

# Training Content Framework

## 08 Use booking, selling, and other platforms

Description of the Training Module 08





## Training Content Framework: 08. Use booking, selling, and other platforms

<b>Module title</b>	08.Use booking, selling, and other platforms
<b>Notional Learning time</b>	Approx. 6 hours
<b>Description of the module</b>	The module will provide examples of the most common digital services that users could need to use in today's digital society. Participants will learn how to choose the most suitable platform according to own needs, suggest it to other users, and identify the reliability of digital platforms, through recommendations and general instructions inserted along the module.
<b>Learning objectives</b>	<p>Course participants will learn to:</p> <ul style="list-style-type: none"> <li>• use several digital platforms useful in everyday situations.</li> <li>• Recognise suitable platforms, depending on own needs</li> <li>• Suggest to other users how to use digital platforms to facilitate ordinary activities.</li> </ul>
<b>Steps</b>	<p>The steps to accomplish the learning objectives are the following:</p> <ol style="list-style-type: none"> <li>1. Carry out the pre-module self-evaluation Mandala to assess the level of digital competences according to the Likert scale model.</li> <li>2. Read basic instructions and knowledge about the use of specific online systems, such as: <ul style="list-style-type: none"> <li>• booking platforms for hotels and flights (i.e. Booking.com)</li> <li>• e-commerce and marketplace to find sellers, connecting and purchase goods (i.e. Amazon)</li> </ul> </li> <li>3. Carry out practical tasks and activities related to real-life situations. This is means recognizing fake/illegal platforms.</li> <li>4. Carry out intermediate assignments (quizzes, multiple choices, T/F)</li> <li>5. Search and familiarize with key words in the glossary</li> <li>6. Carry out the final self-evaluation test at the end of the module. Carry out the final self-evaluation Mandala and compare it with the previous one. The aim is visualizing the learning process after the module completion.</li> </ol>
<b>Material</b>	
Learning content	<p>The module will provide examples of the most common digital services that users could need to use in today's digital society to book a hotel room or a flight or to sell an item. The learning content is presented through:</p> <ul style="list-style-type: none"> <li>• H5p (interactive presentation, videos and tutorials)</li> <li>• Moodle Forums</li> <li>• Moodle Book resource</li> </ul>

	<ul style="list-style-type: none"> <li>• Moodle Glossary resource</li> <li>• Exe-learning (self-assessment in HTML5 format)</li> <li>• External links</li> </ul>		
Learning content type in Moodle	<p>The material used to present the training content will be:</p> <ol style="list-style-type: none"> <li>1. Forum to share content and interact with other participants</li> <li>2. H5P interactive presentations to give an overview and complete intermediate tasks, to illustrate how to integrate multimedia in own created content</li> <li>3. H5p interactive videos to integrate varied content and provide insights</li> <li>4. H5P activities: quiz, drag and drop, T/F, choose the correct statements integrated in presentations and videos</li> <li>5. Links and webpages to share external resources/ insights</li> <li>6. Glossary with key words</li> <li>7. exe-learning self-assessment to check the module comprehension and key-concepts</li> </ol>		
Activity/Task	<p>Students will complete the following activities:</p> <ol style="list-style-type: none"> <li>1. Read the background information</li> <li>2. Use the pre-module self-evaluation Mandala and self-assess own digital competences according to the module</li> <li>3. Check key words in the glossary whenever they are linked</li> <li>4. Read the H5P presentations, answer to quizzes, check results and, if needed, revise</li> <li>5. Complete the practical activities, create own content and share it on the forum</li> <li>6. Carry out the final self-evaluation test at the end of the module</li> <li>7. Use the final self-evaluation Mandala to self-assess the new digital competences acquired after the module.</li> </ol>		
External resources	OER links, videos, images, pdf		
<b>Evaluation</b>	<p>Knowledge will be assessed through intermediate interactive activities on H5P and a final self-evaluation will be inserted at the end of the module.</p> <p>Learners will be asked to self-evaluate their own digital competences at the beginning and at the end the module through the self-evaluation Mandala. It is personal but could also be shared with the teacher/educator/tutor if needed.</p>		
Learning outcomes in terms of competence	<b>Knowledge</b>	<b>Skills</b>	<b>Attitudes</b>
	To know different platforms and use them according to their characteristics	To distinguish different online platforms according to their reliability in	To use online platforms to buy, sell and book products



	and purposes (book, buy, sell)	order to accomplish different actions.	and services consciously.
	To use different digital platform in order to comply with ordinary life situations on the Internet		
<b>Evaluation_content</b>	The final exe-learning file contains 20 questions which are all multiple choice on the topics of the module.		