

Employing ICT

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Aims of the section

This section focuses on:

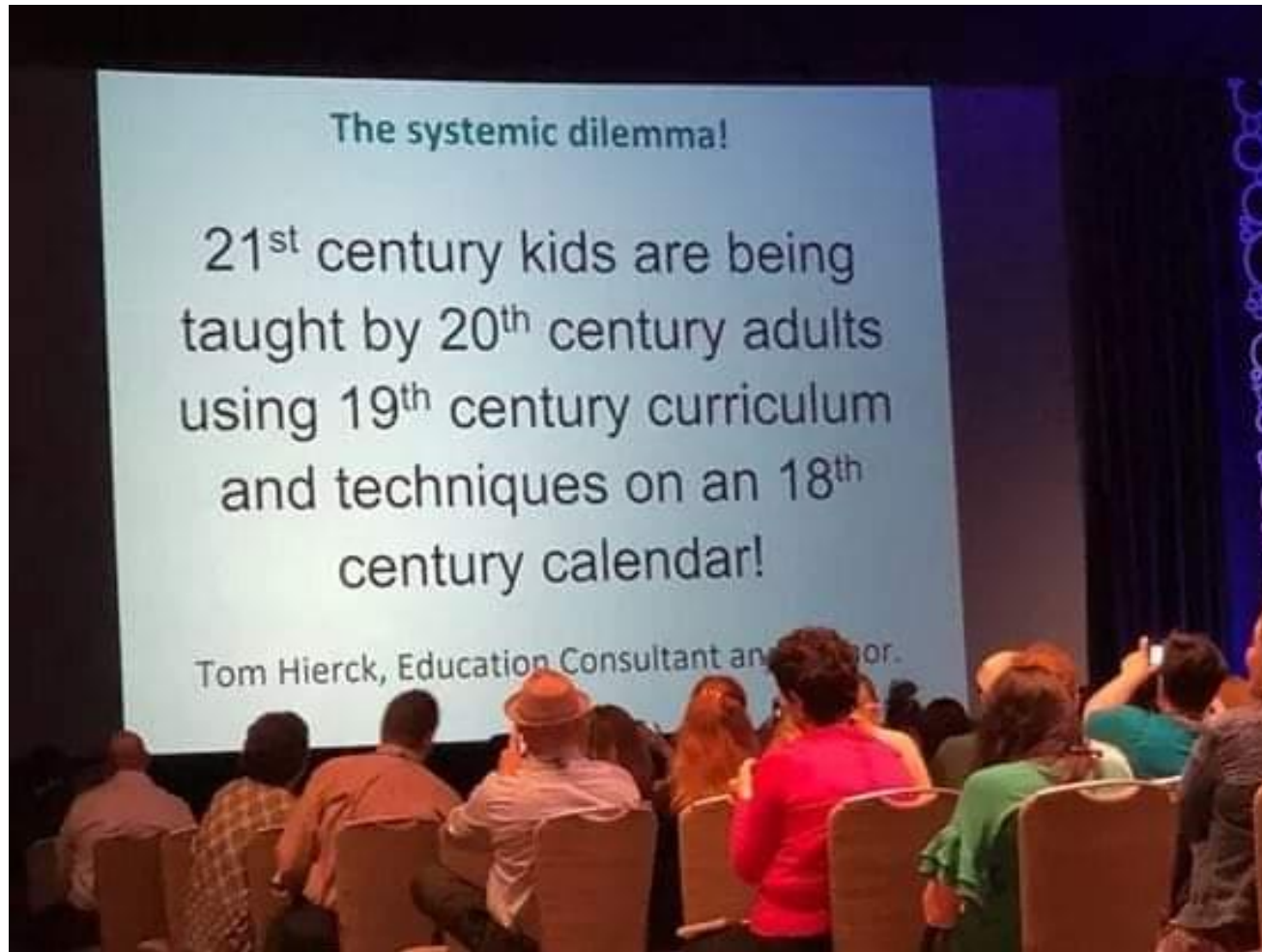
- What, why and how to use **ICT** in ELT in an **ELF-aware** perspective
- Students' **different learning approaches** connected to **media**
- Available **ICT tools**, the rationale for using them and the **selection criteria**
- The role of ICT tools to raise students' **awareness** of the new role of English in a globalized world

Contents

In particular, we are going to discuss:

