BLENDED LEARNING BEST PRACTICES

Boosting Educators' Competences to do Quality Blended Learning ERASMUS+ 2017-1-SI01-KA204-035545	
November 2017 - September 2019	**Partnership**
Element	**Guiding questions**
Type of document	The Blended Learning Toolkit consists of materials, resources, activities and other content available on the project website
Publisher	Partnership organisations: UPI-LJUDSKA UNIVERZA ŽALEC – Slovenia VHS Hannover – Germany DIT School of Computing – Ireland CCS Digital Education (Crystal Clear Soft) – Greece DomSpain – Spain D-Learn (European Digital Learning Network) – Italy
Target audience	Teachers, school teams, adult learning
Field	- Education
Objective	Making the use of blended learning more extensive, systematic as well as strategic in adult education is the long-term aim of the project. On the one hand we want to increase awareness about the importance and necessity of quality blended learning in adult education and on the other hand we want the educators to improve their skills and practical knowledge about delivery of high quality blended learning courses.
Location /geographical coverage	The handbook and e-course can be accessed on the platform: https://blearning-project.eu/ in 5 languages (all partner languages) and can be accessed by anyone inmterested.
Introduction	Blended learning enables students more flexibility, learning at different pace and greater autonomy. Learners in adult education centers across Europe face similar challenges such as lack of basic skills, lack of time due to family and work obligations, poor learning habits, low motivation, financial issues. etc. It is the development and implementation of blended learning courses that can be tremendously helpful for adult education organizations to answer the aforementioned needs.
Stakeholders and Partners	Teachers, educators Organizations that are interested in adapting and using the developed material to fulfil the constant and increasing demand of teachers for new ICT skills and competences: school management, teachers' associations, organizations responsible for teachers' skills development and certification, adult education centres, telecentres, state agencies and offices, and Ministries of Education.

Financing Body	The project is co-funded by the Erasmus+ Programme of the European Union, grant no. 2017-1-SI01-KA204-035545
Context	Learners in adult education centers across Europe face similar challenges such as lack of basic skills, lack of time due to family and work obligations, poor learning habits, low motivation, financial issues. etc. It is the development and implementation of blended learning courses that can be tremendously helpful for adult education organizations to answer the aforementioned needs.
The main objectives	Making the use of blended learning more extensive, systematic as well as strategic in adult education is the long-term aim of the project. On the one hand we want to increase awareness about the importance and necessity of quality blended learning in adult education and on the other hand we want the educators to improve their skills and practical knowledge about delivery of high quality blended learning courses.
The description of the practice	The teachers will acquire a great tool for developing quality blended learning courses: a platform featuring an interactive course – blended learning gym – and a handbook including examples of good practices and practical guidelines for educators. The handbook as well as the course focusses on six types of blended activities: ● Presentations ● Podcasts ● Videos ● Documents ● Games ● Searching One can find detailed tutorials for using tools to create e-learning materials such as presentations, podcasts, videos, games, webquests, and so on. The part about the Blended Learner – suggests some skills you might consider teaching to your learners to help them navigate the blended activities. While the chapter about the Blended Manager – suggests ways that you can talk to your management about these blended activities. This handbook contains a number of forms, which we would like you to copy and fill out. Most of the forms are full-page, which you can print out and distribute to your learners. There are also some other activities designed to be printed out and given to your learners. Accompanying this handbook is an online resource that provides all of the forms and activities in downloadable format.
Outcomes of the practice	The quantative indicators are not clearly stated. But the intangible use of the project is obvious, teachers have been provided with a usefull and well designed toolkit for blended learning which is easy to use and understand, as well as practical.
Success Factors	Openess, willingness to learn
Constraints	Available only in certain languages.
Lessons learned	The material developed is very usefull for the teachers and also can be adapted as a model for creation of some other blended training.

Sustainability	The material is ready to use and free of charge. Therefore no costs occur for potential users. The only investment is the time of the educators to deal with the features and the handling before using.
Development of the practice	The material will remain available online and usable free of charge and may serve as a starting base for further projects. Course material can be adapted and used by the teachers who are willing to improve their skills free of charge only by registering on the platform.
Conclusion	The material developed is very usefull for the teachers and also can be adapted as a model for creation of some other blended training.
Related resources that have been developed	All the materials developed are available on http://www.blenditwell.eu/
Language(s)	English, Slovenian, German, Greek, Spanish
Contact details	
Name	QUALITY Blended Learning
Company/Institution	Partnership
Website	http://www.blenditwell.eu/
E-mail	