

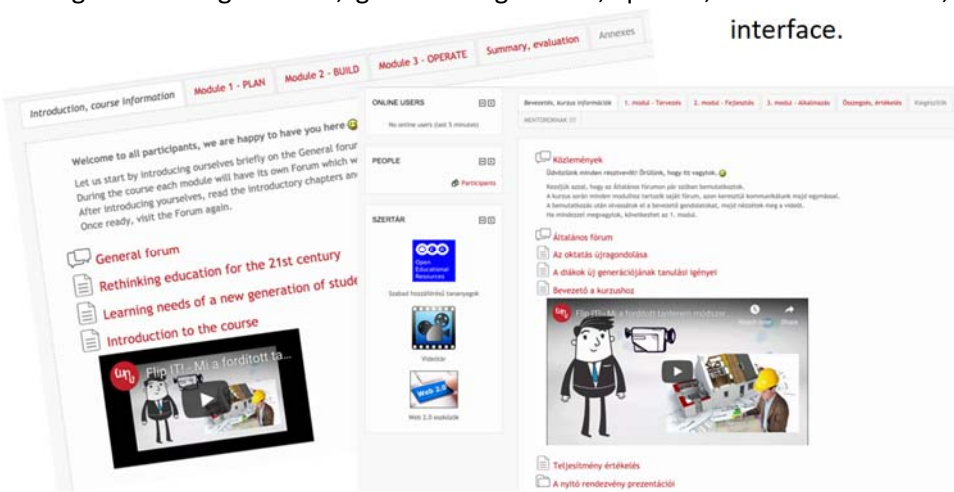
WEBSITE: [HTTP://FCR.ITSTUDY.HU/](http://fcr.itstudy.hu/)

The Flip-IT modules were implemented in the open source Moodle (Modular Object-Oriented Dynamic Learning Environment) in four languages, English, Czech, Hungarian and Spanish. The Consortium selected Moodle because it supports cooperation, collaborative content creation, and it integrates tools for establishing the elements of constructive pedagogy; it is a so-called web 2.0 aware e-learning solution. Moodle Learning Management System¹ lets the trainers/mentors to create, upload, share digital learning content, graded assignments, quizzes, discussion forums, etc. with an easy to learn user interface.



interface.

The three modules (PLAN, BUILD and OPERATE) were implemented with course components as follows: description of the course, modules, learning guide, video repository, assignments and discussion forum for inside communication and collaboration among the participants and mentors.



After entering the course, the students see a clear structure with a horizontal navigation bar for go around the learning environment.

The core contents of the learning material are published in Moodle e-Book in which the learning objects in all multimedia formats (videos, presentations, animations) could be embedded. The Moodle book has a comfortable navigation system with automatically generated, dynamic table of content.












¹ The innovator of the system is Martin Dougiamas, an Australian educator and computer scientist. His aim was to develop an open source application to support a social constructionist model of teaching and learning within Internet-based communities. Link to the Moodle community: <https://moodle.org>

ONLINE COLLABORATION PLATFORM FOR TEACHERS

The video tutorials are published in Youtube, and linked (with embedding code) into chapters of the learning content, however to make easy to find the videos later, when the student want to go back and watch one of them again, we created a special store for them, collecting all the videos published in the content.

Videók listája

 <p>Sway kezdő lépések Készítette:Ekert Sára</p>	 <p>Az Animoto használata Készítette:Ekert Sára</p>	 <p>A Protopage használata Készítette:Ekert Sára</p>
 <p>Da Vinci Resolve - Alapok dióhéjban (videóvágás) Készítette:Mányai Miklós</p>	 <p>A videóképzés pedagógiai szempontjai Készítette:Babócsy Ildikó</p>	 <p>Pedagógiai szempontok - Technikai előkészületek Készítette:Babócsy Ildikó</p>
 <p>Pedagógiai szempontok - Motiváció Készítette:Babócsy Ildikó</p>	 <p>Pedagógiai szempontok - Tanóra Készítette:Babócsy Ildikó</p>	 <p>Powtoon - Regisztráció Készítette:Töreky Szilvia</p>

Moodle provides a wide range of options to build up and customize the learning environment. This flexibility is what is very useful, but from other hand it is not always advantages from usability point of view. The students learn how to navigate, how to find the contents, and how to submit assignments in a Moodle platform, but in another Moodle version they face difficulties because the graphical design and the place of the course components are totally different of, they used to before.

This is the reason, while the key point of the developer team of Flip-IT! Was, to make the environment as simple as possible, what can be easily used without reading a long user guide.

The first user test – by Flip-IT mentors – confirmed that the platform was user-friendly and easy to navigate, learn and communicate in it.



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ONLINE COLLABORATION PLATFORM FOR TEACHERS

PROJECT INFORMATION

Experiments are being run all over the world about how best to introduce new, innovative teaching, learning methods that meet the requirements of the 21st century. One of these methods is the ‘Flipped Classroom’.

The aim of the project is to integrate the “flipped classroom” method into the pedagogical practice of the VET schools and training centers in the partner countries. The long-term aim of the project is to improve the quality of the vocational education and to engage a movement towards the work-based, collaborative and problem-oriented learning/teaching by utilizing the pedagogical potential of ICT tools.

PROJECT OBJECTIVES

- Review the theoretical studies and pedagogical experiences on Flipped Classroom method
- Carry out a needs-analysis by involving the teachers of the partner countries
- Elaborate the “Flipped Classroom Methodology” (textbook, curricula, online training for VET teachers)
- Pilot online course in the partner countries by involving VET teachers
- Validate the results in VET schools by involving students

TARGET GROUPS

Primary target group: VET teachers

Secondary target group: VET students

PROJECT BASICS

Acronym: Flip-IT!

Grant agreement number: 2015-1-HU01-KA202-013555

Title: Flip-IT! - Flipped Classroom in the European Vocational Education

Duration: 1 September 2015 – 31 August 2018

Program: ERASMUS+

Participating countries: Hungary, Ireland, Spain, United Kingdom, Czech Republic

Website: flip-it.hu

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