- Why **ICT** and **ELF** are connected
- The use of **YouTube** videos and where to find resources
- **Flipgrid**, a social learning platform
- **Spark**, digital storytelling tool
- The **TeCoLa Project**, virtual reality in ELT in an ELF-aware perspective
- **Games** in language learning
- **eTwinning**, the community of schools in Europe

Starting point



ACTIVITY 1

If you haven't already done so, click the **link** under the video to do **Activity 1**

This Activity asked you to watch the **video** “What Is the SAMR Model?” and reflect on your ways of integrating **technology** in your **teaching practice**

E.g. to motivate learners; show them how native/non-native speakers use English for intercultural communication; help them develop their language, digital, higher-order thinking skills...

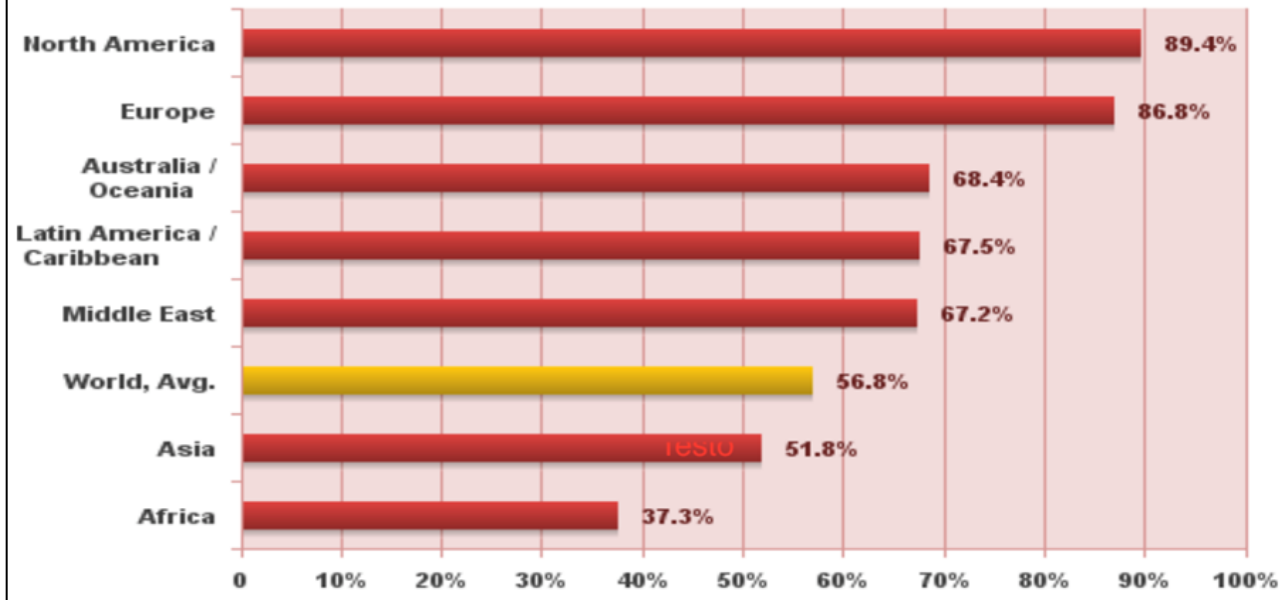
New technologies

- **Technological developments** • **Impact of globalisation**
 - **Spread of English**

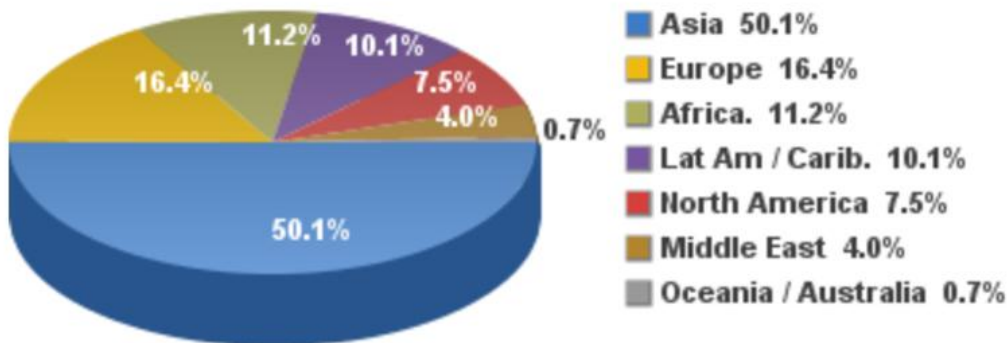
New technologies have dramatically increased the possibility of **interaction** and **mobility** among people around the globe, overcoming many barriers of time and space

Crystal (2003): “There are no precedents in human history for what happens to **languages** in such circumstances of **rapid change**. There has never been a time when so many nations were needing to talk to each other so much... And there never has been a more urgent need for a **global language**.”

