

# Postgraduate Certificate

## Teaching for Learners of the Digital Age





## Postgraduate Certificate

### Teaching for Learners of the Digital Age

- » Modality: online
- » Duration: 12 weeks
- » Certificate: TECH Global University
- » Accreditation: 12 ECTS
- » Schedule: at your own pace
- » Exams: online

Website: [www.techtitute.com/us/education/postgraduate-certificate/teaching-learners-digital-age](http://www.techtitute.com/us/education/postgraduate-certificate/teaching-learners-digital-age)

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# 01

# Introduction

The ways of teaching in schools have long been in urgent need of updating. Gone are the days when school resources were limited to a blackboard and books; today, teachers have a wide range of options at their disposal thanks to technological advances. In this way, and just as their students have done, teachers must show an open attitude and adapt to the formats of the digital era. For this reason, this TECH program offers them a high level of training to delve their knowledge of the interactive tools on the rise, which will increase the quality of the content they teach. In addition, they will be able to study it 100% online and balance it with their teaching activity.





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*A Postgraduate Certificate to update your knowledge and develop like a fish in water in the digital educational era"*

Dynamization in the way classes are taught has been shown to be the best way to involve students and make them more interested in participating in the learning process. However, given the current technological context, these techniques must go far beyond asking questions, encouraging students to get to know each other or making audiovisual presentations.

In this sense, it is evident that the digitalization of young people's habits makes them more demanding in the way they are educated in the classroom. Therefore, the teacher's performance must be accompanied by the latest computer tools that promote group and interactive learning. There is, in fact, a broad consensus that these methodologies, which contain playful elements, are the ones that yield the best results in terms of students' school performance.

All the more reason for educators to demonstrate their digital skills to their students, and TECH comes to their rescue with a program that will provide them with everything they need. The Postgraduate Certificate in Teaching for Learners of the Digital Age will give you a high level of comprehensive preparation in the elements of the Digital School, updating your way of teaching from the hand of the world's largest online university.

This valuable qualification will provide educators with all the facilities they need to complete it while continuing to teach. A convenient online format offers them the opportunity to take it from wherever they wish and to manage their teaching time. In addition, they will see firsthand TECH's high educational standards, benefiting from the largest Virtual Campus in the field with the most modern resources to enhance learning.

This **Postgraduate Postgraduate Certificate in Teaching for Learners of the Digital Age** contains the most complete and up-to-date educational program on the market.

The most important features include:

- ♦ The development of practical cases presented by experts in teaching with digital tools
- ♦ The graphic, schematic and practical contents with which it is conceived gather educational and practical information on those disciplines that are essential for professional practice
- ♦ Practical exercises where the self-assessment process can be carried out to improve learning
- ♦ Its special emphasis on innovative methodologies
- ♦ Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- ♦ Content that is accessible from any fixed or portable device with an Internet connection



*Demonstrate to your students the strength of your digital skills with this Postgraduate Certificate"*

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*Through Problem-Based Learning, you will delve into demanding professional practice situations to have the answer to all the challenges that come in the future”*

