



# Postgraduate Certificate Quality factors for the creation of an Educational Project

» Modality: online

» Duration: 6 weeks

» Certificate: TECH Global University

» Credits: 6 ECTS

» Schedule: at your own pace

» Exams: online

 $We b site: {\color{blue}www.techtitute.com/us/education/postgraduate-certificate/quality-factors-creation-educational-project} \\$ 

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## tech 06 | Introduction

Thanks to the research on the different types of educational projects that will be developed in this program, the student will become an expert in this subject, enabling them to carry out the project that they consider ideal to achieve the objectives set as an educational center.

It will begin by studying the most cutting-edge and innovative technological projects, continue with the methodological projects that transform schools, continue with the value projects that manage to offer a very special teaching-learning process, investigate projects based on scientific evidence, to arrive at the most spectacular artistic projects, to health projects that are becoming more and more widespread in education, sports projects in all their possible modalities, language projects that are so necessary in today's education, excellence projects that generate the efficiency of the process, and will close this program by pointing out other innovative projects that deserve to be studied and known by the students.

Thus, the student will identify in all these projects the main management factors that serve for the development of the project. Therefore, the student will begin by analyzing the legislative framework necessary for the implementation of an educational project both nationally and internationally. In addition, the scope of the administrations and the institutional support so necessary, and sometimes so forgotten, in the implementation of projects will be taken into account. The scope of the project will also be taken into account, which will help to delimit the objectives, and the personal resources that must be organized and led in a timely manner throughout the process will be studied.

This is a program offered by TECH for the education professional, with 100% online mode for the student's convenience. You can also download the content of the program on any mobile device with internet connection, without pre-established schedules or cumbersome procedures.

This Postgraduate Certificate in Quality Factors for the Creation of an Educational Project contains the most complete and up-to-date program on the market. Its most notable features are:

- » Case studies presented by experts in Quality Factors for the Creation of an Educational Project
- » 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
- » News on Quality Factors for the Creation of an Educational Project
- » It contains practical exercises where the self-assessment process can be carried out to improve learning
- » With special emphasis on innovative methodologies in Quality Factors for the Creation of an Educational Project
- » All of this will be complemented by 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



Update your knowledge through the program in Quality Factors for the Creation of an Educational Project"



This Postgraduate Certificate is the best investment you can make when selecting a refresher program, for two reasons: in addition to updating your knowledge in Quality Factors for the Creation of an Educational Project, you will obtain a qualification from TECH Global University"

It includes in its teaching staff, professionals belonging to the field of Quality Factors for the Creation of an Educational Project, 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 an immersive program to learn in real situations.

This program is designed around Problem-Based Learning, whereby the Educators must try to solve the different professional practice situations that arise throughout the program. For this purpose, educators will be assisted by an innovative interactive video system developed by recognized experts in Quality Factors for the Creation of an Educational Project, with extensive teaching experience.

Increase your decision-making confidence by updating your knowledge through this Postgraduate Certificate.

Take the opportunity to learn about the latest advances in Quality Factors for the Creation of an Educational Project and improve your students' education.





The program in Quality Factors for the Creation of an Educational Project is oriented to facilitate the performance of the professional dedicated to working with students related to the educational field.





## tech 10 | Objectives



## **General Objectives**

- » Know the most important elements of the educational project
- » Specialize people in the educational field in order to improve the educational projects they use, or to develop an innovative project of their own creation or based on evidence
- » Study each of the phases of programming and implementation of an educational project
- » Analyze the essential factors to be taken into account in the programming and implementation of an educational project
- » Get a global view of the whole process and not just a biased position
- » Understand the role of each of the educational agents in each phase of the programming and implementation of the educational project
- » Delve into the essential success factors of the educational project
- » Become an expert to lead or participate in a quality educational project







## **Specific Objectives**

- » Know the most common types of educational projects in schools
- » Discover the most innovative educational projects of the moment
- » Understand the variety of programming and implementation possibilities with regards to educational projects
- » Analyze the most common and innovative educational projects in the technological field
- » Study educational projects based on the most innovative methodologies
- » Understand value-centered educational projects that improve various factors of the teaching-learning process
- » Determine the concept of Evidence-Based Projects
- » Understand the types of educational projects to generate excellence in the center
- » Analyze the most important factors and measures to be taken by the center to achieve significant excellence
- » Discover other possible innovative educational projects that are on the rise internationally
- » Know the benefits of implementing an educational project
- » Study the benefits generated in the center as an institution
- » Analyze the improvement of the school's identity, style and presence
- » Discover the benefits for students and their families