Internet World Penetration Rates by Geographic Regions - March, 2019 - Updated



Internet Users in the World by Internet World Distribution, 2019 - Updated



Source: Internet World Stats

<https://www.internetworldstats.com/>

Based on: 4,383,810,342 Internet users on March 31, 2019

Copyright @ Miniwatts Marketing Group

ACTIVITY 2

Click the **link** under the video to do **Activity 2**.

This simple and **game-like** Activity asks you to think about the following:

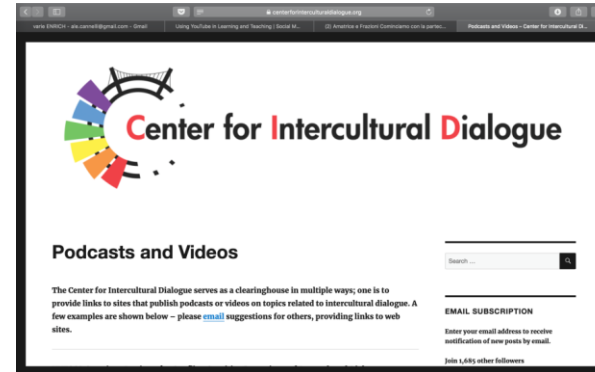
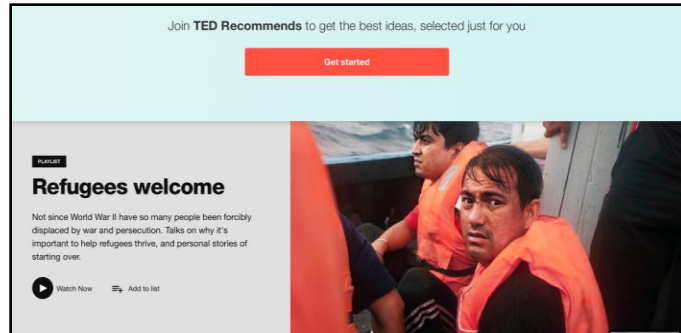
1. Based on what **criteria** do we usually **select** online videos in our classrooms?
2. What **kind** of ELT activities do we usually employ based on online videos? What is the **purpose** of those activities?

Selecting online materials

Selection criteria we often employ:

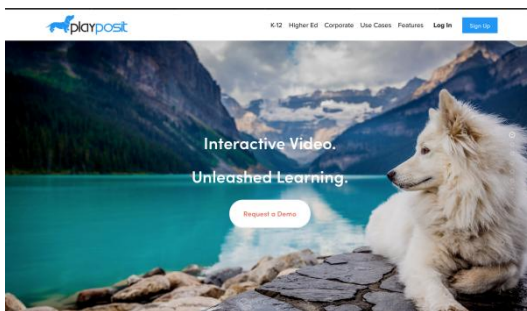
- **Relevance**: depending on factors such as the learners' needs, interests, age...
- **Level of difficulty**: depending on factors such as their proficiency level, comprehensibility...
- **Practicality**: depending on factors such as easy access, availability of transcription...
- **Authenticity**: depending on factors such as illustration of real-life communication, incl. NNSs

Under the video in Moodle, you can find the **links of some playlists**, where you can select resources for your lesson plans.



https://www.ted.com/playlists/294/refugees_welcome

<https://centerforinterculturaldialogue.org/databases/podcasts/>



With this tool, **PLAYPOSIT**, you can create quizzes with videos or you can ask your students to create them. Here is an example.