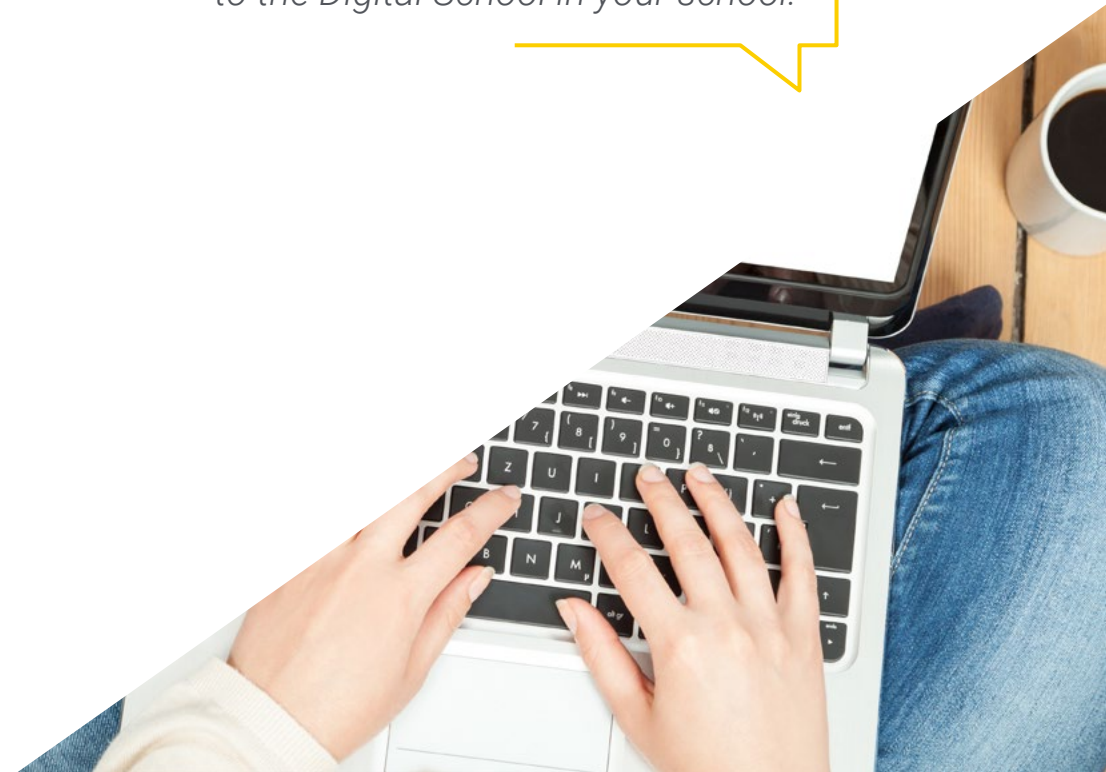
The program's teaching staff includes professionals from the field who contribute their work experience to this educational program, as well as renowned specialists from leading societies and prestigious universities.

The multimedia content, developed with the latest educational technology, will provide the professional with situated and contextual learning, i.e., a simulated environment that will provide immersive education programmed to learn in real situations.

This program is designed around Problem-Based Learning, whereby the professional must try to solve the different professional practice situations that arise during the course. For this purpose, students will be assisted by an innovative interactive video system created by renowned and experienced experts.

*Get unlimited access to the interactive resources of the Virtual Campus and be the master of your own learning.*

*Transform your classroom with interactive tools and lead the transition to the Digital School in your school.*



# 02

# Objectives

The objective of this Postgraduate Certificate is none other than the high training of educators in tools that successfully integrate them in the new digital educational era. The program seeks to comprehensively specialize teachers, in order to demonstrate their versatility in the classroom and excel in the digital environment, being a reference in the development of playful and interactive formats. A preparation that in a few years will be the usual trend in the classroom, so that teaching professionals who take this program will be pioneers.







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*Turn your classes into exciting stories and develop games to involve your students”*



## General Objectives

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- Identify the psycho-pedagogical assumptions of innovations in gamification and digital resources
- Design your own gamifications and games, both at a private and commercial level
- Select the games that can be used in GBL according to needs and objectives
- Apply Gamification strategies in business environments
- Apply Gamification strategies in academic environments
- Manage teams through gamification
- Lead the digital transition in centers
- Identify the elements of the new digital school
- Transform classes to adapt to the new educational paradigm
- Complete a *Portfolio* of innovations in Gamification, GBL and digital resources





## Specific Objectives

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- ♦ Create content on EdPuzzle
- ♦ Create tasks on EdPuzzle
- ♦ Use design tools to produce Print and Play games
- ♦ Create and manage a YouTube channel
- ♦ Create and manage a Podcast
- ♦ Learn about the different digital platforms for communication between teachers and students
- ♦ Create innovative multimedia content for the classroom

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*A team of Gamification and ICT teachers will guide you towards the full achievement of the objectives of the Postgraduate Certificate"*

03

# Course Management

Teachers who take this Postgraduate Certificate will be guaranteed a successful conversion to the digital age thanks to the teachings of an extraordinary teaching team that is a reference in the field. A multidisciplinary teaching staff that has converged in the field of Education to deploy all their talent in digital projects related to Gamification and new interactive narratives. Their lessons and advice to students will launch their professional careers.