## tech 14 | Course Management

#### Management



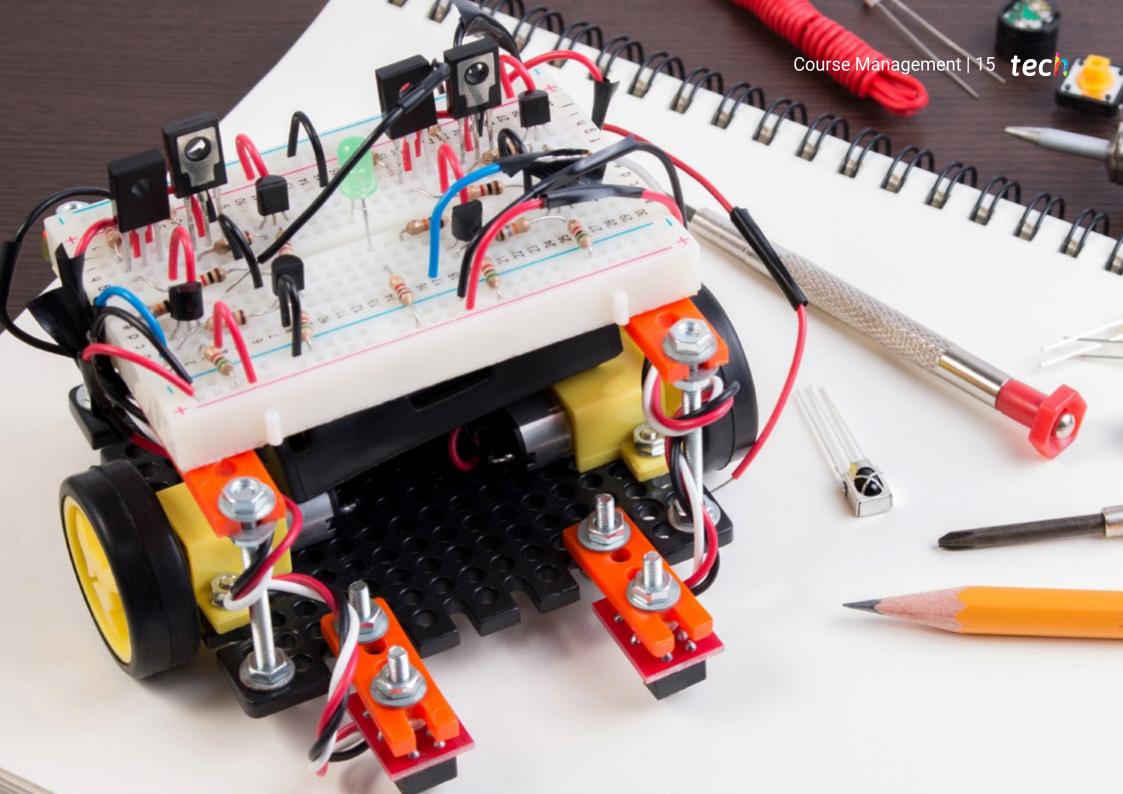
#### Mr. Pattier Bocos, Daniel

- » Specialist in educational innovation
- » Researcher and university lecturer at the Faculty of Education at Complutense University of Madrid
- » Finalist for Best Teacher in Spain at the Educa Abanca Awards

#### **Professors**

#### Ms. Hidalgo Pérez, Miriam

- » Specialist in management of educational centers
- » Teacher with expertise in special educational needs and guidance counselor
- » Member of the management team of an educational center in the Community of Madrid





