

Event type	2 <sup>nd</sup> in house training in SCU	
WP Number		
WP Leader		
Event date	01 / 09/ 2024	
Number of Participants	70	
Lecturer's name	Dr. Basem Abdelghany	

## 1 Event Description:

### Title: Tools for Creating Digital Content and Activities (TOT):

This two-day training course is specifically designed for faculty members in Early Childhood Education. It provides practical skills and insights into using digital tools like Kahoot!, Canva, and Microsoft Sway to create engaging and interactive learning experiences for young learners. Through a mix of theoretical discussions and hands-on workshops, participants will explore how to design age-appropriate digital content, develop multimedia presentations, and implement interactive activities in their classrooms. The course aims to equip educators with the tools needed to enhance the digital component of their teaching methods, making lessons more dynamic and appealing for children.

### Objective:

By the end of this training, participants will be able to:

1. Understand the role of digital content in enhancing early childhood education.
2. Create interactive quizzes, surveys, and polls using Kahoot!.
3. Design visually appealing and age-appropriate educational materials using Canva.
4. Develop multimedia presentations and digital storytelling projects with Microsoft Sway.
5. Implement interactive digital activities into the curriculum that engage and inspire young learners.
6. Collaborate with colleagues to design and present digital learning materials.

7. Integrate best practices in digital content creation to meet the needs of early childhood students.

## **2 Agenda and/or announcement poster:**

- **Day 1: Introduction to Digital Tools for Content Creation**

### **9:00 AM - 9:30 AM:**

Welcome and Course Overview

Introduction to course objectives and schedule

Importance of digital content in early childhood education

### **9:30 AM - 10:30 AM:**

Session 1: Introduction to Kahoot!

Overview of Kahoot! as a tool for interactive learning

Types of activities: quizzes, polls, and discussions

### **10:30 AM - 10:45 AM:**

Break

### **10:45 AM - 12:00 PM:**

Session 2: Hands-On Kahoot! Workshop

Creating quizzes and polls

Customizing activities for young learners

### **12:00 PM - 1:00 PM:**

Break

### **1:00 PM - 2:30 PM:**

Session 3: Introduction to Canva for Content Creation

Overview of Canva as a tool for designing engaging digital content

Creating visually appealing presentations, worksheets, and posters

Best practices for designing content that is attractive and age-appropriate

### **2:30 PM - 3:00 PM:**

Q&A and Reflection

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Review of key points

Open discussion

- **Day 2: Multimedia Storytelling and Content Design**

**9:00 AM - 9:30 AM:**

Recap and Reflections from Day 1

Review of Kahoot! and Canva activities and outcomes

**9:30 AM - 10:30 AM:**

Session 1: Introduction to Microsoft Sway

Overview of Microsoft Sway for multimedia presentations

Exploring interactive storytelling and lesson creation

**10:30 AM - 10:45 AM:**

Break

**10:45 AM - 12:00 PM:**

Session 2: Hands-On Microsoft Sway Workshop

Creating a digital story or interactive lesson

Integrating multimedia (images, videos, text)

**12:00 PM - 1:00 PM:**

Break

**1:00 PM - 2:00 PM:**

Session 3: Advanced Canva Techniques

Designing interactive worksheets and activity sheets

Exploring Canva templates and resources for educational content

**2:00 PM - 2:30 PM:**

Session 4: Collaborative Group Work

Group activity: Designing a full lesson using Canva, Microsoft Sway, and Kahoot!

Presentations and peer feedback

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## **2:30 PM - 3:00 PM:**

Wrap-Up and Closing Discussion

Reflection on integrating tools into teaching

Final Q&A and feedback

## **3 Photos**

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