

WEB S.A.E. APPLICATION Guide

 Funded by the
Erasmus+ Programme
of the European Union



**SMART
ADULT
EDUCATION!**

www.smartadulthoodeducation.eu

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Introduction

This guide is intended for both educators and adults' users interested in learning. This guide was developed as part of the SAE (Smart Adult Education) project with the support of the European Commission's Erasmus + program. This guide is a key product intended for extended use by educators and adult users. Section of the guide provides valuable information for trainers on all the types of skills and knowledge in order to start using the training toolkit with the modules that can be found in the educational content.



The objectives of the guide identify the main target groups that are educators, adults and institutions (training institutions, public bodies, associations, popular universities, popular schools, etc) and it presents the strategy that uses knowledge-transferring through BYOD (Bring your own Device) approach.

OUTPUTS OF SAE



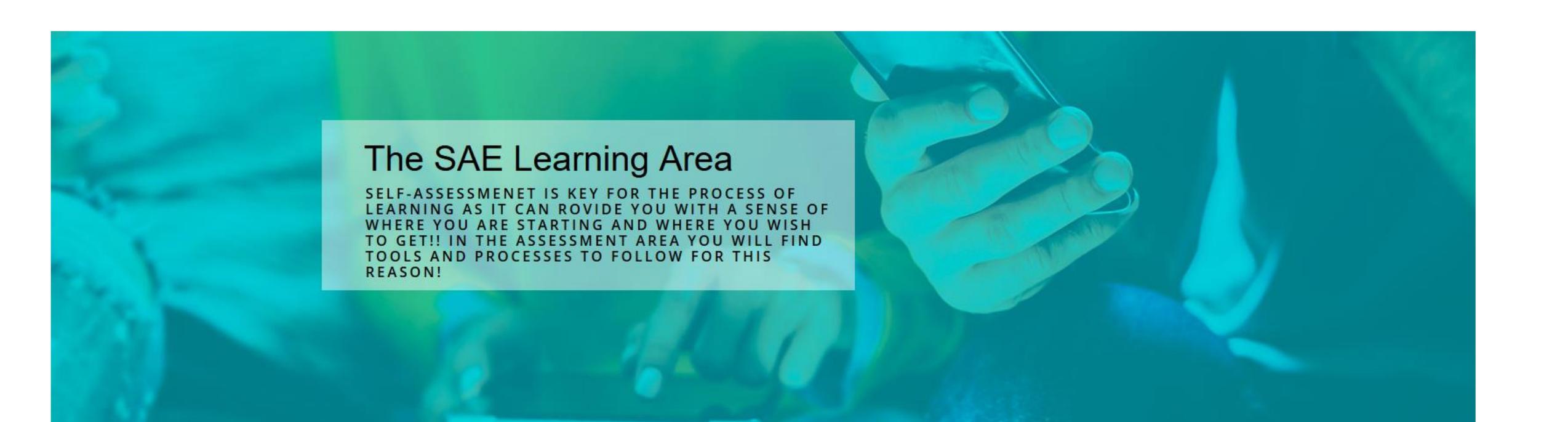
Cross media platform, guidelines on the use of the platform + examples of material tools produced



Manual for implementing a learning methodology with new media



Self-evaluation tools. this output aims to create tools that allow learners to be able to self-evaluate in their educational path



