

Methodology for the system based on the **microlearning principles**



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01

Course Overview

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A photograph of a young boy with dark hair hugging a baby from behind. They are in an outdoor setting with a blurred background of greenery and a light sky. In the top right corner, there is a decorative graphic consisting of several overlapping triangles in shades of green and teal.

1. Course Overview

- **Title:** e.g. "Empowering Smallholders with Smart Farming Technologies"
 - **Objective:** Equip smallholders and stakeholders with digital and sustainable farming techniques for enhanced productivity and food security.
 - **Target Audience:** Small and family farmers, VET educators, agribusiness entrepreneurs, and agricultural policymakers.
 - **Estimated Duration:** 15–20 minutes per module.
 - **Learning Outcomes:**
 - o Understand the use of precision agriculture tools for farm optimization.
 - o Gain practical knowledge of IoT and smart technologies in agriculture.
 - o Apply sustainable practices to improve environmental and economic outcomes.
- 
- A vertical photograph of a field of green corn plants, showing the leaves and stalks in detail. This image is positioned on the right side of the page, partially overlapping the white text area.

02

Model Structure

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2. Module Structure

Each course is divided into bite-sized modules (5–8 minutes each), adhering to the microlearning principles.

Module Template

Each module follows this consistent structure:

1. **Title:** A short, action-oriented name (e.g., "Smart Irrigation Techniques").
2. **Objective:** Define a measurable skill or knowledge outcome (e.g., "Learn to use IoT sensors for water management").
3. **Content Delivery:**
 - o Include videos, infographics, or interactive visuals to deliver the core concept.
 - o Keep written content to 250–300 words, focusing on clarity and relevance.
 - o Use bullet points or short paragraphs for easy readability.
4. **Interactive Activity:**
 - o Example: "Drag and drop icons to optimize water use in a virtual farm scenario."
5. **Knowledge Check:**
 - o 2–3 quick questions (e.g., multiple-choice, true/false, or fill-in-the-blank) to reinforce learning.
6. **Practical Example or Case Study:** Showcase real-world applications (e.g., "Case study: Reducing fertilizer use with smart tech").
7. **Call to Action (CTA):**
 - o Guide learners to the next steps (e.g., "Analyze weather data in the next module").

03

Course Components

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3. Course Components

To ensure engagement, each course includes the following standardized components:

1. Visual and Multimedia Design

- Use videos (2–3 minutes) with animations or real-world footage to explain concepts.
- Infographics summarizing steps, processes, or key data points.
- Interactive simulations (e.g., manipulating data or operating virtual machinery).

2. Micro-Assessments

- Include brief quizzes (3–5 questions per module).
- Gamification elements (e.g., badges or progress bars) to encourage completion.
- Immediate feedback on answers, explaining why they are correct or incorrect.

3. Practical Application

- Short hands-on assignments (5 minutes max).
- Example: "Input sample farm data into a spreadsheet and identify optimization opportunities."
- Real-world scenarios for learners to solve, linked to sustainability goals.

04

Microlearning Principles

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4. Microlearning Principles

- **Focused Content:**
 - o Address one skill per module to avoid cognitive overload.
- **Interactivity:**
 - o Include simulations, drag-and-drop tasks, and real-world data analysis.
- **Gamification:**
 - o Use progress bars, badges, and rewards to motivate learners.
- **Accessibility:**
 - o Ensure modules are multilingual (English, SK, IT, etc.) with captioned videos and mobile-friendly designs.
- **Real-World Application:**
 - o Link concepts to practical tasks like scheduling irrigation or programming automation systems.

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Integration with SMART4Food Hub

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5.Integration with SMART4Food Hub

- The system will be integrated into the Smart4Food Hub, enabling access to:
 - o **Discussion Forums:** Peer-to-peer and expert interactions.
 - o **Resource Library:** Downloadable guides and case studies.
 - o **Live Support:** Access to mentors for clarifications.
- Users can interact with OERs, complete microlearning modules, and track progress through dashboards.
- Provide downloadable PDFs or links to resources for further exploration, such as:
 - o Case studies
 - o Step-by-step guides
 - o External tools or software tutorials

06

Template Format

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6. Template Format

To maintain a consistent format, all materials should:

- Use **clear, structured layouts** with minimal text per slide or screen.
- Highlight key terms and concepts visually (e.g., bold text, icons, or color coding).
- Include **universal design principles** for accessibility (e.g., captions on videos, keyboard navigation).

07

Examples of Microlearning Course Modules

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7. Examples of Microlearning Course Modules

Below is how this template would apply to the OER topics:

A. Digital Technologies and Precision Agriculture

1. Introduction to Precision Agriculture
 - o Content: Basics of GIS, IoT, and sensor utilization.
 - o Activity: Identify suitable technologies for various farm types on a digital map.
2. Processing and Analyzing Agricultural Data
 - o Content: How to interpret soil and crop sensor data.
 - o Activity: Work with real IoT data and perform analysis.

B. Sustainable Agricultural Practices

1. Technologies for Ecological Agriculture
 - o Content: Implementing carbon-neutral techniques and renewable energy sources on farms.
 - o Activity: Design a farm with minimal environmental impact.
2. Biodiversity and Regenerative Agriculture
 - o Content: Strategies for biodiversity protection and soil enrichment.
 - o Activity: Develop a plan to improve soil fertility using biodiversity.

C. Automation and Robotics

1. Automated Systems in Farming
 - o Content: Overview of automated tractors and harvesting systems.
 - o Activity: Simulate setting up an automated irrigation control system.
2. Maintenance and Diagnostics of Agricultural Robots
 - o Content: Diagnostics and troubleshooting for farm machinery.
 - o Activity: Virtually diagnose a problem in a robotic system.

D. Food Safety and Blockchain

1. Tracking Produce with Blockchain
 - o Content: How blockchain enables food chain traceability.
 - o Activity: Design a traceability system for small farms.
2. Ensuring Food Quality
 - o Content: Tools to identify and mitigate risks in the food chain.
 - o Activity: Develop preventive measures for food safety.

E. Agricultural Economics and Entrepreneurship

1. Digital Marketing and E-Commerce for Farms
 - o Content: Strategies for promoting local products online.
 - o Activity: Create an online marketing plan for a farm brand.
2. Innovative Business Models in the Agri-Sector
 - o Content: How to diversify farm income with new business models.
 - o Activity: Develop a sustainable business model for a small farm.



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