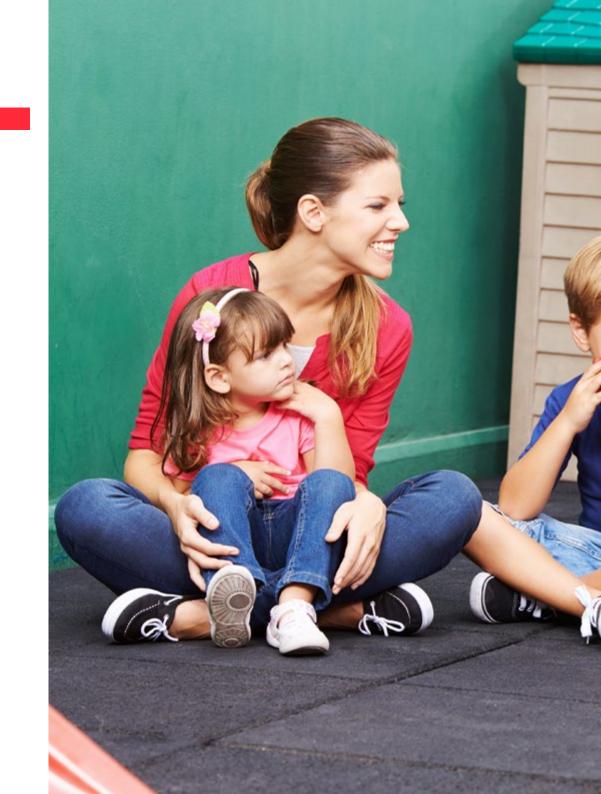
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This Postgraduate Certificate in Quality Factors for the Creation of an Educational Project, contains the most complete and up-to-date program on the market"

## tech 18 | Structure and Content

#### Module 1. Types of Educational Projects

- 1.1. Technological Projects
  - 1.1.1. Virtual Reality
  - 1.1.2. Augmented Reality
  - 1.1.3. Mixed Reality
  - 1.1.4. Digital Whiteboards
  - 1.1.5. iPad or Tablet Project
  - 1.1.6. Cell Phones in the Classroom
  - 1.1.7. Educational Robotics
  - 1.1.8. Artificial Intelligence
  - 1.1.9. E-learning and Online Education
  - 1.1.10. 3D Printing
- 1.2. Methodological Projects
  - 1.2.1. Gamification
  - 1.2.2. Game-Based Education
  - 1.2.3. Flipped Classroom
  - 1.2.4. Project-Based Learning
  - 1.2.5. Problem-Based Learning
  - 1.2.6. Thought-Based Learning
  - 1.2.7. Skill Based Learning
  - 1.2.8. Cooperative Learning
  - 1.2.9. Design Thinking
  - 1.2.10. Montessori Methodology
  - 1.2.11. Musical Pedagogy
  - 1.2.12. Educational Coaching
- 1.3. Value Projects
  - 1.3.1. Emotional Education
  - 1.3.2. Anti-Bullying Projects
  - 1.3.3. Projects to Support Associations
  - 1.3.4. Projects in Favor of Peace
  - 1.3.5. Projects in Favor of Stopping Discrimination
  - 1.3.6. Solidarity Projects





## Structure and Content | 19 tech

- 1.3.7. Projects Against Gender Violence
- 1.3.8. Inclusion Projects
- 1.3.9. Intercultural Projects
- 1.3.10. Coexistence Projects
- 1.4. Evidence-Based Projects
  - 1.4.1. Introduction to Evidence Based Projects
  - 1.4.2. Previous Analysis
  - 1.4.3. Determining the Objective
  - 1.4.4. Scientific Research
  - 1.4.5. Choosing a Project
  - 1.4.6. Local or National Contextualization
  - 1.4.7. Viability Study
  - 1.4.8. Implementation of Evidence-Based Projects
  - 1.4.9. Monitoring of Evidence-Based Projects
  - 1.4.10. Evaluation of Evidence-Based Projects
  - 1.4.11. Publication of Results
- 1.5. Artistic Projects
  - 1.5.1. The Opera as a Learning Vehicle
  - 1.5.2. Theater
  - 1.5.3. Musical Projects
  - 1.5.4. Choirs and Orchestras
  - 1.5.5. Projects on the Infrastructure of the Center
  - 1.5.6. Visual Art Projects
  - 1.5.7. Design Technology Art Projects
  - 1.5.8. Decorative Art Projects
  - 1.5.9. Street Projects
  - 1.5.10. Projects Centered on Creativity
- 1.6. Sanitary Projects
  - 1.6.1. Nursing Services
  - 1.6.2. Healthy Eating Projects
  - 1.6.3. Dental Projects
  - 1.6.4. Ophthalmic Projects
  - 1.6.5. First Aid Plan
  - 1.6.6. Emergency Plan
  - 1.6.7. Projects with External Health Framework Entities
  - 1.6.8. Personal Grooming Projects

