| **MODULE DETAILS** | |
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| Module Title | Get to Know Each Other |
| Description of the Module | Since the participants will be from different institutions and probably not familiar with the hosts either, this module attempts to make the participants acquainted with one another. In addition, through some of the possibly implemented tools, the opportunity is given to ask oneself and the others the first few questions about blended learning. As described in more detail below, this does not only improve the experience of the event itself, but introduces at least one other tool from the toolkit.  The time and importance given to this module depend entirely on how important it is for the participants to get to know each other. Networking might be of more importance at one institution than the other. This module can also be skipped altogether, as the following group work in the multilogue will give the participants also the opportunity to talk to each other, albeit on a much more limited scale. The tool(s) used for this module should be accessible for all readiness domains. Differences in analogue and online implementation need also to be taken into consideration.  Ideally, this module is posited towards the beginning of the event, but after the Welcome & Schedule and possibly the Self-assessment. |

| **MODULE LEARNING OUTCOMES (knowledge and skills)** | |
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| **Upon successful completion of this module, the educator will have:** | |
| LO1 | felt more team spirit and learned more about the other participants. |
| LO2 | experienced at least one of the tools from the toolkit. |
| LO3 | reflected (to a certain degree) what blended learning could be. |

| **INDICATIVE CONTENT (LIST TOPICS TO BE COVERED)**  **Detailed syllabus and Content annotation** |
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| * Introduction of the module and explanation of its aims * Description of the tool(s) implemented respectively game(s) played and the time given * Execution of the task and possible assistance by the host(s) * Conclusion (and possible feedback) |

| **POSSIBLE TOOLS, METHODS & RESOURCES** |
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| 1 | Introduction circle (digital and analogue) |
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| 2 | Name bingo (digital break-out sessions and analogue) |
| 3 | Partner interview (digital break-out sessions and analogue) |
| 4 | Menti (connect to Modular 1; digital and analogue) |
| 5 | Board of definitions (digital and analogue) |
| 6 | Mindmapping (digital and analogue) |
| 7 | Brainstorming (digital and analogue even paperplane brainstorming) |

| **BEST PRACTICE EXAMPLES** |
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| The host decides to use this module and chooses two tools for it, namely, name bingo and partner interview. She explains how each of the tools work and gives 15 minutes for the completion of each. In addition, she already connects these two tools to the content of the multilogue and higher education. During name bingo, the participants try to find peers who match certain traits (connected to teaching and education) presented on a bingo card and write down their names. The goal is to finish a complete row as quickly as possible. When it comes to the partner interview, two people ask each other questions such as *what are the advantages and disadvantages of online learning according to you?* Thereafter, each of them introduces the other person to the group. The host is in the vicinity in order to help the participants, if deemed necessary. If enough hosts are present, some of them could even consider participating in one or the other game. Upon completion, the host summons the participants back and asks for quick feedback.  The approximate time for this module is up to 30 minutes. |