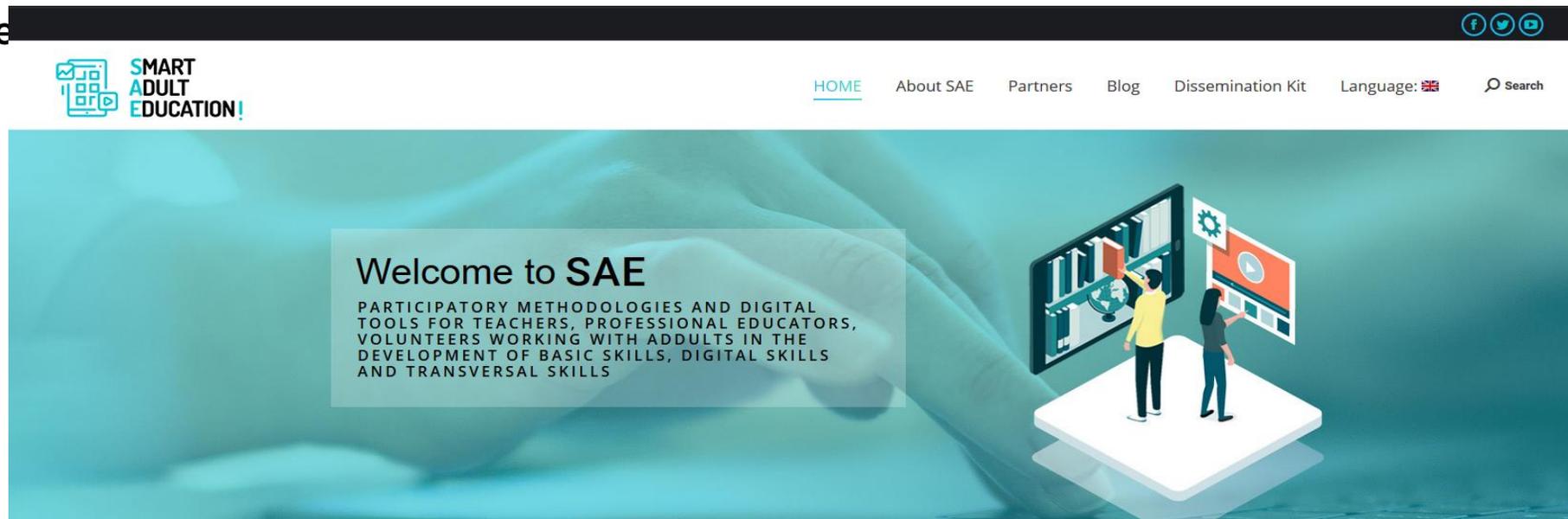
The SAE Learning Area

SELF-ASSESSMENT IS KEY FOR THE PROCESS OF LEARNING AS IT CAN PROVIDE YOU WITH A SENSE OF WHERE YOU ARE STARTING AND WHERE YOU WISH TO GET!! IN THE ASSESSMENT AREA YOU WILL FIND TOOLS AND PROCESSES TO FOLLOW FOR THIS REASON!

In order to make the guide interactive with the media, as mentioned above, an application was developed with the aim of educators to have the opportunity to use it sequentially (book-like) or to navigate it through conceptual assonances or keywords that recall specific topics. The WEB S.A.E. App is a dedicated web-application for adults where can interact with each other and establish contacts, exchange experiences and establish collaborative forms to develop training courses through a virtual place by using their personal digital devices. The app will be accessible from all personal digital devices and especially the smartphone.

WEB APP operation manual

The program aims to provide teachers with digital tools, open source teaching resources, innovative learning methodologies and a set of digital e-evaluation tools that facilitate their work with the participation of adults most at risk of social exclusion. The project develops three intellectual developments: WEB S.A.E. App, WEB S.A.E App User Guide and Toolkit E-Assessment S.A.E. (including asse



In the homepage you can find information about

About the project

Smart Adult Education (SAE) is a project Co-funded by the Erasmus+ Programme of the European Union. SAE wants to promote innovative methods and pedagogies, as well as participatory modes of governance, where appropriate. Another priority will be updating and developing digital learning materials and tools, in particular Open Educational Resources, open textbooks, and Free and Open Source Educational Software, as well as supporting the effective use of digital technologies and open pedagogies in education, training, youth and sport.

[Know more](#)



SAE Blog



#SAEprojectEU Partners teleworking and collaborating remotely with the first preview of the #SmartyApp

SAE • By alfonsopeon • Friday March 20th, 2020

#SAEprojectEU Partners had a virtual meeting to debate the preview of the #SmartyApp and simulator online for Educators and Teachers across Europe. The remote meeting was held the 20th of March in the middle of the COVID-19 Lockdown. All partners established new strategies to



Smart Adult education: New educational models for the digital era in Europe

SAE • By alfonsopeon • Tuesday October 15th, 2019

On October 17 and 18 we will be in the Romanian city of Calarasi to develop the second coordination meeting of the Smart Adult Education (SAE) project, co-financed by the EU Erasmus + program. In a society in which technology is part of our daily life, it is essential to take advantage of all the innovative practices...



Kickoff of the new project "Smart Adult Education": Innovation for Education in Europe

SAE • By alfonsopeon • Friday April 12th, 2019

In a society in which technology is part of our day to day, it is essential to take advantage of all the innovative practices to implement new models of education. To this end, the "Smart Adult Education (SAE)" project, which lasts two years, aims to an open education through the implementation of innovative

Partners



Available Proposals for Educators



Digital Learning Toolkit

In this Learning Area you can update and find digital teaching materials and tools, in particular open educational resources, open textbooks and open source educational software and so you will foster the effective use of digital technologies



The SAE Proposals

In the SAE Project we have identified four major areas of basic and transversal skills acquisition that are required by adults and should be integrated in the educational provision of training institutions and trainers, for which a proposal on how to use specific digital tools in your work has been synthesised per area. Along with the five areas we also provide you a fifth proposal on how to use digital tools to tackle multiple competences at



Work - Proposal for Educators

- Work nowadays is more than ever linked to entrepreneurship as the act of creating a business while building and scaling it to generate a profit, but mainly transforming the world by solving big problems, like initiating social change, creating an innovative product or presenting a new life-changing solution.