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*Prestigious educators who have developed recognized gamification strategies in the classroom and in the business environment will launch your professional career"*

## Management



### Mr. Morilla Ordóñez, Javier

- ♦ Contemporary History and ICT Specialist Teacher
- ♦ Head of Studies at JABY School
- ♦ Apple Distinguished Educator
- ♦ Professor at the Complutense University and the University of Alcalá
- ♦ Degree in Philosophy, Letters and History from the University of Alcalá
- ♦ Specialist in Gamification, *Flipped Classroom* and Digital Transition
- ♦ Author of the History content in the Geniox Project for Oxford University Press



### Mr. Albiol Martín, Antonio

- ♦ ICT Coordinator at JABY School
- ♦ Head of the Department of Spanish Language and Humanities
- ♦ Professor of Spanish Language and Literature
- ♦ Degree in Philosophy from the Complutense University of Madrid
- ♦ Master's Degree in Literary Studies. Complutense University of Madrid
- ♦ Master's Degree in Education and ICT, Specialty in E-Learning. Open University of Catalonia

## Professors

### Dr. De la Serna, Juan Moisés

- ♦ Psychologist and Writer expert in Neurosciences
- ♦ Writer specializing in Psychology and Neurosciences
- ♦ Author of the Open Chair in Psychology and Neurosciences
- ♦ Scientific disseminator
- ♦ PhD in Psychology
- ♦ Degree in Psychology. University of Sevilla
- ♦ Master's Degree in Neurosciences and Behavioral Biology Pablo de Olavide University, Sevilla
- ♦ Expert in Teaching Methodology. La Salle University
- ♦ University Specialist in Clinical Hypnosis, Hypnotherapy. National University of Distance Education - UNED
- ♦ Diploma in Social Graduate, Human Resources Management, Personnel Administration. University of Sevilla
- ♦ Expert in Project Management, Administration and Business Management. Federation of Services U.G.T
- ♦ Trainer of Trainers. Official College of Psychologists of Andalusia

### Mr. Herrero Gonzalez, Jesús

- ♦ Psychologist Diploma in Games and Gamification
- ♦ DEVIR Specialist
- ♦ Specialist in the chain of Hobby and Toy Stores Poly
- ♦ Psychology Graduate
- ♦ Master's Degree in Education
- ♦ Expert in Games and Gamification

### Ms. Gallego Manzanares, Verónica

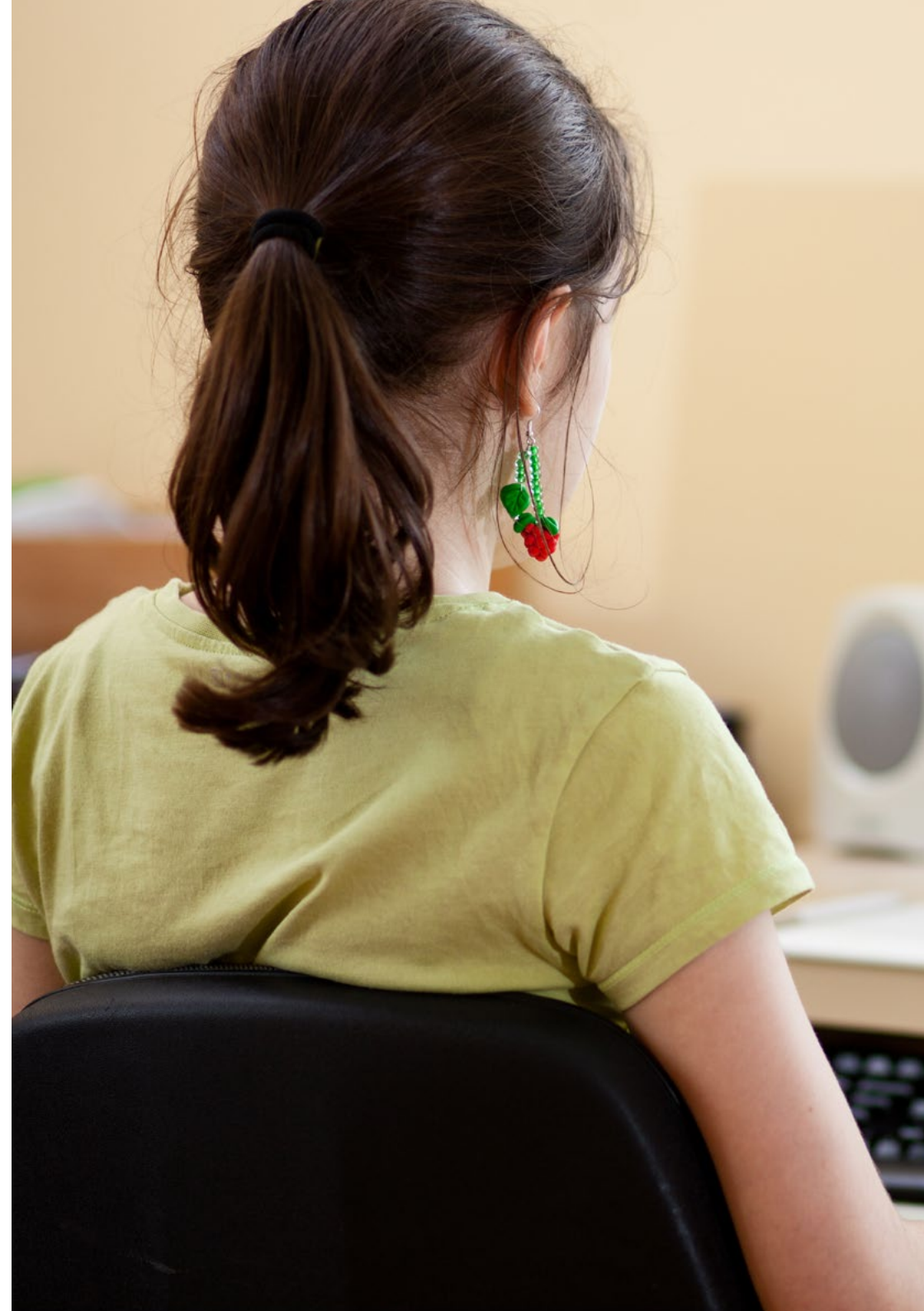
- ♦ Historian specialized in Cultural Heritage
- ♦ Historian at the Ministry of Cultural Heritage and Activities and Tourism of Italy
- ♦ Speaker at specialized congresses and conferences
- ♦ Graduate in History from the Complutense University of Madrid
- ♦ Master's Degree in History of the Hispanic Monarchy from the Complutense University of Madrid

