

Digital Tools for Inclusive Adult Education

Supporting Language Learning & Social Integration for Migrants and Refugees



LLCIS+ – Language Learning and Cultural Integration Support Project for Migrants and Refugees

Project code: 2025-1-TR01-KA210-ADU-000356031

Host organisation for the Portugal training: JEAD – Associação Digi-Cultural e Recreativa Jovens na Europa

Training session: “Training on the use of digital tools in education and their application to new learning methodologies”

Face-to-face training session – Portugal, 15 September 2026

Training resource developed for the LLCIS+ project.

Why Digital Skills Matter



Language Learning

Digital platforms provide accessible tools for language acquisition, crucial for daily communication.



Social Integration

Technology builds bridges, helping individuals connect with communities and establish new social networks.



Participation in Host Country

Digital literacy unlocks access to public services, employment, and full civic engagement.



Key Challenges We Address



Language Barriers



**Limited Digital
Experience**



Lack of Confidence



Access & Connectivity



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From Traditional Teaching to Active Learning

Traditional Teaching



Instructor-led, passive reception of information.

Active Learning



Learner-centred, hands-on engagement and collaboration.

New Learning Methodologies (Eight)



Active Learning

Learners participate actively by discussing, doing and creating.



Collaborative Learning

Learners work together in pairs or groups towards a shared outcome.



Problem-Based Learning

Learning starts from a real problem that learners analyse and solve.



Project-Based Learning

Learners work on a concrete project that produces a final product.



Gamification

Game elements are used to increase motivation and participation.



Differentiated Learning

Tasks are adapted to different levels, speeds and needs.



Blended Learning

Learning combines face-to-face sessions with online activities.

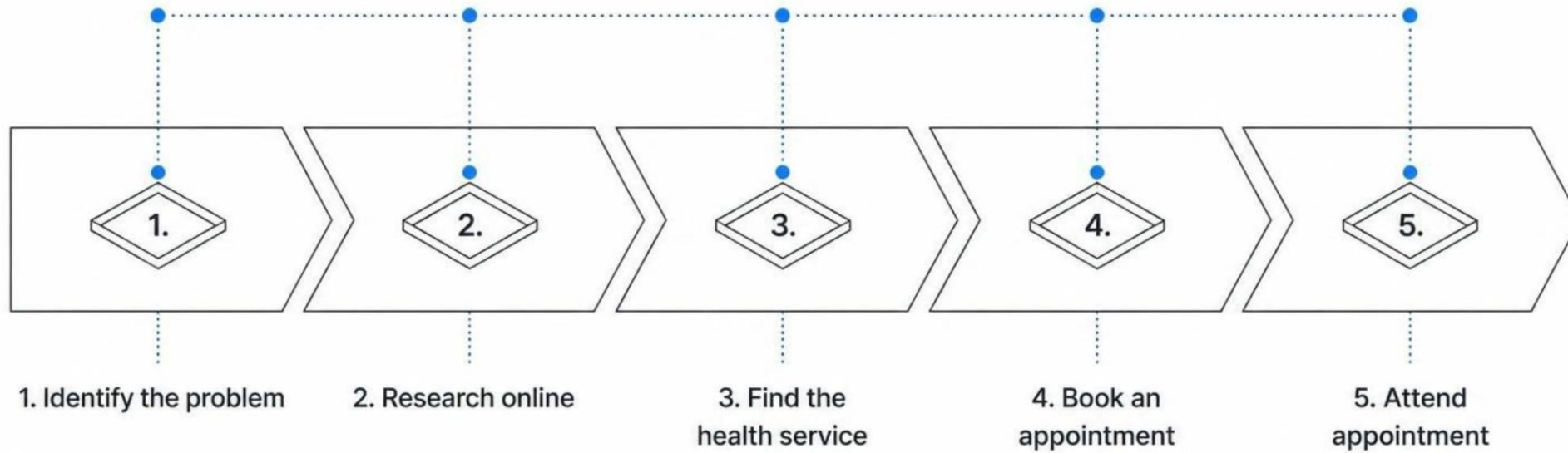


Formative Assessment

Continuous assessment provides feedback and helps adjust teaching.

Real-Life Problem Example

"I need to see a doctor, but I don't know how."



Digital Tools for Education – Categories & PLE Integration

PLE Integration

Combine different tools according to each learner's needs, goals and digital competence level.

Productivity & Learning Tools



Google Drive



Google Docs



Google Forms



Quizizz



H5P

Creativity Tools



Canva



Genially

Communication & Interaction Tools



Zoom



Padlet



Mentimeter



Kahoot!

Choose the right tools and combine them meaningfully.



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METHODOLOGY FIRST

**Choose the learning approach before selecting
the tool.**

Connecting Methodology, Tool & Real-Life Use

METHODOLOGY	DIGITAL TOOL	PRACTICAL USE
Active Learning	Mentimeter	Word cloud
Collaborative Learning	Google Docs	Multilingual guide
Problem-Based Learning	Padlet	Solve a real-life problem
Project-Based Learning	Canva	Digital poster
Gamification	Kahoot	Vocabulary / culture quiz
Differentiated Learning	H5P / Quizizz	Self-paced activities
Blended Learning	Google Forms + Zoom	Learning outside the classroom
Formative Assessment	Google Forms / Mentimeter	Quick feedback

Workshop Activity: Design a Digital Learning Activity

➤ **1st Define the learning objective and target group** (Ex.: Adult migrants learn how to book a medical appointment).

 **2nd Choose a real-life integration need** (Ex.: Access to healthcare).

 **3rd Select a methodology and digital tool** (Ex.: Problem-Based Learning + Padlet).

 **4th Design the activity** (Ex.: Groups identify the steps needed to find and book a medical appointment).

 **5th Plan an inclusive adaptation and assessment method** (Ex.: Use simple language and visuals + quick self-assessment).

 **6th Prepare a 3-minute presentation** (Ex.: Explain the objective, methodology, tool and expected result).

Work in small groups (3–5 people)

Example: Public Transport Guide

Show a practical example activity with:



Learning Objective

Learn how to use public transport independently



Methodology

Project-Based Learning



Tool

Canva



Real-life Scenario

A newly arrived migrant needs to get to work using public transport.

Final product: A simple visual public transport guide



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Inclusive Digital Education

Key principles for working effectively with diverse learners.



Simple Language

Use short sentences, everyday words and one instruction at a time.



Visual Support

Use pictures, icons, gestures and demonstrations.



Multilingual Support

Welcome learners' languages and allow drafting in the strongest language.



Peer Support

Use pairs and small groups to encourage mutual help.



Differentiated Pace

Allow extra time and offer basic and advanced versions of tasks.



Accessibility

Use audio + text, large fonts, captions and high contrast where possible.

Inclusive practice is not an extra — it is the foundation.



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5 Key Takeaways



Digital is Social

Digital inclusion is social inclusion



Methodology First

Methodology comes before tools



Real-Life Relevance

Real-life problems drive engagement



Inclusive Foundations

Inclusive practice is foundational



Learners as Partners

Learners are partners, not empty containers

Group Presentations

Each group has approximately 3 minutes



Be clear and concise



Explain the methodology



Show your activity



Highlight the real-life use



Thank You & Next Steps

Thank you for your participation!



Continue learning



Share your activities



Support your learners



Build inclusive communities



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