## tech 20 | Structure and Content

#### 1.7. Sports Projects

- 1.7.1. Construction or Remodeling of Playgrounds
- 1.7.2. Construction or Remodeling of Sports Facilities
- 1.7.3. Creation of Sports Clubs
- 1.7.4. Extracurricular Classes
- 1.7.5. Individual Sports Projects
- 1.7.6. Collective Sports Projects
- 1.7.7. Sports Competitions
- 1.7.8. Projects with External Sports Entities
- 1.7.9. Projects for the Generation of Healthy Habits

#### 1.8. Language Projects

- 1.8.1. On-site Language Immersion Projects
- 1.8.2. Local Language Immersion Projects
- 1.8.3. International Language Immersion Projects
- 1.8.4. Phonetic Projects
- 1.8.5. Conversation Assistants
- 1.8.6. Native Teachers
- 1.8.7. Preparation for Official Language Exams
- 1.8.8. Projects to Encourage Language Learning
- 1.8.9. Exchange Projects

#### 1.9. Excellence Projects

- 1.9.1. Reading Improvement Projects
- 1.9.2. Calculation Improvement Projects
- 1.9.3. Foreign Language Improvement Projects
- 1.9.4. Collaboration with Prestigious Entities
- 1.9.5. Competitions and Prizes
- 1.9.6. Projects for External Evaluation
- 1.9.7. Connection with Businesses
- 1.9.8. Preparation for Standardized Tests of Recognition and Prestige
- 1.9.9. Excellence Projects in Culture and Sport
- 1.9.10. Advertising



## Structure and Content | 21 tech

- 1.10. Other Innovation Projects
  - 1.10.1. Outdoor Education
  - 1.10.2. Youtubers and Influencers
  - 1.10.3. Mindfulness
  - 1.10.4. Peer Tutoring
  - 1.10.5. RULER Method
  - 1.10.6. School Gardens
  - 1.10.7. Learning Community
  - 1.10.8. Democratic School
  - 1.10.9. Early Stimulation
  - 1.10.10. Learning Corners

## **Module 2.** Circumstances that Influence the Programming and Implementation of the Educational Project

- 2.1. Scope of the Project
  - 2.1.1 Ownership of the Center
  - 2.1.2 Physical and Sociocultural Situation Where It Is Located
- 2.2. Personal Resources
  - 2.2.1 Center Organization Chart in the Educational Project
  - 2.2.2 Management Team
  - 2.2.3 Professors
  - 2.2.4 PAS
  - 2.2.5 Non-Teaching Staff
  - 2.2.6 Training
  - 2.2.7 Hiring
- 2.3. Transparency of the Educational Project
  - 2.3.1 Project Information
  - 2.3.2 Results of Educational Practice
- 2.4. Involvement of Educational Agents
  - 2.4.1 Personal Identification with the Project
  - 2.4.2 Center Staff
  - 2.4.3 Families

- 2.5. Quality Factors for the Creation of an Educational Project
  - 2.5.1 Inclusive vs. Exclusionary Center Projects
    - 2.5.1.1. At Student Body Level
    - 2.5.1.2. At Faculty Level
    - 2.5.1.3. Methodologies
- 2.6. Difficulty with Change and Accommodation to Reality
  - 2.6.1 Comfort Zone
  - 2.6.2 Fears and Weaknesses
- 2.7. Analysis of Results and New Proposals
  - 2.7.1 At External Testing Level
  - 2.7.2 At Internal Testing Level
  - 2.7.3 Satisfaction of Families with the Different Elements (curricular, personnel, etc.)
  - 2.7.4 Teacher satisfaction





