



ICT4EDU:Enhancing ICT Competencies of Early Childhood Educators at HEIs in MENA Countries - ToT

ERASMUS+ PROGRAMME | Project Number: 101083078

Report on the ToT for Academics and Technicians at PTUK

Event type	Training Workshop at EU partners' HEIs for Teachers, Researchers, and Technicians
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WP Number	4th
WP Leader	University of Bucharest
Date	19 th of March, 2025





















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1. Introduction

This document provides a detailed overview of the Training of Trainers (ToT) event,

offering a comprehensive summary of the key aspects of the session. It includes the full

agenda, highlights of the main topics covered, and a complete list of participants who

took part in the workshop. Additionally, this document features a collection of photos

capturing important moments throughout the event. To enhance accessibility and promote

ongoing learning, we have provided links to the prepared presentations and the recorded

Zoom session, allowing participants and other stakeholders to revisit the materials and

benefit from the insights shared during the training.

The event was conducted via zoom and face to face for ToT based on Frederick

University, Nicosia, Workshop and based on University of Bucharest workshop.

2. ToT Event Description

2.1. Agenda

Part I: Based on Frederick University, Nicosia, Cyprus

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Day 1 (Saturday, 16th November 2024): Introduction to ICT and Sustainability in Early Childhood Education Led by Prof. Dr. Vassilios Makrakis and Dr. Nikos Larios

- 9:30-10:30—Welcoming and Icebreaker session: This activity will int participants and share their experiences (Moderated by Vassilios Makrakis)
- 10:30-11:00- Presentation: Provide an overview of the workshop objectives significance of integrating ICTs in early childhood education, focus sustainability (Vassilios Makrakis).
- 11:00-12:00- Presentation (Online): ICTs and Educational Robotics in Childhood Teaching and Learning (Nikos Larios).
- 12:00-13:00- Group Discussion: Discuss how ICTs can promote sust behaviors in everyday life and integrate them into the teaching, learnin curriculum (Moderated by Nikos Larios and Vassilios Makrakis).
- 5. 13:00-14:30- Lunch
- 6. 14:30-15:30- Activity: Participants brainstorm and search the Web for digit (e.g., educational robotics, simulations, educational games, digital story creative writing, reading books, etc.) and resources (learning objects) that used in their teaching, focusing on sustainability issues. They also identif where ICTs can enhance such practices (Moderated by Vassilios Makrakis).
- 7. 15:30-16:00- Discussion

Day 2 (Sunday, 17th November 2024): Engaging Families and the Community Applying IC1 Educational Robotics Led by Prof. Dr. Vassilios Makrakis

- 9:30-10:00- Presentation: Introduce community-based learning underpini intergenerational learning, the role of families in sustainability education, an to engage them using ICT tools (Vassilios Makrakis).
- 10:00-11:00—An example: ICT tools supporting ECE intergenerational le infused with sustainability issues elicited from SDGs (Vassilios Makrakis).
- 11:00-12:00- Activity: Brainstorming session on intergenerational civic engage strategies using ICTs in Education for Sustainability (Moderated by V Makrakis).
- 12:00-13:00- Group Activity: Design a community-based learning sustain project involving students and families using digital technologies to merge

- education with digital education (Moderated by Vassilios Makrakis).
- 5. 13:00-14:30- Lunch
- 6. 14:30-16:00- Continuing Group Activity
- 7. 16:00-17:00- Presentations

Day 3 (Monday, 18th November 2024): Tools and Resources Suitable to Education for Sustainability Led by Prof. Dr. Nikleia Eteokleus and her Team

- 9:30-10:30- Presentation: Using Digital Tools for Developing Teaching Ma This presentation will focus on digital tools and resources supporting to practices.
- 10:30-11:30- Hands-on Activity: Participants will follow up on their web sea tools and resources. They will choose suitable tools for ECE to posustainability education, particularly emphasizing educational robotic gamification.
- 11:30-13:00- Group Activity: Participants are divided into groups to asse chosen tools identified based on a rubric.
- 4. 13:00-14:30- Lunch
- 5. 14:30-15:30- Collaborative Workshop: Participants share and discuss the re their evaluation and develop a resource list of potential ICT tools for teaching

