

# Internship Program

## Digital Teaching and Learning



**tech** global university



**Internship Program**  
Digital Teaching and Learning



# Index

01

Introduction to the Program

p. 4

02

Why Study at TECH?

p. 6

03

Teaching Objectives

p. 10

04

Internship

p. 12

05

Internship Centers

p. 14

06

General Conditions

p. 18

07

Certificate

p. 20

01

# Introduction to the Program

The advent of Industry 4.0 has had a significant impact on the field of Education, offering experts numerous technological tools such as e-learning platforms to optimize the quality and accessibility of learning. However, to optimally implement these digital advances, professionals need to develop advanced skills to successfully integrate them in the classroom in order to customize teaching according to the individual needs of users. Only then will experts be able to ensure a holistic experience based on equity and inclusiveness. To facilitate this task, TECH presents an exclusive program, where students will be integrated for 3 weeks in a reference institution in the Digital Teaching and Learning sector.

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*Thanks to this Internship Program, you will master the most innovative Active Methodologies to increase the participation and engagement of students in their own learning”*



According to a new report prepared by the United Nations, 85% of academic institutions in developed countries that have adopted the main Information and Communication Technologies have managed to significantly improve the quality of education. At the same time, this has contributed to increasing user participation in the classroom and even individualizing learning processes, thus catering more effectively to the specific needs of learners. In this context, specialists need to stay at the forefront of the latest strategies to implement technological tools in the classroom and apply active pedagogical methodologies such as project-based learning to help users reach their full academic potential.

With this idea in mind, TECH has designed an innovative Internship Program, which consists of a 120-hour stay in a renowned entity specialized in the field of Digital Teaching and Learning.

As a result, over the course of 3 weeks, graduates will be part of a highly qualified multidisciplinary team in this field, with whom they will actively work on real projects for the implementation of educational technologies, development of interactive digital content and optimization of learning management platforms. Thanks to this, professionals will develop advanced skills to lead the digital transformation in the academic sector and contribute to the development of more dynamic, inclusive and efficient environments.

It should be noted that, during this practical stay, students will have the support of an assistant tutor, who will ensure compliance with all the requirements for which this immersive experience has been designed. Consequently, the students will work with total guarantees of success and safety in the handling of the most modern technological systems.

02

## Why Study at TECH?

TECH is the world's largest online university. With an impressive catalog of more than 14,000 university programs, available in 11 languages, it is positioned as a leader in employability, with a 99% job placement rate. In addition, it has a huge faculty of more than 6,000 professors of the highest international prestige.

