

# 1 Situation

The COVID-19 pandemic has had a devastating structural and socio-economic impact on the educational sector. In this context, it is crucial that we take steps to develop educational resources that support educators and students in this new post-pandemic era with frequent remote education.

# 2 Aims

The TiDE Project aims to develop tools that will support educational systems that had to adapt very quickly during the pandemic, increasing reliance on remote education and e-training. It will support the development of teachers in professional areas in the distance education process.

# 7 Inputs

# 5 Activities

# 6 Outputs

# 3 Outcomes

# 4 Impact

## Process

## Impact

This project requires the collaboration of various different groups. Researchers and educators from partner organizations will lead in the initial stage identifying web 2.0 and asynchronous online tools. Pilot workshops will take place with students and young people in partner countries regarding the two workbooks to be produced, highlighting useful distance education tools. Stakeholder groups will help share awareness about the project.

-Desk research on types of web 2.0 and asynchronous learning tools currently used by teachers and students in light of the covid 19 pandemic  
- Establishment of related best practices  
-Creation of a web 2.0 handbook  
-Creation of an asynchronous education tools handbook  
-Piloting the materials developed focused on e-learning in partner countries  
-Social media and public awareness campaign  
-Joint staff training programme on the use of materials

TiDE will develop web 2.0 and asynchronous online tools handbooks to support teachers and students implementing digital and distance learning.  
Web 2.0 tools include tools on the internet that allow users to create shareable content and interact with others. They can be free digital programs used for sharing student-made projects. Asynchronous online learning refers to the possibility for students to view instructional materials and engaging digital learning content online in their own time.

The project will provide students and educators with opportunities to improve digital learning capacities and practices in distance education through the use of interactive online learning tools and organised resource handbooks.  
The project will increase accessibility to online and distance learning tools for students, young people, and educators during a time when this has become more essential due to the pandemic. Educators will have concrete resources to facilitate distance learning in light of covid-19.

The project will encourage digital learning and educational engagement during a time when these have been crucial and in need of expansion due to the pandemic. It will help students and educators realise the various dimensions of digital learning through web 2.0 and asynchronous online tools.  
The project will overall develop students' and teachers' digital literacy, collaboration and critical thinking skills.

# 8 Rationale & Assumptions

In a pandemic-affected world with an increase in emphasis on distance learning, digital and interactive learning tools are essential now more than ever. This project will provide students and educators with the tools to respond to the current conditions with opportunities to increase digital literacy and improve online learning engagement across the education sector.