

# METHODOLOGICAL GUIDE: LEARNING BY DOING, LEARNING HELPING

ERASMUS PLUS PROJECT 2020-1-ES01-KA204-082397













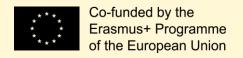




# **PARTNER ENTITIES**

- REDTREE MAKING PROJECTS
- LESVOS SOLIDARITY
- GENERAZIONE ZERO
- EUROPEAN LANGUAGE EQUALITY
   NETWORK
- ASOCIACIÓN DE JÓVENES MUSULMANES EN VALENCIA
- SMALLCODES
- GRETA DU VELAY



















# MAIN IDEA OF THE PROJECT

LEARNING BY DOING, LEARNING BY HELPING

Generating an innovative training methodology, where users learn contents matching with the official curriculum for adult education through a digital volunteering process that proposes them appealing situations and motivates them to learn while promoting the inclusion of other students and of themselves.



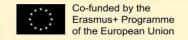
# **WHO ARE THEY USEFUL FOR?**



- Promote their educational competences with a system that allows them to put their learning into practice through virtual volunteering.
- Establish contact with students from different countries with complementary profiles and thereby favor inclusion and awareness processes.



- To offer you a digital tool with which to find virtual volunteers able to cover your needs.
- To have an innovative, free, and transnational training tool that you can offer your beneficiaries to improve their learning.



# LEARNING BY DOING, LEARNING HELPING



Metodologuical guide for collaborative and inclusive learning based on digital voluntering

The methodological guide for collaborative and inclusive learning based on digital volunteering: "LEARNING BY DOING, LEARNING HELPING" is the main Intellectual Output of the project "LEARNING HELPING: INCLUSIVE EDUCATION OF ADULTS THROUGH VIRTUAL VOLUNTEERING" co-funded by the Erasmus+ Programme of the European Union.

The methodological guide for collaborative and inclusive learning based on digital volunteering: "LEARNING BY DOING, LEARNING HELPING" develops all the knowledge and tools necessary to implement a digital learning system aimed at adults, that uses volunteering activities as the main motivational tool and guiding thread of the educational itinerary.

This guide presents innovative teaching and learning methodologies that help overcome the obstacles suffered by adults with life situations different from those of young people studying compulsory or higher education.

# **METHODOLOGY**

The Learning Helping methodology developed within this methodological guide combines the two pedagogical strategies (Learning by doing and Peer tutoring), but from an innovative perspective based on ICTs and digital media. It also places the work in digital social volunteering as the framework of the real experiences through which the learning process is structured.

The **Learning Helping methodology** generates structured learning. The **Peer tutoring** methodology can be complementary to the itineraries through work/learning sessions where students must previous one, since it is based on cooperative learning. To develop successfully and successively complete a series of activities based this learning method, pairs of students will be created, with an on digital volunteering. These training itineraries are carried out asymmetrical relationship with each other; one of them taking on autonomously by training pairs of two students with the role of tutor and the other of tutored, but both of them with complementary needs and knowledge (usually an adult born in the same goal of strengthening their skills and learning. For this, Europe and a migrant or refugee) and give rise to a peer learning the tutored user receives personalized support from the tutor process reinforced by the tutoring of a teacher. This is why user, who can expand and deepen the knowledge he/she already students must be matched according to their specific needs and has. This methodology places the students at the center of their knowledge, constituting an effective tool to bring the reality of own learning process, reinforcing their autonomy, their ability of migrants and refugees closer to adult volunteers and vice versa.

learning to learn, and their participation in the process.

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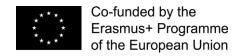
- 1. PROLOGUE
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- 3. CONTEXT
  - 3.1. The situation of migration in Europe.
  - 3.2. Volunteering and the digital and educational environments.
  - 3.3. Adult education: risks and obstacles.
  - 3.4. Adult education in Europe.
  - 3.5. The cases of Spain, France, Greece, and Italy.

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- 4.1. Objectives of the guide.
- 4.2. Previous notions for the use of the guide.
- 4.3. Methodological bases.
  - 4.3.1. The Learning by Doing methodology.
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### 6. THE EDUCATIONAL METHODOLOGY: LEARNING HELPING.

