

UNIVERSITY OF SANTO TOMAS

The Graduate School
**CENTER FOR CONTINUING PROFESSIONAL
EDUCATION & DEVELOPMENT**
IN PARTNERSHIP WITH
**SSA CONSULTING GROUP
SERVICES INTERNATIONAL**

MASTER TEACHER CERTIFICATE COURSE

April 10-11, 12-13, 22-23, 24-27, 2019
08:00am – 05:00pm

*Thomas Aquinas Research Complex (TARC)
Graduate School, University of Santo Tomas
España, Sampaloc, Manila*

This program is targeted to our educator's growth and development by enhancing their teaching skills and professional growth.

We have four (4) Competency Units that include a review of classical methods of teaching, application of technologies in the 21st century and updating knowledge with digital tools and platforms as well as current trends and innovations in education

COURSE SCHEDULE/OUTLINE

April 10 and 11, 2019 (16 hours)

COMPETENCY UNIT 1 (CU1)

The 21st century learner and the application of technology on education

- This unit explores the application of technology on classical learning theories and how students learn in the digital age. It also includes discussions regarding the expectations on the 21st century learner as well as the benefits and issues related to the use of technology in the classroom.
Participants are required to demonstrate ability in the following competency elements :
 1. Review classical theories of learning and discuss how technology applies to them ;

2. Recognize and acknowledge the needs of 21st century learners ;
3. Plan classroom activities that aim to develop 21st century skills ;
4. Assess one's understanding of how technology impacts education and the 21st century learner.

April 12 and 13, 2019 (16 hours)

COMPETENCY UNIT 2 (CU2)

The 21st century educator and the changing pedagogical landscape

- This unit gives participants an introduction to technology-influenced emerging learning theories and approaches as well as the present and future trends in learning using technology. The unit also includes a review of common teaching tools that can be used to create innovative materials and presentation for the modern-day classroom.
Participants are required to demonstrate ability in the following competency elements :
 1. Describe technology-influenced emerging learning theories and approaches;
 2. Be familiar with the present and future technological trends in learning;
 3. Plan classroom presentations using the appropriate digital tools and platforms;
 4. Reflect on the role of the teacher in the digital era.

April 22 and 23, 2019 (16 hours)

COMPETENCY UNIT 3 (CU3)

Best practices relating to technology-supported instructional planning and design

- This unit provides a detailed discussion on the effective use of technology in planning and designing instructional materials and classroom activities. It also highlights several best practices on technology-supported instructional planning, design, development, and delivery in order to promote student engagement and improve learning outcomes.

Participants are required to demonstrate ability in the following competency elements :

1. Discuss the function and importance of technology to aid learning in a 21st century classroom;
2. Describe how teachers can maximize the use of technology in their instructional materials and classroom activities;
3. Use technology to promote effective instructional design;
4. Design technology-supported presentations for the 21st century classroom.

April 24, 25, 26, and 27, 2019 (32 hours)

COMPETENCY UNIT 4 (CU4)

Developing and facilitating a learning experience for the 21st century classroom

- In this unit, participants will develop, conduct, and assess technology-supported lessons for the 21st century classroom. To aid participants with this task, this unit provides discussion on facilitating a technology-supported learning experience for the 21st century learners. The unit also includes information on the competencies of a 21st century educator, Design Thinking, and Interactive learning.
Participants are required to demonstrate ability in the following competency elements :
 1. Discuss the nature and definition of a learning experience ;
 2. Describe the competencies of a 21st century designer and facilitator ;
 3. Apply Design Thinking in creating an interactive learning experience ;
 4. Design an interactive learning experience ;
 5. Deliver an interactive learning experience ;

<http://graduateschool.ust.edu.ph/ccped>