



COURSE DESCRIPTION

Digital Content Creation for the Classroom

Every day ends with something finished you could hand a class — built on Content creation, the DigComp 3.0 area about actually making digital material.

DURATION 5 days · 25 hours	LANGUAGE English (B1+)	GROUP SIZE Max 20 participants
DAILY SCHEDULE 09:30–15:00 Monday to Friday, with a break for lunch	AUDIENCE All school levels No specific prerequisites — open to all teachers and school staff.	CERTIFICATE Attendance + Europass Mobility
COURSE CENTRES Antalya · İstanbul · İzmir · Mersin · Budapest · Bremen · Rome Dates and cities of the scheduled sessions are listed on the course page.		

01 Overview

You build a small library of your own teaching material this week — not a folder of notes about it.

- **Monday** — you build and publish a working quiz before the day ends.
- **Tuesday** — you build the class page it lives on, plus an assignment and a video lesson.
- **Wednesday** — you take material you already use and rebuild it, with AI as a drafting assistant.
- **Thursday** — you sort out the licensing, then decide how the material reaches students and families.
- **Friday** — you design the marking logic, then assemble everything into one course page.

By Friday you have a working course page with a quiz that marks itself, an assignment, a video lesson and a licence decision on each resource, ready to assign in your first week back. It is all built in a browser, using free versions of the tools where they exist, or the platform your school already uses; nothing needs installing.

02 Course description

The first thing you make is a quiz, and it exists before Monday is over — published, answerable, with someone else in the room already taking it. That is the shape of the whole week: every session ends with a finished piece of material, and on Friday those pieces are assembled into one working course page.

The week is organised around one European reference point. DigComp 3.0 — the European Commission's Digital Competence Framework for Citizens, published by the Joint Research Centre in November 2025 — sets out twenty-one competences in five areas. One of those areas, Content creation, is about making digital material rather than finding it or judging it, and that is where this week works.

The area has four competences, and the week takes them in order: developing digital content on Monday and Tuesday; integrating and re-elaborating content on Wednesday, where material you already use is rebuilt and AI drafts are judged rather than trusted; copyright and licences on Thursday, so that every resource you made carries a licence you can explain; and, from computational thinking and programming, only the computational-thinking side, as the marking logic of your quiz on Friday. No programming is taught.

Thursday afternoon deliberately leaves Content creation behind. Material nobody receives is not finished, so the rest of the day covers how it reaches students and families — which in DigComp's own terms is a different area, Communication and collaboration. The week names the crossing.

AI runs through the week rather than sitting in a session of its own: it drafts quiz questions on Monday, video questions on Tuesday, a rebuilt resource on Wednesday and feedback messages on Friday, and each time you check what it hands back. That is how DigComp 3.0 treats it too: AI-related knowledge, skills and attitudes appear in all twenty-one of its competences.

This course is about making material. Teaching students how platforms are designed is covered in Digital Literacy: Teaching Students How Platforms Are Designed, weighing what a tool adds to a lesson is Digital Tools for Innovative and Collaborative Teaching, telling stories with digital tools is Digital Storytelling for Enhanced Learning, and adapting material for different learners with AI is The Role of Artificial Intelligence in Personalized Learning. Turning a paper worksheet into a form is not the aim here: Friday's marking logic is where the material begins to respond to the learner.

03 Learning outcomes

- 01 Produce and publish a working quiz, a class page, an assignment and a video-based lesson, and say which DigComp 3.0 competence each one belongs to.
- 02 Rebuild material you already teach with into a digital resource, using AI assistants as drafting tools and judging what they return before it reaches a class.
- 03 Apply copyright and licences to both your own and other people's material, and state what licence each piece carries — or why it cannot carry one.
- 04 Design the marking logic for your own assessment: which answers count, which mistakes get which feedback, and what happens next.
- 05 Assemble the week's work into one course page you can assign to a class in your first week back.

04 Methodology

Everything Is Built, Nothing Is Demonstrated

Each session ends with a finished, publishable piece of material rather than a demonstration of how one could be made. What is not finished in the room does not count as covered.

Your Own Material Is the Raw Material

From Wednesday onwards participants work on resources they already teach with, so what is rebuilt during the week is material that already has a place in their timetable.

Every Day Named by Its Competence

Each day states which DigComp 3.0 competence it belongs to, so participants can say afterwards exactly what they worked on — and where the week deliberately stepped outside it.

