7-Day Training Courses

Artificial Intelligence (AI) and Digital Competences for Teaching and Learning

Dublin (IRELAND)

WHO IS THIS COURSE FOR?

Participants in this course can be **teachers and educators of all levels** who wish to develop their digital competences and acquire practical experience of integrating digital tools and Artificial Intelligence into their daily teaching practice. This course is not aimed at tech experts, but rather at teachers who would like to expand their professional repertoire and find effective ways to engage their students while adapting to the challenges of the present moment.

Language of communication: **English**

Minimum Level of English required: **B2**

COURSE DESCRIPTION

Digital technologies and Artificial Intelligence are reshaping how we communicate, work, learn, and access information. While AI has emerged as a powerful educational tool, its role is to enhance—not replace—the teaching and learning process. As educators, it is essential that we strengthen our own digital competences while empowering our students to develop critical digital literacies for their academic, professional, and civic lives.

This course aims to develop educators' digital competences for teaching and learning and explore ways that AI can transform education. Participants will gain practical AI skills and examine ethical considerations, all within a humanistic approach that places people at the centre of education. Through knowledge-building, skill development, and reflective practice, participants will learn to design pedagogically sound digital learning experiences that prepare learners for responsible, inclusive participation in society.

This course offers a practical, hands-on exploration of digital didactics and AI integration in education. Participants will explore and engage in critical reflection on digital tools and AI applications, and explore strategies that will foster students' digital competences and critical thinking skills.

By the end of the course, participants will have enhanced their teaching repertoire, developed approaches for fostering students' digital competences and critical thinking skills, and gained insights into preparing learners for an evolving professional landscape—all while maintaining the values of people-centred, inclusive education.

Objectives:

•To develop and enhance digital teaching competences, enabling educators to effectively integrate digital tools and AI applications into their pedagogical practice.

• To build critical digital literacy skills to evaluate, select, and implement digital technologies ethically and responsibly in diverse educational contexts.
• To design innovative digital learning activities and assessments that foster students' critical thinking, creativity, and digital competences for lifelong learning and professional readiness.
• To reflect on the societal and ethical implications of AI and digital technologies in education, promoting responsible digital citizenship and inclusive participation among learners.
• To provide opportunities to interact with colleagues of other nationalities, and exchange ideas and experiences.

Methodology:

Our course *Artificial Intelligence (AI) and Digital Competences for Teaching and Learning* motivates educators to move beyond basic digital skills toward thoughtful, pedagogically-sound integration of AI and digital technologies that enhance learning while fostering ethical awareness and responsible use. It is expected that participants, regardless of their technical background, can follow along and succeed in the tasks.

The course employs a comprehensive, interactive, and hands-on methodology designed to inspire you to create inclusive and engaging learning content for your students. It is expected that participants, regardless of their technical background, can follow along and succeed in the tasks.

The course will use several training strategies:

- **Interactive Workshops** to help to engage in activity-based learning and peer collaboration to encourage teamwork and collective problem-solving.
- **Case Studies** to help to help explore past learning experiences and future learning scenarios in the classroom.
- **Hands-On Tool Exploration** in a safe environment to test and experiment to encourage creativity and critical appraisal.
- **Group Discussions** to share insights, exchange ideas, and receive constructive feedback in a supportive environment, enhancing learning and teaching experiences.
- **Field Learning Projects ('Contexts4Content'):** Immersion in real-world contexts of the host country through exploration of historical and cultural exponents to gain firsthand experience as a base for the creation of curricular content.
- **Reflection and Evaluation on participants' learning journey and progress**. This reflective practice will help identify strengths and areas for improvement, ensuring a continuous professional growth.

The main expectation of the course, however, will be the willingness of the participants to enter the spirit of the programme and the cultural framework that the host country represents.

LOCATION OF THE COURSE: Dublin (IRELAND)

Dublin in RELAND, is an old medieval Viking city that displays a fascinating panorama on its streets through a pleasant mix of historic buildings and sites, monuments and street art. Trinity College and the unique Book of Kells, Christ Church Cathedral, Dublin's Viking Castle, the remarkable Chester Beatty Library, or the Samuel Becket Bridge, can be discovered at the same time as Sweny's pharmacy (immortalized in Joyce's Ulysses), where a surprising mix of second-hand books and lemon-scented soap can be found together.

Dublin is also a warm and welcoming city. Its enjoyable "*craic*" has attracted visitors for centuries. Traditional music is extremely popular in Ireland and is so easy to find a pub where a band is playing some good drinking music while customers happily join in the chorus.

DURATION OF THE COURSE

7-day course: **40 hours.**

Our **7-day course**, starting on Sunday and finishing on Saturday, is a very efficient way to implement your mobility by integrating your learning while saving time and expenses. The **40 hours** duration of the course is applied on average considering all training days of the course, for the implementation of the objectives and lessons, in connection with the "Quality standards for courses under Erasmus+ KA1"

CERTIFICATION AWARDED

Certification of learning outcomes in connection with the "Quality standards for courses under Erasmus+ KA1": Europass and Certificate of Attendance which include the name of the participant, description of the course and its learning outcomes, dates, venues, the name of the host organisation and course director.

DATES

Artificial Intelligence (AI) and Digital Competences for Teaching and Learning
Country of Destination: **Dublin, IRELAND**
Duration (days): **7 training days (from Sunday to Saturday)**
Language of communication: **English**

Dates in 2026	Dates in 2027
17-23 May · 7 training days	28 February - 06 March · 7 training days
21-27 June · 7 training days	23 - 29 May · 7 training days
05-11 July · 7 training days	20 - 26 June · 7 training days
12-18 July · 7 training days	04 - 10 July · 7 training days
08 - 14 November · 7 training days	11 - 17 July · 7 training days
	24 - 30 October · 7 training days

Note: The information included in this document might be subject to amendment. You should check our website www.englishmatters.org for any updated information about our programmes.

Reference programme of the 7-day course:

Artificial Intelligence (AI) and Digital Competences for Teaching and Learning

7-day Course in Ireland
(from Sunday to Saturday)

Sunday
Registration
Fundamentals: principles, structure, framework
Tools for reflection on learning & Professional Development
Field Learning "Contexts4Content" approach
European Dimension

Monday
Digital Competences for 21st century: Skills and Attitudes
AI in Education. Basics and Concepts.
Field Learning Project “Contexts4Content”

Tuesday
Enhancing Learning Experiences with Digital Tools
Ethical Considerations and Responsible AI Use in Education

Wednesday
Student Engagement in a Digital Age
Using Digital Tools and AI to promote creativity
Field Learning Project “Contexts4Content”

Thursday
Digital Makerspace
AI and Assessment

Friday
Teacher´s Toolbox: Sharing tools and ideas
Field Learning Project “Contexts4Content”

Saturday
Reflection about Dissemination Strategies
Presentation of participants' portfolios
Final reflection on learning acquired
Evaluation of the programme

NOTE: This Reference programme may be subject to amendment. Such amendment, if necessary, would be kept to a minimum, consistent with the quality and balance of the programme.