



Postgraduate Certificate Programming and Implementing Educational Projects

» Modality: online

» Duration: 6 weeks

» Certificate: TECH Technological University

» Dedication: 16h/week

» Schedule: at your own pace

» Exams: online

 $We b site: {\color{blue}www.techtitute.com/pk/education/postgraduate-certificate/programming-implementing-educational-projects}$

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tech 06 | Introduction

The main objectives of this Postgraduate Certificate in Programming and Implementing Educational Projects are to promote and strengthen the competencies and capabilities of university professors by incorporating the most current teaching tools in higher education. Professors will complete the program being able to provide their students with the necessary motivation to continue their studies and develop an appeal for scientific research.

Throughout the course, they will review the fundamental knowledge of education and teaching to learn the best way to guide and orient students on a daily basis.

This program stands out for its order and distribution of theoretical material, guided practical examples in all its modules, and motivational and explanatory videos. The material will allow for a simple and clear study into higher education institutions.

Therefore, the main educational projects that are being implemented in universities today will be explained to the student, taking into account the main active methodologies and techniques used, with innovation as one of the most important elements.

This **Postgraduate Certificate in Programming and Implementing Educational Projects** contains the most complete and up-to-date educational program on the market. The most important features include:

- Case studies presented by experts in programming and implementing educational projects
- The graphic, schematic, and practical contents with which they are created, provide scientific and practical information on the disciplines that are essential for professional practice
- The latest news on programming and implementing educational projects
- Practical exercises where self-assessment can be used to improve learning
- Its special emphasis on innovative methodologies in programming and implementing educational projects
- Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- Content that is accessible from any fixed or portable device with an internet connection



Take this Postgraduate
Certificate in Programming
and Implementing Educational
Projects with us and improve
your professional performance"



This Postgraduate Certificate is the best investment you can make in selecting a refresher program to update your knowledge of programming and implementing educational projects"

It includes in its teaching staff professionals belonging to the field of Programming and Implementation of Educational Projects, who bring to this program the experience of their work, as well as recognized specialists from reference societies and prestigious universities.

The multimedia content, developed with the latest educational technology, will provide the professional with situated and contextual learning, i.e., a simulated environment that will provide immersive education programmed to learn in real situations.

This program is designed around Problem-Based Learning, whereby students must try to solve the different professional practice situations that arise throughout the program. To that end, they will be assisted by an innovative, interactive video system developed by recognized and extensively experienced experts in programming and implementing educational projects.

If you want to train with the best teaching methodology and multimedia, this is your opportunity. Do not hesitate and join our team.

This Postgraduate Certificate will allow you to improve your daily practice, while continuing with the rest of your commitments.







tech 10 | Objectives



General objectives

- Encourage skills and competences in university professors
- Understand the most up-to-date tools to work as a professor in higher education
- Learn how to motivate students to take interest in continuing their studies and pursuing academic/scientific research
- Update on the changes taking place in higher education







Specific objectives

- Acquire the skills needed in a specific field of knowledge
- Conduct a detailed study of the educational project followed by the school
- Know the different types of the most important educational projects that are being developed both nationally and internationally
- Learn the most important aspects to take into account in the programming and implementing of educational projects







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Management



Ms. Jiménez Romero, Yolanda

- Psychopedagogist and Primary School Teacher with a major in English
- Director of the University Teaching and Educational Coaching programs at TECH Technological University
- Co-director of the programs in Language Didactics in Infant and Primary School, Language and Literature Didactics in Secondary and High School and Bilingual Didactics in Infant and Primary School at TECH Technological University
- Co-director and Professor of the Neurosciences Program at TECH Technological University
- Co-director of the programs in Emotional Intelligence and Vocational and Professional Guidance at TECH Technological University
- Lecturer of the Visual Skills and Academic Achievement program at TECH Technological University
- Teacher in the High Abilities and Inclusive Education program
- Educational psychologist
- Master's Degree in Neuropsychology of High Abilities
- Master's Degree in Emotional Intelligence
- Neurolinguistic Programming Practitioner

Professors

Mr. Gutiérrez Barroso, César

- Studying a PhD in History National University for Distance Learning (UNED) November 2018.
- Degree in History (Castilla La Mancha University)
- Master's Degree in Multiple Intelligences for Secondary School (Alcalá de Henares University)

Mr. Pattier Bocos, Daniel

- PhD in Education Complutense University of Madrid. 2017- present
- Degree in Elementary Education Teaching Complutense University of Madrid 2010-2014
- · Master's Degree in Research and Innovation in Education UNED.

