# Developing DigCompEdu competencies using Moodle H5P Interactive Video

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# DigCompEdu Area 2.2
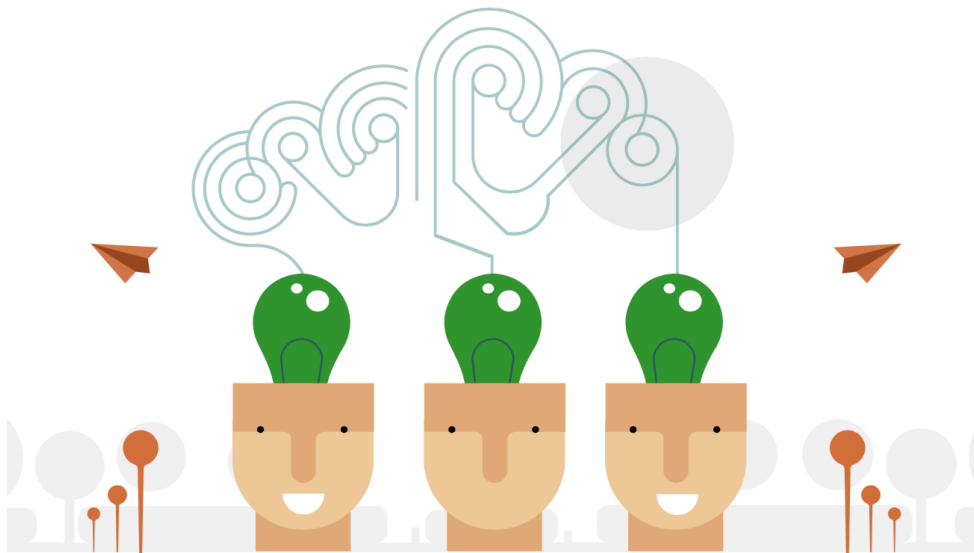


## Creating and modifying digital resources

To modify and build on existing openly-licensed resources and other resources where this is permitted. To create or co-create new digital educational resources. To consider the specific learning objective, context, pedagogical approach, and learner group, when designing digital resources and planning their use.

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# Area 2.2: Progression levels and proficiency statements

| Progression | | Proficiency statements |
|---|---|---|
| Newcomer (A1) | **Refraining** from modifying digital resources. | I may make use of digital resources, but I do not usually modify them or create my own resources. |
| Explorer (A2) | Creating and modifying resources using **basic tools and strategies.** | I use office software to design and modify e.g. worksheets and quizzes. I create digital presentations for instructional purposes. |
| Integrator (B1) | Creating and modifying resources using **some advanced features.** | When I create digital resources (e.g. presentations), I integrate some animations, links, multimedia or interactive elements. I make some basic modifications to the digital learning resources I use to fit them to the learning context, e.g. editing or deleting parts, adapting the general settings. I address a specific learning objective when selecting, modifying, combining and creating digital learning resources. |
| Expert (B2) | Adapting **advanced digital resources** to a concrete learning context. | I integrate a range of interactive elements and games into my self-created instructional resources. I modify and combine existing resources to create learning activities that are tailored to a concrete learning context and objective, and to the characteristics of the learner group. I understand different licenses attributed to digital resources and know the permissions granted to me as regards modifying resources. |
| Leader (C1) | Creating, co-creating and modifying resources according to the **learning context**, using a **range of advanced strategies.** | I create and modify complex and interactive digital learning activities, e.g. interactive worksheets, online assessments, online collaborative learning activities (e.g. wikis, blogs), games, apps, visualisations. I co-create learning resources with colleagues. |
| Pioneer (C2) | Creating **complex, interactive** digital resources. | I create my own apps or games to support my educational objectives. |

# Why H5P interactive videos?

- Easy to use web-based editor for augmenting videos
  with digital enhancements and interactions

- Useful for many disciplines and learning activities

- Can address different DigCompEdu proficiency levels

- Quick win: participants feel that they have created something in a short space of time; boosts confidence

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# Example

# Possible applications

- Augmented screencasts/lecture videos: Flipped classroom/supplementary resources

