



DigitAlAD

**Digital Adult Educators: Preparing
Adult Educators For a Digital World**
“DigitAlAD Curriculum for adult
educators”



LESSON PLAN INFORMATION

Lesson/Activity plan: Infographics on
the daily use of the Internet

Target/group: Adult education

Topic/ competence: Creating and
modifying digital resources

Time: 2 hours

INTRODUCTION

- Introduce students to what it means to create online content as well as the main web tools to be used
- Show & talk about examples
- Establish safety criteria in the use of electronic devices and educational space
- Explain the evaluation criteria
- Divide the class into workgroups, ensuring that they have at least one computer per group

TEACHER NOTES

- Be sure that your students have access to the different tools needed
- Ensure that students are involved in all activities
- Share evaluation criteria with students and involve them in the evaluation

TEACHING METHODS

- Learning by doing
- Project-based learning
- Active learning strategies
- Blended learning
- Peer learning
- Hands-on learning
- Collaborative learning

MATERIALS, DEVICES AND TOOLS

Materials, devices or tools needed for this lesson (needed to develop certain competence):

1. A computer with an internet connection
2. Genial.ly

LESSON TASK

Students will work together to develop a series of interactive infographics through the Genial.ly website. To do so, they must meet several criteria:

1. In groups, decide the topics they want to talk about in their infographics.
2. Use Genial.ly to develop their infographics. They must include at least one video, one audio, one image and three different elements from all those offered by Genial.ly.
3. Each member will develop one of the resources included in the team's infographics.

LEARNING OUTCOME

By completing this lesson task, students will achieve learning outcomes and learn skills and develop competences, such as the creation of online content through different web tools and apps.

- Plan, develop and evaluate online teaching activities that require to use different content production tools (texts, maps, word clouds, hypertexts, videos, audio recordings, etc.) and encourage them to generate their own digital portfolios.
- Design, use and share with other partners digital materials using iconic and/or audiovisual formats and languages, such as computer graphics, concept maps, podcasts or videos.
- Participate, along with other partners, in the collaborative creation of digital educational resources.

REFLECTION

- Did your team build the iconographies that was this lesson aim? If not, what were the reasons?
- Is your team able to use the different tools and apps proposed in this lesson plan?
- If the project succeeded correctly and well, what do you think helped to achieve the goal?
- What was the best part of this lesson?
- How can this competence be applied in practice?



TESTING / ASSESSMENT

- The most important is to participate and **get involved**.
- Next, important aspect what indicates a successful lesson that lesson **task is achieved** (according to the plan or with other ideas, if possible).
- Awareness and correction of mistakes is also a very good achievement of the lesson (**problem solving**)
- To assess students' **knowledge**:
 1. Development of interactive educational resources
 2. Use of different web tools
 3. Work as a team and encourage cooperation among colleagues