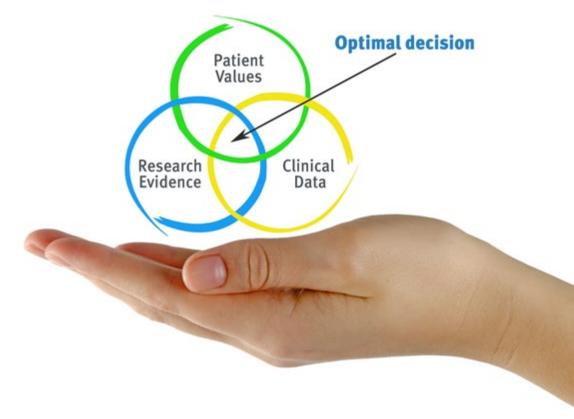


## tech 24 | Methodology

#### 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.



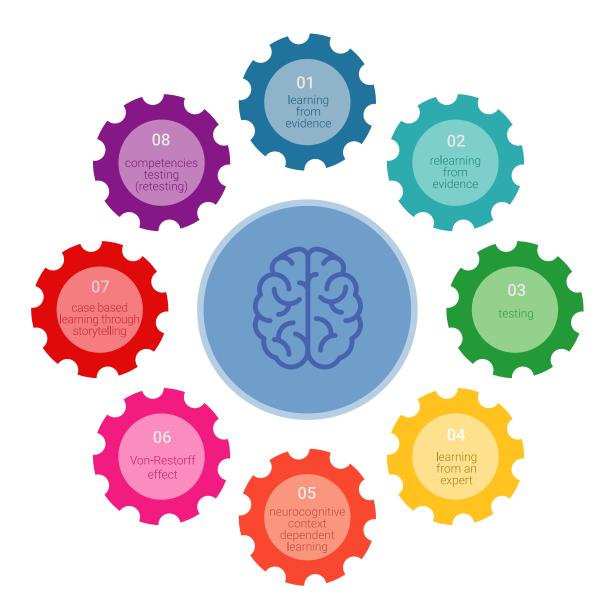
## tech 26 | Methodology

#### Relearning Methodology

At TECH we enhance the case method with the best 100% online teaching methodology available: Relearning.

Our University is the first in the world to combine case studies with a 100% online learning system based on repetition, combining a minimum of 8 different elements in each lesson, which represent a real revolution with respect to simply studying and analyzing cases.

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 | 27 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.

## tech 28 | Methodology

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 applied to the 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**

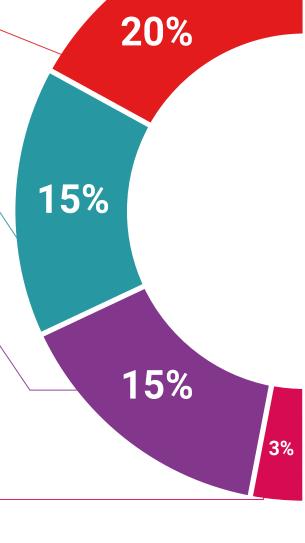
TECH introduces students to the latest techniques, with the latest educational advances, and to the forefront of Education. All this, first-hand, with the maximum rigor, explained and detailed for your assimilation and understanding. And best of all, you can watch them as many times as you want.



#### **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 multimedia content presentation training Exclusive system 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.

## **Expert-Led Case Studies and Case Analysis**

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.



#### **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 your 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.







## tech 32 | Certificate

This program will allow you to obtain your **Postgraduate Certificate in Quality Factors for the Creation of an Educational Project** 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** title 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: Postgraduate Certificate in Quality Factors for the Creation of an Educational Project

Modality: online

Duration: 6 weeks

Accreditation: 6 ECTS



## Postgraduate Certificate in Quality Factors for the Creation of an Educational Project

This is a program of 180 hours of duration equivalent to 6 ECTS, with a start date of dd/mm/yyyy and an end date of dd/mm/yyyy.

TECH Global University is a university officially recognized by the Government of Andorra on the 31st of January of 2024, which belongs to the European Higher Education Area (EHEA).

In Andorra la Vella, on the 28th of February of 2024



<sup>\*</sup>Apostille Convention. In the event that the student wishes to have their paper diploma issued with an apostille, TECH Global University will make the necessary arrangements to obtain it, at an additional cost.

health confidence people
education information tutors
guarantee accreditation teaching
institutions technology learning



# Postgraduate Certificate Quality factors for the creation of an Educational Project

- » Modality: online
- » Duration: 6 weeks
- » Certificate: TECH Global University
- » Credits: 6 ECTS
- Schedule: at your own pace
- Exams: online