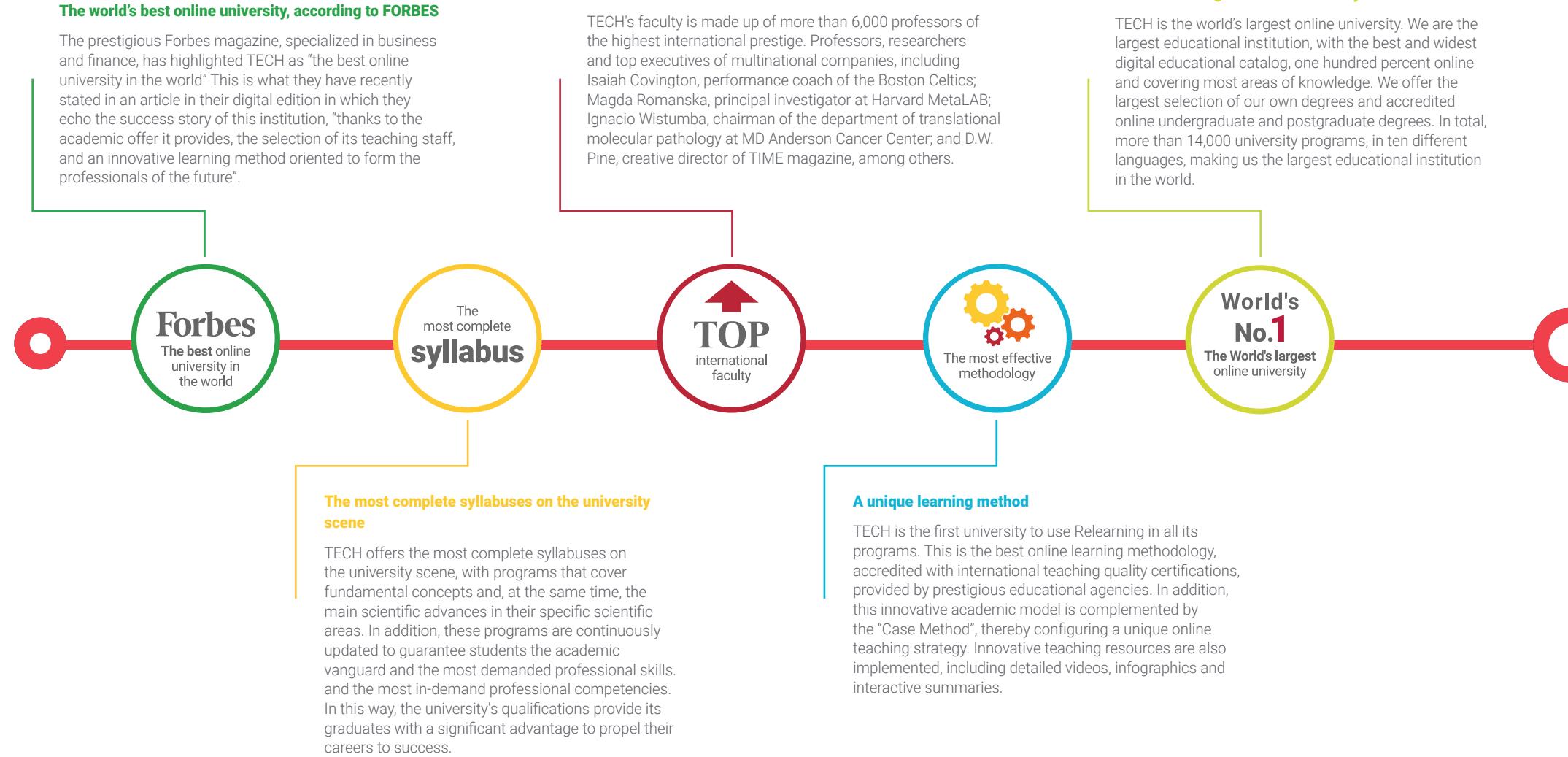
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*TECH combines Relearning and the Case Method in all its university programs to guarantee excellent theoretical and practical learning by studying when you want and from wherever you want”*



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*Study at the largest online university in the world and ensure your professional success. The future begins at TECH”*



#### **The official online university of the NBA**

TECH is the official online university of the NBA. Thanks to our agreement with the biggest league in basketball, we offer our students exclusive university programs, as well as a wide variety of educational resources focused on the business of the league and other areas of the sports industry. Each program is made up of a uniquely designed syllabus and features exceptional guest hosts: professionals with a distinguished sports background who will offer their expertise on the most relevant topics.

#### **Leaders in employability**

TECH has become the leading university in employability. Ninety-nine percent of its students obtain jobs in the academic field they have studied within one year of completing any of the university's programs. A similar number achieve immediate career enhancement. All this thanks to a study methodology that bases its effectiveness on the acquisition of practical skills, which are absolutely necessary for professional development.



#### **Google Premier Partner**

The American technology giant has awarded TECH the Google Premier Partner badge. This award, which is only available to 3% of the world's companies, highlights the efficient, flexible and tailored experience that this university provides to students. The recognition not only accredits the maximum rigor, performance and investment in TECH's digital infrastructures, but also places this university as one of the world's leading technology companies.

#### **The top-rated university by its students**

Students have positioned TECH as the world's top-rated university on the main review websites, with a highest rating of 4.9 out of 5, obtained from more than 1,000 reviews. These results consolidate TECH as the benchmark university institution at an international level, reflecting the excellence and positive impact of its educational model.

03

# Teaching Objectives

Through this revolutionary Internship Program in Digital Teaching and Learning, professionals will master the most sophisticated digital teaching methodologies and technologies to enrich the classroom experience. In this sense, graduates will gain advanced skills to design digital content, manage educational platforms efficiently and apply innovative pedagogical strategies to both increase user engagement and personalize their learning according to their individual needs.



