

PR2 - The European Instructional Designer eLearning course

WP3

Led by ISQe



PEDAGOGIC ARCHITECTURE & TRAINING METHODOLOGY

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E-LEARNING COURSE COMPETENCE UNITS

CU1 - Foundations for ID 101 (by UTU)

CU2 - Learning Methodologies (by UTU)

CU3 - Design considerations (by IADE)

CU4 - ID development (by FIP)

CU5 - ID Implementation (by IADE)

CU6 - ID Evaluation (by FIP)

CU7 - ID Project Management (by ISQe)

COMPETENCE UNITS CONTENT

Make sure the content of the Competence Units is relevant for the **Learning Outcomes** developed in PR1.

EACH COMPETENCE UNIT FEATURES

01

Responsive eLearning Screens
(25 per CU)

02

1 Downloadable Sheet (.pdf)

03

1 Expert Video
(per CU)

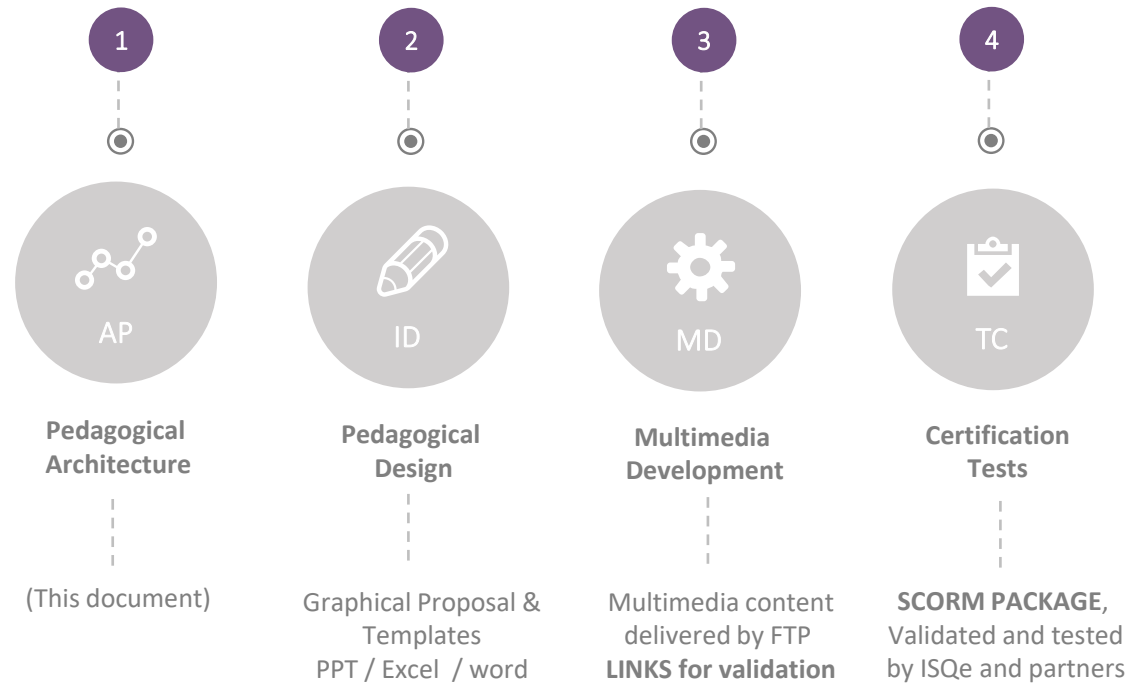
05

Other pedagogical activities
(e.g. practical exercises)

06

Artificial Intelligent (AI)
Tutor bot
(one bot for the entire course)

FRAMEWORK



TYPES OF MATERIALS – eLearning Screens

01

Responsive eLearning Screens (Around 25 per CU)

- Different types of screens | text, images, brief animations and interactions
- Screens will be in EN, PT, FI

English version

Pedagogical Design

- ISQe will provide the CU **storyboard template**
- Partners will fill in this template with content

Multimedia Development

- ISQe will develop the screens and send link 1 to validation
- Partners validate link
- ISQe will deliver scorm package

PT, FI versions

- Translations PT + FI will begin when EN link is approved
- ISQe will provide **templates for translations**

TYPES OF MATERIALS – downloadable sheets

02

Downloadable Sheets (.pdf) (1 per CU)

English version

- 1 interactive .pdf with an overview of the competence unit (extended theoretical content)
- Maximum 15 a 20 pages
- Like a Competence Unit “*booklet*”
- Documents will be in EN, PT, FI

PT, FI versions

Pedagogical Design

- ISQe will provide a **template**
- Partners will fill in this template with content

Multimedia Development

- ISQe will develop 1 interactive .pdf
- Partners validate

- Translations PT + FI will begin when EN document is approved
- ISQe will provide **templates for translations**



Downloadable Sheets are available at the end of the CU

TYPES OF MATERIALS – Expert Videos

03

Expert Video (1 per CU)

