

EXEMPLAR

In-Service Training Programme

Module 2

How to be a Good Educator

ACTIVITY Nr. 1

Follow the instructions



ACTIVITY Nr. 2

The Role of the Educator/Trainer in 21st Century



Animated History of Work-MIT OpenCourseWare



Massachusetts
Institute of
Technology

RES.15-003, Spring 2016

Shaping the Future of Work (15.662x)

**1.2.2 Animated Version of
the Evolution History of Work**

MITOPENOURSEWARE
MASSACHUSETTS INSTITUTE OF TECHNOLOGY



The modern educator/trainer

Promoting the autonomous & continuous learning



Self-organization

Self-management

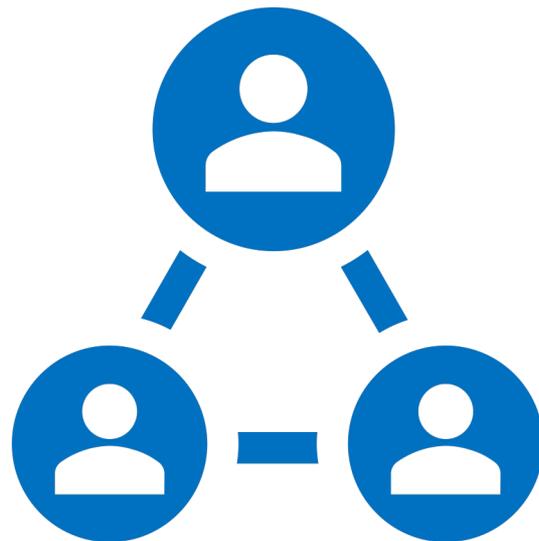
Take responsibility

Cognitive ability



Helps in logical reasoning and creative thinking

Collaboration



Critical to working together in the interconnected world

Communication



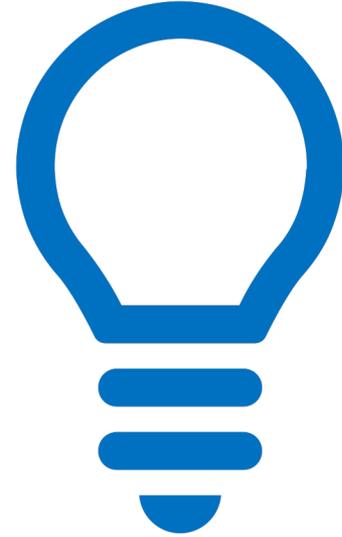
Critical to networking and communicating ideas. Also in negotiations.

Problem Solving



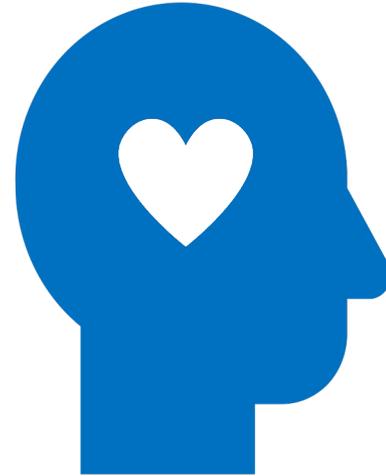
Critical to networking and communicating ideas

Creativity



Solving problems in a creative way. Finding new methods for teaching

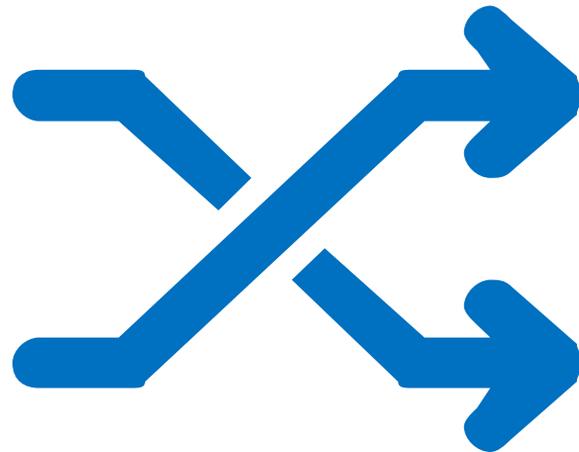
Emotional Intelligence



Important to differentiate humans from machines

Development of Interpersonal Skills

Agility



Flexibility in combination with speed

ACTIVITY Nr. 3

The tools of the modern educator/trainer



Top 200 Tools for Learning 2019

Top 10	         
11-20	         
21-40	                 
41-60	                 
61-80	                 
81-100	                 
101-120	                  
121-140	                
141-160	                
161-180	                 
181-200	               