Work - Tools

The Tools that Stood Out:

- Bitable
- Purpose Games
- Storybird
- Udemy

+ EntreComp

+ Storybird

+ Storybird

+ Udemy

Work – Video Tutorials

The videos you will see is intend to give you a taste of how to use multiple tools to motivate your learners' entrepreneurial thinking and achieve the creation of a more powerful learning environment.

- Bitable(https://youtu.be/-C_DzHelmig)
- Purpose Games(<https://youtu.be/fd4Py-DIJbc>)
- Storybird(<https://youtu.be/sF9G-mjUqWo>)
- Udemy(<https://youtu.be/K63QQIQY1-k>)

Logical Thinking - Proposal for Educators

Logical Thinking is the ability of an individual to think in a disciplined manner or base his thoughts on facts and evidence is known as his logical thinking skills. Very simply, logical thinking skills mean



Logical Thinking - Tools

The Tools that Stood Out:

- Quizlet
- Quizziz

+ Problem Solving

+ Critical Thinking

+ STEM

+ STEM

Logical Thinking – Video Tutorials

The videos you will see is intend to give you a taste of how to use multiple tools to motivate your learners' entrepreneurial thinking and achieve the creation of a more powerful learning environment.

- Quizlet(<https://youtu.be/9WgterbEcDU>)
- Quizziz(<https://youtu.be/KiVUej1afyk>)

Communication- Proposal for Educators

Communication is the ability to use different languages appropriately and effectively to conduct interpersonal exchanges. It is based on the ability to understand, express and interpret concepts, thoughts, feelings, facts and opinions in both oral and written form (listening, speaking, reading and writing) in an appropriate range of societal and cultural contexts according to one's wants or needs. It relies on the ability to mediate between different languages and media.



Communication- Tools

The Tools that Stood Out:

- Thinglink
- Symbaloo
- Flipgrid
- Storybird

+ Symbaloo

+ Flipgrid

+ Storybird

Communication– Video Tutorials

The videos you will see is intend to give you a taste of how to use multiple tools to motivate your learners' entrepreneurial thinking and achieve the creation of a more powerful learning environment.

- Thinglink([https://youtu.be/ diYyMtr6Rw](https://youtu.be/diYyMtr6Rw))
- Symbaloo(<https://youtu.be/s5uPXGM0hKM>)
- Flipgrid(https://youtu.be/d_bwqDiIbSg)
- Storybird(<https://youtu.be/sF9G-mjUqWo>)

Democratic Culture- Proposal for Educators

Democratic competence is the ability to mobilise and deploy relevant psychological resources (i.e. values, attitudes, skills, knowledge and/or understanding) in order to respond appropriately and effectively to the demands, challenges and opportunities presented by situations in which collective decision-making is required.



Democratic Culture- Tools

The Tools that Stood Out:

- **Courseera**

+ **Citizenship**

+ **Cultural Expression**

+ **Personal Social Learning to Learn**

+ **Storybird**

Democratic Culture– Video Tutorials

The videos you will see is intend to give you a taste of how to use multiple tools to motivate your learners' entrepreneurial thinking and achieve the creation of a more powerful learning environment.

- Coursera(<https://youtu.be/GnZMbMKoM1k>)

Tackling Multiple Competences- Proposal for Educators

This section contains tools that can develop multiple competences (e.g. logical thinking, problem solving, communication, learning to learn). The possibility of the creative use of quizzes, riddles, simulations, etc. allows the educator / teacher to build learning and assessment content on differentiated competences for any target of learners (young and adults), by adopting engaging and fun ways of involvement.



Tackling Multiple
Competences

Tackling Multiple Competences- Tools

The Tools that Stood Out:

- Educaplay
- Edpuzzle
- TES Blendspace
- Padlet

+ Edpuzzle

+ Test Blendspace

+ Padlet

+ Apoersoft

+ Kahoot

Tackling Multiple Competences– Video Tutorials

The videos you will see is intend to give you a taste of how to use multiple tools to motivate your learners' entrepreneurial thinking and achieve the creation of a more powerful learning environment.

- Educaplay(<https://youtu.be/6t6C7maHSP4>)
- Edpuzzle(<https://youtu.be/PQ2IEgp3AtA>)
- TES Blendspace(<https://youtu.be/h8fFyfEwUKQ>)
- Padlet(<https://youtu.be/typJVRHZRTg>)

The Theoretical Approaches

From research we know that what's important with digital pedagogy is that we are not 'tech centric'. That means we think about learning first and the tool to help with that second. This is not new thinking, but it can be difficult to move away from using technology just because we can.

