



# Postgraduate Diploma Teaching Innovation in Art History in High School

» Modality: online

» Duration: 6 months

» Certificate: TECH Technological University

» Dedication: 16h/week

» Schedule: at your own pace

» Exams: online

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## tech 06 | Introduction

The advantage of successfully completing this online program for those who take it is first, the ease and access to personalized tutoring and all kinds of help and advice; in addition to having at any time and place of the resources provided, being able to have greater autonomy in learning and carrying out the proposed practices.

It considered that teachers should be aware of the course of their discipline over time and the various legislative changes that have occurred in education, thereby seeking to improve their skills when teaching a constantly changing and evolving student body.

Specifically, in the search for the updating of teachers, this Postgraduate Diploma offers a special treatment with ICTs, so current in our educational system and that are a very attractive vehicle to access the students.

In addition, by learning more about the different methodological and evaluative techniques, the educator will be able to develop the necessary capacity to establish a satisfactory teaching-learning process with the student.

Teaching art history is a task of great responsibility, because it is a subject that is linked as a complement to teaching history, knowledge of the past, the present and future, as well as the understanding of the environment, more immediate history, as the most distant. Art history as a discipline aims to help cultivate aesthetic sensibility, fundamental to develop intellectual abstraction. Behind each piece of work, there are many elements, and the search and identification of these elements makes it an indispensable knowledge for high school students.

This Postgraduate Diploma offers numerous studies that the teacher of Art History will need to perform their work, looking for innovation and based on practical elements that will have an impact on the work in the classroom. TECH seeks the professional success of those who study this Postgraduate Diploma that will result in the improvement of the educational system and, consequently, of society itself.

This **Postgraduate Diploma in Teaching Innovation in Art History in High School** contains the most complete and up-to-date educational program on the market. The most important features include:

- 75 case studies presented by experts in Teaching Innovation in Art History in High School
- The graphic, schematic, and practical contents with which they are created provide scientific and practical information on the disciplines that are essential for professional practice
- Latest news on Teaching Innovation in Art History in High School
- It contains practical exercises where the self-assessment process can be carried out to improve learning
- With special emphasis on innovative methodologies in Teaching Innovation of Art History in High School
- All of this will be complemented by 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



Update your knowledge through the Postgraduate Diploma in Teaching Innovation in Art History in High School"



This Postgraduate Diploma may be the best investment you can make when selecting a refresher program, for two reasons: in addition to updating your knowledge in Teaching Innovation in Art History in High School, you will obtain a qualification from TECH Technological University"

It includes in its teaching staff professionals belonging to the field of Teaching Innovation in Art History in High School, who pour into this program the experience of their work, in addition to recognized specialists belonging to reference 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 an immersive program to learn in real situations.

