





Bullet Points

- Introduction to the WOWSA project
- Social media literacy
- Family learning
- WOWSA Induction to Pedagogy Programme for Parents
- WOWSA Digital Literacy Curriculum for Parents

Lesson Plan – Introduction to digital literacy, family learning and guidance on delivering the induction to pedagogy programme for parents

Learning Outcomes

On successful completion of this Module trainers and adult educators will acquire:	Knowledge	Skills	Attitudes
	 Knowledge of the WOWSA project concept Knowledge of the concept and aim of the Delivering the Induction Pedagogy Programme 	 Deliver the workshops of the Delivering the Induction Pedagogy Programme 	 Willingness to adapt the programme according to the needs of a specific family
	 Basic knowledge of the concept of Family Learning 	 List creative approaches to engage families 	 Understand the principles of simplicity and clarity, transparency, relevance,





 Basic knowledge of analysing the needs of families 	 Identify ways that practitioners engage with families Use creative and sustainable methods to engage families in learning Analyse the needs of a family Plan relevant and helpful family learning activities Adapt methods to meet the needs of specific families 	partnership as well as flexibility and adaptation in the context of family learning Understand the meaning of collaborative partnerships between practitioners, parents and families Willingness to develop a family learning approach for specific families
 Knowledge of the WOWSA Digital Literacy Curriculum for Parents 	 Deliver the workshops and modules of the Digital Literacy Curriculum for Parents 	 Willingness to adapt the workshops and modules of the Digital Literacy Curriculum for Parents according to the specific needs of parents





Lesson Plan

Day 1

Content- Description	Time Duration	Materials/ Equipment Required	Advice/ Tips for Educators to Deliver to Participants	Further Reading/ Link to Resources
Introduction:	45	Training venue with break-	Make sure you	https://miro.com/
Getting to know each other and available online	minutes	out space for all small	have the Miro	
collaboration tools.		teams.	board streaming	https://help.miro.c
			with the projector	om/hc/en-
This learning activity is for participants to learn about each		Flipchart and markers.	so everyone has a	us/articles/360012
other and help each other in creating a Miro board.			clear overview	<u>972900-Tips-for-</u>
		Sign-in sheet for the	(phones might	<u>Creating-Great-</u>
The trainer should prepare a basic Miro board in advance		workshop.	not be big	Miroverse-Boards
with at least the following: a section for participants to			enough),	
describe themselves, a section entitled "Adult Education to		Pens and note-taking	especially when	https://uxdesign.cc
me", where they can upload a picture, which represents		materials for participants.	discussing the	/practical-miro-
their approach to adult education, a section with useful links			chosen picture,	tips-and-tricks-
and other materials, and 3 groups, where participants will be		Post it notes, pens.	everyone should	<u>a9c2c9f59f2a</u>
posting their ideas.			be able to see it.	
		Prepared <i>Miró board.</i>		
Ask participants, which online collaboration tools they				
already know. After a discussion, share the link of your		Computer and projector	During all 3 days	
prepared Miro board and ask them to fill out the section			of the In Service	
representing all participants (they should upload their photo			Training,	
and add 2-3 lines about their work experience). Secondly ask		https://miro.com/welcome	participants	
them to search for a picture online and upload it in the		onboard/dThPWGp0UzBTQ	should be using	
designated area, which represents their approach to adult		2tVS3ZhZEtFSTBLaTZwUlRK	their laptops.	





education. (30 minutes). After the activity ask them to explain why they choose the picture (15 minutes).		d2VrZUoxU1l6YTVaSFdPMH IxRWlyZ0c3dmFsMG5Kd2Ix dTlMRXwzMDc0NDU3MzU4 NjYxNTUwMTQw?invite lin k id=530276777431		
Workshop 1 – Delivering the Induction Pedagogy Programme The trainer introduces the WOWSA project, its website and overview of the project outcomes to the participants and shows them what the individual sections contain and where they can find educational resources for family learning. The trainer presents the Induction Pedagogy Programme, Workshops 1-4, focussing on how to use the Family Learning Toolkit of the WOWSA project. The trainer encourages participants to brainstorm and discuss in what kind of settings the materials and workshops could be used; outcome is documented on the Miro board.	1,5 hours	Computer, projector Induction Pedagogy Programme, Workshops 1-4	One short activity from the Induction to Pedagogy for Parents - Lesson Plan / Workshop 3 or 4: Using the Family Learning Toolkit of the WOWSA project can be delivered.	http://wowsa.eu/
Workshop 2 – Understanding Family Learning The trainer introduces Tutor's handbook - Induction to Pedagogy for Parents - Best Practices in Digital Literacy for Parents, one of the intellectual outputs of the WOWSA project. Participants should be split in 3 groups: A) Family Literacy B) Parents Role in Family Learning C) Digital Gaps. Each group	2,5 hours	Flipchart and markers. Prepared <i>Miró board.</i>		https://education.g ov.scot/improvem ent/learning- resources/engagin g-parents-and- families-a-toolkit- for-practitioners/





should elaborate on their topic using the Tutor's Handbook and other available resources on the WOWSA website. (15 minutes) Followed by a presentation of each group. (15 minutes)

