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Mahatma Gandhi Institute of
Education for Peace and
Sustainable Development

The Digital Educator: A Primer (English)

About the Course

This course hosted on UNESCO MGIEP's learning and Analytics platform - Framerspace, is designed for teachers seeking to leverage digital technologies to create relevant, authentic, and engaging learning experiences. Whether you're a novice or an experienced technology user, the course enhances your knowledge of digital tools and their meaningful application in teaching, helping you extend and enrich your practice.

Focused on digital pedagogy, the course empowers educators to use technology as a dynamic ecosystem for enhancing learner agency in virtual and hybrid learning environments. Grounded in the principles of Universal Design for Learning (UDL), it equips educators to integrate digital tools to design impactful and inclusive learning experiences. Additionally, it emphasizes the integration of social-emotional learning (SEL) competencies, promoting whole-brain learning and fostering student engagement.

Aligned with Sustainable Development Goal (SDG) 4 on Quality Education, this course supports target 4.A by contributing to the development of a skilled and qualified teaching workforce through effective training. It equips educators with the tools and strategies needed to address learner variability and create inclusive, adaptive classrooms.

The course also aligns with SDG 4.7, which emphasizes education for sustainable development and global citizenship. Through a dedicated module on building responsible and empathetic digital citizens, educators explore the intersection of digital pedagogy, UDL, and SEL. This holistic approach fosters critical competencies that support the creation of equitable and transformative learning environments.

Competencies you gain:

- Digital pedagogy competency
- Design for hybrid learning
- Empathy
- Critical inquiry
- Innovative Lesson plan and design
- Integrate Universal Design for Learning in your teaching practice

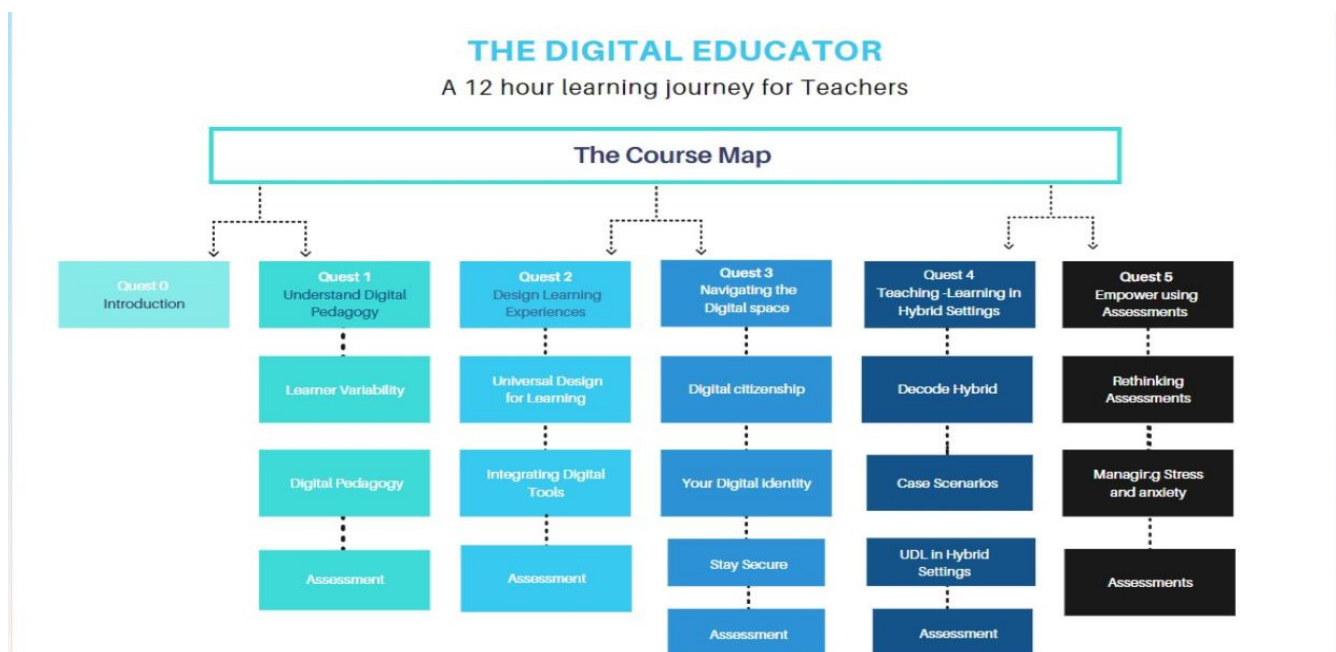
Learning Outcomes

By the end of the course, teachers will be able to:

1. Enhance teaching and learning through the effective use of digital tools.
2. Integrate digital tools into lessons using design principles.
3. Design to include and support diverse students with digital pedagogies.
4. Grasp the intricacies of hybrid learning, and effectively apply digital pedagogy principles to their specific hybrid environments.
5. Participate actively, efficiently, and securely online.
6. Employ pedagogies and assessments that empower learners.

Course Design and flow

Here's a quick snapshot of the course structure. REad on to learn more about what each quest offers.



Quest 0 Introduction	Get introduced to the course, understand Digital Pedagogies and the course design rationale
Quest 1 Understanding digital pedagogy	In this quest, you will explore what is learner variability and how to engage learners using digital pedagogy. This quest has two parts: 1. Learner Variability 2. Digital Pedagogy
Quest 2 Design Experiences	In this quest, we will introduce you to the principles of Universal Design for Learning and how these can be used to design a digital learning experience. This quest has 2 parts: 1. Universal Design for Learning 2. Integrating Digital Tools
Quest 3 Navigating the digital space	This quest is focused on online navigation that is safe and aims to build responsible digital citizens. It has the following parts: 1. Digital Citizenship 2. Your Digital Identity 3. Staying Secure
Quest 4 Teaching-learning in hybrid settings	In this quest, you will explore hybrid learning and how to adapt teaching and learning to different contextual realities. This quest has the following parts: 1. Decoding Hybrid 2. Case Scenarios in Hybrid Settings 3. UDL in Hybrid Settings
Quest 5 Assessments	In this Quest, you will understand the shifting roles of teachers and students, and revisit how to create empowering assessments using digital technologies.
Participant Creations!	Share your activities, tools, designs, creations, innovations on digital pedagogy