Dr. Valero Moreno, Juan José

- Agricultural Engineer School of Agricultural Engineering Castilla La Mancha University Albacete, 2000
- Master's Degree in Management of Occupational Risk Prevention, Excellence, Environment and Corporate Responsibility ESEA- Camilo Jose Cela University, 2014 Seville

Mr. Romero Monteserín, José María

- Degree in Teaching Complutense University of Madrid (2017-2010)
- Master's Degree in Education Center Management Antonio de Nebrija University (2012)
- Online Master's Degree in Secondary Teacher Training

Manzano García, Laureano

- Degree in Psychology from Autonomous University of Madrid, 1996
- Degree in Special Education from ESCUNI Madrid 2002
- Teacher at Victoria Middle School and High School, Kent Since 2012

Visconti Ibarra, Martin Edgardo

- PhD in Education and Behavioral Sciences Vigo University Since 2015
- Degree in Elementary Education Teaching Faculty of Social Sciences, Education and Sports of Pontevedra (2009-2014)

Ms. Álvarez Medina, Nazaret

- Degree in Educational Psychology Oberta University, Catalunya
- Degree in Elementary School Education with a Major in the English Language Camilo José Cela University
- Official Professional Master's Degree on Educational Treatment of Diversity





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Module 1. Programming and Implementing Educational Projects

- 1.1. Introduction to the Types of Educational Projects
 - 1.1.1. What Is an Educational Project?
 - 1.1.2. What Is the Purpose of an Educational Project?
 - 1.1.3. Origin of Educational Projects
 - 1.1.4. Parties Involved in Educational Projects
 - 1.1.5. Target Audience of Educational Projects
 - 1.1.6. Factors Involved in Educational Projects
 - 1.1.7. Content Included in Educational Projects
 - 1.1.8. Objectives of Educational Projects
 - 1.1.9. Results of Educational Projects
 - 1.1.10. Conclusion of Educational Projects
- 1.2. Technological Projects
 - 1.2.1. Virtual reality
 - 1.2.2. Augmented Reality
 - 1.2.3. Mixed Reality
 - 1.2.4. Digital Whiteboards
 - 1.2.5. iPad or Tablet Projects
 - 1.2.6. Mobile Devices in the Classroom
 - 1.2.7. Educational Robotics
 - 1.2.8. Artificial Intelligence
 - 1.2.9. e-Learning and Online Education
 - 1.2.10. 3D Printing
- 1.3. Methodological Projects
 - 1.3.1. Gamification
 - 1.3.2. Game-Based Education
 - 1.3.3. Flipped Classrooms
 - 1.3.4. Project-Based Learning
 - 1.3.5. Problem-Based Learning
 - 1.3.6. Thought-Based Learning

- 1.3.7. Competency-Based Learning
- 1.3.8. Cooperative Learning
- 1.3.9. Design Thinking
- 1.3.10. The Montessori Methodology
- 1.3.11. Musical Pedagogy
- 1.3.12. Educational Coaching
- 1.4. Value Projects
 - 1.4.1. Emotional Education
 - 1.4.2. Anti-Bullying Projects
 - 1.4.3. Projects to Support Associations
 - 1.4.4. Projects in Favor of Peace
 - 1.4.5. Projects in Favor of Stopping Discrimination
 - 4.4.6. Solidarity Projects
 - 1.4.7. Projects against Gender Violence
 - 1.4.8. Inclusion Projects
 - 1.4.9. Intercultural Projects
 - 1.4.10. Coexistence Projects
- 1.5. Evidence-Based Projects
 - 1.5.1. Introduction to Evidence-Based Projects
 - 1.5.2. Previous Analysis
 - 1.5.3. Determining Objectives
 - 1.5.4. Scientific Research
 - 1.5.5. Choosing a Project
 - 1.5.6. Local or National Contextualization
 - 1.5.7. Viability study
 - 1.5.8. Implementing Evidence-Based Projects
 - 1.5.9. Monitoring Evidence-Based Projects
 - 1.5.10. Assessing Evidence-Based Projects
 - 1.5.11. Publishing Results

