

TRAINING COURSE

WORKSHOP TRAINING IN PEDAGOGY FOR SUSTAINABLE HOSPITALITY DIGITALISATION FOR HOSPITALITY VET EDUCATORS

**SUSTAINABLE HOSPITALITY
DIGITALISATION TOOLKIT-
2021-1-LV01-KA220-
VET-000033140**



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Here you will find detailed information regarding the training course:

1. Training Course Information

“Educative european programmes are not known for everyone, but they are an excellent means to create networking and to develop new KA1 projects to promote learning mobilities of the educational staff.”

Training Course: Workshop Training in Pedagogy for Sustainable Hospitality Digitalisation for Hospitality VET Educators

Venue: Inercia Digital's training and innovation centre.

Address: Plaza Tallista Miguel Hierro Número 9, A, 21007, Huelva, España.

Dates: 8th to 12th May, 2023.

Duration: 5 days courses (40 hours). According to the Flipped Classroom methodology, it will take 20 presential hours (during the afternoon, from 16:00 to 20:00), and 20 hours of self-learning out of this time slot.

Training fee covered: 100%

Special instructions: 100% presence is required.

Preliminary requirements: An A1 level (newcomer) in all of the DigCompEdu Framework competences (Certification not needed).

Additional resources available: computers, Internet connection, digital projector, speakers, headphones, tutors, online platform with supporting materials, papers, pens.

Proficiency profile: B1 – Integrator / B2 – Expert

Methods and schedule for evaluation: This training course will follow a Non-Formal methodology in every domain, in order to promote the interaction between learners and trainers as well as between students themselves. Different methods will be developed within the in-person sessions, giving special attention to the Case method, methodology based on project, learning by doing and the Interrogative one. The basic methodology of the course is the flipped one. It means that students will work on the Inercia Digital's online platform. It will be useful to download the learning and supporting materials, to participate in debate forums, to ask doubts, to interact with other students, to complete the required tasks for evaluation, and to do the final self-assessment of their achievement theoretical questionnaires. The learners will have access to the online platform at any moment, and they must spend almost 10 hours of dedication. All this provision is completed with in-person classes, in which different activities are carried out to definitively integrate conceptual, procedural and attitudinal course content. This method is based on some curriculum conditions, referring to both the methodology and the content of the courses, according to the DigCompOrg framework.

- Staff and learners are both creators of contents, as the courses are adapted depending on the specific learning objectives, context, pedagogical approach, and learner group. used Curricula are redesigned or reinterpreted to reflect the pedagogical possibilities afforded by digital technologies
- Content repositories are widely and effectively used. Intellectual property and copyright are respected. Digital tools and contents are licensed as required, although Open Educational Resources are promoted.

Evaluation: in order to guarantee the quality of our courses, evaluation is perceived as an extended process. This will mean the continuous evaluation of the learners in several aspects, which are discussed below:

- **Initial assessment:** before the start of the course, participants will be evaluated on their willingness to participate, as well as on certain aspects related to the course organization.

- **Theoretical:** The wide theoretical knowledge will be evaluated at the end of the course with a questionnaire that will be done on the online platform. The theoretical evaluation is the 40% of the final mark and it is compulsory in order to pass the course. Students' digital competence is developed across the curriculum, and that's why this evaluation will be used to define the proficiency profile of each participant, according to the DigCompEdu (Digital Competence Framework for Educators) system, proposed by the European Commission.
- **Practice:** This training course is based on the Continuous Assessment. Therefore, the students will participate in the debates and sessions planned. The participation and realization of the sessions' tasks will be 60% of the final mark and it is compulsory in order to pass the course. In order to evaluate learners' participation and dedication, all the daily activities will be saved on the online platform. The tutor will write every evaluation of the sessions on the online platform to establish a continuous feedback system.
- **Final assessment:** participants will be evaluated on their participation and own considerations and proposal.

