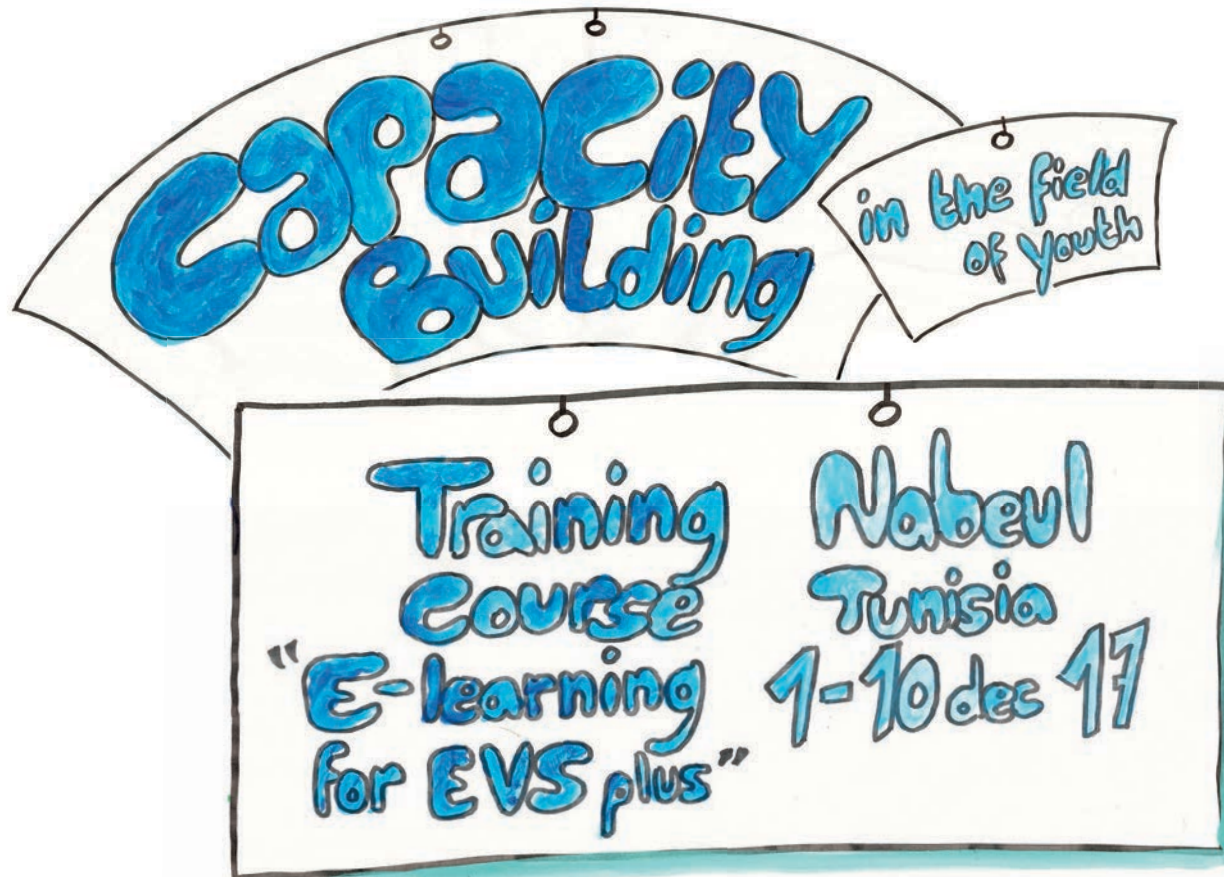
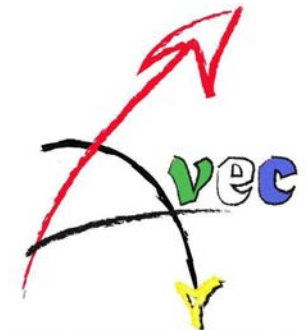