Day 3 (Tuesday, 19th November 2024): Designing Engaging and Sustainable Lesson Plans by Prof. Dr. Nikleia Eteokleus and her Team

- 9:30-11:00—Workshop: Participants learn to create lesson plans incorporat tools from the list with sustainability themes that could be elicited from the
- 11:00-13:00- Group Activity: In small groups, participants design a lesson integrate an ICT tool with a sustainability concept (e.g., recycling, conservation, child labor).
- 3. 13:00-14:30- Lunch
- 14:30-16:00- Peer Review Activity: Groups present their lesson plans and properties of their lesson plans are properties of their lesson plans and properties of their lesson plans are properties of their lesson plans and properties of their lesson plans are properties of their lesson plant are
- 16:00-17:00- Discussion: Strategies for assessing student understandir engagement in contextualizing ICTs with sustainability education through lessons.

Day 5 (Wednesday, 20th November 2024): Reflection, Assessment, and Future Trends Lec Prof. Dr. Vassilios Makrakis

- 1. 9:30-10:30- Reflective Activity: Participants discuss what they learned dur workshop and how they plan to implement these ideas in their teaching.
- 2. 10:30-11:00- Closing remarks and feedback sessions to evaluate the worl effectiveness.
- 3. 11:00-11:30- Delivering a questionnaire for assessing the training workshop
- 4. Distribution of certificates.
- 5. Field Trip

Agenda Part II: Based on Bucharest workshop

09:00-09:30 Registration & coffee

9:30 – 10:00 Welcome speech from the University of Bucharest and Faculty of Psychology and Educational Sciences representatives

10:00-10:30 Workshop Introduction: Objectives, expectations, and overview.

10:30-13:30 Unlocking Diverse Intelligences: Integrating Multiple Intelligences Theory in Modern Teaching Practices

- Introduction to the Theory of Multiple Intelligences: the background and development of Gardner's theory, along with an overview of each type of intelligence.
- Identifying Intelligences in Practice: how teachers can recognize and leverage multiple intelligences within their classrooms.
- Personalized Teaching Strategies and Techniques: exploring strategies that encourag all types of intelligence, including examples of activities and exercises.
- Case Studies and Group Discussions: applying the theory through case studies and group discussions.
- Lesson Planning Based on Multiple Intelligences: creating lessons that integrate activities specific to each type of intelligence.

13:30-15:00 - Lunch

15:00 -16:00- History of the University of Bucharest. Learn about the founders and academic life throughout the ages.

16:00-17:00 Recording course units using green screen.

Day 2 (28.01): New pedagogical approaches and educational technologies Rectorate building, C.A. Room, 1st floor

09:00-09:30 - Registration

9:30 - 10:10 - CIVIS Alliances presentation

10:10 - 10:30 - Coffee break

10:30 - 12:30 - Instructional design for creating online courses

12:30 - 13:30 - Developing Computational Thinking in preschool and primary education

- Computational thinking and its relevance in education.
- Previous experiences in Computational Thinking
- Computational thinking in practice
- Sharing experiences and best practices on CT

13:30 - 14:30 - Lunch

14:30 - 15:30 Developing Computational Thinking and off screen devices. Examples in practice

15:30 - 17:00 Facilitating learner's digital competences. Examples from primary school 17:00 - 17:15 Wrap-up and outline of key takeaways.

Day 3 (29.01): Visit to Partner Primary school and kindergarten Ion Vișoiu School, Chitila, Ilfov

09:00

- Tour of the primary school environment, focusing on digital resources and classroom setups.
- Observe a lesson where ICT tools are part of the instructional process.
- Discussion with primary school teachers on their approach to technology in teaching and the impact on student outcomes.

Group Debrief and Takeaways

Group discussion to share observations and reflections.

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Group Debrief and Takeaways

- Group discussion to share observations and reflections.
- Facilitated activity to connect field observations to workshop themes, such as ICT's in fostering active learning and SEL.
- Wrap-up and outline of key takeaways.

