

Digital Competences for Everyday Learning: AI, ChatGPT, Coding, Robotics and MakerSpaces for Teachers

Reference programme of the 6-day course (30x45 min lessons)

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[Register for the course here!](#)

Day 1	<ul style="list-style-type: none">• Registration• Fundamentals: principles, structure, framework of the course• Finnish Core Curriculum and digital competence development• Current trends: Challenges and opportunities in the digital world
Day 2	<ul style="list-style-type: none">• The ICT-competent teacher• Learning from each other: Good practices• Explore digital learning materials• Develop interactive digital learning tools and modules• Assess the effectiveness of different digital learning tools
Day 3	<ul style="list-style-type: none">• Learning content development with AI• Principles and methodologies of incorporating AI to enhance curriculum design and delivery• Cultural and educational city tour Jyväskylä
Day 4	<ul style="list-style-type: none">• Developing algorithmic thinking and computational skills• Implementing Coding-focused educational resources• Create scenarios for AI-driven interactive learning experiences• Assess the impact of AI on student engagement and outcomes
Day 5	<ul style="list-style-type: none">• Understand the potentials of robots in the learning process• Recognize the importance of robotization in the digital age• Robotics' connetions in different subject areas
Day 6	<ul style="list-style-type: none">• Explore digital tools suitable for educational settings• Basic coding activity for a specific educational context• Develop your own digital project - lessons learnt

While keeping in mind the described learning outcomes (see below), some details of the reference programme may change, and the course is always adapted to the actual needs and requests of the participants.

Objectives and learning outcomes of the course

The goal of the course is not simply sharing information, but supporting participants in adapting the course content for their own educational system, curricula and everyday practices.

Participants will:

- be able to define digital education and its key components
- be able to utilize the impact of technology on traditional education in the light of the 21st century skills
- identify the challenges and opportunities in implementing digital education
- recognize emerging trends in digital education, and how those can be linked to the development of 21st century skills
- understand the role of AI and ChatGPT, including practical use and ethical considerations in various educational settings, in curriculum development as well
- gain an understanding of coding as a literacy skill and explore ways to integrate coding concepts into various subjects
- gain an understanding of robotics as a literacy skill and explore ways to integrate coding concepts into various subjects
- improve communication skills and soft skills in English and develop language for classroom use and planning
- develop their professional skills through interacting with colleagues of other nationalities, exchanging ideas, materials and experiences
- develop their international professional network which will enhance their motivation in teaching