GRAPHIC FACILITATION MAGAZINE



Erasmus+



ASSOCIATION DE VOLONTARIAT, ECHANGE CULTUREL
ET ACTION DES JEUNES

Program Activities 18 months

Capacity Building

in the field of youth

"E-Learning For EVS plus"



6 Euro Med partner countries

2 days transnational Project meeting

in Tunisia

- CONTRIBUTIONS
- WORKING METHODS
- PLAN
- NEEDS OF THE EURO MED VOLUNTEERS
- TASKS
- ONLINE TRAININGS

7/8 NOVEMBER 17

2 days transnational evaluation meeting

in Spain

- FINAL EVALUATION
- RESULTS OF THE PROJECT
- PLAN FOR FUTURE
- SUSTAINABILITY OF THE PLATFORM
- DISSEMINATION

7/8 DECEMBER 18

9 days Training course

in Tunisia

- DEVELOP SKILLS
- 22 ONLINE TRAININGS
- PLATFORM e-avs.eu
- CREATING ONLINE COURSES
- NEEDS OF THE VOLUNTEERS
- BECOME FUTURE MENTORS OF ONLINE TRAININGS

1-10 DECEMBER 17

9 days Training course

in Greece

- CREATING EVALUATION TOOLS
- Technical & Pedagogical tools
- HOOPLE
- VALIDATION SKILLS
- TRAINING TO BECOME E-MENTORS
- SEND & HOST 1 VOLUNTEER

10-18 FEBRUARY 18

2 months EVS project

- E-LEARNING PLATFORM
- PROVISION
- AVEC
- BRNO
- TAING PART OF THE ONLINE COURSES
- EVOLUNTEERS
- NAFS
- DIAGONAL
- SOLIDARITY TRACKS
- GRAINE DE PAIX

FROM APRIL 19

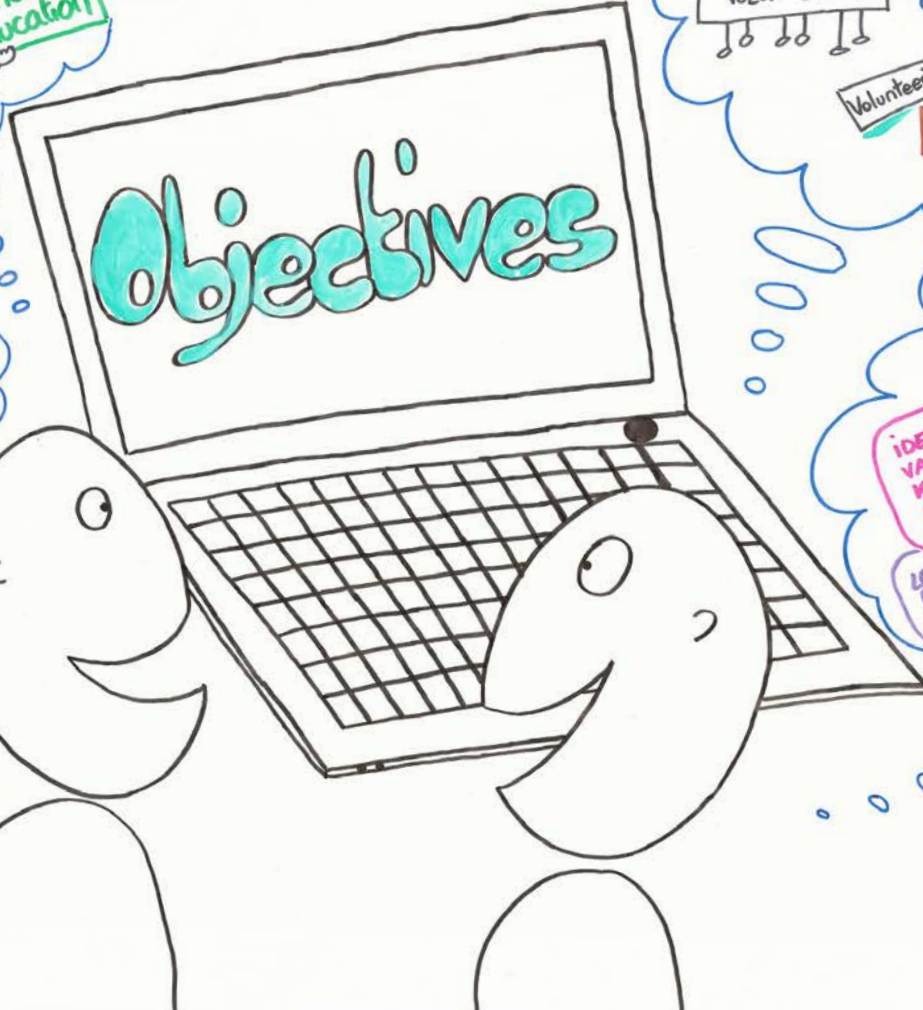
Training Course Nabeul Tunisia
"E-learning for EVS plus" 1-10 dec 17

