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# FLIPPED CLASSROOM CURRICULUM FOR VET TEACHERS

The classic FC delivers instruction outside of the classroom with participant engagement taking place in the classroom through various learning activities. The deliberate shift of instruction to a learner-centered approach can only be effective if students have all the content they need to study from and to be able to prepare for meaningful engagement in class. Classroom time is valuable, and it should be dedicated to exploring topics in greater depth and creating rich learning opportunities. Content therefore has to be rich, holistic, flexibly delivered, engaging, and integrated & interactive within а shared learning environment. The aim of elaborating a FlipIT Competence Map was to create a strong basis for transferring the pedagogical model of flipped classroom methodology into a practiceoriented curriculum for the teachers.

Competency Frameworks (CF) are relatively commonplace though generally used as a model, or blueprint, for measuring <u>performance</u> within an organisation or sector. It is less common to find CFs used to align educational curricula to an industry or sector framework. FlipIT took the bold step of defining a CF for flipped learning and used the set of competences to shape the resulting course modules developed as an output of the project.

By defining and using a CF we intended to develop a course to prepare teachers for a new role, for changing the traditional role of being the only owner of knowledge into acting as facilitator in the "flipped" classroom.



FlipIT Competence Framework maps the knowledge, skills and competences to flip the classroom towards learning-by-doing, involving, activating, motivating, collaborating. While one of the goals was to develop teachers' advanced digital skills, the learning outcomes in using ICT were focused to the pedagogical aims targeted by the flipped classroom methodology.

To support this innovative use of CFs the FlipIT project implemented the CF as a fully generic Moodle custom plug-in. This allows the participants to build a pre-study competency profile, and to dynamically build a progressbased profile based on performance against the Learning Objectives within the course and their mapping to the course assessment content.

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### **PROJECT INFORMATION**

Experiments are being run all over the world about how best to introduce new, innovative teaching, learning methods that meet the requirements of the 21st century. One of these methods is the 'Flipped Classroom'.

The aim of the project is to integrate the "flipped classroom" method into the pedagogical practice of the VET schools and training centers in the partner countries. The long-term aim of the project is to improve the quality of the vocational education and to engage a movement towards the work-based, collaborative and problem-oriented learning/teaching by utilizing the pedagogical potential of ICT tools.

## **PROJECT OBJECTIVES**

- Review the theoretical studies and pedagogical experiences on Flipped Classroom method
- Carry out a needs-analysis by involving the teachers of the partner countries
- Elaborate the "Flipped Classroom Methodology" (textbook, curricula, online training for VET teachers)
- Pilot online course in the partner countries by involving VET teachers
- Validate the results in VET schools by involving students

### TARGET GROUPS

Primary target group: VET teachers Secondary target group: VET students

### **PROJECT BASICS**

Acronym: Flip-IT! Grant agreement number: 2015-1-HU01-KA202-013555 Title: Flip-IT! - Flipped Classroom in the European Vocational Education Duration: 1 September 2015 – 31 August 2018 Program: ERASMUS+ Participating countries: Hungary, Ireland, Spain, United Kingdom, Czech Republic Website: <u>flip-it.hu</u>

## COORDINATOR

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