<https://www.playposit.com/share/1309226/1014314>



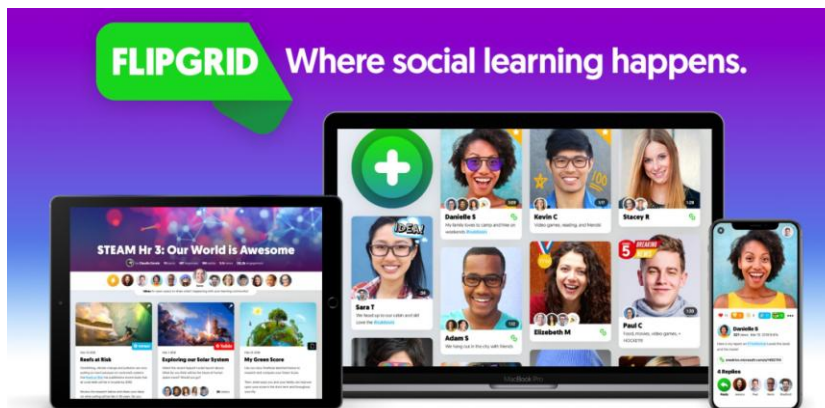
<https://www.youtube.com>

YouTube is always a great source of videos!
You could even ask your learners to **create** a video of their own and upload it there.

In the Section “**Useful videos**” of Moodle, you will also find several videos, including videos illustrating **real-life communication in ELF**

Social media

We all know **Facebook**, **Twitter** and **Instagram** but... there are other tools too!



Flipgrid is a **social learning platform** that allows educators to ask a question, then the students respond in a video

Students are then able to respond to one another, creating a **“web” of discussion in English** among schools from different countries

Flipgrid examples

Under the video in Moodle,
you can find a **link with Flipgrid examples**



The screenshot shows a Flipgrid discussion page on the etwinners platform. At the top left is the etwinners logo. A green speech bubble with the word "Flipgrid" is positioned above the main content. The main content features the word "eTwinners" in white text on a large, stylized background of the letters "MEAT" in shades of purple and pink. Below this, a yellow smiley face with sunglasses icon is followed by the text: "1 Topic 57 Responses 0 Replies 1266 Views 22.8h Engagement". Underneath is the title "DIA EDUCATION FOR EQUITY AND TOLERANCE". At the bottom, there is a row of circular profile pictures of participants, starting with a lightning bolt icon and ending with a blue arrow icon. Below the profile pictures is the text: "Share your views on 'In my own words' & the related videocapsule!".

<https://flipgrid.com/etwinners>

ACTIVITY 3

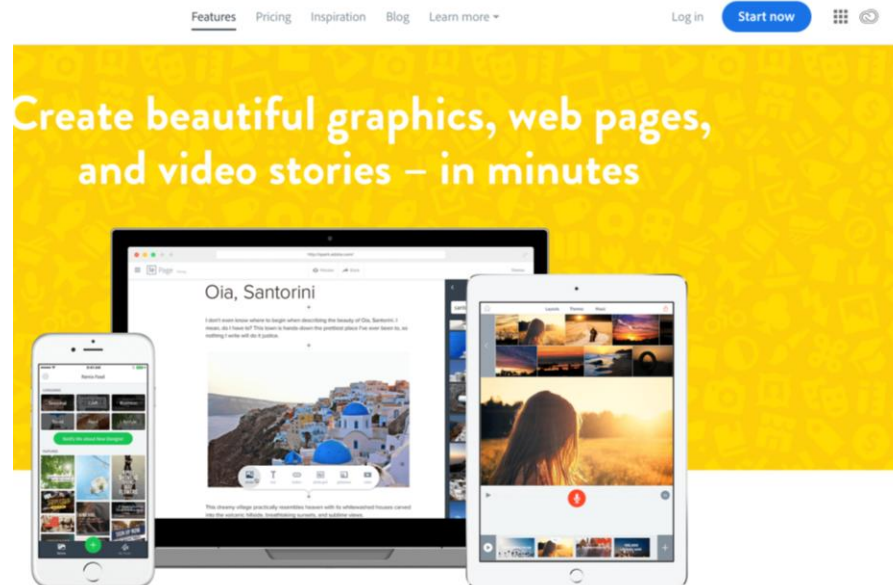
Click the **link** under the video to do **Activity 3** and share your views in the Forum

1. Click on the link under the video (“Flipgrid: Record yourself”) to **record** your 3 minutes introduction of yourself if you want—You will meet your colleagues and try out the tool
2. **Share** the link of your Flipgrid presentation in the **Forum**. How did **you** find that experience?
3. Would you ever use Flipgrid in your **classroom**? **Why** or **why not**? If yes, **how** would you do it?

