



Training of Trainer in Niger: How to develop, deliver and evaluate effective e-learning



📅 :	Workshop
📍 :	Niamey, Niger
📅 :	18 3 ^e 2019 to 20 3 ^e 2019
📅 :	3 Days
🏷️ :	Environment, , Climate Change
🌐 :	http://www.unccllearn.org
💰 :	US\$0.00
📧 email:	gcp@unitar.org
🏢 :	Centre Régional Agrhymet, UN CC:Learn Partnership, Swiss Development Cooperation



UNCC:Learn is a partnership of more than 30 multilateral organizations working towards the implementation of Article 6 of the UNFCCC on training, education and public awareness-raising, and the 2012-2020 Doha Work Programme, to design and implement systematic, recurrent and results-oriented climate change learning.

To support least developed countries of Western Africa, a regional UNCCLearn West African Hub (WAH) was created in December 2018 through an agreement between UNITAR and Agrhymet, a regional training centre based in Niamey. The main objective of the hub is to strengthen the capacities and skills of future and current professionals in 13 West African countries members of the Permanent Interstate Committee for drought control in the Sahel (CILSS).

The Training of Trainers on "How to Develop, Deliver and Evaluate Effective e-Learning" is designed to support Agrhymet in creating its own e-learning modules, within its ongoing face-to-face Master on Climate Change.



This training event is part of the efforts of the UNCC:Learn Regional West African hub's objective to strengthen the capacities and skills of future and current professionals in 13 West African countries members of the Permanent Interstate Committee for drought control in the Sahel (CILSS). The training will enable Agrhymet to start creating their own e-learning modules on climate change, and on a longer-term to increase the accessibility of climate change learning in West Africa.



After completing the ToT, participants will be able to:

- Discuss principles and methods for effective adult learning;
- Explain the stages of the methodology for developing effective e-learning products;
- Identify various types of e-learning events;

- Describe the functioning principles of e-learning platforms;
- Identify authoring tools for developing interactive lessons.



Day 1:

Time

Session

9:00- 11:00

Introductory session

- Interactive introduction of participants and trainers
- Background to e-learning at Agrhymet
- Developing e-learning – Context and Objectives
- Participants' ideas and expectations

11:00 – 11:30

Coffee Break

11:30 – 12:30

Session 1: Specificities of adult learning. Use of e-learning for adults' education.

Methodology:

1. Presentation
2. Individual exercise: Individual work on sharing an event from own life that got stuck in mind. What made it stick? (30 mins)

12:30 – 13:30

Lunch

13:30 – 14:30

Session 2: What is the A.D.D.I.E. model?

Explaining the various stages of course analysis, design, development, implementation, and evaluation.

Methodology:

1. Presentation
2. Group activity: formation of working groups and definition of projects (30 mins)

14:30 – 15:30

Session 3: Analyse the need of the target audience

Methodology:

1. Presentation
2. Group activity: Target Audience Analysis (30 mins)

15:30 – 16:00

Coffee Break

16:00 – 17:30

Session 4: Designing an e-learning event

Methodology:

1. Presentation
2. Group Activity:
 - Defining Learning Objectives
 - Developing the course Sequence (30 mins)

17:30 – 18:00

Review of day 1



The ToT will take place over three days:

Day 1:

During the first day, trainees will deepen their understanding of (a) adult learning methodologies, (b) the A.D.D.I.E. model, (c) how to assess the needed of the target audience and (d) design appropriate e-learning course. Emphasis will be placed on experience-sharing among participants on what works and what doesn't work when it comes to learning and skills development for policy action.

Participants will define a concrete e-learning project related to their own field of expertise, identify the target audience and learning needs and commence designing their course.

Day 2:

The second day will introduce trainees to some of the methodologies for developing interactive and engaging e-learning content. The sessions will partly take place in a computer lab, where via practical tasks and exercises, learners will be introduced to some basic features of e-learning software programmes and popular e-learning platforms.

Participants will continue the development of the e-learning projects that started during Day 1, by creating a structure for a course on a virtual learning system and adding some basic content.

Day 3:

On Day 3 learners will be introduced to approaches for delivering e-learning and evaluating the results and impact from training event. In the second half of the day, trainees will present their complete concepts for an e-learning course related to their field of expertise.



The training of trainers is primarily directed towards approximately 10 professionals (9 male and 1 female) coming mainly from two sectors, academia and civil society and NGOs, engaged in the development and delivery of e-learning courses at Agrhymet.

The training aims to build on and reinforce participants' pre-existing skillsets. For example, learners with technical knowledge, will learn about the holistic process of developing a course. Experts on substantive matters, will develop skills to design and implement e-learning content. All ToT participants will get an understanding of effective adult learning.

