

Erasmus Module in English

Teacher Training

From this list of courses you are free to pick at least 20,5 ECTS for your semester. The semester ends at the end of April but you will have the option of getting 30ECTS if you stay in Madrid till 1st of June doing extra practice at a school.

Courses

Number of ECTS

Spanish Language Course I	1
Spanish Language Course II	1
Spanish Language Course III	1
Spanish Education System	2
Games and Music	1,5
Practice at bilingual schools	8
International Academic Activity (ACAI)	6
La Salle Transmedia Jam	6
Transmedia Narratives	2
Gamification	3
Robotics and AI	2

Spanish Language Course 1,2 & 3

In the Spanish language courses, you will learn basic Spanish phrases and vocabulary. Far from everyone in Spain speaks English and it is important to understand some of the common phrases and words to easily get settled in your new home town. Moving to Spain is a great way of learning a new language. Spanish is the second most common language in the world and by learning the basics of it you can make yourself understood all over the world. These courses give you a foundation to lean on while developing your vocabulary. This course is graded by tests and participation in lessons.



Spanish Education System

This course focuses on the legal framework and the organization of the Spanish educational system. It offers a general overview of the Spanish education in a theoretical point of view. Further into the course it also offers a follow up on the practice at the bilingual schools where the students are asked to compare what they have learned about the Spanish school with the educational system in their home countries. We also try to figure out what the idea educational system is. This classes are interactive and focuses on discussions and learning from each other's experience. It is graded on group work, individual written assignments and participation in the class room. The class has no final exam but rather focuses on written assignments regarding the differences and similarities between different educational systems.

Games and Music

This course focus in learning and understanding the nature of games and play in our society. The students learn how games are made, explore their role in society and how they affect us as individuals. This course uses the multiplayer classroom methodology, developed by Lee Sheldon. The classes will be separated into two parts, explanation and work. During explanation, the teacher guides the students and explain the topic of the syllabus and during work, the students separate into groups to do different tasks and assignments. The classes are mostly practical with a focus on debating and exploring. Instead of using textbooks, the students will have a digital repository with books and papers for them to read and discuss and since the course uses the multiplayer classroom methodology, the students will be free to pick assignments from a gamified list, earning experience points based on the difficulty of the task. The tasks include assignments both in group and individually. At the end of the course these experience points will transfer into grades. This method of learning encourages curiosity and teamwork, leaving freedom to the teacher to focus on mentoring the students while they explore the tasks of the module.

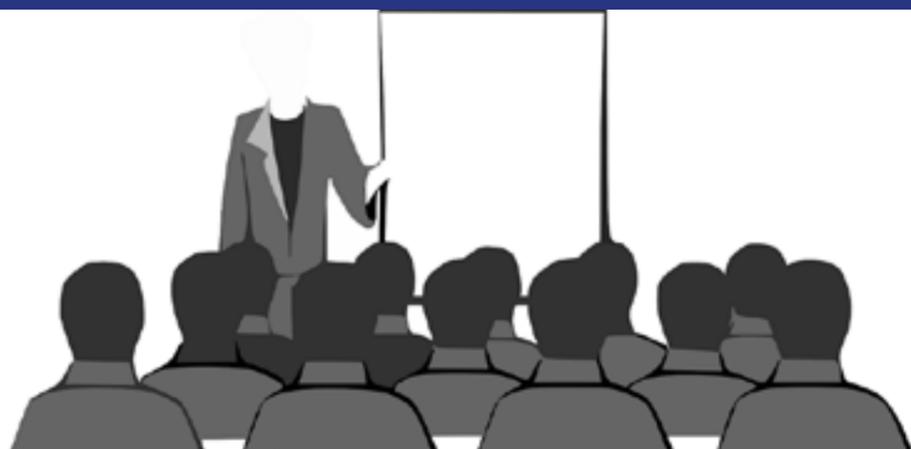
Practice at Bilingual Schools

In this course you get the chance to get practical experience by practice at a Spanish school. The schools we offer practice at are bilingual so there is not a requirement that you speak Spanish. If you have a sufficient level of Spanish it is also possible to do this practice at a Spanish speaking school. The minimum of credits on this course is 8ECTS (4weeks), however it is possible to extend the practice to get more credits. We also offer the possibility to attend practice at a school for special needs after the first 4 weeks. (First 4 weeks – compulsory). The school for special needs work with therapies using animals and swimming pools. At the end of the practice your grade is based on your mentor's evaluation of your participation.



International Academic Activity (ACAI)

ACAI is an English module marked by its academic, interdisciplinary and international character. It consists of different blocks of contents whose link is the Health Education and Communication, addressed to all students of CSEU La Salle. It means that Spanish students of Faculty of Education, Social Sciences and Health share lessons with Erasmus students from European Universities and students from La Salle Universities in The World, studying on our campus. We live in the era of Technology and Globalization and there are public global goods such as health, environmental quality, peace and human security, or access to information of interest to the entire world population. According to the World Health Organization "Health is a state of complete physical, mental and social wellbeing and not merely the absence of disease or infirmity". The fact of including the physical, mental and social levels requires the coordinated efforts of agents of Health, Education Transmedia Communication and Social Work. Health Education is a valuable tool for professionals in Health, Education, Transmedia and Social Work. The module is intended to indicate positive and negative behaviors for health, promote healthy lifestyles and help change negative health behaviors, contextualized into a globalized world which is marked by Information Technology and Communication.



La Salle Transmedia Jam

This is an intensive weekend generating projects open to university students from all around Spain and Europe. Do you know what a Hackaton is? Well that is very similar to this experience. You'll be sleeping in campus, either camping or inside, that's up to you. You will be accompanied by expert teachers guiding you through the process... This is an unforgettable experience. Transmedia Jam 2018, to give you an idea, is articulated around generating an educational videogame. Education Students, Transmedia Students and Programming Students collaborate in heterogeneous teams to create a project proposal. The winners spend a two-week placement working at MineAcademy, the education project based on Microsoft Minecraft.



Transmedia Narratives

This course invites students to analyse the relevance of narratives in the life of human beings Why do we need to tell stories and to listen to stories? Our identities are thread through narratives. We'll link the development of identity and narratives to the opportunities generated by the media ecology; integrating biology and culture. We'll search our narrative authenticity through different projects, analysing the way we tell our own stories and the most successful stories in history (Myths, tales...). We'll create our own Transmedia project, based on the story we want to tell, maybe recalling a story we started in the past and did not finish, maybe a story linked to us in the way we decide in the present.

Gamification

This course invites students to explore the nature of games in our society. Why do we play? Where can we play games? Or What is a game? We'll explore these questions through different lenses, focusing on how games are made, from traditional games and videogames to gamification and marketing strategies. We'll learn how to appeal to multiple types of players, analysing the applications of games, play and ludic activities in our culture, while experimenting with different types of games. The students will develop their own games and interactive experiences, using the principles of modern game design, from the early stages of conceptualization to prototyping and testing, learning in a practical, free and ludic environment, designed to make the class a living game.

Robotics and AI

This course invites students to explore how Artificial Intelligence works, to debate on its philosophical background and to understand the main areas of AI. You'll understand what a robot is and its basic parts. Using Kits, you'll create a robot to explore and understand the interaction between electronics and mechanics. Throughout different creative projects you'll generate solutions to real problems or challenges by means of robotics.

