

SilverCoders

DIGITAL LITERACY IMPROVEMENT THROUGH EFFECTIVE
LEARNING EXPERIENCES FOR ADULTS



LEARNING SHEET #5 **CREATING OPEN EDUCATIONAL RESOURCES - OER**

LEARNING SHEETS DESCRIBE ACTIVITIES
THAT HELP INSTRUCTORS INTEGRATE THE
SILVERCODERS CHALLENGES AND TOOLS
INTO THEIR TRAINING PRACTICES.

CODING TRAINING PROGRAMME **FOR +55 ADULTS**



SILVER CODERS

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STRUCTURE OF THE ACTIVITY

GENERAL DESCRIPTION, CONTEXT AND GOAL

Open Educational Resources bring many benefits and major innovations in education. Innovations aim to remove boundaries caused by geographical location, age and even financial possibilities, providing open access to diverse and numerous platforms supported by multiple teachers and forms of education. With a continuous mission to contribute to the elevation of didactic materials, regardless of whether they are in digital format or on physical support.

Open Educational Resources, RED, or Open Educational Resources (OER) are the tools used in the process of learning, teaching, research or with other educational objectives that are available in an accessible format and under a free license, i.e. they approve free access, but also use, adaptation and redistribution by others with limited or no restrictions.

LEARNING OBJECTIVES

In the end of this activity, the learner will be able to...

1. Understand what are open educational resources
2. Provide a definition of open educational resources.
3. Creating open educational resources on a certain topic
4. Assign and correctly use the license to publish an OER

INSTRUCTIONS

STEP 1 - PREPARATION

The trainer should read the learning sheet beforehand and follow all the instructions to make sure he/she fully understands the required steps. This will also allow the trainer to make sure that all resources are available and to look for additional resources if the original ones are not available.

RESOURCES

- <https://www.youtube.com/watch?v=Hkz4q2yuQU8>
- <https://www.youtube.com/watch?v=rBJEARDuFag>
- <https://www.oercommons.org>
- <https://www.unesco.org/en/open-solutions/open-educational-resources>
- <https://www.wpunj.edu/oer/Finding-adopting-oer.html>

STEP 2 - PRESENTATION



The trainer presents the topic to the entire class of learners. It will present aspects related to: what are open educational resources - OER, the type of resources, OER Commons, Provide a definition of open educational resources, tips in creating an OER

STEP 3 – CREATION AN OPEN EDUCATIONAL RESOURCES

Using the Canva platform, learners must create an open educational resource: for example Storyboards, learning sheets, videos etc. The trainer gives them all the indications on how to achieve them.

RESOURCES


- <https://www.canva.com>

STEP 4 – DISCUSSION

Each participant presents the educational resource developed, motivating the choice, the purpose and the way in which it will be integrated in the context of the learning process..

STEP 5 – ASSESSMENT/ FEEDBACK

After the presentations, the participants will give feedback and receive feedback from the trainer.



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