome(s)	Method(s) of delivery
1	1 hour	Understanding the learner	Grasping the profile of the learners: - -what sociodemographic information is relevant -their motivation -their strengths -their needs	<ul> <li>PowerPoint</li> <li>Video</li> <li>Team work exercises</li> <li>Work booklet with written Q&amp;As</li> <li>Peer learning</li> <li>Peer assessment</li> <li>Talking</li> <li>Listening</li> </ul>
2	1 hour	Appropriate Methodology	-Predicting common problems with newcomers in the online learning -Solutions and procedures to	<ul> <li>PowerPoint</li> <li>Video</li> <li>Team work exercises</li> <li>Work booklet with written Q&amp;As</li> </ul>

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Syllabus content fully	All learning o	outcomes fully covered: Yes/No	the previous three topics -getting to know a learner new to the online learning	<ul> <li>Team work exercises</li> <li>Work booklet with written Q&amp;As</li> <li>Peer learning</li> <li>Peer assessment</li> <li>Talking</li> <li>Listening</li> </ul> If syllabus/learning outcomes not fully covered, where/how will these be covered elsewhere?
3	1 hour 1 hour	Enhancing digital literacy Hands on experience	<ul> <li>-recommended software and platforms (that are beginner friendly)</li> <li>-how to incorporate basic digital literacy teaching to your course</li> <li>-hardware essentials</li> <li>-software essentials</li> <li>-behaviour/dangers in the digital world</li> <li>-hands on experience: simulation of scenarios based on</li> </ul>	<ul> <li>Peer assessment</li> <li>Talking</li> <li>Listening</li> <li>PowerPoint</li> <li>Video</li> <li>Team work exercises</li> <li>Work booklet with written Q&amp;As</li> <li>Peer learning</li> <li>Peer assessment</li> <li>Talking</li> <li>Listening</li> <li>PowerPoint</li> <li>Video</li> </ul>