

# SYLLABUS

## Module 1: Safety & Ethics for Music Teachers in the Digital Era

CONTENTS
S1 – Introduction to online safety and ethics and its application to teaching activities
S2 – Basic training and feedback on cybersecurity
S3 – Youth and Social risks
S4 – Royalties, Rights and Intellectual Property
S5 – Plagiarism and Artificial Intelligence

### LEARNING OUTCOMES

1. **Awareness on the issue:** Understand the key issues to be taken into consideration when talking about online safety and ethics, and how it affects teaching activities.
2. **Basic training and feedback on cybersecurity:** To understand the risks derived from wrong use of digital communications, kind of attacks and impacts, and get tips and tools to prevent them.
3. **Youth and Social risks:** To understand issues of interest towards the use of digital tools and communication with and among students, in particular around risks, behaviors, and to get knowledge and tools towards a healthy use of Internet and examples of protocols for educational institutions.
4. **Royalties, Rights and IP:** To gain general knowledge on music royalties rights management, including through media platforms, and its impacts on music teaching, copying and sharing documents for educational purposes.
5. **Plagiarism and Artificial Intelligence:** To gain knowledge and a better understanding of legal risks and teaching opportunities derived from A.I.

## Module 2: Collaborating in a teaching environment shaped by new technologies

CONTENTS
S1 – Philosophy and methodology of meetings
S2 – Productivity and time management
S3 – Collaborating scenarios within music education
S4 – Basic skills for visual design
S5 – Practical application

### **LEARNING OUTCOMES**

1. **Philosophy and methodology of meetings:** Understand the philosophy and purpose of effective meetings and differentiate between various types of meetings to plan, organize, and lead them successfully.
2. **Productivity and time management:** Apply time management techniques and productivity strategies to optimize workflow, set goals, and achieve work-life balance.
3. **Collaborating scenarios within music education:** Utilize digital tools and platforms for effective collaboration and document management in music education, enhancing the work experience.
4. **Basic skills for design:** Gain proficiency in design principles and tools, creating and evaluating design concepts for various applications.
5. **Recapitulation and practical application:** Demonstrate the ability to elaborate on the concepts and ideas explained throughout the module.

## Module 3: Online Music Pedagogy

CONTENTS
S1 – Audience engagement
S2 – Different learning environments and tools
S3 – Creating teaching materials for music teaching
S4 – Feedback and assessment
S5 – Summary and conclusions

### **LEARNING OUTCOMES**

- 1. Online audience engagement:** engage with their online learners in an effective, engaging and supportive manner.
- 2. Different learning online environments creation:** create an effective and supportive learning environment and learning community where everyone feels welcome and where their different learning styles are taken into consideration.
- 3. Learning materials creation for online music teaching:** create synchronous and asynchronous activities to enhance the learning process when creating online teaching activities.
- 4. Giving feedback and assess learners online:** use digital tools to provide ongoing online feedback so that the students can clearly identify which behaviours or skills need to be improved.

## Module 4: Specific Digital Skills for Music Teachers

CONTENTS
S1 – Introduction
S2 – Audio and Video Editing for Music Education
S3 – Integrating Learning Apps and Gamification into Music Education
S4 - Introduction to AI tools for Music Education
S5 - Introduction to Immersive Technologies for Music Education
S6 – Summary and conclusions

### **LEARNING OUTCOMES**

1. **Introduction:** Students explore cross-platform, open-source tools, gaining familiarity with their functionality, assessing accessibility, and discussing the advantages of their usage in fostering collaboration.
2. **Audio and video editing in music education:** Demonstrate proficiency in basic audio editing using Audacity, acquire skills in video editing with Openshot, and advance their capabilities with more sophisticated tools like Reaper and DaVinci.
3. **Integrated learning apps and gamification:** Acquire practical insights into using music apps in the music classroom and learn to employ gamification tools for effective music teaching. Students will explore interactive technologies like Google Classroom and PowerPoint for creating online assessment materials, developing skills in crafting engaging class materials.
4. **Introduction to AI Tools for music education:** Gain insights into AI's role in music education, explore Chat GPT applications, and delve into generative tools and broader AI applications.
5. **Introduction to immersive technologies for music education:** Differentiate between various forms of immersive technologies, understanding the reality-virtuality continuum, and explore opportunities specifically presented by VR in both education and music tuition.