Crafting the Future: AI for Technical and Vocational Educators

Educators are increasingly confronted with the complexity and abundance of digital tools—particularly those powered by Artificial Intelligence (AI). This course is designed to support educators by providing clear, comprehensive guidance on how to effectively navigate and apply Al. Throughout the course, participants will gain a solid foundation in the principles of Al,

exploring what AI is and how it functions in modern society and education.

A strong emphasis will be placed on practical, hands-on learning. Educators will discover a wide range of AI applications and will learn to design differentiated lesson plans and activities that promote essential skills such as critical thinking, collaboration, creativity, and digital literacy for the new AI era.

Participants will explore how to craft effective prompts for AI tools (such as chatbots and content generators), to create engaging educational videos, develop multimedia presentations using AI-assisted slide tools, and enhance their classroom content through automated design and storytelling technologies.

By the end of the course, participants will not only understand how AI is transforming education but will also leave with a toolkit of practical strategies, resources, and real life examples they can implement immediately in their own classrooms.

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Date

Course Code

10/08/2026 - 21/08/2026 (10 days) TTVC 001-26

General Information

Lessons per week: 20 Presentation + 10 Workshops

Minimum age: 21+

Minimum Level: Pre-intermediate (B1)

Lesson duration: 45 hours per two-week course (22.5

hours per one-week course)

Course length: 2 weeks

Course fee: 2 weeks course - €1000

PIC number: 948862634

OID number: E10056610

Course location: Easy School of Languages, 21, St

Ursula Street, Valletta.

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· Certificate of attendance.

• The Europass will be signed and stamped by the Director of Studies, if presented duly completed and previously signed by the sending organization.

Participants attending this course must have a minimum English level of B1 (Pre Intermediate or higher).

All trainees need to bring a laptop or tablet to all sessions with a mouse and charger. Students bringing company devices must make sure that they have administrative permission in order to download the software that is an essential part of this course.

By the end of the course, participants will be able to:

- Explore and become confident using a range of Al tools and educational applications designed to personalize and facilitate their projects or classes.
- Develop practical skills in tools like ChatGPT, Al-based assessment methods, CANVA, VENNGAGE and quest-based learning platforms.
- Effectively integrate AI technologies into lessons and some activities to increase student motivation, participation, and overall academic achievement.
- Understand and apply best practices for Al integration, including the creation of student assessments and professional presentations.
- Build confidence in utilizing AI as a supportive tool to enhance student learning, differentiation, and personal growth.

ChatGPT: Optimizing Language Models for Dialogue

We've trained a model called ChatGPT which interacts in a conversational way. The dialogue format makes it possible for ChatGPT to answer followup questions, admit its mistakes, challenge incorrect premises, and reject inappropriate requests. ChatGPT is a sibling model to InstructGPT, which is trained to follow an instruction in a prompt and provide a detailed response.

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WEEK 1

Day 1 - Introduction to Artificial Intelligence: Understanding the Basics

- · What is Artificial Intelligence? Definitions and context.
- · Perceptions and expectations about Al.
- · Exploring basic AI tools and concepts.

Day 2 - Types of AI & Effective Prompts

- Overview of types of AI (narrow, general, generative AI).
- · How generative AI works in educational tools.
- Crafting effective prompts. Differences between weak and strong prompts.

Day 3 - Exploring Chatgpt, Gemini, and other Al Tools

- Deep dive into ChatGPT, Google Gemini, and other Al platforms (e.g., Claude, Copilot).
- Use cases for lesson generation, language learning, student feedback. Comparison of capabilities and limitations of various AI tools.
- GPTS: Discovering the different versions of ChatGPT that combine instructions, extra knowledge and any combination of skills.

Day 4 - Ethics and Responsible Use of Al

- Ethical concerns: bias, misinformation, data privacy, dependency.
- · Guidelines for responsible AI use in education.
- Reviewing and criticizing Al-generated content that shows only subjective information.

Day 5 - That Video? Is it Real or Al? Creating Educational Videos with Al

- Introduction to deep fakes and synthetic media.
- · How to identify Al-generated vs. real content.
- Tools for creating Al-powered educational videos (e.g., Pictory, Synthesia, Lumen5, google Veo3).

WEEK 2

Day 6 - Chatbots, Al Assistants, and the Future of Work

- Introduction to AI assistants: What are chatbots? How do they work in education and industry?
- Examples of AI in jobs: customer service, healthcare, education.
- Al's impact on the future job market and skills students need.

Day 7 - Using Canva With AI: Visual Content Creation

- Overview of Canva's AI features: Magic Write, Text to Image, Magic Design.
- Using Canva for infographics, posters, and social media content in education.
- · Creating visual content for a lesson or school event.

Day 8 - Presentations with AI: Using Venngage and other Tools

- Creating engaging Al-enhanced presentations (Venngage, Beautiful.ai, Tome).
- Visual storytelling and data visualization with Al.
- Designing a classroom-ready Al-enhanced presentation for classes and meetings.

Day 9 - Al and Evaluation: Assessment in the Age of Al

- How AI can support formative and summative assessment.
- Basic Tools for Al-based evaluation (e.g., google formats, Quizizz).
- Challenges and considerations when creating an evaluation with AI.

Day 10 - Final Projects, Reflections, and Course Closure

- Presentation of participant projects (lesson plans, videos, chatbots, visual materials).
- Group reflection: What have we learned? What will we apply?
- · Feedback and evaluation of the course.