D2.2: EDUCATIONAL MATERIAL ON DIGITAL TRAINING AND GREEN TECHNOLOGIES

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Version History

Revision	Date	Author/Organization	Description
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3rd			

Link to the educational materials: **D2.2 Educational materials on digital training and green technologies**

Digital Training Course

The Digital Training course is a comprehensive 20-hours program designed to enhance digital competencies and innovative educational approaches. The curriculum is structured on four key modules:

CUD 1. Digital Competence (5 hours)
1.1 Digital data and digital information
1.2 Digital devices and equipment
1.3 Online communication technology and devices
1.4 Digital Media
1.5 Digital Tools for Learning Processes
1.6 Internet Environment, Browsers, Ethics, and Threats
CUD 2. Gamification (4 hours)
2.1 Basics of Gamification in Education
2.2 Virtual Reality (VR) and Augmented Reality (AR) Technologies
2.3 Educational Games
2.4 Innovative Tools for Digital Learning Support
CUD 3. Educational Innovation (6 hours)
3.1 Learner-Centred Didactics
3.2 Innovative Pedagogical Approaches
3.3 Critical Thinking and Collaborative Learning
CUD 4. Digital leaning spaces, systems and AI (5 hours)
4.1 Types of Learning Styles and Digital Learning Spaces
4.2 Strengths and Weaknesses of Learning Styles Models
4.3 Digital Learning Systems and AI
4.4 Curriculum Design and Implementation Using AI

Green Industries Course

The Green Industries course is a 20-hours program focusing on sustainable manufacturing and green industrial practices, structured on four competence units:

CUG1: Principles in Green Industries (6 hours)
1.1. Introduction to Green Industries
1.2. Sustainable Manufacturing
1.3. Lifecycle Analysis and Circular Economy in Manufacturing
1.4. Green Industrial Policy
CUG2: Improving efficiency, productivity, and quality: Use of appropriate technologies and materials (4 hours)
2.1. Energy-efficient Assembly, Material Handling, and Fixturing Technologies
2.2. Use of Appropriate Materials in Construction
CUG3: Methods and innovative technologies for the transition to a green industry (6 hours)
3.1. Basics of Industrial Automation, Robotics, and Machine Vision for Environmental and Social Impact of Manufacturing
3.2. Sustainable Construction
3.3. Innovative Technologies for Supporting Transition to a Green Industry
CUG4: Green Education for sustainable practices and lifestyles (4 hours)
4.1 Green education for a sustainable development
4.2. Integration of sustainability principles and green mindset training practices
4.3. Experimental session: Designing a green lesson plan