## General Objectives

- Introduce students to the world of teaching, from a global perspective in order to prepare them for their future employment
- Know the new tools and technologies applied to teaching Explore digital competencies in depth
- Show the different options and ways the teacher can work in their job
- Foster the acquisition of communication and knowledge transmission skills and abilities





## Specific Objectives

- ◆ Describe the processes of memory and attention in learning
- ◆ Determine the differences between active and passive learning
- ◆ Explain the importance of digital competencies in teachers
- ◆ Discern the defining characteristics of distance learning
- ◆ Classify the defining characteristics of e-learning
- ◆ Explain the advantages and disadvantages of e-learning over traditional teaching
- ◆ Describe the evolution of Facebook, how to create and manage a profile, how to use Facebook as a search engine and its use as a teaching tool
- ◆ Explain the evolution of Twitter, how to create and manage a profile, how to use Twitter as a search engine and its use as a teaching tool
- ◆ Distinguish between mobile and wifi networks
- ◆ Classify mobile devices: tablets and smartphones
- ◆ Understand technology dependence
- ◆ Learn about the new illnesses associated with technologies

- ◆ Know the main apps to develop a Flipped Classroom and gamification strategies, as well as appreciate these emerging methodologies as learning enhancers
- ◆ Define the principles of the Flipped Classroom
- ◆ Recognize all critical factors specific to the Apple environment in the development of our implementation model
- ◆ Identify and estimate the pedagogical possibilities of Apple's proprietary apps for the management, creation of content and evaluation
- ◆ Describe and learn about the tools provided by this platform
- ◆ Know the different types of management platforms
- ◆ Learn the common features offered by center management platforms
- ◆ Identify technological difficulties in adults

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*You will design highly accessible virtual environments for all individuals, including those with special educational needs”*

# 04

# Internship

The Internship Program of this program in Digital Teaching and Learning consists of a practical stay in a recognized institution, lasting 3 weeks, from Monday to Friday with 8 consecutive hours of practical training with an adjunct specialist. In this way, students will join a team of professionals in this field to apply their knowledge in real projects, which will allow them to develop practical skills in the use of educational technologies and collaborate in both the creation and implementation of innovative digital strategies.

In this training proposal, each activity is designed to strengthen and refine the key competencies required for specialized practice in this field. In this way, the professional profile will be enhanced, driving a strong, efficient, and highly competitive performance.

This is an immersive experience that will give graduates the opportunity to incorporate into their daily practice the most cutting-edge strategies to successfully implement various digital technologies that favor personalized teaching in real time.

The practical part will be carried out with the active participation of the student performing the activities and procedures of each area of competence (learning to learn and learning to do), with the accompaniment and guidance of teachers and other training partners that facilitate teamwork and multidisciplinary integration as transversal competencies for the praxis of Digital Teaching and Learning (learning to be and learning to relate).  
to be and learning to relate).

The procedures described below will be the basis of the practical part of the training, and its realization will be subject to the center's own availability and workload, being the proposed activities the following:





| Module   | Practical Activity   |
|--|--|
| Gamified Teaching Method                         | Use game elements to encourage participation and engagement in learning  |
|  | Implement gamification principles to make the educational process more interactive and motivating                          |
|  | Develop gamified activities that stimulate learner interest and engagement   |
|  | Use interactive methods that actively involve users, using the main tools of Information and Communication Technologies    |
| Using Information and Communication Technologies | Design educational programs that integrate digital resources to enrich the classroom experience                            |
|  | Manage analytical tools to collect information on academic performance, engagement, and other key indicators               |
|  | Select high-quality digital resources that support learning objectives   |
|  | Employ systems to monitor student progress and detect potential difficulties in a timely manner                            |
| Manage Google Workspace for Education            | Create and manage accounts for students, teachers and administrative staff   |
|  | Assign appropriate roles and permissions according to the needs of each user   |
|  | Enforce security policies to protect user information and data   |
|  | Manage storage and folder structure to facilitate access to materials  |
| The Flipped Classroom Model                      | Design interactive activities such as simulators or e-learning modules that contribute to autonomous learning              |
|  | Customize learning materials to cater to different skill levels and knowledge acquisition styles                           |
|  | Use platforms such as Moodle, Canvas or Google Classroom to distribute content and manage activities                       |
|  | Create and moderate discussion forums where students can interact outside the classroom                                    |
| Digital Identity Management                      | Establish the mission, vision and values of the academic institutions that will be reflected in their digital presence     |
|  | Design coherent visual elements that represent the identity of the centers in all digital channels                         |
|  | Establish the style of communication to be used on platforms such as blogs, social networks or websites                    |
|  | Develop strategies to address and mitigate negative situations that may affect the institutional image of the institutions |

05

## Internship Centers

In its maximum premise of offering a top quality education within the reach of most people, TECH has made it possible for this Internship Program to be carried out in different organizations located in different geographical locations. Thanks to this, students will be able to join reference institutions in the field of Digital Teaching and Learning to stay at the forefront of the latest innovations in this area.