Constructivist didactic approach

The Learning by Design & Multiliteracies (socio pedagogical theory)

Cognitive Constructivism (Piaget – Psychologist) / Social Constructivism (L. Vygotsky)

Online courses 'authentic' assessment (theory)

PSYCHOMETRIC Theory: Item Response Theory IRT vs Classical Test Theory

Socio cultural (Bildung theory)

classroom (Theories included: Theory of Independent Study and Theory of Transactional Distance, Equivalency theory, Post-Fordism)

Triad Assessment in Blended Learning (principles and approach)

Distance education (methodological approach)

Propero online assessment (strategy)

Blended Learning

Methodological Issues in the Assessment of Technology Use for Older Adults (Technology for Adaptive Aging)

Constructivist didactic approach

The constructivist didactic approach seems to be the most suitable to offer solutions to manage the systemic nature of scholastic learning: complex process, which sees a reciprocal and dynamic, interaction between factors of various kinds (cognitive, emotional-affective, socio-cultural, organizational, educational, etc.). The goal is to create “learning communities”, leaving the student plenty of room for freedom of expression and self-determination, but within a framework / scaffolding well defined and strongly structured, especially with regard to the behavioral and social regulatory framework.



The Learning by Design & Multiliteracies (socio pedagogical theory)

The Learning by Design pedagogy uses eight 'Knowledge Processes'. A Knowledge Process is an activity type which represents a distinct way of making knowledge and of learning. As designers of learning environments, teachers can choose any mix and ordering of Knowledge Processes. The purpose of indicating the Knowledge Process underlying each activity is to prompt teachers to think explicitly about the most appropriate range and sequence of learning activities for their students and subject matter.



Cognitive Constructivism (Piaget – Psychologist) / Social Constructivism (L. Vygotsky)

Constructivist approach to assessment is a formative rather than a summative. Its purpose is to improve the quality of student learning, not to provide evidence for evaluating or grading students. Assessment have to respond to the particular needs and characteristics of the teachers, students and science content.

Assessment is context-specific: what works well in one class will not necessarily work in another.

Assessment is ongoing process. Teachers get feedback from students of their learning. Teachers then complete the loop by providing students with feedback on the results of the assessment and suggestions for improving learning.



Cognitive Constructivism (Piaget – Psychologist) / Social Constructivism (L. Vygotsky)

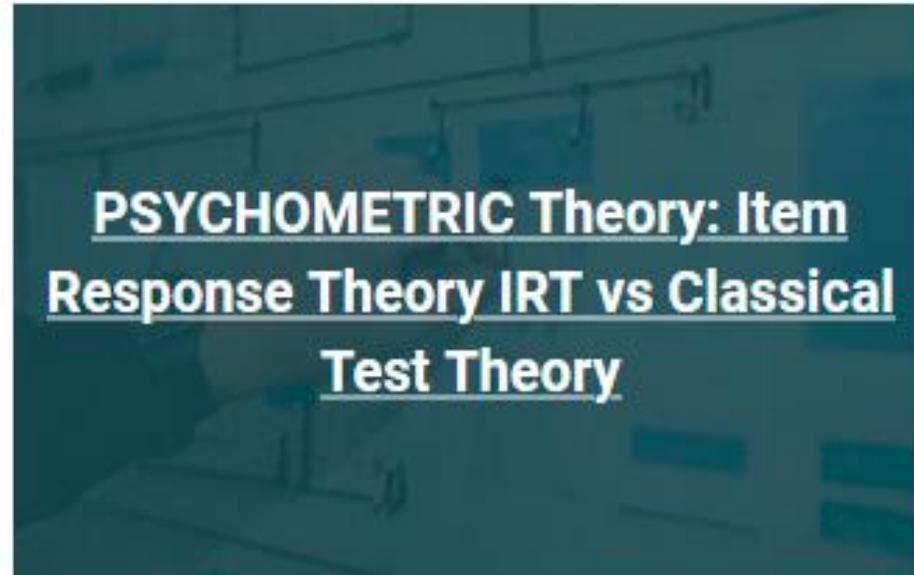
Online courses 'authentic' assessment (theory)

After conducting a review of the literature, the authors provide a summary of the core characteristics of authentic assessment



PSYCHOMETRIC Theory: Item Response Theory IRT vs Classical Test Theory

Classical test theory is regarded as the “true score theory.” The theory starts from the assumption that systematic effects between responses of examinees are due only to variation in ability of interest. Another branch of psychometric theory is the item response theory (IRT)