SPARK – Digital storytelling

This tool allows you to create **simple video stories** or **document projects**

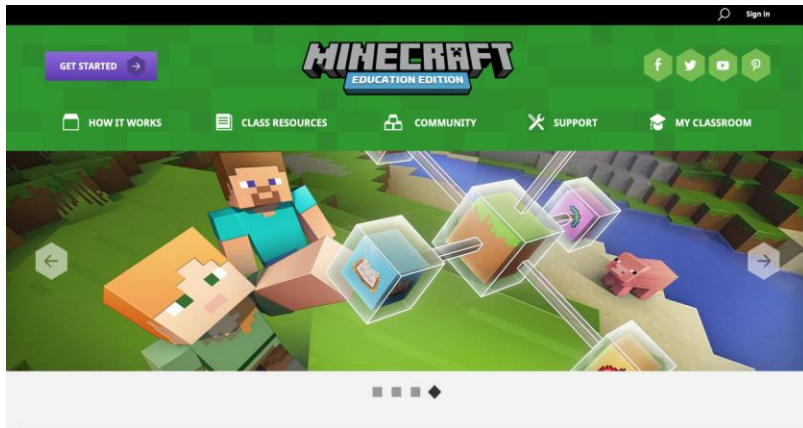
In the additional resources you will find examples
See the **link** for this tool under the video



<https://spark.adobe.com/>

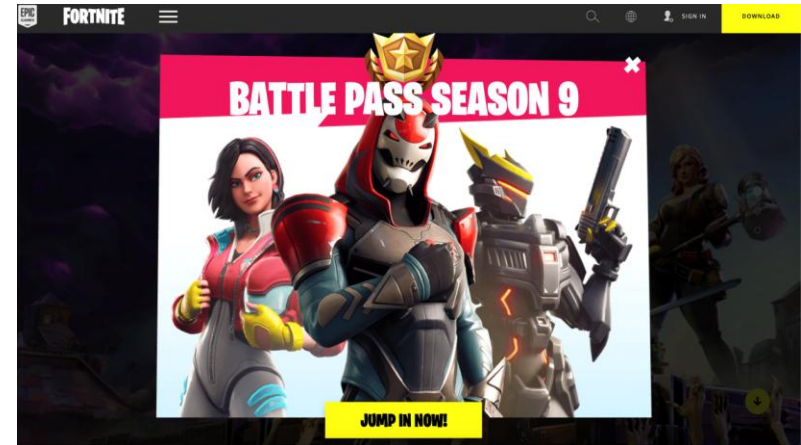
Games in ELT

For younger students



<https://www.minecraft.net/>

For young adult students

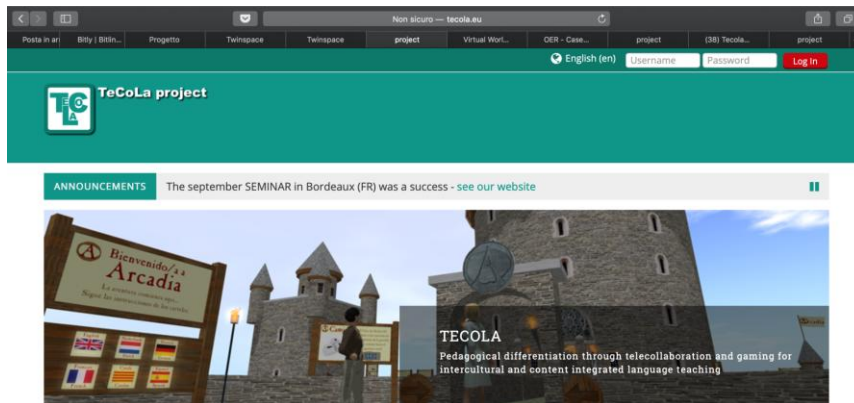


<https://www.epicgames.com/fornite/it/home>

Games may provide a great environment for creating a **real-life ELF communication context** in the classroom

Virtual reality in ELT

The TeCoLa Project



<https://sites.google.com/site/tecolaproject/home-1>

Arcadia



<https://www.youtube.com/watch?v=HFsXbqXwt8Q>

Partnerships among teachers

What is eTwinning?