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*You will join a multidisciplinary work team made up of real experts in Digital Teaching and Learning, who will provide you with the keys to integrate technologies in the academic field”*





The student will be able to do this program at the following centers:



Education

### Instituto Rambla Barcelona

Country: Spain      City: Barcelona

Address: Rambla de Catalunya,  
16, 08007 Barcelona

Rambla Instituto offers a wide variety of high quality of high quality training programs in a variety in a variety of areas of study

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#### Related internship programs:

- Digital Education, E-Learning and Social Media



## Education

Instituto Rambla Madrid

Country Spain City Madrid

Address: C/ Gran Vía, 59, 10A, 28013 Madrid

Rambla Instituto offers a wide variety of high quality of high quality training programs in a variety in a variety of areas of study

#### Related internship programs:

## - Digital Education, E-Learning and Social Media



## Education

Instituto Rambla Valencia

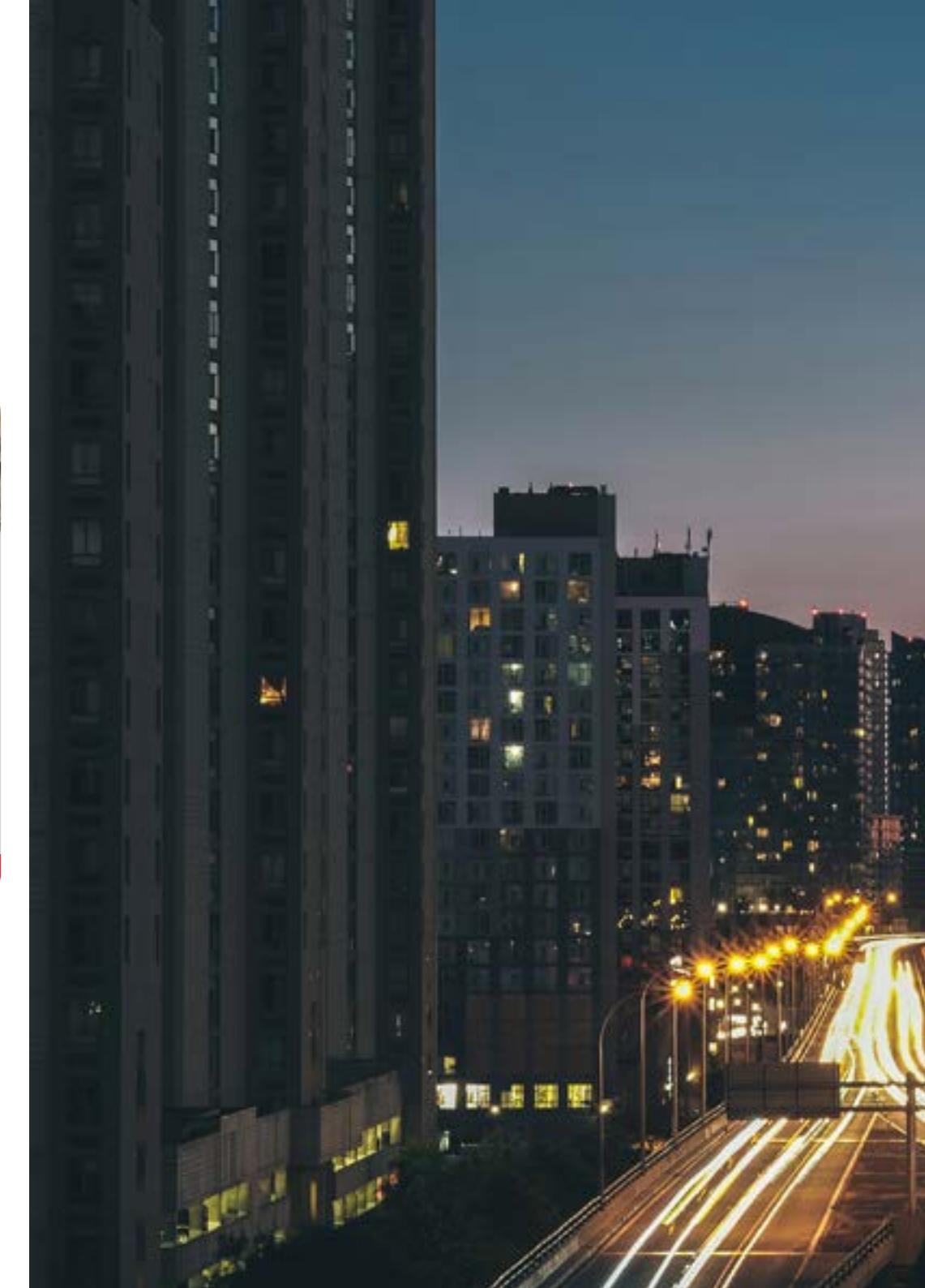
Country: Spain      City: Valencia

Address: Carrer de Jorge Juan, 17, 46004  
València, Valencia

Rambla Instituto offers a wide variety of high quality of high quality training programs in a variety in a variety of areas of study

