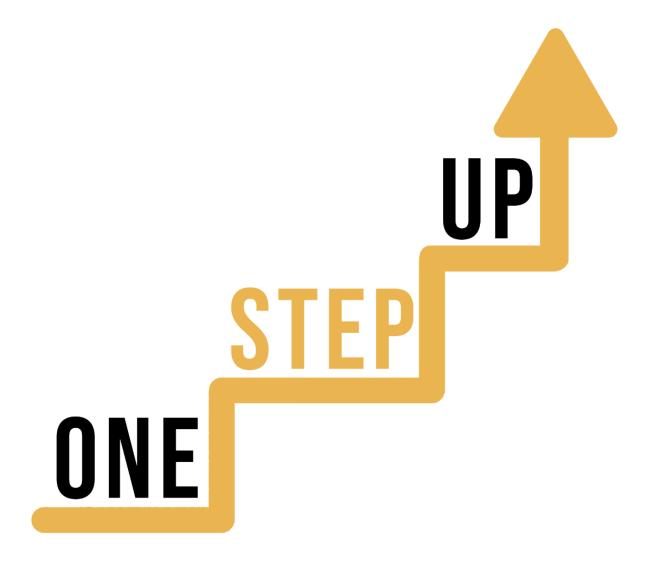
WP3 MODULE 2: DEVELOPING MICRO-Learning resources fro low-Skilled Adults

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	 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	 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	 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 				

	 have any special experience or knowledge in the are they will be training. Provide catering for coffee and lunch breaks or provinformation about nearby food options. Share learning materials and presentation with participants after the workshop; 			
Less	on plan F2F			
N.	Themes / Activities	Duration (in minutes)	Methods	Equipment & Materials
1	 Session 1: Exploring the importance of engagement in digital learning. Activities: Introduction to the workshop and objectives; 	agement in digital learning. ivities: Introduction to the workshop and 5min group discussion icebreaker, articles about	group discussion, icebreaker,	Projector/ screen, presentation, markers, flipchart
	 Short icebreaker; Presentation on the significance of engagement in digital learning; Group discussion on challenges and opportunities of engagement; 			
	5. Q&A and summarization.	10min		
2	Session 2 : Applying principles of instructional design to enhance engagement of hard-to-reach adult learners.	45 minutes:	Presentation, group activity	Projector/ screen, laptops/tablets /smartphones,
	1. Recap of the previous session;	5min		design templates
	 Presentation on instructional design principles for engagement; 	15min		
	 Small group activity: Designing a mini-lesson using provided templates; 	20min		
	4. Group sharing and feedback;	5min		

3	 Session 3: Enhancing engagement through effective communication and interaction. Strategies for engaging hard-to-reach adult learners through social media platforms 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. 	45 minutes: 5min 15min 10min 10min 5min	Presentation, group discussion, interactive tools	Projector/ screen, laptops/tablets /smartphones, interactive polling tool (Mentimeter, Padlet, Google Jamboard, Kahoot)
4	Break time Enjoy free time for coffee!	20 minutes		
5	 Session 4: Exploring gamification's role in fostering engagement and motivation. 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. 	 45 minutes: 5min 15min 20min 5min 	Presentation, small group activity	Projector /screen, markers, gamification resources

6	 Session 5: Using assessment and feedback to drive engagement. 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 	45 minutes: 5min 15min 15min 10min	Presentation, role-play scenario, group discussion	Projector /screen, laptops/tablets /smartphones, choose a digital environment for giving and receiving feedback
7	 Session 6: Personalizing engagement strategies for diverse learner needs. Recap of the previous session; Presentation on personalization strategies and adaptation; Collaborative activity: Sharing and refining individualized engagement plans; Group sharing and wrap-up 	45 minutes: 5min 15min 20min 5min	Presentation, collaborative activity	Projector /screen, flipchart, markers
8	 FAQ and conclusion FAQ - The facilitator invites the participants to ask any questions related to the content of today's workshop. Feedback - The facilitator asks the participants to provide informal feedback by asking questions such as: What have you learned today? 	15 minutes: 5min 5min	Discussion Evaluation	Laptop Smartphones Projector PowerPoint presentation Evaluation form

ne fu 3. Af di ev pa 4. Fin pa pa	ow will you be a ew knowledge an iture? fterward, the stributes printe valuation surveys articipants to f nally, the facilita articipants for articipation and i stend the next wo	nd skills in the e facilitator d or online s and asks the ill them out. tor thanks the or today's nvites them to	5min		
Total duration time		6 hours 35min (1 academic hour = 45 minutes; + break and conclusion time)			
Educationa teaching F2	al materials for 2F	or 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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