Type of Certification of Attendance Awarded

- Certificate of attendance including description of training content and time input
- Europass mobility certificates – to be issued by Inercia Digital S.L

Objectives of the Course: The objective of the course is to present, test and disseminate the materials developed for Hospitality VET Educators in order to equip the educators with practical materials and competencies to use the developed resources.

Specific objectives of the Course:

- Develop Sustainable Hospitality Digitalisation Guidebook for initial and continuous VET Learners;
- Provide practical guidelines 'Pedagogy of Sustainable Hospitality Digitalisation' to VET Educators and coaches of initial and continuous professional hospitality education;
- Produce digital course 'Sustainable Hospitality Digitalisation Toolkit ' with teaching and learning resources for initial and continuous VET education and professional field workshops;
- Produce series of webinars to demonstrate how to use the resources and the course by the educators and learners from the two perspectives, and produce reviews on related to sustainable digitalisation subtopics;

- Improve VET educators' knowledge on hospitality digitalisation and approaches to embed digitalisation in the units;
- Mobilise social capital to raise awareness and promote the need to improve digital and digitalisation skills in Hospitality VET education and in the hospitality industry;
- Improve the intellectual and digitalisation competence of the project participants;

Learning outcomes:

- Participants will debate about their way of teaching and the innovative practices and resources at their disposal in the formal and informal context of VET education while participating in European programmes and networking.
- Participants will prototype and test innovative resources, methods and practical materials generated in the KA2 project Sustainable Hospitality Digitalisation Toolkit
- Participants will be introduced to tools that are helpful to manage projects and tasks in innovative VET education strategies.
- Participants will be able to integrate digital and organisational tools into daily work.

Competences acquired by our learners:

Competences were designed and distributed according to what the European Commission establishes in the European Framework for the Digital Competence of Educators. This training course is designed under the influence of all the competencies defined in the framework, and they are taken into account in a transversal sense.

- To use digital technologies to engage in collaboration with other educators and professionals, sharing and exchanging knowledge and experience, and collaboratively innovating pedagogic practices.
- To organize, test and assess new methods, materials and resources for educators in the Hospitality VET field.
- To appropriately manage and orchestrate innovative teaching strategies, planning for and implementing new resources in the teaching process, so as to enhance the effectiveness of teaching interventions.
- To use different technologies and methods to enhance the interaction with learners, and other stakeholders in VET education, integrating innovative practices as a means of enhancing communication, collaboration and collaborative knowledge creation.

The Project Results:

- Innovative Open Educational Resources: Sustainable Hospitality Digitalisation Toolkit.
- PR1 Sustainable Hospitality Digitalisation Guidebook for VET Learners and Professionals (initial, continuous learners).
- PR2 'Pedagogy of Sustainable Hospitality Digitalisation' for VET Educators and hospitality business field coaches and team leads.
- PR3 Digital course 'Sustainable Hospitality Digitalisation Toolkit' with materials;
- PR4 Series of Webinars on 'Sustainable Hospitality Digitalisation.
- The course elements will be integrated with Moodle system but CMS system for hotels and tourism companies is expected to be the cornerstone for the digital solution by Digital Guest (Sweden) embedded in this course. The course will include elements and features for 8 learners' styles.
- The project will work out the Sustainable Hospitality Digitalisation Competence Framework for VET educators for VET Learners on the basis of DigComp (JRC, 2019).

2. Training Course Programme

DAY 1. ARRIVAL. INTRODUCTION TO SUSTAINABLE HOSPITALITY DIGITALISATION (MONDAY)

10:00 - 14:00 Visiting sites of the hospitality companies.

16:00 - 16:30 Welcome. Greetings and introductions (meeting each other).

- Foster understanding of the culture and mentality of the host country.

16:30 - 16:45 Presentation of Inercia Digital

16:45 - 17:30 Presentation of the Moodle Platform and the objectives of the project

- How to use the online platform. Online activities.