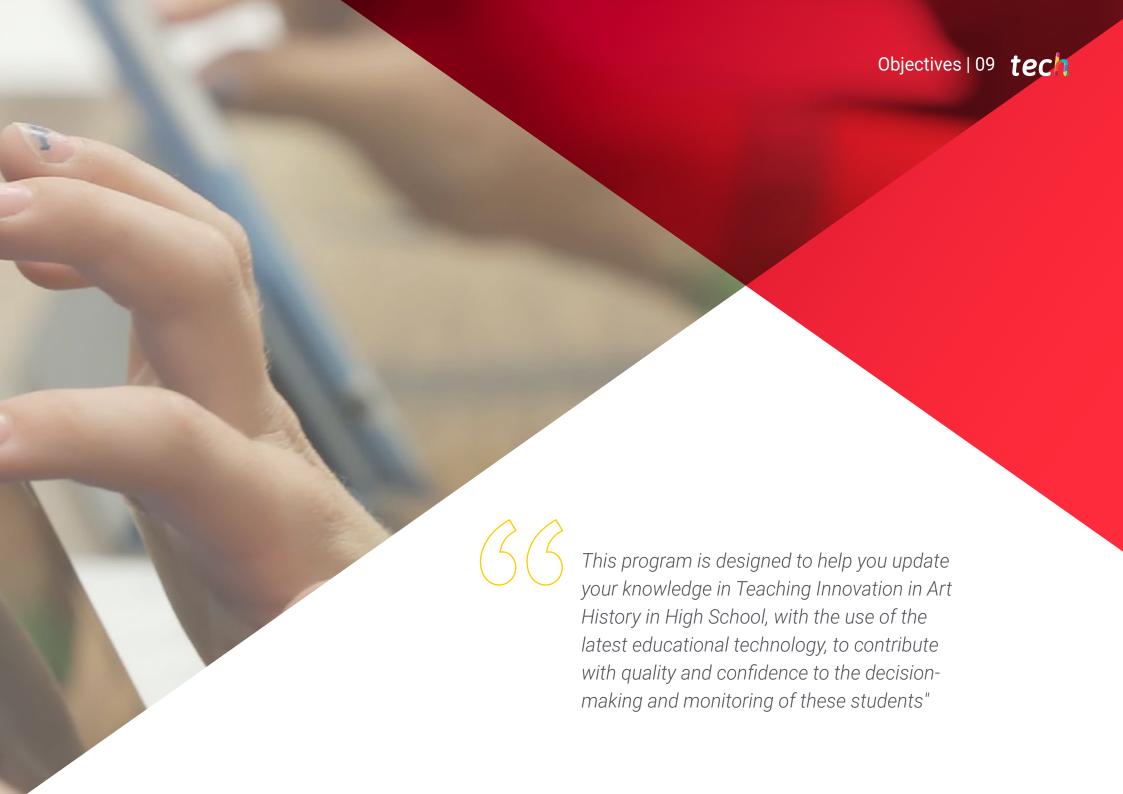
This program is designed around Problem-Based Learning, whereby the professional must try to solve the different professional practice situations that arise throughout the program. For this purpose, the teachers will be assisted by an innovative interactive video system developed by recognized experts in the field of Teaching Innovation in Art History in High School with extensive teaching experience.

Increase your decision-making confidence by updating your knowledge with this Postgraduate Diploma.

Take the opportunity to learn about the latest advances in Teaching Innovation in Art History in High School and improve the education of your students.





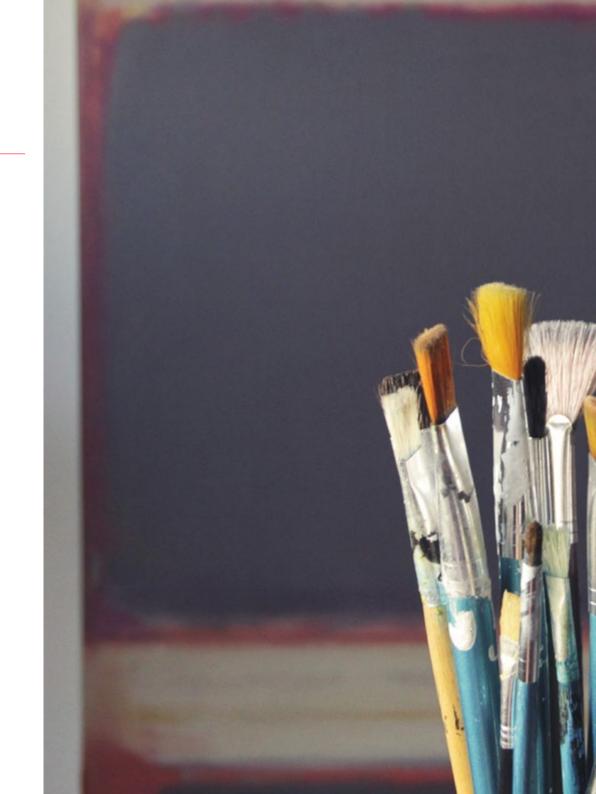


## tech 10 | Objectives



## **General Objective**

Within the development of this program, we propose as main objective to complete
the resources that every teacher of Social Sciences in high school should have in
order to guarantee a further specialization, pedagogical capacity and adequate
skills to educate students, reinforcing and updating their knowledge and introducing
them in new teaching areas with the continuous change and evolution that the
educational field experiences day by day