### Dr. Fuster García, Carlos

- ♦ PhD in Social Sciences Didactics
- ♦ PhD in Specific Didactics specialized in Social Sciences
- ♦ Teacher of High School and University Education in different institutions in Spain
- ♦ Internship tutor for the Teacher Training Degree
- ♦ Collaborator of the GEA-CLÍO research group
- ♦ Degree in History, University of Valencia
- ♦ University Master's Degree in High School Education Teaching
- ♦ Master's Degree in Specific Didactics Research
- ♦ Master's Degree in Comics and Education

**Mr. Martín Centeno, Óscar**

- ♦ Writer and Lecturer
- ♦ President of the Council of Directors of Early Childhood, Primary and Special Education in the Community of Madrid
- ♦ Director of the Santo Domingo Preschool, Primary and High School Education Center in Algete. Madrid
- ♦ Director of documentaries, multimedia educational proposals and video art pieces for the Reina Sofía National Museum, the Thyssen-Bornemisza National Museum and Málaga City Council
- ♦ Trainer of teachers in the Community of Madrid in courses on ICT in the Classroom, Digital Resources and Encouraging Reading in the Digital Age
- ♦ Master's Degree in Leadership and Management of Educational Centers
- ♦ Degree in History and Science of Music
- ♦ Diploma in Music Teaching
- ♦ Florentino Pérez-Embid International Award from the Real Academia Sevillana de Buenas Letras for his first book "Espejos enfrentados"
- ♦ Nicolás del Hierro Poetry Prize for his second book "Las Cántigas del Diablo"
- ♦ International Paul Beckett Award for his third book "Sucio tango del alma" by the Valparaíso Foundation







**Mr. Arcusa, Raúl**

- ♦ Business Coaching in Gesem HR. Manager
- ♦ Speaker at several international congresses
- ♦ Degree in Business Administration, specialization in Financial Management by the UCM
- ♦ Law Degree
- ♦ Degree in Psychology

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*Take the opportunity to learn about the latest advances in this field in order to apply it to your daily practice”*

# 04

## Structure and Content

The syllabus of this program contains all the keys to be the teacher of the future. After analyzing the profile of students in the digital era, cooperative learning techniques, interactive narratives or methods to increase *feedback* in the classroom will be examined in depth. As if that were not enough, we will reflect on the need to rethink education, explore the TPACK model and emphasize formats that foster creativity and communication, such as video games.