This list was compiled by Jane Hart of the Centre for Learning & Performance Technologies from the results of the 13th annual learning tools survey and published on 18 September 2019

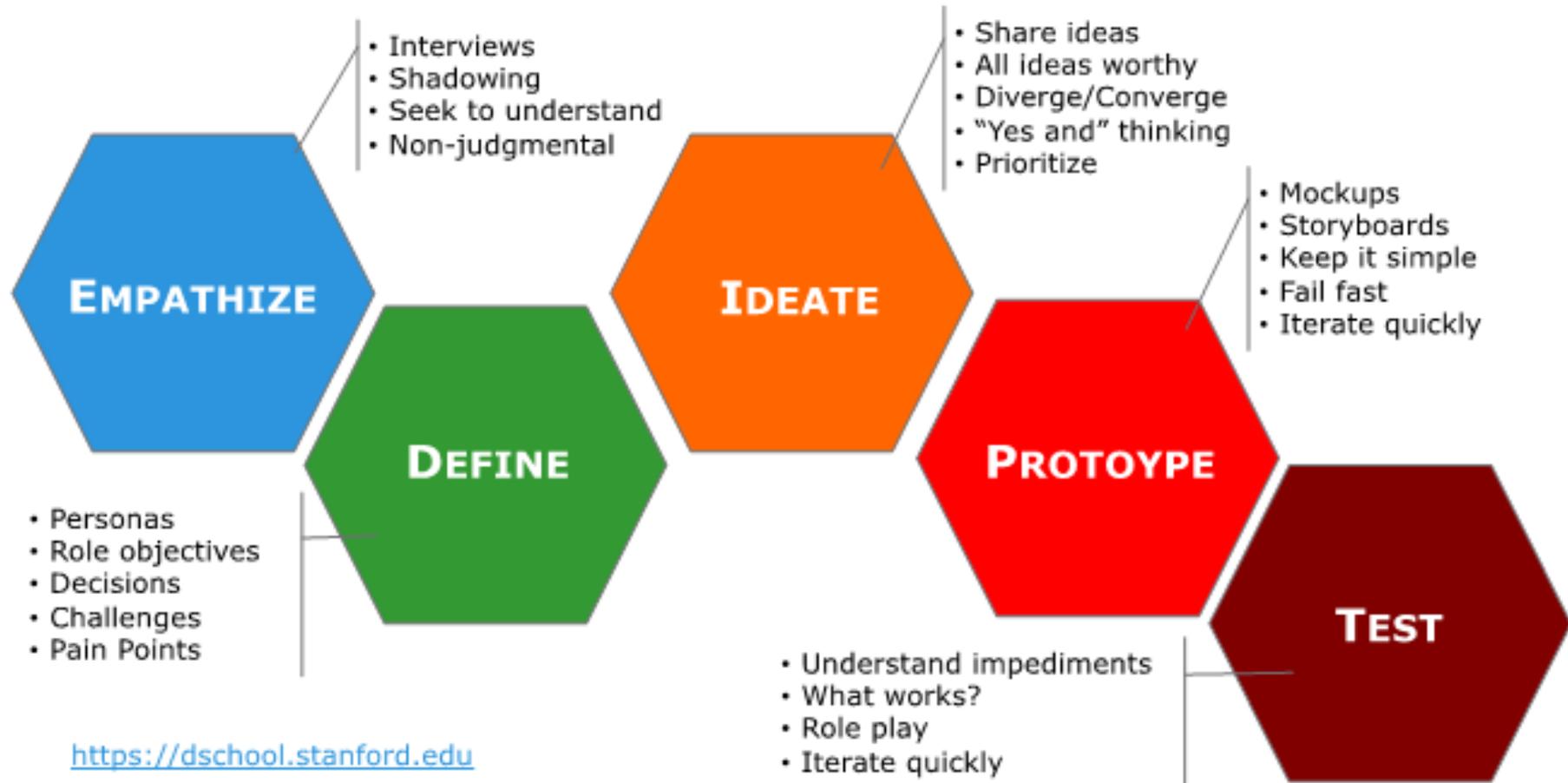
TopTools4Learning.com

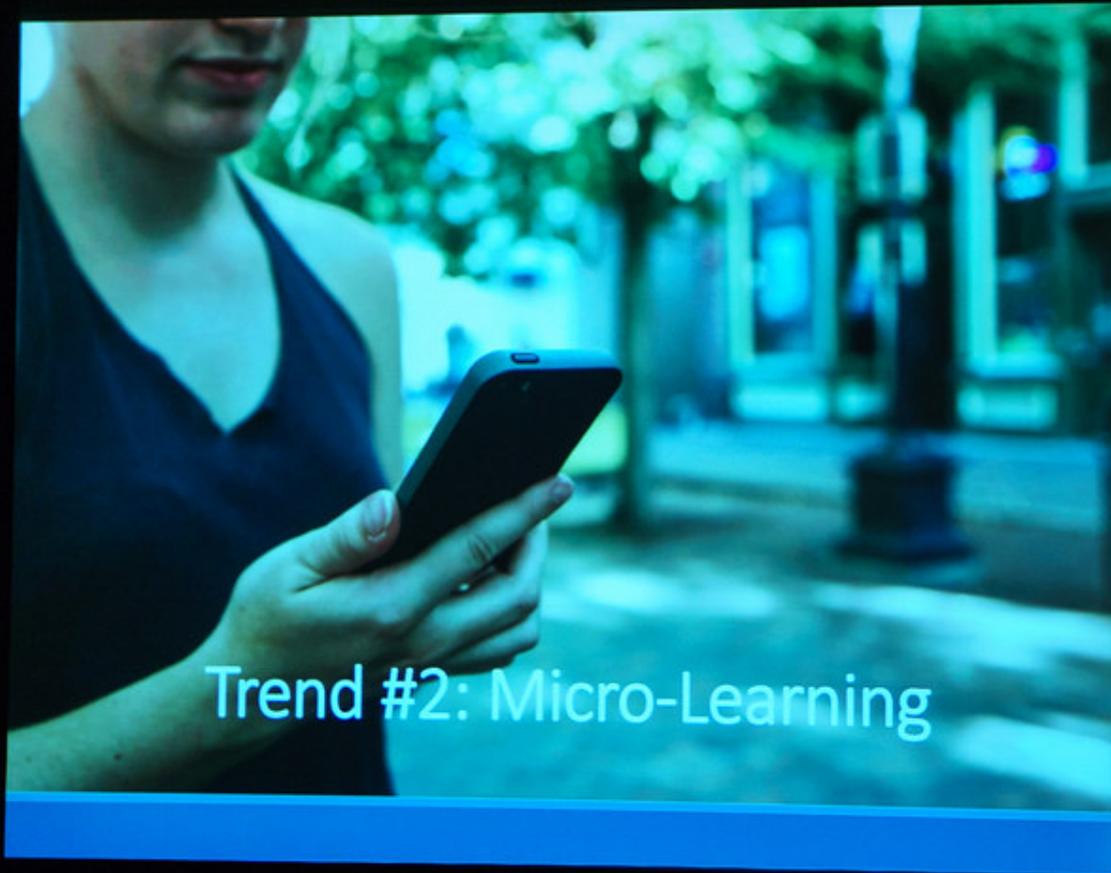
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Design Thinking



