Module Structure Guide (suggested by Anne Fox)



.Start of the Module

Start each new module with an easy, quick social task, which is vaguely related to the main task. But mainly FUN!

Example: if we are talking about KLS 4 it could be something like:

"Tell us about the worst purchase you have ever made. And the tutor could lead on this with their own anecdote first."



.Input or theory

Then follow up with a task which gives a bit of information about the topic in easily digestible form. This could be a one page article or a short video. Example: For KLS 4 this could be an article relating how consumer spending power is distributed between gender and across ages OR it could be a 3-minute video about how most people make purchasing decisions eg by using Pricerunner. You have a choice about whether to require a task on the input or not. The learning management system will show if the article has been accessed. The task can be as simple as a 5-item multiple choice question quiz.



.Application [production and reflection]

The next task could be a hypothetical case which puts the participant at the centre: Example: When you set up a business, most businesses need a computer. With a budget of €1000 how would you decide what to buy? Will you need a printer, headset etc. Would you buy new or secondhand?

We could try and bring the responses to our task together into a common product. eg in this case we could say that we end up with a guide to buying a PC in the different countries of the participants. This would be a task for the beginning of the course before participants were confident enough to work together on a more interactive task.



.Looking to the future [link to diary and valorisation portal]

The final task could be a forward looking task which relates more concretely to the specific plans of each participant. In some cases this could be linked to the inter-generational diary (or will this always be optional?)

In M-HOUSE the aim shold be to have 3-4 tasks witin each module