- 1.6. Artistic Projects
 - 1.6.1. LÓVA (Opera as a Learning Vehicle)
 - 1.6.2. Theater
 - 1.6.3. Musical Projects
 - 1.6.4. Choirs and Orchestras
 - 1.6.5. Infrastructure Projects
 - 1.6.6. Visual Arts Projects
 - 1.6.7. Plastic Arts Projects
 - 1.6.8. Decorative Arts Projects
 - 1.6.9. Street Projects
 - 1.6.10. Creativity-Based Projects
- 1.7. Language Projects
 - 1.7.1. On-Site Language Immersion Projects
 - 1.7.2. Local Language Immersion Projects
 - 1.7.3. International Language Immersion Projects
 - 1.7.4. Phonetic Projects
 - 1.7.5. Conversation Assistants
 - 1.7.6. Native Teachers
 - 1.7.7. Preparation for Official Language Exams
 - 1.7.8. Projects to Encourage Language Learning
 - 1.7.9. Exchange Projects
- 1.8. Excellence Projects
 - 1.8.1. Improving Personal Excellence
 - 1.8.2. Improving Institutional Excellence
 - 1.8.3. Improving Graduate Excellence
 - 1.8.4. Collaboration with Prestigious Entities
 - 1.8.5. Tendering and Awards
 - 1.8.6. Projects for External Assessment
 - 1.8.7. Connection with Businesses
 - 1.8.8. Excellence Projects in Culture and Sport
 - 1.8.9. Advertising

- 1.9. Other Innovation Projects
 - 1.9.1. Outdoor Education
 - 1.9.2. Youtubers and Influencers
 - 1.9.3. Mindfulness
 - 1.9.4. Peer Tutoring
 - 1.9.5. RULER Method
 - 1.9.6. School Gardens
 - 1.9.7. Learning Communities
 - 1.9.8. Democratic Schools
 - 1.9.9. Early Stimulation
 - 1.9.10. Learning Corners
- 1.10. Programming and Implementing Educational Projects
 - 1.10.1. Situational Analysis
 - 1.10.2. Objective
 - 1.10.3. SWOT Analysis
 - 1.10.4. Resources and Materials
 - 1.10.5. Programming Educational Projects
 - 1.10.6. Implementing Educational Projects
 - 1.10.7. Assessing Educational Projects
 - 1.10.8. Restructuring of an Educational Project
 - 1.10.9. Institutionalization of an Educational Project
 - 1.10.10. Dissemination of an Educational Project



take the step to get up to date on the latest developments in Postgraduate Certificate"





tech 22 | Methodology

At TECH Education School we use the Case Method

In a given situation, what should a professional do? Throughout the program, students will be presented with multiple simulated cases based on real situations, where they will have to investigate, establish hypotheses and, finally, resolve the situation. There is an abundance of scientific evidence on the effectiveness of the method.

With TECH, educators can experience a learning methodology that is shaking the foundations of traditional universities around the world.



It is a technique that develops critical skills and prepares educators to make decisions, defend their arguments, and contrast opinions.



Did you know that this method was developed in 1912, at Harvard, for law students? The case method consisted of presenting students with real-life, complex situations for them to make decisions and justify their decisions on how to solve them. In 1924, Harvard adopted it as a standard teaching method.

The effectiveness of the method is justified by four fundamental achievements:

- Educators who follow this method not only grasp concepts, but also develop their mental capacity, by evaluating real situations and applying their knowledge.
- 2. The learning process is solidly focused on practical skills that allow educators to better integrate the knowledge into daily practice.
- **3.** Ideas and concepts are understood more efficiently, given that the example situations are based on real-life teaching.
- **4.** Students like to feel that the effort they put into their studies is worthwhile. This then translates into a greater interest in learning and more time dedicated to working on the course.



tech 24 | Methodology

Relearning Methodology

TECH effectively combines the Case Study methodology with a 100% online learning system based on repetition, which combines 8 different teaching elements in each lesson.

We enhance the Case Study with the best 100% online teaching method: Relearning.

Educators will learn through real cases and by solving complex situations in simulated learning environments. These simulations are developed using state-of-the-art software to facilitate immersive learning.