- Laboratory setup/walk through

- Animations of processes/systems

- Virtual tours

- Software walk throughs

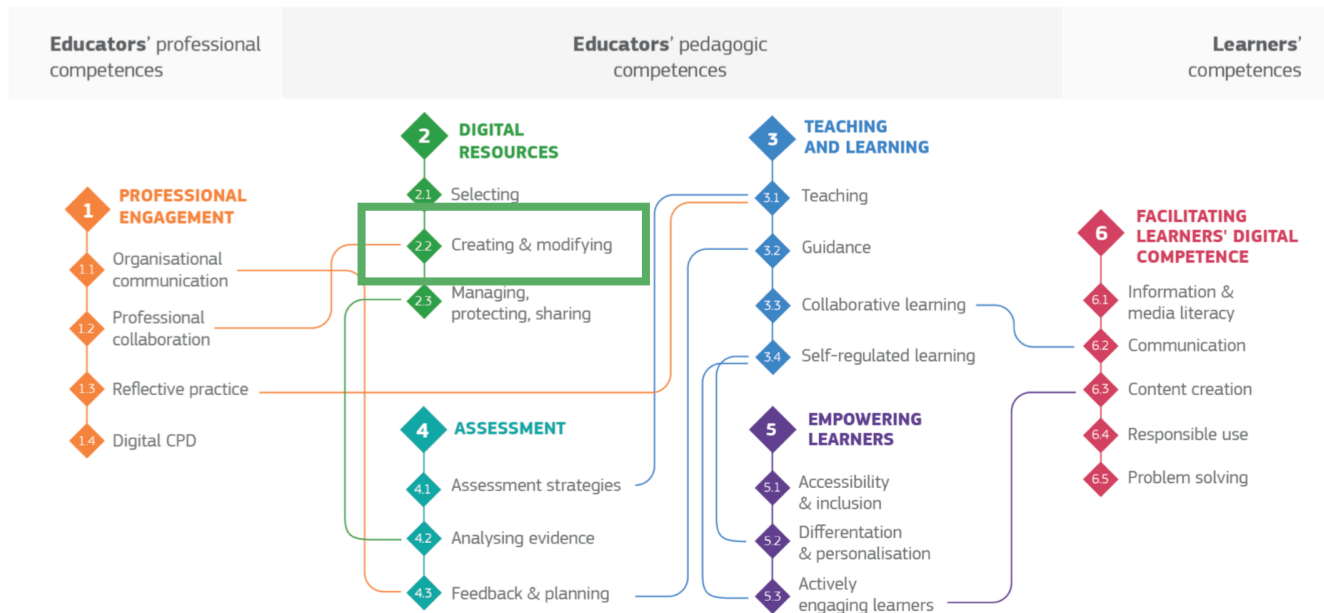# Educator Development Contexts and Approach

# Educator development contexts

- One day introductions to Educational Technology

- Stand alone workshops: H5P, H5P/screencasting

- Accredited modules

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# Beginning of workshop: Link activities to DigCompEdu competency area(s)



| Educators' professional competences | Educators' pedagogic competences | Learners' competences |
|---|---|---|

**1 PROFESSIONAL ENGAGEMENT**
- 1.1 Organisational communication
- 1.2 Professional collaboration
- 1.3 Reflective practice
- 1.4 Digital CPD

**2 DIGITAL RESOURCES**
- 2.1 Selecting
- 2.2 Creating & modifying
- 2.3 Managing, protecting, sharing

**4 ASSESSMENT**
- 4.1 Assessment strategies
- 4.2 Analysing evidence
- 4.3 Feedback & planning

**3 TEACHING AND LEARNING**
- 3.1 Teaching
- 3.2 Guidance
- 3.3 Collaborative learning
- 3.4 Self-regulated learning

**5 EMPOWERING LEARNERS**
- 5.1 Accessibility & inclusion
- 5.2 Differentation & personalisation
- 5.3 Actively engaging learners

**6 FACILITATING LEARNERS' DIGITAL COMPETENCE**
- 6.1 Information & media literacy
- 6.2 Communication
- 6.3 Content creation
- 6.4 Responsible use
- 6.5 Problem solving

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# Workshop activities

- Articulate pedagogical rationale for the H5P resource

- Choose/develop video to augment

- Consider how you might measure the success of the H5P resource

- Hands-on development of resource
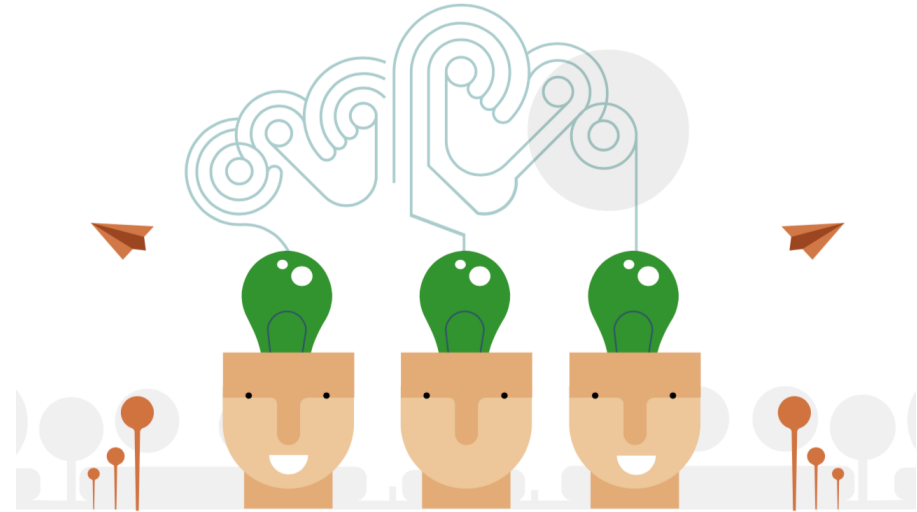


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# Post workshop: Linking activities to DigCompEdu competency areas



You are now able to:

- Consider the specific learning objective, context, pedagogical approach, and learner group, when adapting or creating digital learning resources.

- Create new digital educational resources.

Next steps in this competency area might be to:

- understand different licences attributed to digital resources and the implications for their re-use.



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**Activities**

- To modify and edit existing digital resources, where this is permitted.

- To combine and mix existing digital resources or parts thereof, where this is permitted.

- To create new digital educational resources. ✓

- To jointly create with others digital educational resources.

- To consider the specific learning objective, context, pedagogical approach, and learner group, when adapting or creating digital learning resources. ✓

- To understand different licences attributed to digital resources and the implications for their re-use. ➜

# Concluding thoughts

- H5P Interactive video is a great starting point for developing skills in respect of DigCompEdu area 2.2

- Some areas of concern:
  - Copyright
  - Accessibility

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# Contact

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