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*A syllabus that leaves nothing behind to give you a comprehensive overview of the digital tools you need to succeed"*

## Module 1. New Times, New Students

- 1.1. New Times, New Students
  - 1.1.1. Digital Age Learner Virtualities and Limits
  - 1.1.2. PISA as a Benchmark for Current Education
  - 1.1.3. Other Benchmarks for Current Education
- 1.2. Competent but Happy Too
  - 1.2.1. Digital Competence as Transverse Axis Learning
  - 1.2.2. Digital Competence Dimensions
  - 1.2.3. Searching for Happiness on Google, Not to Be Found
- 1.3. Active and Independent Students
  - 1.3.1. Project-Based Learning in the Digital Context
  - 1.3.2. Other Active Methodologies
  - 1.3.3. Independent Learning in the 21st Century
- 1.4. You Can't Do It on Your Own, You Can with Friends
  - 1.4.1. Key Elements in Cooperative Learning in the Digital Context
  - 1.4.2. Google Suit in Cooperative Learning
- 1.5. Creative and Communicative Students
  - 1.5.1. Digital Narration
  - 1.5.2. Audiovisual Format
  - 1.5.3. *Flipped Classroom*
- 1.6. Are Our Students Sufficiently Stimulated?
  - 1.6.1. Resources to Speak the Same Language as the Students Do
  - 1.6.2. Digital Interactive Whiteboards: Good Practices
  - 1.6.3. To Project or Not to Project, That Is the Question
- 1.7. Enemies of Boredom
  - 1.7.1. Contests and Challenges
  - 1.7.2. Characters, Plots and Powers
- 1.8. Like, Share, Comment
  - 1.8.1. Social Media
  - 1.8.2. Social Learning Environments and Gamification Platforms



- 1.9. Giving Feedback
  - 1.9.1. Skills Assessment
  - 1.9.2. Self-Assessment and Co-Assessment
  - 1.9.3. Gamified Hetero Assessment
- 1.10. Playable Demos
  - 1.10.1. In the Classroom
  - 1.10.2. At Home
  - 1.10.3. Board Games

## Module 2. Teachers in the Digital School

- 2.1. Rethinking Education: Aiming toward 2030 Society
  - 2.1.1. What Education Do We Need in the 21st Century?
  - 2.1.2. Education for Global Citizenship
  - 2.1.3. The Digital Role in School
  - 2.1.4. Challenges and Objectives for the Education of the 21st Century
- 2.2. Digital Teaching Competence
  - 2.2.1. Being Competent in Education
  - 2.2.2. Digital Educational Technology
  - 2.2.3. School ICT Distribution Models
  - 2.2.4. Digital Teaching Competence
- 2.3. Teacher Training in the Digital School
  - 2.3.1. Teacher Training: A Brief State of Play
  - 2.3.2. Teacher Role in the 21st Century
  - 2.3.3. Teacher Skills in the Digital School
  - 2.3.4. Digital Teaching Competence Portfolio
- 2.4. The Inefficiency of the Lone Teacher
  - 2.4.1. The Education Project and the Curricular Project
  - 2.4.2. Work Group Culture
  - 2.4.3. Technology at the Service of Cooperative Work: Management, Training and Collaboration
- 2.5. TPACK: A Model for Today's Teachers
  - 2.5.1. The TPACK Model
  - 2.5.2. Knowing How to Use the TPACK Model
  - 2.5.3. Implementing the TPACK Model
- 2.6. Creative and Communicative Materials
  - 2.6.1. Digital Narration in the Classroom
  - 2.6.2. Digital Books in School
  - 2.6.3. Creating Open Educational Resources
  - 2.6.4. Visualizing Thoughts and Ideas
  - 2.6.5. Video Narration
  - 2.6.6. Video Games
- 2.7. Assessment in the Digital Era
  - 2.7.1. Toward Authentic Learning Assessment
  - 2.7.2. Technology in Assessment
  - 2.7.3. Assessment Tools with Educational Technology
  - 2.7.4. Electronic Rubric Assessment
- 2.8. Teacher Student Communication through Digital Platforms
  - 2.8.1. Introduction to Virtual Platforms in Education
  - 2.8.2. Pedagogic Dimensions in Virtual Classrooms
  - 2.8.3. Didactic Planning for Virtual Classrooms
  - 2.8.4. Platforms to Create Virtual Classrooms
- 2.9. Families and Schools: Breeding the Digital Gap
  - 2.9.1. The Role of the Family in the Digital School
  - 2.9.2. The Importance of Relationships and in the Educational Environment
  - 2.9.3. Family School Communication Platforms
- 2.10. Teaching Resources in the Age of Knowledge
  - 2.10.1. Teaching How to Think through the Curriculum
  - 2.10.2. Bloom's Taxonomy for the Digital Age
  - 2.10.3. The Integrated Didactic Unit as a Planning Tool
  - 2.10.4. Redesigning Exams as an Assessment Tool