Methodology | 25 tech

At the forefront of world teaching, the Relearning method has managed to improve the overall satisfaction levels of professionals who complete their studies, with respect to the quality indicators of the best online university (Columbia University).

With this methodology we have trained more than 85,000 educators with unprecedented success in all specialties. All this in a highly demanding environment, where the students have a strong socio-economic profile and an average age of 43.5 years.

Relearning will allow you to learn with less effort and better performance, involving you more in your specialization, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation to success.

In our program, learning is not a linear process, but rather a spiral (learn, unlearn, forget, and re-learn). Therefore, we combine each of these elements concentrically.

The overall score obtained by our learning system is 8.01, according to the highest international standards.

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This program offers the best educational material, prepared with professionals in mind:



Study Material

All teaching material is produced by the specialist educators who teach the course, specifically for the course, so that the teaching content is really specific and precise.

These contents are then adapted in audiovisual format, to create the TECH online working method. All this, with the latest techniques that offer high quality pieces in each and every one of the materials that are made available to the student.



Educational Techniques and Procedures on Video

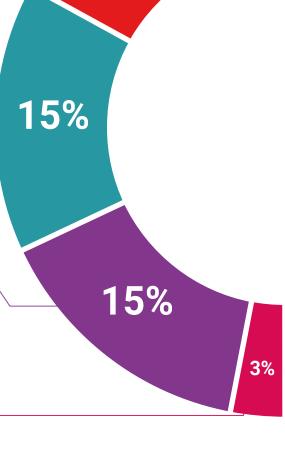
TECH introduces students to the latest techniques, with the latest educational advances, and to the forefront of Education. All this, first-hand, with the maximum rigor, explained and detailed for your assimilation and understanding. And best of all, students can watch them as many times as they want.



Interactive Summaries

The TECH team presents the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.

This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".





Additional Reading

Recent articles, consensus documents and international guidelines, among others. In TECH's virtual library, students will have access to everything they need to complete their course.



Effective learning ought to be contextual. Therefore, TECH presents real cases in which the expert will guide students, focusing on and solving the different situations: a clear and direct way to achieve the highest degree of understanding.

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Testing & Retesting

We periodically evaluate and re-evaluate students' knowledge throughout the program, through assessment and self-assessment activities and exercises, so that they can see how they are achieving their goals.



Classes

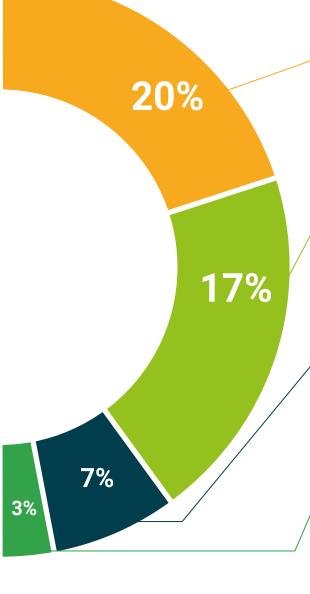
There is scientific evidence suggesting that observing third-party experts can be useful.

Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.



Quick Action Guides

TECH offers the most relevant contents of the course in the form of worksheets or quick action guides. A synthetic, practical, and effective way to help students progress in their learning.







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This **Postgraduate Certificate in Programming and Implementing Educational Projects** contains the most complete and up-to-date program on the market.

After the student has passed the assessments, they will receive their corresponding **Postgraduate Certificate**, issued by **TECH Technological University** via tracked delivery*.

The certificate issued by **TECH Technological University** will reflect the qualification obtained in the Postgraduate Certificate and meets the requirements commonly demanded by labor exchanges, competitive examinations, and professional career evaluation committees.

Title: Postgraduate Certificate in Programming and Implementing Educational Projects
Official N° of hours: 150 h.



^{*}Apostille Convention. In the event that the student wishes to have their paper certificate issued with an apostille, TECH EDUCATION will make the necessary arrangements to obtain it, at an additional cost.

technological university Postgraduate Certificate

Programming and Implementing Educational Projects

- » Modality: online
- » Duration: 6 weeks
- » Certificate: TECH Technological University
- » Dedication: 16h/week
- » Schedule: at your own pace
- » Exams: online