Stanford d.school Design Thinking Process



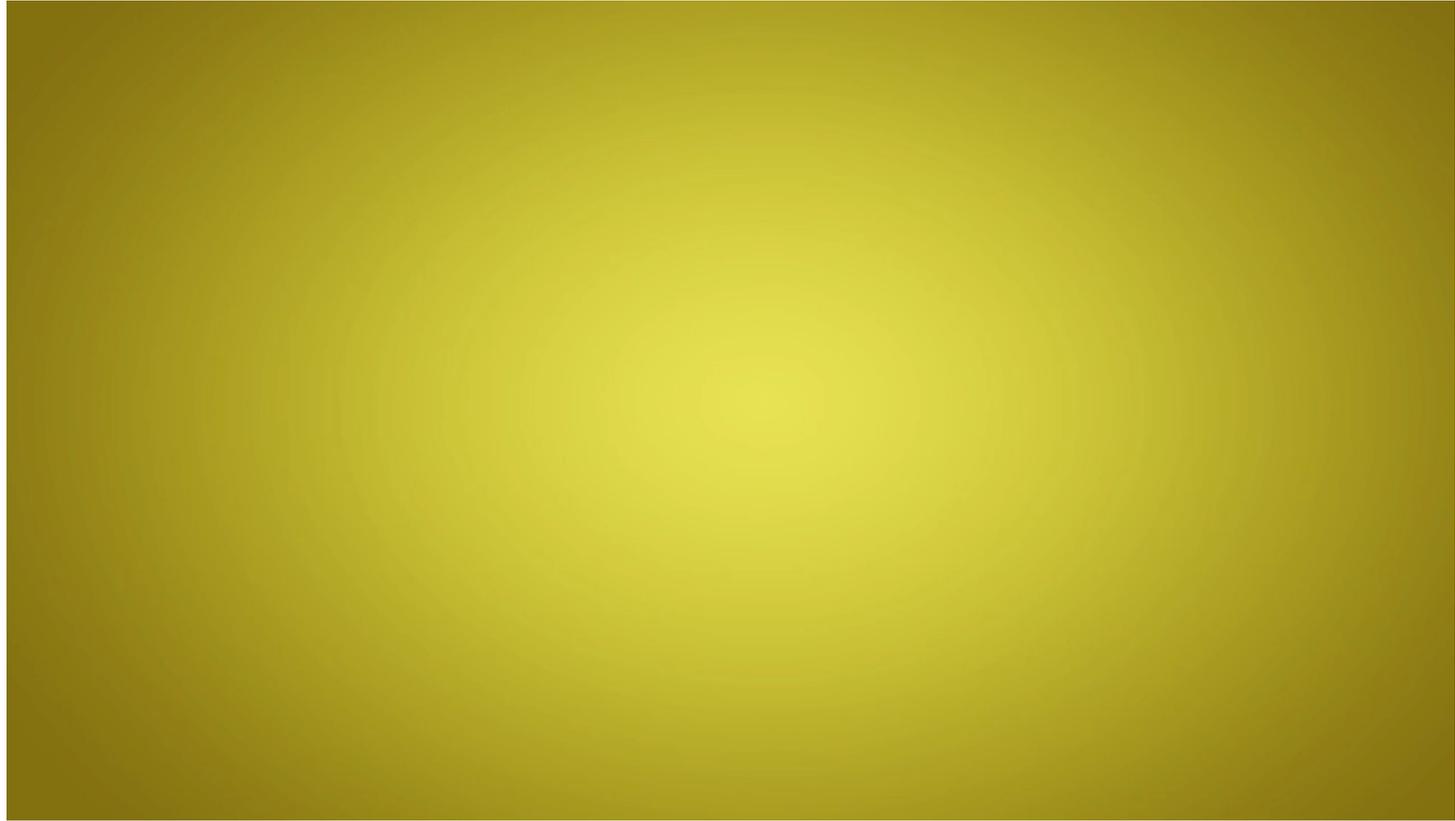


Trend #2: Micro-Learning



Micro-Learning

Micro-Learning



How many emotions a human being can experience?