## **Specific Objectives**

#### Module 1. The Importance of Teaching in Art History

- Identify the different methods and techniques of teaching art
- Analyze the different teaching methodologies of artistic currents
- Study in depth new techniques for teaching art and its impact on modern culture
- Prepare the future Art History teacher to make decisions, organize them and put them into practice, about the historical knowledge to be taught in a classroom, in a given center
- Know teaching resources (timelines, historical documents, historical maps, Web
  pages with didactic resources, Webquest, art galleries, etc.) and analyze their
  didactic use

## Module 2. Adaptation to Different Classroom Situations and Multiple Intelligences

- Identify the different classroom situations in art classes
- Identify the students who get the most out of the art subject

#### Module 3. ICTs

 Develop concrete learning strategies based on some of the learning theories, including information and communication technologies and information and multimedia resources, taking into special consideration some of the learning difficulties and their possible solutions







## tech 14 | Course Management

## Management



## Dr. Cañestro Donoso, Alejandro

- PhD in Art History from the University of Murcia
- Professor at Alicante University

#### **Professors**

#### Ms. Domínguez Alonso, Lourdes

- Graduate in History, University of Alicante
- Master's Degree in Compulsory High School Teaching
- Vocational Training and Language Teaching







## tech 18 | Structure and Content

#### Module 1. The Importance of Teaching in Art History

- 1.1. Art History as an Academic Discipline
  - 1.1.1 The Teaching of Historical Time
  - 1.1.2 Its place Within Humanities
  - 1.1.3 Knowledge of Change, Continuity and Permanence
- 1.2. The Art Historian as a Teacher
  - 1.2.1 Academic Profile of the Art Historian
  - 1.2.2 Art Historian as a Researcher and Teacher
  - 1.2.3 Career Opportunities and the Importance of Knowledge of Art and Heritage
- 1.3. Changes in the Didactic Conception of the Social Sciences
  - 1.3.1 From Memorization to More Dynamic Teaching
  - 1.3.2 Changes in Manuals and Textbooks
- 1.4. Interdisciplinary
  - 1.4.1 Auxiliary Sciences of Art History
  - 1.4.2 Need for Cooperation between Different Subjects
- 1.5. A Discipline of the Past, for the Present and the Future
  - 1.5.1 Historical Sources and Art as a Source of Knowledge
  - 1.5.2 The Importance of Art from an Early Age
  - 1.5.3 Need to Expand this Discipline in the Educational Curricula
- 1.6. Value of Humanistic Knowledge Today
  - 1.6.1 Crisis of the Humanities
  - 1.6.2 The Humanities and Their Work in Our Society
  - 1.6.3 Conclusion and Reflection on the Role of the Humanities in the Western World



## **Module 2.** Adaptation to Different Classroom Situations and Multiple Intelligences

- 2.1. Adolescence and High School
  - 2.1.1 Most Problematic Courses
  - 2.1.2 Adolescents at Risk of Social Exclusion
  - 2.1.3 Teachers, But Also Educators
- 2.2. Dysfunctions in Adolescence
  - 2.2.1 Different Problems
  - 2.2.2 Possible Solutions as Teachers and Educators
  - 2.2.3 Real Examples and Solutions
- 2.3. School Maladjustment
  - 2.3.1 School Absenteeism and Its Causes
  - 2.3.2 School Failure
  - 2.3.3 Spain's Situation
- 2.4. High-Capacity Students
  - 2.4.1 Enlargement Material
  - 2.4.2 Motivation and New Challenges
  - 2.4.3 How to Avoid Exclusion
- 2.5. Multiple Intelligences and Education
  - 2.5.1 Gardner's Theory
  - 2.5.2 Types of Intelligences
  - 2.5.3 Project Zero
- 2.6. Education-Based on Multiple Learning

- 2.6.1 Galton
- 2.6.2 Cattell
- 2.6.3 Wechsler
- 2.7. Strategies, Guidelines and Activities for Its Development
  - 2.7.1 According to Piaget
  - 2.7.2 TECH University the Different Skills and Abilities of Our Students
  - 2.7.3 Strengthening Their Skills
- 2.8. Social Sciences and Multiple Intelligences
  - 2.8.1 Linguistic Intelligence and Reasoning in Learning History
  - 2.8.2 Spatial Intelligence and Logic in Learning Geography
  - 2.8.3 Plastic and Artistic Intelligence
- 2.9. Problems in Approaching More Personalized Education
  - 2.9.1 Lack of Resources
  - 2.9.2 Need for Greater Investment
  - 2.9.3 Necessary Resources