04

# Methodology

This training program offers a different way of learning. Our methodology uses a cyclical learning approach: Relearning.

This teaching system is used, for example, in the most prestigious medical schools in the world, and major publications such as the New England Journal of Medicine have considered it to be one of the most effective.





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*Discover Relearning, a system that abandons conventional linear learning, to take you through cyclical teaching systems: a way of learning that has proven to be extremely effective, especially in subjects that require memorization"*

## At TECH Education School we use the Case Method

In a given situation, what should a professional do? Throughout the program students will be presented with multiple simulated cases based on real situations, where they will have to investigate, establish hypotheses and, finally, resolve the situation. There is an abundance of scientific evidence on the effectiveness of the method.

*With TECH, educators can experience a learning methodology that is shaking the foundations of traditional universities around the world.*



*It is a technique that develops critical skills and prepares educators to make decisions, defend their arguments, and contrast opinions.*



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*Did you know that this method was developed in 1912, at Harvard, for law students? The case method consisted of presenting students with real-life, complex situations for them to make decisions and justify their decisions on how to solve them. In 1924, Harvard adopted it as a standard teaching method”*

The effectiveness of the method is justified by four fundamental achievements:

1. Educators who follow this method not only grasp concepts, but also develop their mental capacity, by evaluating real situations and applying their knowledge.
2. The learning process is solidly focused on practical skills that allow educators to better integrate the knowledge into daily practice.
3. Ideas and concepts are understood more efficiently, given that the example situations are based on real-life teaching.
4. Students like to feel that the effort they put into their studies is worthwhile. This then translates into a greater interest in learning and more time dedicated to working on the course.



## Relearning Methodology

At TECH we enhance the case method with the best 100% online teaching methodology available: Relearning.

Our University is the first in the world to combine case studies with a 100% online learning system based on repetition, combining a minimum of 8 different elements in each lesson, which represent a real revolution with respect to simply studying and analyzing cases.



*Educators will learn through real cases and by solving complex situations in simulated learning environments. These simulations are developed using state-of-the-art software to facilitate immersive learning.*

At the forefront of world teaching, the Relearning method has managed to improve the overall satisfaction levels of professionals who complete their studies, with respect to the quality indicators of the best online university (Columbia University).

With this methodology we have trained more than 85,000 educators with unprecedented success in all specialties. All this in a highly demanding environment, where the students have a strong socio-economic profile and an average age of 43.5 years.

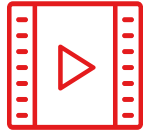
*Relearning will allow you to learn with less effort and better performance, involving you more in your specialization, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation to success.*

In our program, learning is not a linear process, but rather a spiral (learn, unlearn, forget, and re-learn). Therefore, we combine each of these elements concentrically.

The overall score obtained by our learning system is 8.01, according to the highest international standards.



This program offers the best educational material, prepared with professionals in mind:



#### Study Material

All teaching material is produced by the specialist educators who teach the course, specifically for the course, so that the teaching content is really specific and precise.

These contents are then applied to the audiovisual format, to create the TECH online working method. All this, with the latest techniques that offer high quality pieces in each and every one of the materials that are made available to the student.



#### Educational Techniques and Procedures on Video

TECH introduces students to the latest techniques, with the latest educational advances, and to the forefront of Education. All this, first-hand, with the maximum rigor, explained and detailed for your assimilation and understanding. And best of all, you can watch them as many times as you want.