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- 6.3. How to implement the learning helping model.
- 6.4. In the classroom:
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- 6.5. Autonomously:
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### 7. THE TEACHER OR TRAINER

- 7.1. The teacher as the tutor of the learning process.
- 7.2. Initial mechanisms of implementation of the learning process.
- 7.3. Selection mechanisms of the study pair and their later development.
- 7.4. Mechanisms for the evaluation of the learning.
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### 8. STUDENTS

- 8.1. Students in learning pairs.
- 8.2. Tutoring sessions.
- 8.3. Collaborative work as a couple.



### 9. TRAINING ITINERARIES LEARNING HELPING

- 9.1. Process of creating itineraries.
- 9.2. The curricular content.
- 9.3. Modular structuring of curricular contents.
- 9.4. Digital volunteering activities.
- 9.5. The indicative aids in each module.
- 9.6. The assessment: Initial and final knowledge tests.
- 9.7. Example training itineraries.

- **10. CONCLUSIONS**
- 11. REFERENCES
- 12. ANNEXES:
  - I. Initial evaluation test of the Virtual Volunteering Lab.
  - II. Final proof of assessment of the use obtained.
  - III. Contents and evaluation criteria of the Initial Education I level of the first cycle of lifelong learning for adults in Spain.
  - IV. Model certificate of competences acquired and of the volunteer activities carried out.
  - V. Materials for peer tutoring sessions.

### **DEFINITION AND DESIGN**

They are the set of training actions defined through a preliminary test of interests and knowledge which, while developing specific capabilities that match the official curriculum of Cycle I of basic adult education, meet specific needs of the social entities through digital volunteering actions.

- Development of the competences to be worked on each itinerary (matching the official curriculum of adult education).
- Capable of turning into real volunteering actions covering the needs of the partner and/or collaborating entities.

**FIVE ITINERARIES:** Three levels of complexity:

- ITINERARY 1: LITERACY AND INITIATION OF BASIC TRAINING.
- ITINERARY 2: COMMUNICATION AND INCLUSION.
- ITINERARY 3: MATHEMATICAL TOOLS IN DIGITAL VOLUNTEERING.
- ITINERARY 4: SOCIETY, TERRITORY, AND CULTURAL PROCESSES.
- ITINEREARY 5: FURTHER TRAINING.



### **ITINERARY 1: LITERACY AND INITIATION OF BASIC TRAINING.**

LEVEL 1: Basic training.

Module 1	<ul> <li>Language communication competence.</li> <li>Competence of learning to learn.</li> </ul>
Module 2	<ul> <li>Mathematical competence and basic competences in science and technology.</li> <li>Digital competence.</li> </ul>
Module 3	<ul> <li>Social and civic competences.</li> <li>Initiative and entrepreneurship.</li> <li>Cultural awareness and expression.</li> </ul>



### **ITINERARY 2: COMMUNICATION AND INCLUSION**

LEVEL 2: Intermediate training.

Module 2	Basic skills in mathematics, science, technology and digital environment.
Module 3	Basic social and civic skills, initiative and entrepreneurial spirit, awareness and cultural expressions.
Module 4	Complementary language communication and inclusion competences.



### **ITINERARY 3: MATHEMATICAL TOOLS IN DIGITAL VOLUNTEERING**

### **LEVEL** 2: Intermediate training.

Module 1	Basic language communication and inclusion skills.		
Module 3	Basic social and civic skills, initiative and entrepreneurship, awareness and cultural expressions.		
Module 5	Complementary competences in mathematics, science, technology and digital environment.		



### **ITINERARY 4: SOCIETY, TERRITORY AND CULTURAL PROCESSES**

**LEVEL** 2: Intermediate training.

Module 1	Basic language communication and inclusion skills
Module 2	Basic competences in mathematics, science, technology and digital environment.
Module 6	Complementary social and civic competences, initiative and entrepreneurial spirit, awareness and cultural expressions.



### **ITINERARY 5: FURTHER TRAINING.**

**LEVEL** 3: Specific training.

Module 4	Complementary language communication and inclusion competences.
Module 5	Complementary competences in mathematics, science, technology and digital environment.
Module 6	Complementary social and civic competences, initiative and entrepreneurial spirit, awareness and cultural expressions.







# THANK YOU

FOR MORE INFORMATION



https://www.learninghelping.eu/







