



“Virtual Field Trip and Global Change: A Blended Learning Approach” aims to introduce university educators to this innovative participatory method and integrate it into the curriculum.

The programme is structured into four modules that exemplify common lecture topics. It utilizes free and high-quality geodata, as well as ideas and pedagogies that facilitate the incorporation of virtual field trips into blended learning.

INFORMATION



Length: 1-3 weeks.



Effort: 25 hours (self-paced at your own time).



Target group: Trainees and university teachers.



Price: Free (Co-funded by the Erasmus+ Program EU), except for official certification.



Certification: Yes (by applying for it).



[Click here to go to the course](https://iedra.uned.es/courses/course-v1:UNED+VirtualFielTrips_002+2024/about)



Subject: The use of Virtual field trips for teaching about EDS and global change.



Institutions:

- Universidad Nacional de Educación a Distancia (Spain),
- Université Paris Cité (France),
- Universität Hamburg (Germany),
- National Technical University of Athens (Greece) and
- EUROGEO (Belgium).



Partners: Common Space (Greece)

https://iedra.uned.es/courses/course-v1:UNED+VirtualFielTrips_002+2024/about

WHAT WILL YOU LEARN?

- ✓ To integrate sustainability and global change into the curriculum.
- ✓ To develop a didactic approach for creating and utilizing virtual field trips.
- ✓ To establish a methodological framework for participatory teaching methods.
- ✓ To utilize participatory tools to enhance blended learning.
- ✓ To apply sustainability competencies within a learning context.
- ✓ To explore case-study examples of virtual field trips using freely available geolocated data.

SYLLABUS

Module 0: Presentation Introduction:

Provides an overview of the course and explains how the MOOC will work.

Module 1: ESD and Global Change:

Explores the challenges of teaching and integrating ESD and global change into the curriculum.

Module 2: Create Virtual Field Trips:

Focuses on the educational approach to use virtual field trips from an ESD perspective.

Module 3: The participatory tools and process:

Develop a methodological framework for a digital toolkit of participatory methods.

Module 4: Applied module: *Creates a learning situation to encourage the use of spatial and critical thinking skills by using the participatory toolkit to create a virtual field trip to integrate ESD and global change into the curriculum.*

SOFTWARE