#### Interactive Summaries

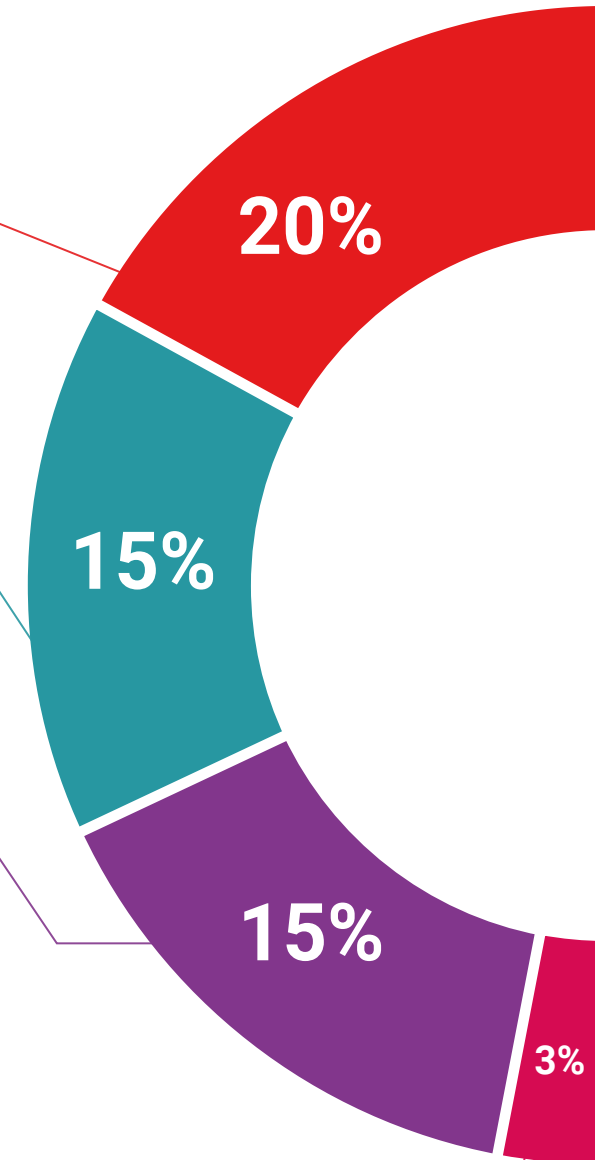
The TECH team presents the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.

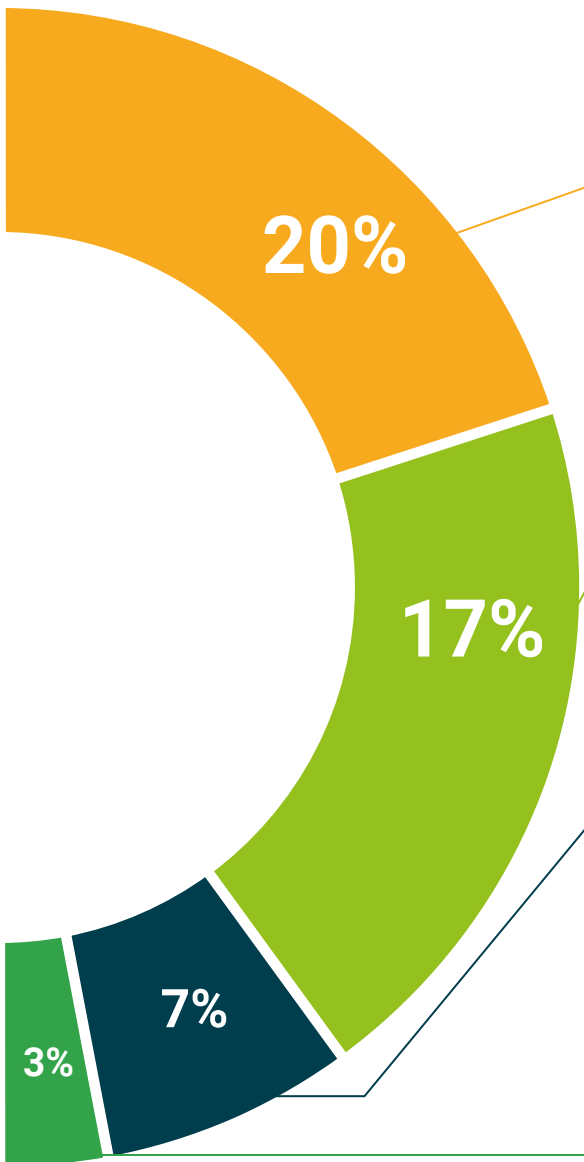
This exclusive multimedia content presentation training Exclusive system was awarded by Microsoft as a "European Success Story".



