



Units of competence matrix

UNITS OF COMPETENCE	Subunit 1	Subunit 2	Subunit 3
1 – Problem based learning	1.1 - ...	1.2 - ...	1.3 - ...
2 – Creative and innovative thinking	2.1 - ...	2.2 - ...	2.3 - ...
3 – Critical thinking	3.1 - ...	3.2 - ...	3.3 - ...
4 – Collaborative learning	4.1 – What is collaborative learning and reasons why collaborative learning activities are effective in companies.	4.2 - Planning , Implementation, Control.	4.3 – Technologies.
5 – Virtual Collaborative environment (tools 2.0)	5.1 - ...	5.2 - ...	5.3 - ...





1 – PROBLEM BASED LEARNING Workload: 15 hours

OBJECTIVES

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LEARNING OUTCOMES

Upon completion of this unit the learner will be able to		
KNOWLEDGE	SKILLS	RESPONSIBILITY AND AUTONOMY

EXTERNAL RESOURCES



2 – CREATIVE AND INNOVATIVE THINKING		Workload: 15 hours
OBJECTIVES <ul style="list-style-type: none"> • • • 		
LEARNING OUTCOMES		
Upon completion of this unit the learner will be able to		
KNOWLEDGE	SKILLS	RESPONSIBILITY AND AUTONOMY
EXTERNAL RESOURCES		



3 – CRITICAL THINKING Workload: 15 hours

OBJECTIVES

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LEARNING OUTCOMES

Upon completion of this unit the learner will be able to		
KNOWLEDGE	SKILLS	RESPONSIBILITY AND AUTONOMY

EXTERNAL RESOURCES



4 – COLLABORATIVE LEARNING

Workload: 15 hours

OBJECTIVES

This unit can help facilitate cross-team working and allow for transference of skills, building a more knowledgeable and ultimately efficient workforce. This technique allows employees to foster relationships across remote offices, identifying champions of learning in certain areas and allowing for ease of rewarding.

LEARNING OUTCOMES

Upon completion of this unit the learner will be able to		
KNOWLEDGE	SKILLS	RESPONSIBILITY AND AUTONOMY
<ul style="list-style-type: none"> • What is collaborative learning? • Reasons why collaborative learning activities are effective in companies. • How can I carry it out effectively in my company? • What tools can I use to assess collaborative learning? 	<ul style="list-style-type: none"> • Establish group goals • Keep groups mid-sized • Establish flexible group norms • Build trust and promote open communication • For larger tasks, create group roles • Create a pre-test and post-test • Consider the learning process itself as part of assessment • Consider using different strategies. • Allow groups to reduce anxiety • Establish group interactions • Focus on enhancing problem-solving and critical thinking skills • Keep in mind the diversity of groups. Use the value of diversity. • Include different types of learning scenarios • Use technology makes collaborative learning easier • Keep in mind the critics • Be wary of “group think” 	<ul style="list-style-type: none"> • Develop strategies to achieve a potential “viral” impact in the company. • Create a collaborative culture in the company.

EXTERNAL RESOURCES Computers, projector



5 – VIRTUAL COLLABORATIVE ENVIRONMENT (TOOLS 2.0) Workload: 15 hours

OBJECTIVES

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LEARNING OUTCOMES

Upon completion of this unit the learner will be able to		
KNOWLEDGE	SKILLS	RESPONSIBILITY AND AUTONOMY

EXTERNAL RESOURCES