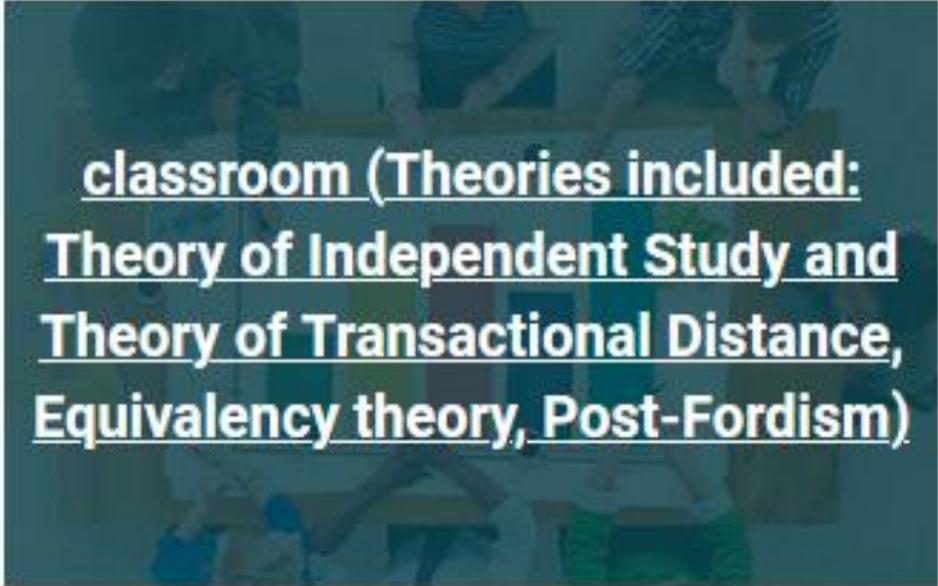
Socio cultural (Bildung theory)

Bildung is what school can offer, a combination of knowledge, ways of thinking, ways of understanding and relating to other people and ways of understanding oneself. Knowledge and competences are a prerequisite for Bildung in an educational context, but they are not identical concepts. Bildung is competences plus something more. A student with all the competences described within the curriculum might still not have obtained Bildung. Bildung thus is a value-driven concept. It means the acquisition of knowledge within a contextualized dynamic of self-development in a rich sense.



Using Multiple Distance Learning techniques to justify the needs of a multidimensional classroom

Michael Moore defined “distance teaching” as the family of instructional methods in which the teaching behaviors are executed apart from the learning behaviors, including those that in a contiguous situation would be performed in the learner’s presence, so that communication between the teacher and the learner must be facilitated by print, electronic, mechanical, or other devices.



classroom (Theories included:
Theory of Independent Study and
Theory of Transactional Distance,
Equivalency theory, Post-Fordism)

Triad Assessment in Blended Learning (principles and approach)

A blended approach to learning combined with the use of ICTs is the perfect setting for reinforcing the principles of good assessment feedback and for creating meaningful assessment activities for adult students.



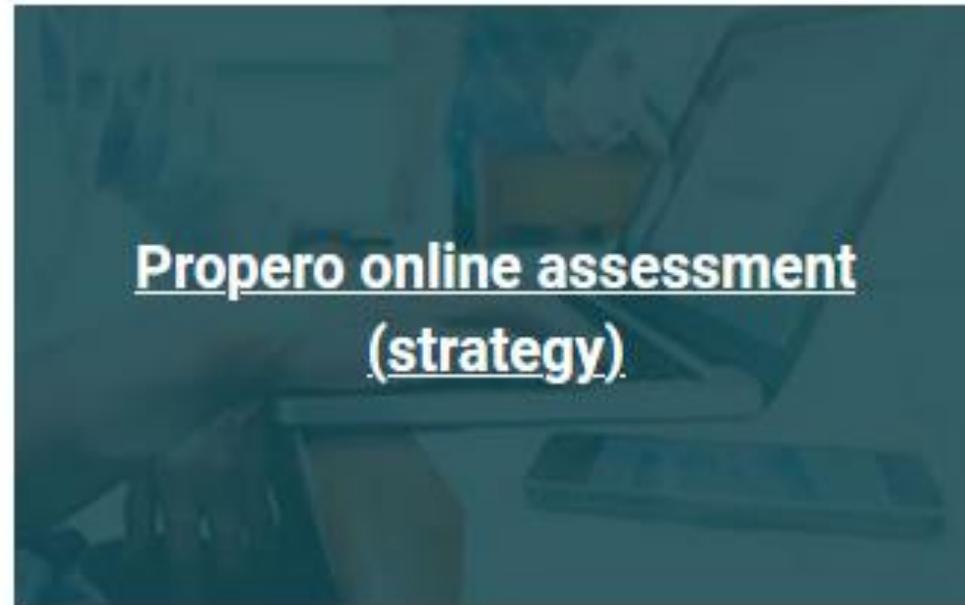
Distance education (methodological approach)

According to Schlosser und Simonson(2009) distance education can be defined as an “institution-based, formal education where the learning group is separated, and where interactive telecommunications systems are used to connect learners, resources, and instructors”.