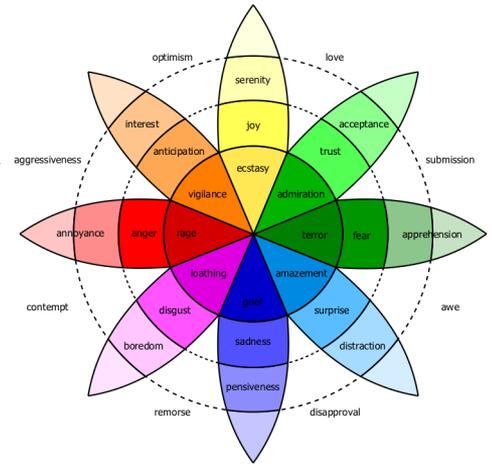


Around

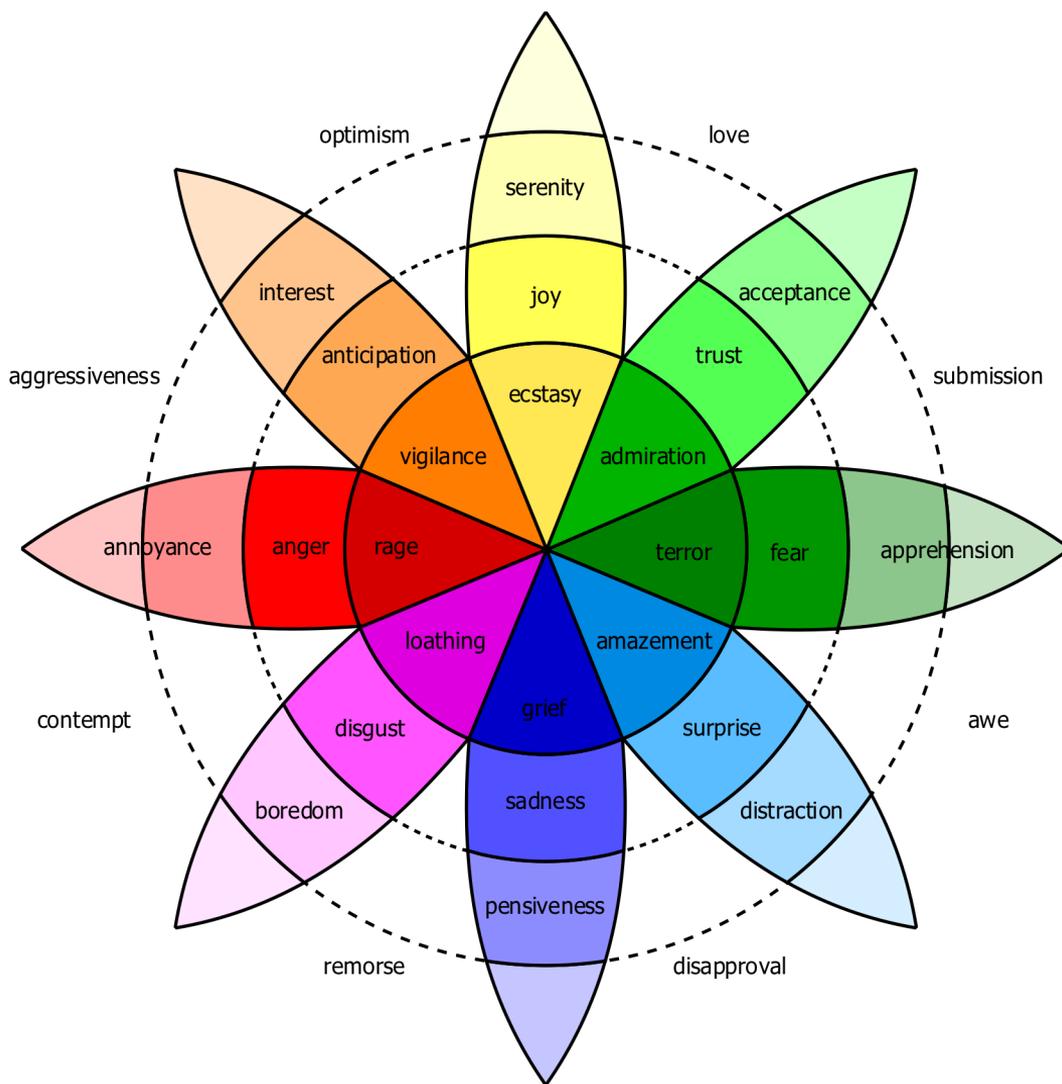
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ACTIVITY Nr. 4

Recognizing Emotions



Plutchik's "Wheel of Emotions"



8 Basic Emotions and Their Purpose



Anger

To fight against problems



Fear

To protect us from danger



Anticipation

To look forward and plan



Surprise

To focus us on new situations



Joy

To remind us what's important



Sadness

To connect us with those we love



Trust

To connect with people who help



Disgust

To reject what is unhealthy



The most influential
role of emotions is to help us

SURVIVE



Emotional Literacy



Having **words** for emotions, **understanding** how different emotions are **related** to one another and how they tend to **change** over time.

ACTIVITY Nr. 5

The Good and the Bad Educator/Trainer





Other people's behavior
can definitely influence our
FEELINGS



The way we feel
influences our
PERFORMANCE



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What is Emotional Intelligence?