- 1 short video (about 1 min) displaying an expert explaining a specific topic/content
- The videos will be made in English, Portuguese, Finnish (or other EU native expert languages)

English version

Pedagogical Design

- ISQe will give some guidelines for the filming in order to guarantee the uniformity of the videos
- Partners do the filming and send video in .mp4 format to ISQe
- ISQe will provide a template for partners to fill in for translations (subtitles)

PT, FI versions

- English videos will be subtitled in EN, PT, FI
- After EN videos are finalized in .mp4

TYPES OF MATERIALS – Interactive Diagrams

04

Interactive Diagrams (1 global)

- 1 global interactive map with all the CUs, to have a global view of all the themes of the course
- By clicking on each CU, we will have the relation / interactive process of the concepts of each CU

English version

Pedagogical Design

- ISQe will provide the **template**
- Partners will fill in this template with content

Multimedia Development

- ISQe will develop the interactions and send link to validation
- Partners validate link
- ISQe will deliver scorm. package

PT, FI versions

- Translations PT + FI will begin when EN link is approved
- ISQe will provide **templates for translations**

TYPES OF MATERIALS – Practical Formative Exercise

05

Other pedagogical activities (e.g. practical exercises)

- Practical exercises which will feed the learners' portfolio

Activities for self-study

- Design 2 formative exercises per CU
- ISQe will develop templates for instructions

TYPES OF MATERIALS – AI bot

06

Artificial Intelligent (AI) Tutor bot

- The virtual tutor will be an AI bot, a computer program that simulates human conversation through text commands
- The bot will support learners through their learning experience, especially aiming to help in doubts related to theoretical content.
- The bot will be in EN, PT, FI.



ISQe will present a document with the detailed specifications for this bot later

E-LEARNING COURSE ASSESSMENT

01

Multiple-choice Questions
(MCQ)
(20 per CU to be developed)

02

4 Project Assignments
360° tasks

03

ePortfolio

THE LEARNER WILL:



Answer 10 MCQ at the end of
each CU



Choose 1 assignment to
perform



Compile and submit the
portfolio

TYPES OF ASSESSMENT – Multiple Choice Questions

01

Multiple-choice Questions (MCQ) (20 per CU to be developed)

- To be presented as summative tests at the end of each competence unit
- Multiple choice questions with 3 options and only 1 correct answer
- Each test will have a pool of 20 questions from which 10 questions are randomly selected at each attempt

English version

Pedagogical Design

- ISQe will provide a document with test specifications
- ISQe will provide the template for the questions/ solutions
- Partners will fill in this template

Multimedia Development

- ISQe will develop the tests and send a link to validation
- Partners validate the link
- ISQe will deliver scorm package

PT, FI versions

- Translations PT + FI will begin when EN link is approved
- ISQe will provide **templates for translations**

TYPES OF ASSESSMENT – 360° Project Assignments

02

4 Project Assignments 360° tasks

- Design 4 activities that will take into consideration the maximum LOs possible (one per partner – ISQe, IADE, FIP and UTU)
- Learner must choose **1 assignment** to develop and submit at the end of the course
- For the development of these activities, 2 documents should be made available in PDF format:
 - 1 statement with instructions for learners
 - 1 grid with correction criteria for the trainers (dimensions to be evaluated : “construct validity”, “practicality” and “effectiveness”)
 - ISQe will provide the templates
- Translations PT + FI will begin when EN documents are approved

Examples of activities

1. Give a briefing with an analysis of the training needs of a client, divide the group in 2 and each one works on a digital pedagogical solution; this work can be sent to the trainer and then shared on the forum with trainer’s comments; it can also be presented in a synchronous session
2. Based on a chocolate cake recipe, trainees have to come up with a pedagogical solution for e-Learning and present their implementation plan

TYPES OF ASSESSMENT – ePortfolio

03

ePortfolio

- e-Portfolios are **online repositories** where the tasks developed throughout the course are compiled
- By the end of the course, learners must submit the portfolio to the trainer
- In the course navigation guide that will be made available at the beginning of the course, clear instructions will be provided to learners
- ISQe will develop the template for the assessment grid

METHODOLOGY

3 Synchronous Sessions

- Can be online (via Teams / Zoom / other platform) or face-to-face
- 1 hour each
- **1st Session:**
 - At the start of the course
 - Learners will be presented to the eLearning platform and the overall training methodology, the learning outcomes and the evaluation procedures
- **Mid-term Session:**
 - After completion of CU3 and at the beginning of CU4
 - To support learners, monitor progress, provide mentoring
- **Final Session:**
 - After completion of CU7
 - To submit practical assessment and perform overall evaluation

METHODOLOGY

eLearning Asynchronous lessons

- Delivered as .scormn packages
- 100% online
- Supported by a forum
- For theoretical component + theoretical assessment

Self Study

- Learners to perform formative exercises on their own
- Can ask for help/support in the forum
- Can ask trainer for support
- These exercises will be compiled in the ePortfolio

TRAINING SCHEME