Propero online assessment (strategy)

When there is no instructor leading the course, an ad hoc strategy is necessary. This strategy follows best practices outlined in the Standards for Educational and Psychological Testing (AERA, APA, & NCME, 1999). First, subject-matter experts develop course-level learning outcomes. Then, lesson-level learning objectives are written. Finally, assessment items are developed.



Blended Learning

Learning that happens in an instructional context which is characterized by a deliberate combination of online and classroom-based interventions to instigate and support learning.



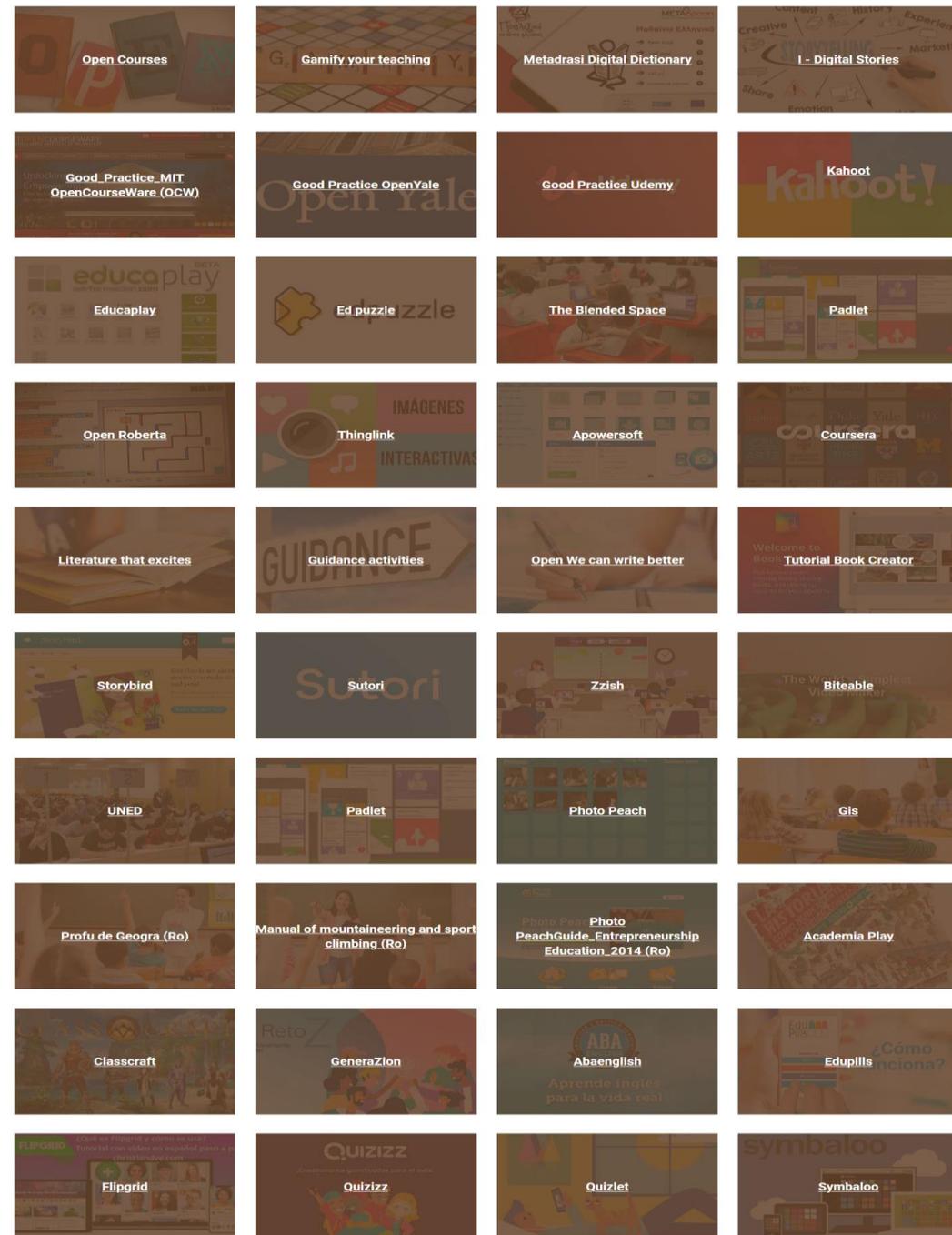
Methodological Issues in the Assessment of Technology Use for Older Adults

No context is more complex, it seems, than the flux and rapid progression that is technology use in modern Western societies. The start of the twenty-first century has been characterized by mind-numbing changes in the way in which we engage the world, from the advent of the microcomputer through development of mobile communications technology. Yet the evolution of technology is merely one aspect of the problem.