#### Related internship programs:

#### - Digital Education, E-Learning and Social Media





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*Boost your career path with holistic teaching, allowing you to advance both theoretically and practically”*

# 06

# General Conditions

## Civil Liability Insurance

The university's main concern is to guarantee the safety of the interns, other collaborating professionals involved in the internship process at the center. Among the measures dedicated to achieve this is the response to any incident that may occur during the entire teaching-learning process.

To this end, the university commits to purchasing a civil liability insurance policy to cover any eventuality that may arise during the stay at the internship center.

This liability policy for interns will have broad coverage and will be taken out prior to the start of the Internship Program period. That way professionals will not have to worry in case of having to face an unexpected situation and will be covered until the end of the internship program at the center.



## General Conditions of the Internship Program

The general terms and conditions of the internship program agreement shall be as follows:

**1. TUTOR:** During the Internship Program, students will be assigned with two tutors who will accompany them throughout the process, answering any doubts and questions that may arise. On the one hand, there will be a professional tutor belonging to the internship center who will have the purpose of guiding and supporting the student at all times. On the other hand, they will also be assigned with an academic tutor, whose mission will be to coordinate and help the students during the whole process, solving doubts and facilitating everything they may need. In this way, the student will be accompanied and will be able to discuss any doubts that may arise, both clinical and academic.

**2. DURATION:** The internship program will have a duration of three continuous weeks, in 8-hour days, 5 days a week. The days of attendance and the schedule will be the responsibility of the center and the professional will be informed well in advance so that they can make the appropriate arrangements.

**3. ABSENCE:** If the students does not show up on the start date of the Internship Program, they will lose the right to it, without the possibility of reimbursement or change of dates. Absence for more than two days from the internship, without justification or a medical reason, will result in the professional's withdrawal from the internship, therefore, automatic termination of the internship. Any problems that may arise during the course of the internship must be urgently reported to the academic tutor.

**4. CERTIFICATION:** Professionals who pass the Internship Program will receive a certificate accrediting their stay at the center.

**5. EMPLOYMENT RELATIONSHIP:** The Internship Program shall not constitute an employment relationship of any kind.

**6. PRIOR EDUCATION:** Some centers may require a certificate of prior education for the Internship Program. In these cases, it will be necessary to submit it to the TECH internship department so that the assignment of the chosen center can be confirmed.

**7. DOES NOT INCLUDE:** The Internship Program will not include any element not described in the present conditions. Therefore, it does not include accommodation, transportation to the city where the internship takes place, visas or any other items not listed.

However, students may consult with their academic tutor for any questions or recommendations in this regard. The academic tutor will provide the student with all the necessary information to facilitate the procedures in any case.

# 07

# Certificate

This private qualification will allow you to obtain a diploma for the **Internship Program in Digital Teaching and Learning** endorsed by **TECH Global University**, the world's largest online university.

**TECH Global University**, is an official European University publicly recognized by the Government of Andorra ([official bulletin](#)). Andorra is part of the European Higher Education Area (EHEA) since 2003. The EHEA is an initiative promoted by the European Union that aims to organize the international training framework and harmonize the higher education systems of the member countries of this space. The project promotes common values, the implementation of collaborative tools and strengthening its quality assurance mechanisms to enhance collaboration and mobility among students, researchers and academics.

This **TECH Global University** private qualification, is a European program of continuing education and professional updating that guarantees the acquisition of competencies in its area of knowledge, providing a high curricular value to the student who completes the program.

Title: **Internship Program in Digital Teaching and Learning**

Duration: **3 weeks**

Attendance: **Monday to Friday, 8-hour consecutive shifts**

Credits: **4 ECTS**



future  
confidence people  
health information tutors  
education  
guarantee accreditation teaching  
institutions technology learning  
community commitment  
personalized service innovation  
knowledge present quality  
development online training  
languages  
virtual classroom

**tech** global  
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Internship Program  
Digital Teaching and Learning

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