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Emotional Intelligence



Is a competence that enables human beings to understand and manage effectively their emotions as well as the emotions of others, so as to live in harmony with themselves and with their

EQ

01

Self-awareness

Ability to understand how we feel and how we think about this certain situation.

02

Self-regulation

Accepting and controlling our emotions. Taking responsibility.

03

Self-motivation

Willing to improve by committing to clear stated goals.

05

Social Skills

Ability to manage others' feeling and relationships effectively.
Live in harmony.

04

Empathy

Ability to understand the emotions of others. To put ourselves in someone's else shoes.

ACTIVITY Nr. 6

Accepting your emotions



Self-regulation



ACTIVITY Nr. 7

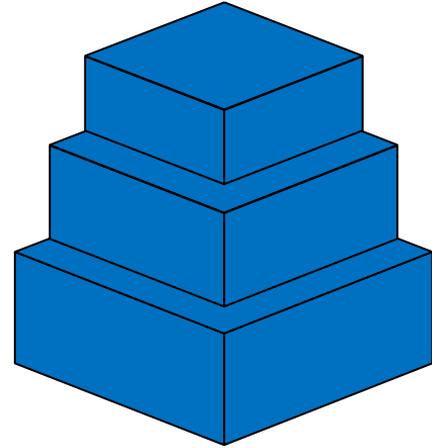
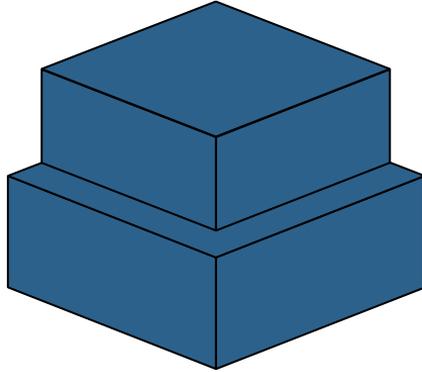
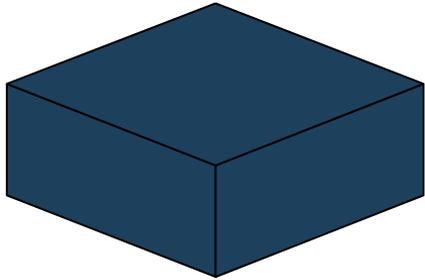
Guess the initial mood





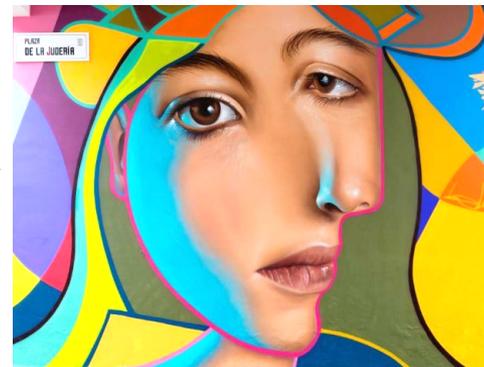
7-38-55%

communication rule



ACTIVITY Nr. 8

Making eye contact





PLAZA
DE LA JUDERÍA

Enhances EQ &
Communication

ACTIVITY Nr. 9

Boosting EQ in teams





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ACTIVITY Nr. 10

The “Hero’s Journey” Presentation Canvas

The “Hero’s Journey” Presentation Canvas

Basic Info	Who is going to present?	When and where the presentation will take place?	How will the presentation be delivered? What means are going to be used?	
	Who is the audience? What issues the audience faces? What the audience wants to accomplish?			
Purpose, Audience	What is the purpose of the presentation? What we want to accomplish. For the specific audience? We want to inform the audience, to persuade to take action or just to have fun? What change we want to see in our audience after the delivery of the presentation?			
	What is the main message of our presentation?		What is the title of the presentation?	
Main Message				
The Story	The Protagonist A person or a group/company is faced with a problem and he/she/it cannot find a solution or he/she/it has a need.	The Antagonist Protagonist's problem or need from his/her/its life becomes difficult.	The Solution The solution he/she/it managed to find out via us.	The New Antagonist Although his/her/its initial problem/need was solved, a new one, a new antagonist comes up.
	The Solution What's the new solution as provided?	The Challenge If the challenge could have the form of a bigger complex article, in order to be implemented, help is needed.	The Mentor How the help of the protagonist changed things?	Twitter like sum up This, the magic on 140 characters the whole presentation is summarized in what you've learnt.