Day 4 (30.01): AR & VR in education. Building and running learning experiences Rectorate premises EDIS Innovative Labs. Room 2

Day 4: Immersive technology in education (1)

Virtual Reality in Education

09:00-09:30 - Registration & coffee

09:30 - 10:30 Moodle grading system for elearning courses

10:30 - 11:00 Introduction to VR and AR. Implications for teaching and learning.

11:00 - 11:30 Workshop on VR editors

- Familiarization with the CoSpaces creation interface
- · Familiarization with the functions of CoSpaces virtual classes
- · Developing skills in 3D object manipulation
- Using the CoSpaces library and external resources (Sketchfab)
- Creating simple themed scenes
- Introduction to block-based visual coding
- · Applying interactions in the themed scene

11:30 - 12:30 Exploring scenes in virtual reality (VR). Examples from the field

12:30 - 13:30 Lunch

14:00 - 15:00 Moodle grading system for eLearning courses (2)

15:00 -16:30 Educational resources to enhance learning experience (1)

- · Augmented reality and interactive projections
- · Creating interactive learning resources

16:30 - 17:00 Review and Reflect: Sharing VR integration plans and feedback.

Day 5 (31.01): Integration and Assessment

Faculty of Psychology and Educational Sciences, Amf. Stoian

09:30

Recap: Key learnings from the week.

Group Workshop: Integrating advanced ICT tools into a cohesive lesson plan.

Peer Feedback: Reviewing and refining lesson plans.

Presentation: Sharing final lesson plans and implementation strategies.

Panel Discussion: Future of ICT in education and continuous improvement.

Closing Remarks: Workshop wrap-up, certificates, and next steps.

2.2. Syllabus and Training Material

The workshop focused on enhancing ICT competencies for educators by integrating innovative teaching strategies and digital tools. A key discussion was Multiple Intelligences Theory, emphasizing diverse learning styles and personalized teaching methods. Computational Thinking was also explored, introducing problem-solving skills such as decomposition, pattern recognition, and algorithmic thinking to enhance student learning.

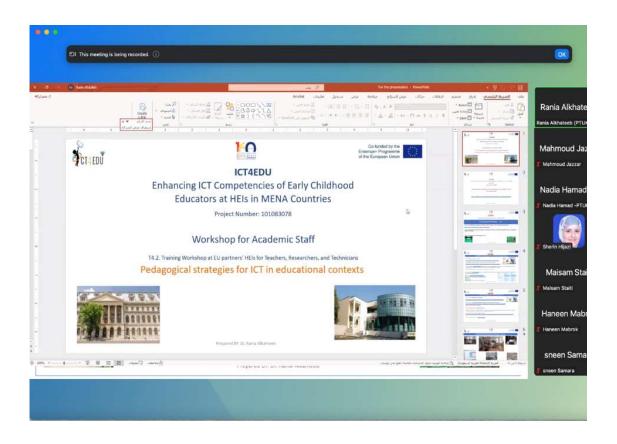
Participants engaged with interactive digital tools like Wordwall and Flippity, which allow educators to create customized quizzes, flashcards, and games to make lessons more engaging. Additionally, CoSpaces provided hands-on experience in building virtual reality (VR) environments, while Sketchfab enabled visualization of 3D models, particularly useful in subjects like anatomy and engineering. These tools, combined with innovative pedagogical approaches, empower educators to create interactive and immersive learning experiences, fostering student engagement and deeper understanding.