Obtain new knowledge, Skills & competences

STAFF
Youth Worker
Experts
Virtual technologies
e-learning
non formal education
modern methods of Learning

Develop Personal & Professional competences

PERSONAL PROFESSIONAL SKILLS
ACTIVE CITIZENS SKILLS
Professional World
EVS VOLUNTEERS
Volunteering
EDUCATIONAL PROCESS
MODULES OF E-LEARNING



Promote the adoption of innovative Practices

OPEN ACCESSIBLE LEARNING TO EVERYONE
EVS
SUSTAINABLE ENTREPRENEURSHIP
INFORMATION COMMUNICATION TECHNOLOGIES
TEAMWORK
FREE EDUCATIONAL RESOURCES

Create an innovative tool

ENTREPRENEURSHIP EDUCATION
NON FORMAL EDUCATION
IMPROVE CAPACITIES COMPETENCES OF THE PARTNERS
EMPLOYABILITY AFTER VOLUNTEERING
e-LEARNING
Moodle
LEARNING PROCESS OF VOLUNTEERS
IDENTIFY VALIDATE KNOWLEDGE SKILLS COMPETENCES

E.V.S EUROPEAN VOLUNTARY SERVICE

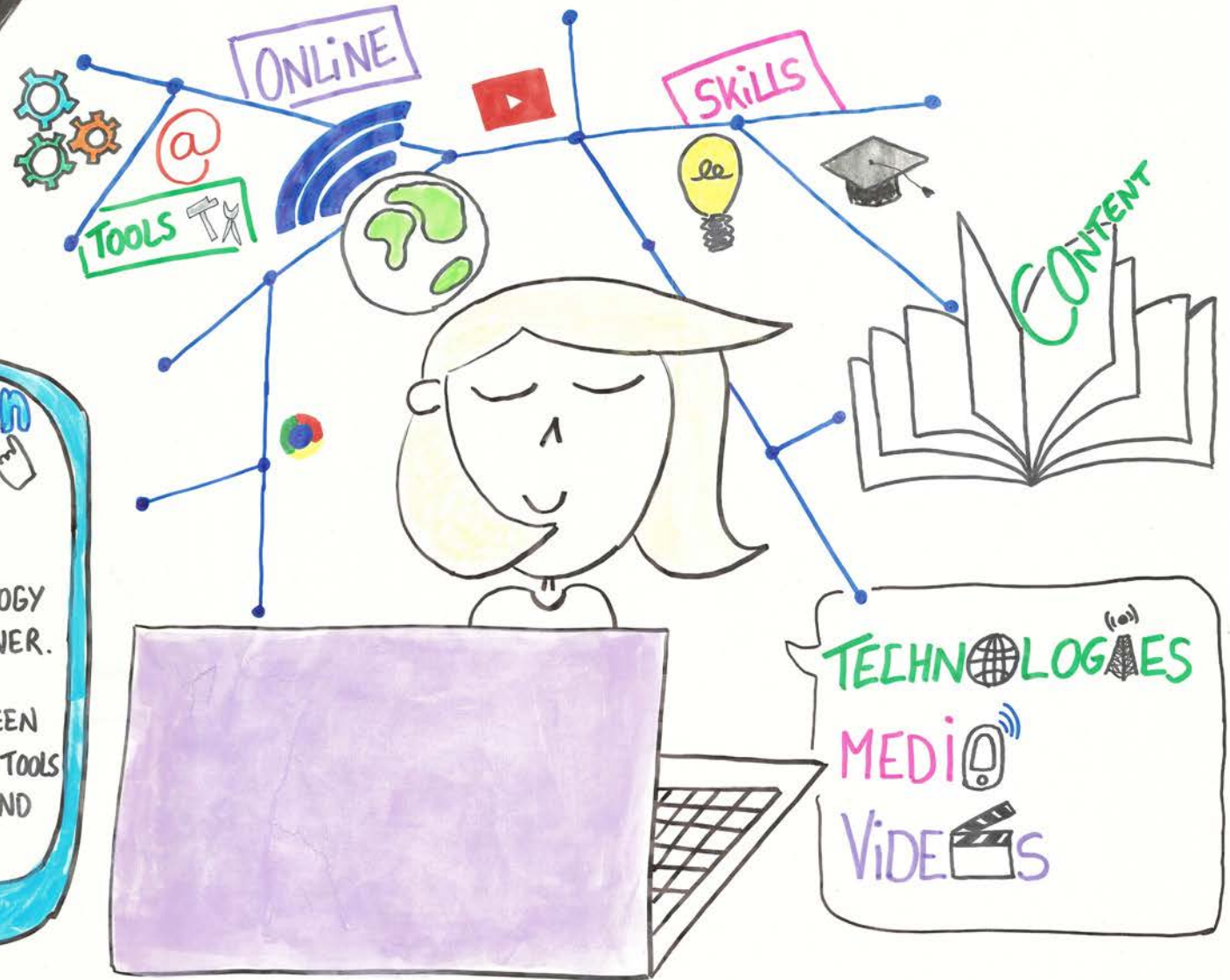


NOTION ↗

E-LEARNING

Definition

IS ANYKIND OF LEARNING THAT INCLUDES TECHNOLOGY TO HELP THE LEARNER. THIS CAN INCLUDE VIDEOS, TOUCH SCREEN TECHNOLOGY ONLINE TOOLS OR ANY OTHER KIND OF MEDIA.



TECHNOLOGIES
 MEDI
 VIDE

NOTIONS 2

FORMAL LEARNING



NON FORMAL LEARNING



INFORMAL LEARNING



Online

Offline

Disadvantages
 POLLUTION (transport)
 UNFLEXIBLE
 No international discussion
 Can be boring Social problems
 NOT EASY A lot of time
 distances (far) Not updated
 Limited access
 losing time

Advantages
 dynamic Resources Technology international
 Actual information INTERACTION Self-Motivation
 Methods quickly Multi topics Scalable easy Audiovisual skills
 evaluation immediate AUTONOMY effective Reducing carbon
 availability No transport NEWS work & study
 gamification COMFORT SUSTAINABILITY Adapted
 Self-discipline opportunities Travelling Statistics
 Funny Updated FLEXIBILITY Resources Feedback Cost

Advantages
 easy to correct team motivation
 BE FOCUS Urgency Key words highlight words TEAM WORK
 Real time No technology knowledge FEELINGS Mutuality
 Team spirit Healthy LEARN FROM EXPERIENCE Cost
 immersion Adaptation Human resources Integration
 inclusion Notes Comfort Hand writing
 quickly SCHEDULE FREE STRUCTURED critical thinking Opportunities
 Non-formal education Effective SOCIAL SKILLS Atmosphere
 No internet dynamic presentation Consolidation Emergency
 cheap