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Erasmus+ Project Activity Report <https://demo.erasmus-plus.eu/>



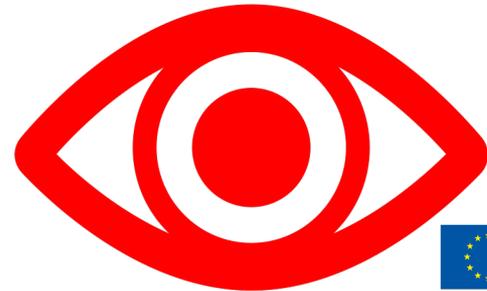
Erasmus+

1 **TO ENGAGE** **LOOK YOUR AUDIENCE** **IN THE EYE**

PEOPLE

PAY ATTENTION

BELIEVE & TRUST YOU



Erasmus+

TO FEEL CONFIDENT

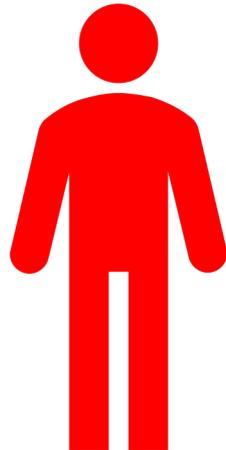
OPEN CHEST &

ARMS

KEEP YOUR BACK

STRAIGHT

2



3

**TO MAKE YOU AUDIENCE
CONFORTABLE**

SMILE





**TO SUPPORT WHAT
YOU SAY**

WALK

4



Erasmus+

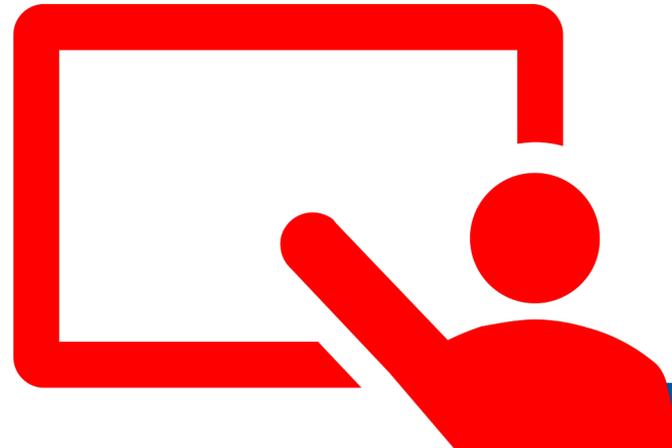
5

TO MAKE A POINT

SHOW IT

ON THE SCREEN &

LOOK AT IT



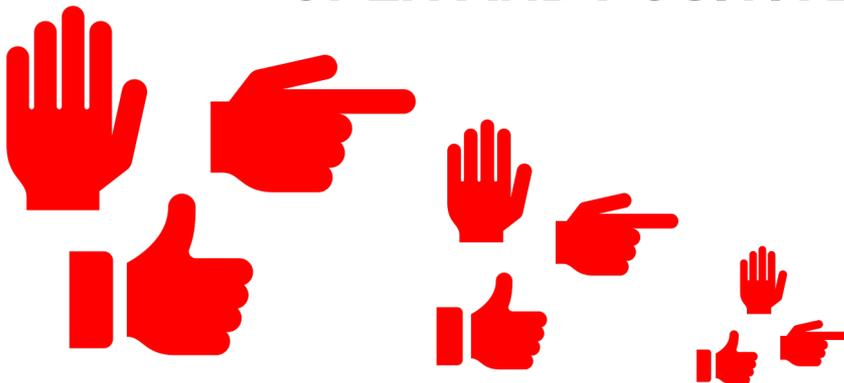
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**TO MAKE YOUR AUDIENCE
BUY YOUR STORY**

USE GESTURES

OPEN AND POSITIVE

6





feedback ✓



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SUSTAINABLE EDUCATION
SEAL
CYPRUS
ACTIVE LEARNING



 HUBKARELIA

INNEO

 The Rural Hub