The SAE Material

This section contains tools that can develop multiple competences such as work, logical thinking, problem solving, communication, learning to learn, democratic culture a.o. The tools aim to foster your motivation for the creative use of quizzes, riddles, simulations, etc. allows the educator / teacher to build learning and assessment content on differentiated competences for any target of learners (young and adults), by adopting engaging and fun ways of involvement.



The E-Assessment Toolkit!

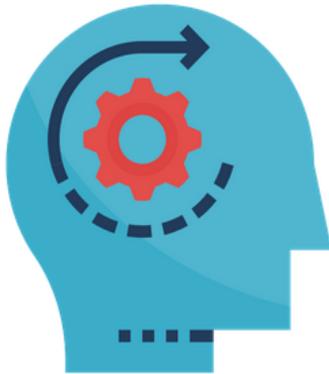
The E-Assessment Toolkit provides assessment and self-assessment tools capable of measuring the skills possessed by adults (linguistic, mathematical, digital and transversal) and any changes that may have occurred following the implementation of targeted learning paths



Smarty: Smart Education Simulator (Smarty) useful to detect the learning levels of transversal skills.

Smarty helps you to better understand who you are and plan your career path, to find the training course suitable for your needs and to use the services that your community has to offer. Enter the Smarty APP and register. All Personal Data collected through the website application will be treated as strictly confidential and used solely for the purposes of improving Smarty. The registration on Smarty is open to all and free of charge.

Do you want to find out about all your skills? Take the Smarty test!



LOGICAL THINKING

Smarty



WORK

Smarty



DEMOCRATIC CULTURES

Smarty



Communication

Smarty

The SAE Matrix: Work path, information collected and how it was organized, methodologies

Smarty Interpretative Matrix (otherwise defined as Smarty Matrix) allows you to read and interpret in depth the results of the assessment of skills carried out with Smarty.

Smarty Matrix allows you to answer these questions:

- What are the skills in which the person expresses himself best? Which are the ones to upgrade?
- What are the levels of competence in which the person expresses himself best? Which are the ones to upgrade?
- What dimension of representation does the person best express? What is to be enhanced?

[Click to download the SAE Matrix](#)



The Grader Register: Guide for teachers/educators on how and where they find users' answers and the results collected

All the grades for each student in a course can be found in the course gradebook, or 'Grader report', accessed from the Grades link either in the nav drawer or navigation block depending on your theme. The grader report collects items that have been grad-ed from the various parts of Moodle that are assessed, and allows you to view and change them as well as sort them out into categories and calculate totals in various ways.

[Click to download the Grader Register Guide](#)



The SAE Catalogue: Construction of a reasoned catalog to evaluate the 12 competences

Here you can see interesting tools and methodologies that will help you evaluate competences related to the learning process, the attitude to change, the enhancement of skills and evolving



The SAE Catalogue: Literacy

Here you can see interesting tools and methodologies that will help you evaluate competences related to the learning process, the attitude to change, the enhancement of skills and evolving

EUROTEST – Free Language Test

Studioskolen i København



Application

since 2010

Rating level

European level

Typologia

Tests

Target Group: Any individual regardless of their socio-economical context, interested in recognising their level of knowledge upon a second or mother tongue in an international background .

The test is a placement test which is available for the 5 major European languages English, French, Italian, Spanish and German as well as the continental Scandinavian languages and Turkish and Arabic. The test can be used for placing a course participant at the correct level. The skills that we target are language skills. In an online test it is difficult to test active spoken written language and this is why the self-evaluation stage is this innovative, it works absolutely sufficiently in that this assessment system enrolls the student.

[Visit Official Website](#)

THE IDEAL HOUSE

MONDADORI EDUCATION



Application

2016

Rating level

Local level

Typologia

Tests

Target Group: young people (starting at 16 years of age) and adults

Multiple choice questions to evaluate the ability to find specific and predictable information in advertisements, announcements, prospects, menus, catalogs and timetables.

[Visit Official Website](#)

[Documents to share](#)

Job announcement creation

(Italian Television)



Application

2014

Rating level

National level

Typologia

Tests

Target Group: young people (starting at 16 years of age) and adults

Matching words and definitions to assess whether the student knows how to use a series of expressions and phrases related to job searching

[Visit Official Website](#)

[Documents to share](#)

The SAE Catalogue Communication and Negotiation

Assess Well (Assessment and enhancement of vocational language skills in the wellness sector)

Volkshochschule im Landkreis Cham e.V. (Germany)



Application

2015-2018

Rating level

I have a directly knowledge

Typologia

Simulators

Target Group:

1. Employees in the wellness sector who do not have English as a first language – beauty therapists, nail technicians.
2. Employers of the wellness sector – Spa Managers, Wellness centre managers, etc.
3. Migrant workers in the wellness sector.
4. VET trainers and Managers.