www.etwinning.net



An **online school community** under the auspices of the European Commission

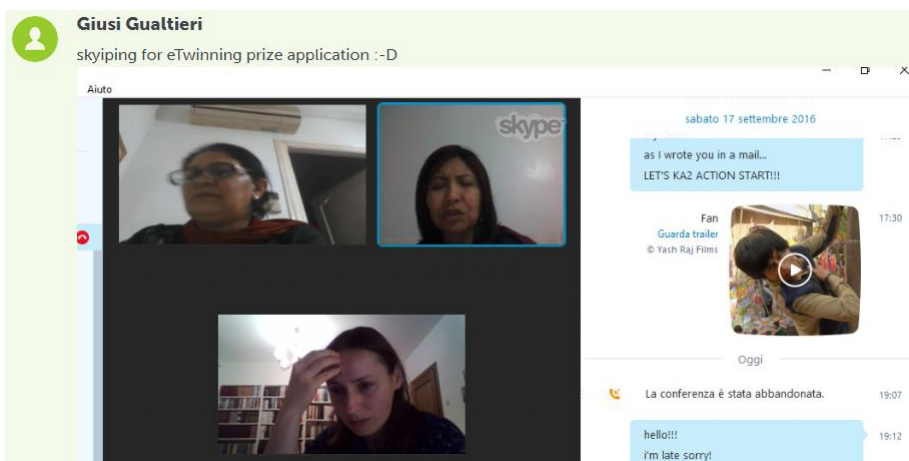
- ✓ **Meeting** colleagues, **exchanging** ideas and practices
- ✓ **Peer-learning** and **professional development**
- ✓ **Collaborative projects** in a **safe** environment
- ✓ Promotion of **pedagogical innovation** through **ICT**
- ✓ **School internationalization**
- ✓ Collaboration in a **multicultural context** where **ELF** is employed among **teachers** and **learners**

Some eTwinning projects

Does the earth have borders? Migration and Human-Rights



Our students need to gain a deeper insight into the issue of migration in order to understand the current developments in Europe and to become active citizens. We want to collect information about modern day refugees, but also analyze literature, philosophy and history to put the present events in a bigger perspective.

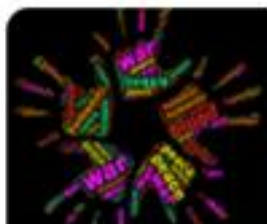


- ✓ **Collaborating** to create shared knowledge
- ✓ Using **ELF** to **communicate** and better understand one another.
- ✓ **Intercultural awareness** and **migration contexts**

<https://twinspace.etwinning.net/9984/home>

Some eTwinning projects

IMAGINE ... Together for the world!

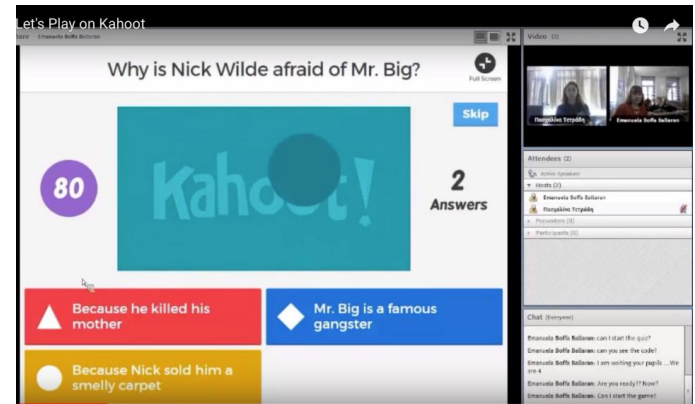


Let's imagine that a King from a faraway castle has to decide whether to give permission to a hundred people in need to get in his castle or not. Itala and Greco are appointed as King's counselors and with the help of 10-year-old Italian and Greek students complete a number of tasks in order to form an opinion on the issue and advise the King what to do. Students imagine they have a voice on the migration issue and work collaboratively to express it. Will the King open the castle's gates to the people who are asking for shelter?



<https://twinspace.etwinning.net/30463/ho>

Using Kahoot



Using the **Kahoot** tool and playing games in a videoconference to overcome **cultural stereotypes**

https://www.youtube.com/watch?time_continue=3&v=HP3UTuTt1JA

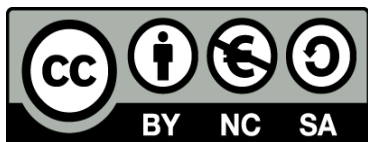
Watch the following **tutorial** and try to create your own Kahoot

<https://www.youtube.com/watch?v=rZUew1wIQts>

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