17:30 - 18:00 *Break.*

18:00 - 20:00 City Tour

DAY 2. PEDAGOGY FOR SUSTAINABLE HOSPITALITY DIGITALISATION.

10:00 - 14:00 Visit of sustainable hospitality companies

16:00 - 16:15 Welcome. Objectives Exhibition Session.

16:15-17:15 Introduction to the PR1 Sustainable Hospitality Digitalisation Guidebook for VET Learners and Professionals and Introduction to PR2 'Pedagogy of Sustainable Hospitality Digitalisation' for VET Educators and hospitality business field coaches and team leads

17:15 - 17:30 *Break.*

17:30 - 18:30 First activities: Sustainable Hospitality Digitalisation Toolkit implementation and how to teach sustainable hospitality digitally.

18:30 - 19:30 Second activity: how to embed digitalisation process, topic of sustainable digitalisation in Hospitality VET programmes, courses and how to deliver other content courses by means of digitalisation;

19:30 - 20:00 Sharing. Group Conclusions.

20:00 End of the sessions.

Activities on the online platform: Reading the content of the topic discussed and completing the required task on the platform (4 hours).



DAY 3. LOCAL GOOD PRACTICES: VISITS DAY (WEDNESDAY)

From 9.00 to 13.00- Participants will visit three different Local Strategic Partners of Inercia Digital, that develop Good Practices in Education in the field of Innovation in the VET education field.

From 13.00 Common lunch with all the partners and participants.

Activities on the online platform: Reading the content of the topic discussed and completing the required task on the platform (3 hours).

DAY 4. WHAT CAN I DO TO CONTRIBUTE TO SUSTAINABLE HOSPITALITY DIGITALISATION?

10:00 - 15:00 review of digitalisation practices in Spain within the hospitality companies

16:00 - 16:30 Review of topics covered the previous day. Exhibition Objectives Session.

16:30 - 17:45 How to infuse digitalisation in hospitality working environments.

17:45 - 18:00 Break.

18:00 - 18:45 First activity: how to differentiate the tasks and activities on hospitality digitalisation and sustainable hospitality digitalisation;

18:45 - 19:15 Second activity: how to measure sustainable hospitality digitalisation.

19:15 - 19:45 Sharing. Group Conclusions.

20:00 End of the sessions.

Activities on the online platform: Reading the content of the topic discussed and completing the required task on the platform (4 hours).

DAY 5. GREEN AND DIGITAL SKILLS. GOODBYE, EVALUATION AND DEPARTURE (FRIDAY)

16:00 - 16:30 Review of topics covered the previous day. Exhibition Session Objectives.

16:30 - 17:45 How to merge green skills and digitalisation skills effectively for increasing the sustainability of hospitality.

17:45 - 18:15 Break.

18:15 - 18:45 Sharing. Group Conclusions.

18:45 - 19:45 Complete the assessment questionnaire course. Evaluation and conclusions of the course. Suggestions. Complete the quality evaluation questionnaires.

19:45 - 20:00 Delivery of certificates.

Goodbye and have a nice trip back!

End of the course.

All training courses and the evaluation processes coordinated and delivered by Inercia Digital are based on the UNE-EN-ISO 9001:2015, ISO/IEC 27001:2013 and UNE-EN-ISO 14001:2015, to achieve continuous improvement in the quality of the services provided and the activities developed by Inercia Digital, minimizing the environmental impact of our actions. Our courses in Digital and Entrepreneurial school are also based on the DigComp 2.0 conceptual reference model, Inercia Digital develops all courses under the European Reference Framework of Digitally Competent Educational Organisation (DigCompOrg), the European Framework for the Digital Competence of Educators (DigCompEdu), the EntreComp: Entrepreneurship Competence Framework, and the EntreCompEdu, Developing teachers' entrepreneurial education skills. Both are initiatives by the European Commission, Directorate-General for Education and Culture (DG EAC).



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Digital Education &
Youth Programme



Inercia Digital Team 2023



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Boost your digital skills



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