

WP3 MODULE 2: DEVELOPING MICRO- LEARNING RESOURCES FOR LOW- SKILLED ADULTS

LESSON PLAN





MODULE 3: INTRODUCTION TO ENGAGEMENT STRATEGIES IN DIGITAL ENVIRONMENTS

LESSON PLAN

Name of the workshop	Getting to know the engagement strategies in digital environments
Target group	Adult educators
Objectives	<ul style="list-style-type: none">● Understand the importance of engagement in digital learning environments.● Explore various engagement strategies applicable to adult education in digital settings.● Learn how effectively apply engagement strategies to enhance learning outcomes.● Develop the skills to adapt engagement strategies based on learners' needs and preferences.● Foster a collaborative environment for sharing experiences and best practices among adult educators.
Duration	6 hours F2F (6x45 minutes)
Topics	<ul style="list-style-type: none">● Session 1: Introduction to Engagement in Digital Environments;● Session 2: Designing Engaging Learning Experiences;● Session 3: Communication and Interaction;● Session 4: Gamification and Motivation● Session 5: Assessment and Feedback● Session 6: Adapting Engagement Strategies
Preparation	<ul style="list-style-type: none">● Find a room with chairs and tables, computers (not necessary, phones or personal computers would be enough), projector and other needed technical setup. Book it at least 2 months before the seminar● Find instructors for workshop activities;● Find and inform participants of the purpose of the workshop, its objectives, and the schedule to be followed. In addition, make it clear to them that they do not need to

	<p>have any special experience or knowledge in the areas they will be training.</p> <ul style="list-style-type: none"> ● Provide catering for coffee and lunch breaks or provide information about nearby food options. ● Share learning materials and presentation with the participants after the workshop;
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Lesson plan F2F

N.	Themes / Activities	Duration (in minutes)	Methods	Equipment & Materials
1	<p>Session 1: Exploring the importance of engagement in digital learning.</p> <p>Activities:</p> <ol style="list-style-type: none"> 1. Introduction to the workshop and objectives; 2. Short icebreaker; 3. Presentation on the significance of engagement in digital learning; 4. Group discussion on challenges and opportunities of engagement; 5. Q&A and summarization. 	<p>45 minutes:</p> <p>5min</p> <p>5min</p> <p>10min</p> <p>15min</p> <p>10min</p>	<p>Presentation, group discussion, icebreaker, articles about</p>	<p>Projector/ screen, presentation, markers, flipchart</p>
2	<p>Session 2: Applying principles of instructional design to enhance engagement of hard-to-reach adult learners.</p> <ol style="list-style-type: none"> 1. Recap of the previous session; 2. Presentation on instructional design principles for engagement; 3. Small group activity: Designing a mini-lesson using provided templates; 4. Group sharing and feedback; 	<p>45 minutes:</p> <p>5min</p> <p>15min</p> <p>20min</p> <p>5min</p>	<p>Presentation, group activity</p>	<p>Projector/ screen, laptops/tablets /smartphones, design templates</p>

<p>3</p>	<p>Session 3: Enhancing engagement through effective communication and interaction. Strategies for engaging hard-to-reach adult learners through social media platforms</p> <ol style="list-style-type: none"> 1. Recap of the previous session; 2. Presentation on communication strategies in digital education; 3. Interactive polling: Discuss preferred communication tools and social media platforms; 4. Group discussion: Sharing experiences and challenges; 5. Q&A and wrap-up. 	<p>45 minutes:</p> <p>5min</p> <p>15min</p> <p>10min</p> <p>10min</p> <p>5min</p>	<p>Presentation, group discussion, interactive tools</p>	<p>Projector/ screen, laptops/tablets /smartphones, interactive polling tool (Mentimeter, Padlet, Google Jamboard, Kahoot)</p>
<p>4</p>	<p>Break time Enjoy free time for coffee!</p>	<p>20 minutes</p>		
<p>5</p>	<p>Session 4: Exploring gamification's role in fostering engagement and motivation.</p> <ol style="list-style-type: none"> 1. Recap of the previous session; 2. Presentation on gamification principles and motivation; 3. Small group activity: Designing a gamified learning activity; 4. Group sharing and discussion. 	<p>45 minutes:</p> <p>5min</p> <p>15min</p> <p>20min</p> <p>5min</p>	<p>Presentation, small group activity</p>	<p>Projector /screen, markers, gamification resources</p>

6	<p>Session 5: Using assessment and feedback to drive engagement.</p> <ol style="list-style-type: none"> 1. Recap of the previous session; 2. Presentation on assessment strategies and effective feedback; 3. Role-play: Practicing feedback delivery in a digital setting (“changing role of an educator”); 4. Group discussion: Sharing insights and challenges 	<p>45 minutes:</p> <p>5min</p> <p>15min</p> <p>15min</p> <p>10min</p>	<p>Presentation, role-play scenario, group discussion</p>	<p>Projector /screen, laptops/tablets /smartphones, choose a digital environment for giving and receiving feedback</p>
7	<p>Session 6: Personalizing engagement strategies for diverse learner needs.</p> <ol style="list-style-type: none"> 1. Recap of the previous session; 2. Presentation on personalization strategies and adaptation; 3. Collaborative activity: Sharing and refining individualized engagement plans; 4. Group sharing and wrap-up 	<p>45 minutes:</p> <p>5min</p> <p>15min</p> <p>20min</p> <p>5min</p>	<p>Presentation, collaborative activity</p>	<p>Projector /screen, flipchart, markers</p>
8	<p>FAQ and conclusion</p> <ol style="list-style-type: none"> 1. FAQ - The facilitator invites the participants to ask any questions related to the content of today’s workshop. 2. Feedback - The facilitator asks the participants to provide informal feedback by asking questions such as: What have you learned today? 	<p>15 minutes:</p> <p>5min</p> <p>5min</p>	<p>Discussion Evaluation</p>	<p>Laptop Smartphones Projector PowerPoint presentation Evaluation form</p>

	<p>How will you be able to use your new knowledge and skills in the future?</p> <p>3. Afterward, the facilitator distributes printed or online evaluation surveys and asks the participants to fill them out.</p> <p>4. Finally, the facilitator thanks the participants for today's participation and invites them to attend the next workshop.</p>	5min		
Total duration time		6 hours 35min (1 academic hour = 45 minutes; + break and conclusion time)		
Educational materials for teaching F2F	Presentation slides, handouts, design templates, communication scenarios, assessment rubrics, gamification examples, engagement plan template, lesson plan, evaluation form.			
Resources	Computer, smartphones/computers video projector/screen, online articles, case studies, instructional design resources, gamification tools, interactive polling platforms, assessment platforms, and communication strategies guides, markers, flipcharts.			



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