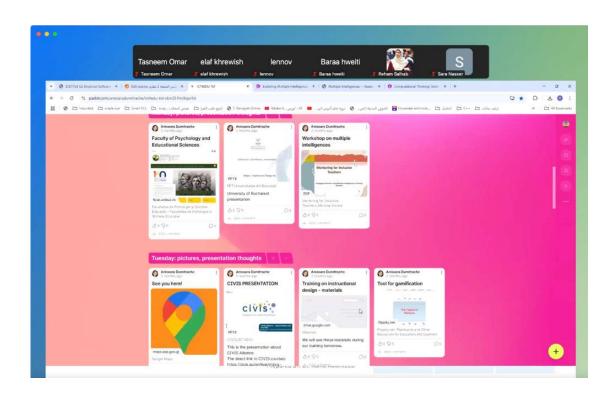
2.3. List of Participants

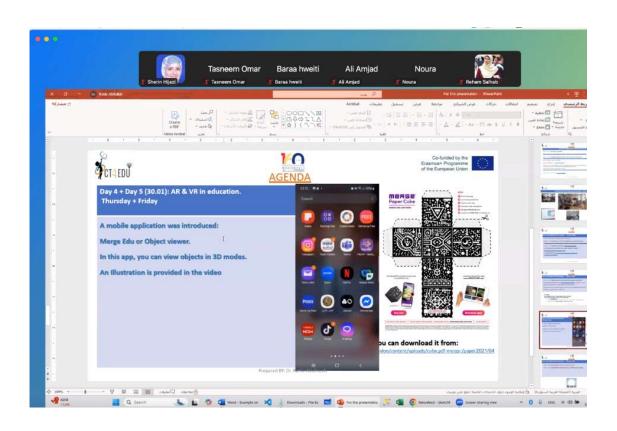
A total of 28 participants joined the sessions via the online platform. The following table shows the names and details of registered participants

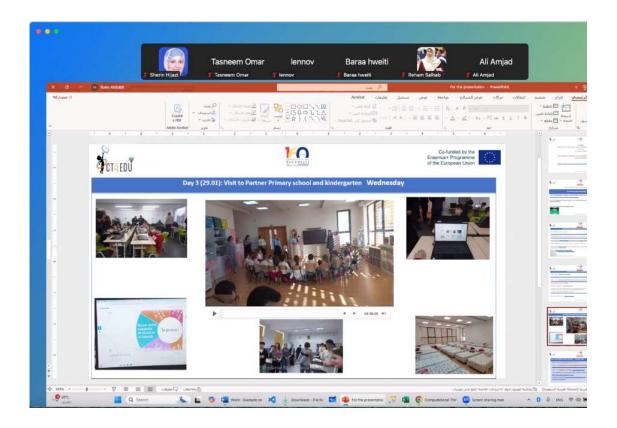
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Sara Nasser		
Maisam Staiti		
Ali Amjad		



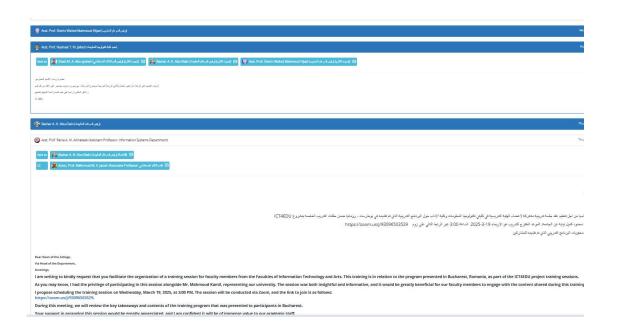






2.4. Dissemination

A formal invitation was disseminated via the Human Resources Management (HRM) system one week prior to the scheduled meeting date. The invitation was addressed to all academic staff, administrative personnel, and technicians from both the College of Information Technology and the College of Arts and Educational Sciences. The purpose of this communication was to ensure broad participation and engagement by informing recipients about the workshop's objectives, agenda, and relevance to their roles. By providing ample notice, the email aimed to facilitate scheduling adjustments and encourage active involvement from diverse faculty and staff members, fostering a collaborative and well-prepared learning environment.









3. Conclusion

This document provides a comprehensive overview of the Training of Trainers (ToT) event, including the detailed agenda, a summary of key topics covered, a complete list of participants, and a collection of photos capturing key moments from the workshop. To further support knowledge sharing and accessibility, the following links contain the prepared presentations and the recorded Zoom session, ensuring that attendees and other stakeholders can revisit the materials and benefit from the insights shared during the training.

https://zoom.us/rec/share/5SLWZrmS917wjWVg940M0FwobdzNbJAursJJilH1leTuVKY0RyQ6P8PPp95REnWX.0U1Fjx_f9N_x6YIS

https://docs.google.com/presentation/d/1IEfqIBT2uASoVJywqZV0TjEIkdmoGt-b/edit?usp=sharing&ouid=106584150550746910061&rtpof=true&sd=true