EELISA activity

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| Activity name |  | Hours: |
| Community |  | *Logo* |
| SGD and related outcomes | [*https://www.unesco.de/sites/default/files/2018-08/unesco\_education\_for\_sustainable\_development\_goals.pdf*](https://www.unesco.de/sites/default/files/2018-08/unesco_education_for_sustainable_development_goals.pdf) | |
| Expected impact | 1. Presence   2-Cognitive  3-Social 4-Behavioural  5- Extended impact | |

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| --- | --- |
| Type of activity | 1. Open to abroad students (without any type of administrative or academic barriers), 2. Can be copied by other institutions 3. Joint proposal |
| Language: |  |
| Cooperation with other Alliance members; please specify |  |
| Format | Online/Face to face/ Blended |
| No of students |  |
| Tipo de innovación propuesta |  |

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| --- | --- | --- | --- |
| Fill if the activity is included in a course of a degree/master/PhD/ | | | |
| Course/Seminar |  | Code |  |
| Degree/Master/doctorado |  | | |
| UPM Center |  | | |

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| Rellenad si esta actividad está incluida dentro del catálogo de actividades acreditables UPM | | | |
| Included (SI/no) |  | ECTS |  |

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| Rellenad si esta actividad corresponde a otro tipo de actividades (Ideas Contest, Hackatons, summer courses…) | | | |
| Included (SI/no) |  | Hours |  |
| Place /Online |  | | |

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| Faculty involved | Name | Center | email |
|  |  |  |
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| Activity’s place/Lab |  | | |
| Scheduled/tentative dates (S1-S2- annual- Punctual) |  | | |
| Assessment | |  | |
| Teaching methodologies | | FLIPPED CLASSROOM  LEARNING BY DOING  COLABORACIÓN VIRTUAL  DESIGN THINKING  APRENDIZAJE BASADO EN RETOS  APRENDIZAJE BASADO EN PROBLEMAS  APRENDIZAJE COOPERATIVO  APRENDIZAJE ORIENTADO A PROYECTOS  APRENDIZAJE BASADO EN INVESTIGACIÓN  EL MÉTODO DEL CASO  GAMIFICACIÓN EN EL AULA  COLABORACIÓN VIRTUAL | |
| Description of Activity | |  | |
|  | | | |
| Deliverables | | | |
|  | | | |
| Requirements/required materials | Previous courses or knowledge or skills/ needed material for the activity (paper, glue, calculator, …) | | |
| Stakeholders | External actors involved | | |
| Activity Designer | Who did design the activity? | | |
| How do you expect to engage students? |  | | |