#### Additional Reading

Recent articles, consensus documents and international guidelines, among others. In TECH's virtual library, students will have access to everything they need to complete their course.





**Expert-Led Case Studies and Case Analysis**

Effective learning ought to be contextual. Therefore, TECH presents real cases in which the expert will guide students, focusing on and solving the different situations: a clear and direct way to achieve the highest degree of understanding.



**Testing & Retesting**

We periodically evaluate and re-evaluate students' knowledge throughout the program, through assessment and self-assessment activities and exercises: so that they can see how they are achieving your goals.



**Classes**

There is scientific evidence suggesting that observing third-party experts can be useful.

Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.



**Quick Action Guides**

TECH offers the most relevant contents of the course in the form of worksheets or quick action guides. A synthetic, practical, and effective way to help students progress in their learning.



06

# Certificate

The Postgraduate Certificate in Teaching for Learners of the Digital Age guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Certificate issued by TECH Global University.



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*Successfully complete this program and receive your university qualification without having to travel or fill out laborious paperwork”*

This private qualification will allow you to obtain a **Postgraduate Certificate in Teaching for Learners of the Digital Age** endorsed by **TECH Global University**, the world's largest online university.

**TECH Global University** is an official European University publicly recognized by the Government of Andorra ([official bulletin](#)). Andorra is part of the European Higher Education Area (EHEA) since 2003. The EHEA is an initiative promoted by the European Union that aims to organize the international training framework and harmonize the higher education systems of the member countries of this space. The project promotes common values, the implementation of collaborative tools and strengthening its quality assurance mechanisms to enhance collaboration and mobility among students, researchers and academics.

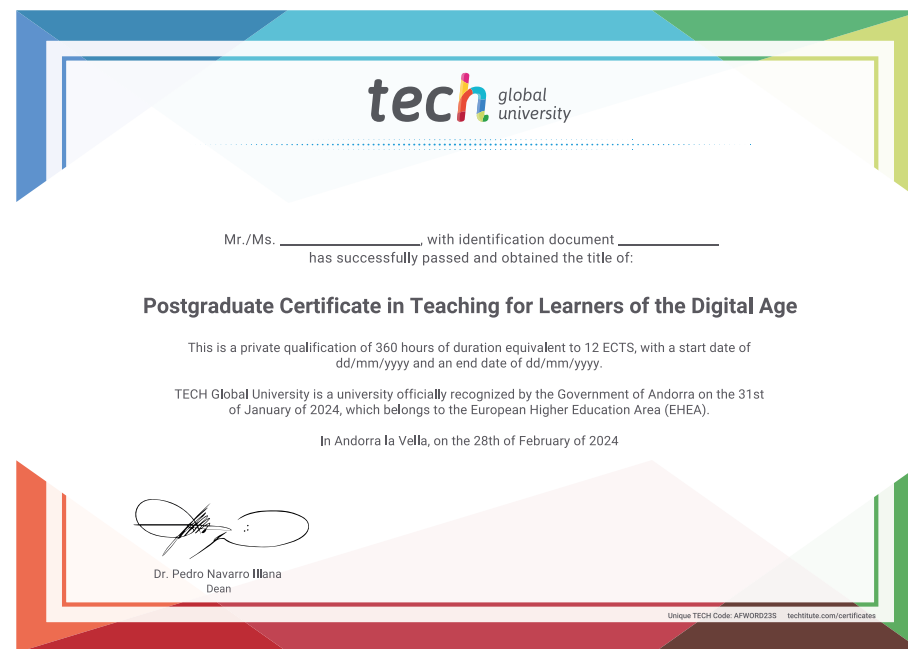
This **TECH Global University** private qualification is a European program of continuing education and professional updating that guarantees the acquisition of competencies in its area of knowledge, providing a high curricular value to the student who completes the program.

Title: **Postgraduate Certificate in Teaching for Learners of the Digital Age**

Modality: **Online**

Duration: **12 weeks**

Accreditation: **12 ECTS**







## Postgraduate Certificate Teaching for Learners of the Digital Age

- » Modality: online
- » Duration: 12 weeks
- » Certificate: TECH Global University
- » Accreditation: 12 ECTS
- » Schedule: at your own pace
- » Exams: online

# Postgraduate Certificate Teaching for Learners of the Digital Age

