L2L MicroCred Course Blueprint

Course Overview

Be specific, link directly back to learner snapshot

Course name: Digital Tools and Artificial Intelligence
Duration & Format: 40 hours, online and flexible, with two optional face-to-face sessions
Problem it solves: Limited digital competence and confidence can create barriers to participation in working life, learning and everyday life.
Level & Learner Fit (mixed levels?): Introductory level, designed primarily for adults with limited digital competence, but suitable for learners with different backgrounds and levels of experience.
What do learners gain (award/recognition): Course certificate upon completion (non-credit course)

Learning outcomes (max 3)

Use simple, practical language. Focus on real-world application. Keep outcomes achievable.

1. Use digital tools for information, communication, collaboration and everyday tasks.
2. Use digital tools and AI to solve tasks and create and share digital content.
3. Use digital tools and AI safely, responsibly and critically, and reflect on their opportunities and limitations.

Learner Supports

What supports are needed for learners to succeed? Be realistic.

- Simple language, clear instructions and a consistent module structure
- Step-by-step guidance and practical examples
- Optional face-to-face sessions for guidance, practical activities and peer support
- Opportunities to learn with and from other participants
- Additional resources for further learning

Communication & Feedback

How will learners be communicated with? How will feedback be given? How often?

Communication:
Communication took place through the LMS and email, complemented by two optional face-to-face sessions.
The course followed a weekly structure.

Feedback:
The discussion forum enabled feedback from the course team and peers on shared final tasks. The two optional face-to-face sessions also provided opportunities for direct feedback, dialogue and peer exchange.

Assessment Approach

What will learners do to demonstrate learning? Practical, applied, low-stakes.

- Practical and reflective tasks linked to each theme
- Interactive quizzes and H5P activities for practice and self-assessment
- Opportunities to test digital tools and AI applications and reflect on their use
- Final assignments for each theme were required to receive the course certificate
- Sharing reflections with peers was encouraged but not required

Learning Design Approaches

What design considerations will best support learning, facilitate engagement, and motivate the target learner?

- Flexible, low-threshold and practice-oriented learning
- Short and manageable learning activities that can be completed at the learner's own pace
- Consistent structure across modules to make navigation predictable
- Varied learning resources, including short texts, animations with voice-over, quizzes, reflection and practical tasks
- Hands-on exploration of digital tools and AI applications
- Opportunities for peer learning and sharing of experiences
- Optional deeper-learning resources to accommodate different competence levels
- Blended learning combining flexible online learning with optional face-to-face support