



Global MOOC and Online Education Alliance (GMA) Awards

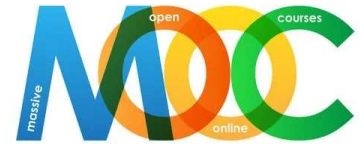
Secretariat of Global MOOC and Online Education Alliance

1. Background
2. What & How
3. Discussion



1. Background

- **SDG 4:** Ensure inclusive and equitable quality education and promote lifelong learning opportunities for all



- Technology-Enhanced Courses
 - More diverse and innovative education
 - A more sustainable, inclusive, and just world



Exploring STEM Competences for the 21st Century

- **Technology-Enhanced STEM Courses**
 - Courses: Deep integration with technology
 - Learners: Improve STEM competencies
 - Alliance Members: Promote construction and development



2. What & How

Selection of Technology-Enhanced STEM Courses

- **Select high-quality courses**
 - May 2023: Each member recommends 2-3 courses and fills in the [application form](#)
 - June 2023: Selection and Award. About 20-25 courses will be selected.
- **Facilitate teacher development**
 - July-December 2023: OED and Conference. Invite teachers to give speeches; Promote inside and outside the Alliance; Cooperate with UNESCO IITE and UNESCO ICHEI.

Evaluation criteria:

- Inclusive and Equitable Education
- Lifelong Learning and Development
- Quality Teaching and Learning
- Technological or Digital Innovation
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UNESCO Institute
for Information Technologies in Education



THANK YOU!



Evaluation Criteria

1. **Inclusive and Equitable Education.** Break geographical restrictions and provide more people with high-quality educational resources and opportunities. For example, the co-construction and sharing of cross-border or cross-regional educational resources.
2. **Lifelong Learning and Development.** Break the time limit of learning and provide high-quality educational resources and opportunities for personal lifelong learning and long-term development. For example, building personal e-portfolios, adopting adaptive learning, etc.
3. **Quality Teaching and Learning.** Emphasis on learner-centered, focusing on improving teachers' instructional design and learners' learning process, so as to ultimately improve learning effects. For example, adopt various forms of teaching activities, build student communities, provide learner feedback, etc.
4. **Technological or Digital Innovation.** Cutting-edge technology is adopted in education, and the learning effect is effectively improved. For example, adopt big data, artificial intelligence, metaverse (including AR, VR), etc.

According to the above evaluation criteria and other aspects you think are important, please give each course a comprehensive score (1-5 rating).

5 = Excellent

4 = Good

3 = Average

2 = Fair

1 = Poor