Participants should brainstorm within their group answering the following question: "How can educators promote or encourage family learning. Which methods work best?" (30 minutes). Discussion (20 minutes). The outcomes should be noted on Miro.

Trainer introduces participants to basics of analysing family needs using the power point presentation. In smaller groups participants should discuss, which questions would be suitable in the framework of the WOWSA project when conducting a needs analysis (writing the questions directly in Miro). (20 minutes) After the presentation (10 minutes), trainer asks participants about their target groups and splits participants into smaller groups according to their target groups. In the groups participants should discuss about: -Barriers their target group might have when accessing training opportunities (language, culture, etc); - How can we reach this target group? – Which method for the analysis of the needs would be most convenient? – Which resources developed within the WOWSA project should be adapted and how? (30 minutes). Discussion and presentation of the outcomes - notes written in the Miro. (20 minutes)





Workshop 3 – Digital Literacy / Media Literacy / Social	2 hours	Pens and note-taking	http://wowsa.eu/
Media Literacy – WOWSA Digital Literacy Curriculum for		materials for participants.	
Parents Trainer presents the WOWSA Digital Literacy Curriculum for Parents using the Power Point Presentation and the WOWSA website. Discussion. (45 Minutes)		Participants should be able to use their mobile phones. Access to the internet will be needed.	
		Online Miro board.	
Split participants in 3 groups. Each group has a task to discuss the WOWSA Digital Literacy Curriculum for Parents focussing on a) digital literacy b) media literacy c) social media literacy and answering the question: How can the modules be adapted to the needs of your target group? Participants should make notes in the prepared Miro board. After 45 minutes they should present their outcomes (30 minutes).		WOWSA Digital Literacy Curriculum for Parents Resources, WOWSA website Power Point Presentation	

Day 2

Bullet Points

- Educational Potential of Comics
- Comics as part of family learning





- WOWSA Induction Pedagogy Programme
- Creating a comic

Lesson Plan – developing and producing Comic Strips using available open-source software

Learning Outcomes

On successful completion of this Module trainers and adult educators will acquire:	Knowledge	Skills	Attitudes
	 Knowledge about the principles and benefits of using comics and storytelling while working with families Knowledge of key websites and apps for making comics Knowledge of the WOWSA comics Knowledge of the entire process of creating a comic 	 Analyse the benefits of comics and storytelling in educational intervention Provide examples of comics, storytelling and gamification applied with the purpose of family learning Use websites and apps for making comics Be able to use comic in educational intervention 	 Understand the principles and benefits of using comics and storytelling while working with families Willingness to engage in and learn about possibilities of developing and producing comic strips Understand the production process

Lesson Plan





Content- Description	Time Duration	Materials/ Equipment Required	Advice/ Tips for Educators to Deliver to Participants	Further Reading/ Link to Resources
Introduction – Educational Potential of Comics	30	Training venue with break-	Each participant	https://www.youtu
	minutes	out space for all small	needs his/her	be.com/watch?v=
Start the workshop by playing the YouTube video Why comics belong in the classroom:		teams.	own laptop.	Oz4JqAJbxj0
https://www.youtube.com/watch?v=Oz4JqAJbxj0		Flipchart and markers.		https://www.schoo
				Iserv.in/Graphic-
Start a discussion with participants by asking them why		Sign-in sheet for the		and-Comic-Strip-
comics should be part of family learning (15 minutes). Collect the answers and suggestions on Miro board.		workshop.		to-Make-Learning-
the answers and suggestions on Millo board.		Pens and note-taking		Engaging/
		materials for participants.		https://onlinelibrar
				y.wiley.com/doi/10
		Post it notes, pens.		<u>.1111/hir.12145</u>
		Prepared Miró board.		https://onlinelibrar
		Commenter and analysis to a		y.wiley.com/doi/10
		Computer and projector		.1111/hir.12145
		Internet Access		
WOWSA comics – Induction to Pedagogy for Parents,	1 hour			http://wowsa.eu/
Workshop 3				
By using the power point presentation present the				
Workshop 3 of the Induction to Pedagogy for Parents and				