Disadvantages
 Hard work Procrastination
 No FACE TO FACE TECHNICAL PROBLEMS Wrong use of internet resources
 DISTRACTION No LIMITED misunderstanding
 Bad connection motivation Environment/Climate
 Difficulties for elders Be lazy More pollution
 Reduce the creativity No social contact
 Intensity expensive Harder for some people

NOTIONS 4

Instructional Design Method

ADDIE

For who?
- Educators
- Instructional designers
- Training developers

Development

Evaluation

Implementation

Design

Analysis

For what?
Creating instructions, training programs
Develop educational tools

Analysis

Instructional 1. Goals

CLEAR INSTRUCTIONAL GOALS

Instructional 2. Analysis

ALL THE NECESSARY STEPS

Learning 3. Analysis

What the learners already know?

Learning 4. Objectives

1. Describe
2. Demonstrate
3. Show
4. Explain

S.M.A.R.T

Bloom's Cake

Design

Design Assessment

Goals, Learners, Context, Assessment

Choose a course format

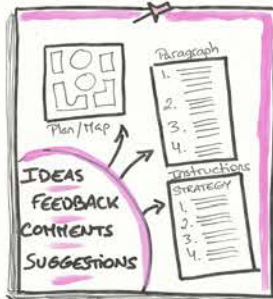
classroom, correspondence, Lesson 2, Lesson 4, Blended learning

Create on instructional strategy

1. PRE-INSTRUCTIONAL ACTIVITIES: Motivation, Lectures, Readings, Discussions, Projects, Worksheets, Assessments, Activities
2. CONTENT PRESENTATION: Concise content
3. LEARNER PARTICIPATION: Practice, feedback
4. ASSESSMENT: Final assessment, Practice, attitude
5. FOLLOW-THROUGH ACTIVITIES: Review

Development

Create a sample



Develop the Course Materials



conduct a run-through



Implementation

Train the instructor

- Objectives
- Activities
- Media
- Assessments

Prepare the learners



Arrange the learning Space



Evaluation

Formative evaluation

- one-to-one
- small group
- field trial



TAKES PLACE AFTER THE EDUCATIONAL COURSE AND SERVES TO GIVE IDEAS ABOUT WHAT TO IMPROVE NEXT TIME.

Summative evaluation



Tools

- ONLINE FORMS
- DISCUSSIONS
- OPEN-ENDED QUESTIONS (Strengths & weaknesses)
- EVALUATION GRID (outcomes indicators)
- ANONYMOUS EVAL