Day 1

Content Creation, and Your First Finished Thing

- **Icebreaker:** introductions and a round on what each participant has already tried to make digitally
 - DigComp 3.0 and its Content creation area — the four competences this week works through
 - Developing digital content (3.1): what "finished" means here — publishable, assignable, reusable
 - Build and publish a working quiz, using tools such as Google Forms or Microsoft Forms, and draft some of its questions with an AI assistant, checking every answer key yourself
 - **Close:** each participant's quiz is opened and answered by someone else in the room
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Day 2

The Page It All Lives On

- **Warm-up:** "The link that didn't open" — in pairs, each participant describes a time when something shared with a class, or sent to them, could not be found or opened; the reasons are collected as a checklist for the class page built today
 - Building a class page in a platform such as Google Classroom, Microsoft Teams for Education or Moodle
 - Creating an assignment with a submission route and a deadline that works (3.1, continued)
 - Building a lesson around video with tools such as Edpuzzle, or H5P where your school's platform already includes it, with questions placed where attention drops, and drafting those questions with an AI assistant before rewriting them
 - **Close:** Monday's quiz is attached to the page and tested from a student account
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Day 3

Rebuilding What You Already Have

- Integrating and re-elaborating digital content (3.2): starting from material that exists rather than an empty page
 - Each participant takes a worksheet, slide deck or reading they already use and rebuilds it for digital use
 - AI assistants as drafting tools — such as ChatGPT, Microsoft Copilot, Google Gemini or Claude — followed by the judgement step: what came back that you would not put in front of a class
 - Checking the rebuilt resource on a phone, since that is where many students will open it
 - **Close:** your rebuilt resource opens on another participant's phone
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Day 4

Licences, and Getting It to People

- Copyright and licences (3.3): what may be reused, what may be published, and what changes when material is AI-generated
- Sourcing openly licensed material from repositories such as Europeana, Wikimedia Commons or OER Commons
- Putting a licence on your own week's work with the Creative Commons licence chooser
- **Stepping outside Content creation:** distribution and communication, which DigComp places in its Communication and collaboration area (for example 2.2 Sharing) — how the material reaches students, and what families see

- Writing the message to families that goes with your class page: what it is, how to open it, and who to ask
- **Close:** every resource made so far carries a licence its author can explain — or a clear note on why it cannot, for example when it is built from material you do not have the rights to reuse

Day 5

Marking Logic, Then Assembly

- Computational thinking (3.4), without programming: designing the marking logic for your own assessment — which answers count, which mistakes deserve which feedback, and what happens next in each case
- Building that logic into the quiz so it marks itself and responds differently to different mistakes, with an AI assistant drafting feedback messages that you choose from and rewrite
- Assembling the week's work into a single course page, ready to assign
- **Pair review:** someone else opens your course as a student would and reports where it breaks
- Certificate ceremony

PLEASE NOTE

Sessions run from 09:30 to 15:00, Monday to Friday, with a break for lunch. Timings can shift a little to suit the venue and the group.

Course activities and content may vary depending on participants' needs and the trainer leading the session; any changes are at the trainer's discretion. If there is a specific topic you would like included, please let us know — content-related requests must reach us at least 3 weeks before the course start date so we can confirm them in time.

06 Materials

- DigComp 3.0, the European Commission's Digital Competence Framework for Citizens (Joint Research Centre, November 2025) — the framework the week is organised around, worked with directly on the days each competence belongs to
- The four competence descriptors of its Content creation area, used as the week's structure rather than as background reading
- Openly licensed repositories worked with on Day 4: Europeana, Wikimedia Commons and OER Commons
- The Creative Commons licence chooser, used to license each participant's own material

07 How to prepare

- It helps to bring one worksheet, slide deck or reading you already teach with — Wednesday rebuilds it. If you forget, or would rather not, you can pick one from the openly licensed material we work with that week.
- Bring a laptop. Most of the week is spent building, and a phone is used only for checking how the result looks to a student.
- Several of the platforms used during the week need an account (for example a Google or Microsoft account, or a Moodle login). If you do not have a Google or Microsoft account, we set one up together in the first session. Monday's quiz is tested from a student account, which takes a second email address or a colleague's help; we sort that out in the room.

08 After the course

- Participants will receive their Certificate of Attendance and the co-signed Europass Mobility document.
- Participants will complete a general course evaluation and event survey.
- Participants will receive course materials, videos, photos, and PDF documents in both digital and print formats.
- Follow-up support: self-evaluation materials are provided. Depending on the group, an email group may be set up so that participants can keep exchanging ideas.

09 Why this is Erasmus+ eligible

The Erasmus+ Programme Guide names digital transformation as a horizontal priority, stating that "the Erasmus+ programme plays a key role in supporting citizens of all ages in acquiring the digital skills and competences they need to live, learn, work, exercise their rights, be informed, access online services, communicate, critically consume, create and disseminate digital education content" (Erasmus+ Programme Guide 2026, Part A – Priorities of the Erasmus+ Programme, p. 8).

10 What the course fee covers

INCLUDED IN THE COURSE FEE

- 25 hours of training and course materials
- Certificate of Attendance + Europass support
- On-site local support throughout the week

ARRANGED SEPARATELY BY THE PARTICIPANT

- Travel to the host city — invitation letter on request
- Accommodation — we share recommended options
- Travel & health insurance

ISSUED BY

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COURSE PAGE

erasmusmobilityacademy.com/courses/digital-education

ABOUT ERASMUS MOBILITY ACADEMY

Erasmus Mobility Academy (OID: E10304561) is an Erasmus+ training provider offering professional development courses for educators, school staff and youth workers across Europe. Our courses are designed for international mobility — open to participants travelling from a country other than the host country — and support schools in building lasting institutional capacity. We provide structured learning, logistical guidance and certification with Europass.