Comics, which are part of the Family Learning Toolkit, available on the WOWSA website. Split participants in groups, ask them to review the comics and discuss within the group if anything should be adapted for a special target group (20 minutes), followed by a discussion (20 minutes). Outcomes should be documented in Miro.			
Rey websites and apps for making comics Present participants the websites of the online tools Canva and Pixton. Show them the video Pixton and Canva comic strip tutorial on YouTube https://www.youtube.com/watch?v=SX72cknyJ7A	1 hour		https://www.quert ime.com/article/14 -online-tools-to- create-your-own- comics/ https://www.youtu be.com/watch?v=S X72cknyJ7A
Creating a comic book. Divide participants into 3 groups. They should pick a topic Pick a topic from: - TikTok Challenge - I hate parental control - Spending my pocket money on online games Research on the topic Create a story Use simple language	4 hours	Power Point Presentation	





Create the comic by using Pixton or Canva			
Feedback / Evaluation – padlet/Miro	30 minutes		
Ask participants for their feedback, the most important points should be documented on Miro.			

Day 3

Bullet Points

- Benefits and advantages of audiobooks and podcasts
- WOWSA Audiobook Induction to Pedagogy for Parents, Workshop 4
- Key websites and apps for making audiobooks/podcasts
- Creating an audiobook/podcast

Lesson Plan – developing and producing audiobooks and podcasts using available open-source software.

Learning Outcomes

On successful completion of this	Knowledge	Skills	Attitudes
Module trainers and adult			
educators will acquire:			





Lesson Plan

Content- Description	Time Duration	Materials/ Equipment Required	Advice/ Tips for Educators to Deliver to Participants	Further Reading/ Link to Resources
Introduction – Benefits and advantages of audiobooks and podcasts	30 minutes	Training venue with break- out space for all small teams.		
Split participants in smaller groups and ask them to brainstorm about benefits and advantages of audiobooks and podcasts, especially in relation to elderly people. (15		Flipchart and markers.		
minutes) Groups should present their outcomes, discussion on possible difficulties of introducing audiobooks to elderly people.		Sign-in sheet for the workshop.		





		Pens and note-taking materials for participants. Post it notes, pens. Prepared Miró board. Computer and projector	
WOWSA Audiobook - Induction to Pedagogy for Parents, Workshop 4	1 hour	Padlet/Miro board, PC, handouts – lesson plan workshop 4	http://wowsa.eu/
Present the WOWSA Audiobook for senior learners.			
Split participants in smaller groups – according to their target groups and ask them: a) to review the WOWSA workshop 4, focusing on which parts of the workshops should be adapted to the needs of their target group and how; b) which other topics could be included.			
Outcomes should be documented on Miro board.	20	et alana a	lantas //litadlasasas
Key websites and apps for making audiobooks/podcasts	30 minutes	Flipchart, pens	https://kindlepren eur.com/how-to-
Ask participants about the process and stages of creating an audio book. What are pros and cons of text-to-speech technologies? What is the difference between an audiobook and a podcast?		Miro	make-an- audiobook/





Using the power point presentation, guide participants through the stages of creating an audiobook/podcast: research, writing the text, getting to know available text-to-speech technology, tips for recording (https://www.youtube.com/watch?v=9LLXXovGLFM) , creating audio files, editing (https://www.youtube.com/watch?v=6Fl6kyWpyeQ), uploading the files (all links are in the presentation). Participants should create accounts on: Spotify / Soundcloud, Anchor and YouTube (1 hour) Creating a non-fictional podcast with participants: In groups of 3-4 participants should choose a topic on which they would like to create an additional chapter of the existing audio book: a) Grandparents guiding their grandchildren in the digital world b) How much digital devices for my pre-school child? c) TikTok safety d) Pressure of getting the likes e) Emotional wellbeing online f) Online gaming (3 hours for creating the outcomes, 30 minutes for	4,5 hours	Each group needs at least one laptop/PC Power Point Presentation	Connecting with grandchildren online	https://www.youtube.com/watch?v=6 Fl6kyWpyeQ https://www.youtube.com/watch?v=9 LLxXovGLFM https://www.youtube.com/watch?v=FhNuIUWLTkU https://www.internetmatters.org/ https://filmora.wondershare.com/video-editing-tips/free-audio-editor.html https://www.youtube.com/watch?v=hJ7VM9V3CQc
(3 hours for creating the outcomes, 30 minutes for presentation).				http://wowsa.eu
Sum up: what did we learn? Discuss the Miro board with participants	30 minutes			https://miro.com/ welcomeonboard/ dThPWGp0UzBTQ2 tVS3ZhZEtFSTBLaT





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