#### Module 3. ICTs

- 3.1. What is ICT? Their Use in Education
  - 3.1.1 Definition of ICT
  - 3.1.2 Advantages of Use
  - 3.1.3 Digital Skills in the Teaching Environment
- 3.2. Use of ICT at a High School
  - 3.2.1 Digital Tools
  - 3.2.2 Web Tools
  - 3.2.3 Mobile Devices
- 3.3. Social Networks
  - 3.3.1 Definition of Social Media
  - 3.3.2 Main Social Media Outlets
  - 3.3.3 Use of Social Networks in Teaching
- 3.4. GIS and Its Importance in Geography

## tech 20 | Structure and Content

	3.4.1	Geographical Information Systems: What Are They?
	3.4.2	Organization and Structure of GIS
	3.4.3	Use of GIS in Teaching
3.5.	ICTs in the Teaching-Learning of Art History	
	3.5.1	Web Resources of Historical, Artistic and Museum Interest
	3.5.2	Interactive Webs
	3.5.3	Gamification
3.6.	Introduction to the Development of Digital Teaching Material	
	3.6.1	Creation and Video Editing
	3.6.2	Creation of Presentations
	3.6.3	Development of Educational Games (Gamification)
	3.6.4	Creation of 3D Models
	3.6.5	Google Tools
3.7.	Use and Publication of Digital Teaching Materials	
	3.7.1	Means of Publication of Audiovisual Resources
	3.7.2	Means of Publishing Interactive Resources
	3.7.3	Augmented Reality in the Classroom
3.8.	Critical Spirit in the Use of Web Resources	
	3.8.1	Education of Students in the Use of New Technologies
	3.8.2	Privacy Issues on the Internet
	3.8.3	Critical Treatment of Information on the Internet
3.9.	Teaching Materials with ICTs in History and Geography Teaching	
	3.9.1	First Cycle of Compulsory High School
	3.9.2	Second Cycle of Compulsory High School
	3.9.3	High School







A unique, key, and decisive program to boost your professional development"



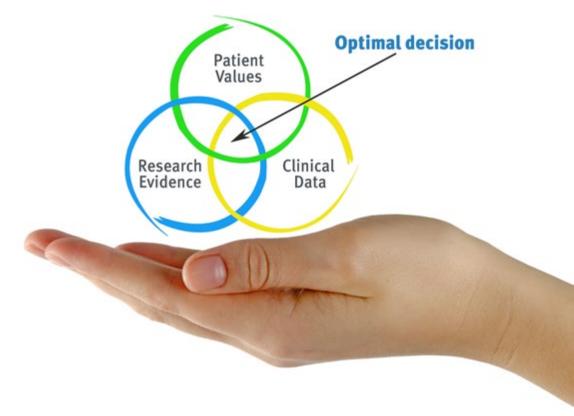


## tech 24 | Methodology

#### 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.



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:

- 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.



## tech 26 | Methodology

#### **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.



## Methodology | 27 tech

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.

## tech 28 | Methodology

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.







## tech 32 | Certificate

This **Postgraduate Diploma in Teaching Innovation in Art History in High School** contains the most complete and up-to-date program on the market.

After the student has passed the assessments, they will receive their corresponding **Postgraduate Diploma** issued by **TECH Technological University** via tracked delivery\*.

The certificate issued by **TECH Technological University** will reflect the qualification obtained in the Postgraduate Diploma, and meets the requirements commonly demanded by labor exchanges, competitive examinations, and professional career evaluation committees.

Title: Postgraduate Diploma in Teaching Innovation in Art History in High School Official N° of Hours: **425 h.** 



<sup>\*</sup>Apostille Convention. In the event that the student wishes to have their paper certificate issued with an apostille, TECH EDUCATION will make the necessary arrangements to obtain it, at an additional cost.

technological university Postgraduate Diploma



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