Bloom's Taxonomy method



Learning Objectives

SMART method

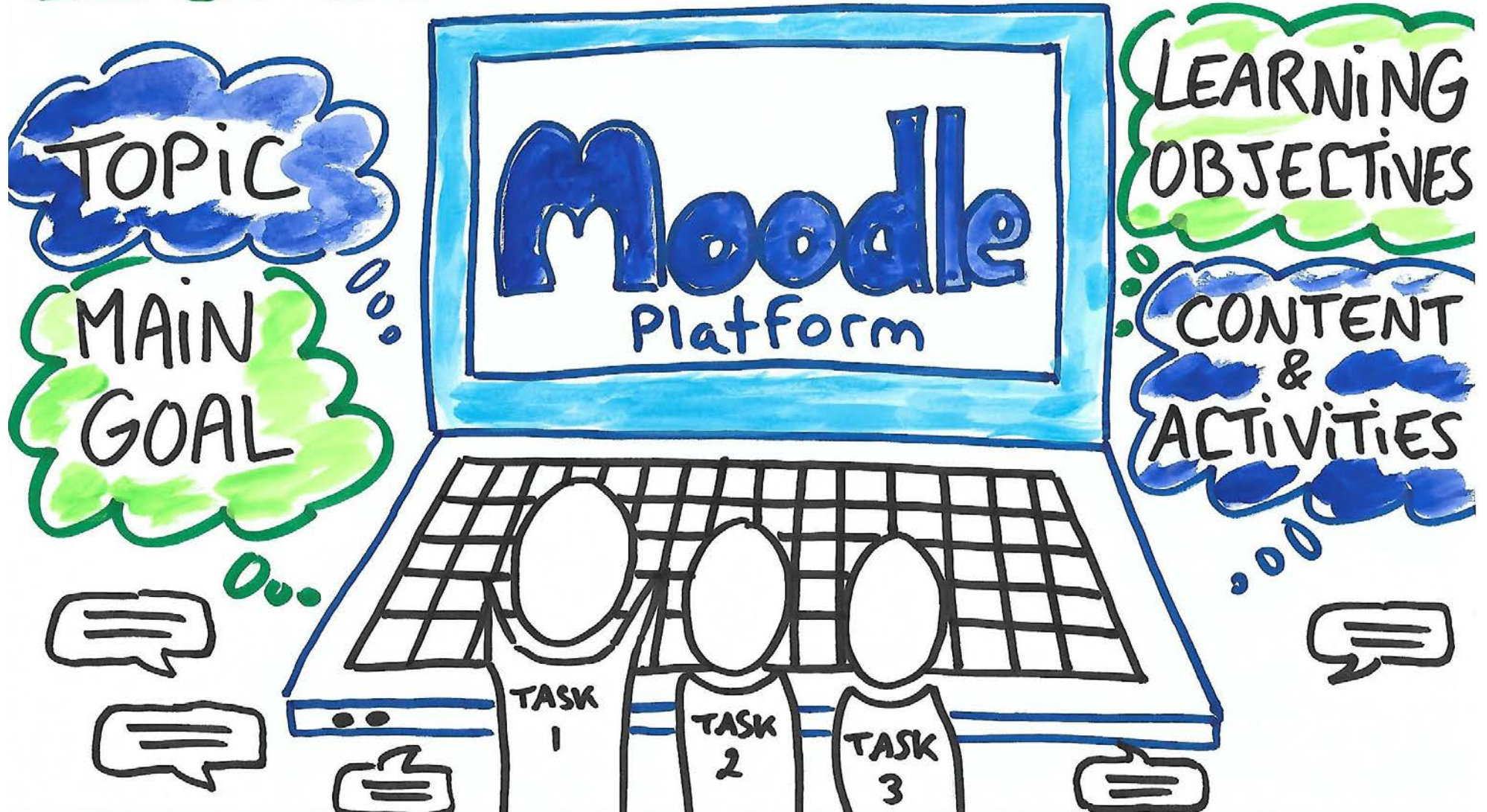


BLOOM'S TAXONOMY IS A CLASSIFICATION OF THE DIFFERENT OBJECTIVES AND SKILLS THAT EDUCATORS SET FOR THEIR LEARNERS.

USING THE "SMART" METHOD IS A GREAT WAY TO HELP YOU CHECK YOUR OWN WORK WHEN YOU'RE CREATING OBJECTIVES.



Euromed.e-vs.eu



TORCS

FROM VOLUNTEERING
TO GETTING
A JOB

HOW TO
ORGANIZE AN
EVENT & HOW
TO PROMOTE IT
THROUGH SOCIAL
MEDIA

HOW TO
PROMOTE
EVS

FOLLOWING
YOUR LEARNING
PATH DURING
EVS

ON
ARRIVAL
TRAINING
(BETA)



TO BE
A VOLUNTEER!

CERTIFICATE

NON FORMAL
EDUCATION

Youth Pass

8 KEYS
COMPETENCES

1. COMMUNICATION IN THE MOTHER TONGUE
2. COMMUNICATION IN FOREIGN LANGUAGES
3. MATHEMATICAL COMPETENCE
4. DIGITAL COMPETENCES
5. LEARNING TO LEARN
6. SOCIAL & CIVIC COMPETENCES
7. SENSE OF INITIATIVES AND ENTREPRENEURSHIP
8. CULTURAL AWARENESS & EXPRESSION



ASSOCIATION DE VOLONTARIAT, ECHANGE CULTUREL
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NABEUL, TUNISIA 2017



**DRAWINGS BY:
CYRIELLE FREY**