1. 1) Training course comprised of 7 units, downloadable PDFs with exercises and sample answers; corresponding videos on YouTube. Each learning unit is accompanied by a dialogue video and a technical video.
2. Assessment Tool with which English teachers and wellness experts can validate and recognize the knowledge, skills and competences of their students and give recommendations for specific fields that need improvement. It offers a variety of exercises and work-based activities to assess professional and linguistic skills.

[Visit Official Website](#)

The SAE Catalogue Cultural awareness

ECO SMART. Education for Sustainable Development

AIDA (Association for Sustainable Initiatives), Cluj-Napoca



Application

2013-2014

Rating level

Regional level

Typologia

Other

Target Group: ECO SMART is an initiative that AIDA introduces in Cluj-Napoca high school education classes for sustainable development. This program is aimed at pupils aged 6-14 from any Cluj school requesting AIDA services.

over 2 hours on topics such as: Healthy Living, Civic Engagement, Reuse, Recycling, Reuse, Pollution, Resources, Sustainable Community, Balanced Life. Working methods: film creation, open space, alternative theater (improvisation theater, green drama, parody, forum theater), collective painting, creative recycling, documentary film, role play, debate, experiments.

[Visit Official Website](#)

Tests de GoConqr

GoConqr



Application

Open

Rating level

European level

Typologia

Tests

Target Group: Students

GoConqr is a social learning platform that combines the benefits of powerful learning tools with the support of an active community. Quiz Maker lets you create and take as many memory-boosting Quizzes as you like. Share online Quizzes with friends or peers. Take other users' quizzes.

[Visit Official Website](#)

The SAE Catalogue: Entrepreneurship

EntrInnO

EntrInnO



Application

since 2016

Rating level

European level

Typologia

Games

Target Group: Young Adults

EntrInnO is a project funded by the European Commission for addressing the need for optimizing the development of entrepreneurship and innovation in Europe. Its main focus is to enhance the skills of young EU citizens, a crucial population of a progressive, entrepreneurial and market-based economy and society. For that purpose, an interactive online game is being developed, which will be accessible online and offline, and can be adapted to fit various contexts. In the context of the game the user will come across multiple tasks that will compose their attitudes towards multiple entrepreneurial skills

[Visit Official Website](#)

MySkills

Bertelsmann Stiftung and German Federal Employment Agency



Application

Since 2015

Rating level

National level

Typologia

Simulators

Target Group: The test is suitable for all job seekers who have substantial experience in one of the 30 MYSKILLS professions but who do not have a German VET or HE degree. These are mainly refugees with a residence status, migrants and low-skilled workers without formal qualifications.

MYSKILLS is a computerised test. It permits people without a professional qualification to identify and demonstrate their professional skills. They can prove which typical job situations they are familiar with and whether they know exactly what to do in these situations. The test is available in six languages – German, English, Arabic, Farsi, Russian and Turkish. It lasts about 4 hours and is carried out by the job centre or the employment agency.

[Visit Official Website](#)

Quiero empleo

Camara de comercio de España



Application

Open

Rating level

National level

Typologia

Questionnaires

Target Group: Citizens / Unemployed people

Evaluate your personal and management skills. The evaluation of competencies will draw up your personal profile in which the level of development of each of them will be shown graphically. Compare your competency profile with the standard profiles of the usual jobs and functions. Imagine your ideal profile as a target for improvement. The evaluation will serve as a guide in the learning process and will direct the career plan that you want to design yourself according to a model of improvement plan that we put at your disposal, if you so wish.

[Visit Official Website](#)

The SAE Catalogue: Team Working

The Greek School Network (GSN)

Greek Ministry of Culture, Education and Religious Affairs



Application

2000

Rating level

Local level

Typologia

Simulators

Target Group: School community

Through GSN the Ministry of Culture, Education and Religious Affairs provides the educational community with e-learning services, communication and collaboration, e-government services as well as helpdesk and user support services

[Visit Official Website](#)

[Documents to share](#)

[Documents to share](#)

The SAE Catalogue: Problem-Solving

Blackboard

Blackboard Inc.



Application

2016

Rating level

European level

Typologia

Planing

Target Group: Academic community

Blackboard is at the forefront of collaborating with Educational Institutions to develop a better educational experience, the quality of educational experience with the aim of attracting and retaining students from all over the world who know they have a choice for investing their time and money.

[Visit Official Website](#)

ACADEMIC NETWORK" (GUnet)

European union funding platform



Application

2000

Rating level

National level

Typologia

Other

Target Group: young people (starting at 18 years of age) and adults

Matching words and definitions to assess whether the student knows how to use a series of expressions and phrases related to job searching. The tool aims for the provision of network services to its members and third parties (institutes, foundations) whose activities aim at servicing research and education

[Visit Official Website](#)

[Documents to share](#)