

The 7 Myths about Technology-Enhanced Language Learning

Dr Paul Sze

First things first



E-LEARNING



COMPUTER-ASSISTED
LANGUAGE LEARNING



TECHNOLOGY-ENHANCED
LANGUAGE LEARNING

Myth 1: TELL is a passing fad.

The first netbook: Early 2000's



https://m.media-amazon.com/images/I/61jeR3BDChL._AC_SS450_.jpg

2005

https://play-lh.googleusercontent.com/vA4tG0v4aasE7olvRlvTkOYTwom07DfqHdUPr6k7jmrDwy_qA_SonqZkw6KX0OXKAdk



<https://i.ytimg.com/vi/PrN9QB8HDNM/maxresdefault.jpg>

2007



The first iPad: 2010



<https://photos5.appleinsider.com/gallery/25472-34733-original-ipad-2-800x523-xl.jpg>

Today ...



<https://www.chiangraitimes.com/wp-content/uploads/2021/07/Dont-Go-BYOD-Without-Doing-These-Five-Things-First.jpg>

Technology
is now part
and parcel
of teaching.



Myth 2: You need a degree in Information Technology to
do TELL



LearningApps.org



You have 1 new message(s)
Account settings: Paul Sze

Search in Apps

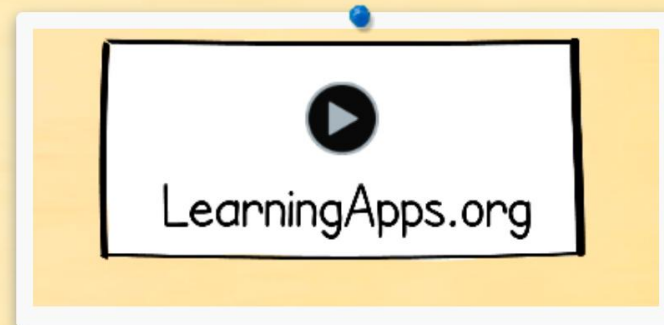
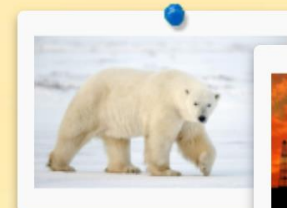
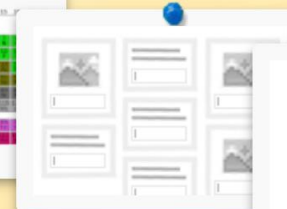
Browse Apps

Create App

Create collection

My Stuff

- ▶ What is LearningApps.org?
- ▶ Show Tutorial



Search in Apps

Browse Apps

Create App

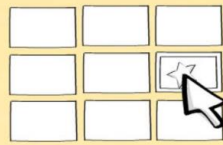
Create collection

My Stuff

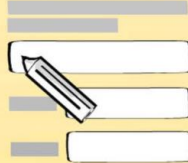
have an idea



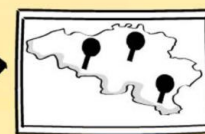
pick a template



fill in content



save your App



share it



Matching Pairs



Group assignment



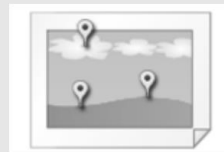
Number line



Simple order



Fretext input



Matching Pairs on Images



Multiple-Choice Quiz



Cloze text



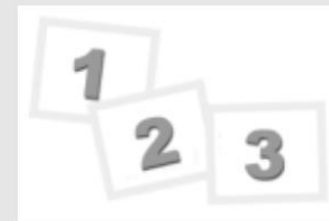
Matching Pairs



Group assignment



Number line



Simple order

Matching Pairs

Example 1

Example 2

Example 3

...

Create new App

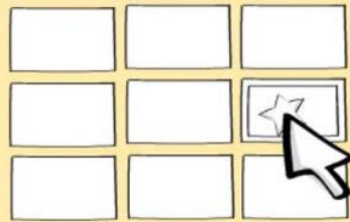
Globalisation – a vocabulary practice



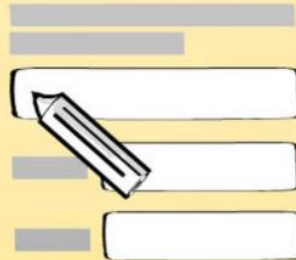
have an idea



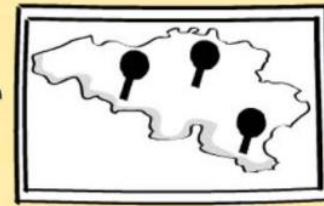
pick a template



fill in content



save your App



share it



+ Technology has never been so +
• user-friendly. •
◦

Myth 3 : If you are using PPT, Google Classroom, and Kahoot, you're already doing TELL.

Are you a teacher, business or parent affected by COVID-19? See how Kahoot! can support you. [Learn more](#)

idemy **Now**

essment Interactive lessons Higher education Whiteboard.fi Learning apps Available plans

Kahoot! for schools **Interactive lessons**

Create and teach interactive lessons in class, virtually or in a hybrid format, engage students and increase participation. No need to switch between multiple tools – you can teach an entire lesson with your kahoot!

[Log in](#)



<https://kahoot.com/schools/interactive-lessons/>

How to use interactive lessons with Kahoot! in class and beyond



Introduce new topics



Instruct in class and

🖥️ 10 slides

👁️ SHOW ANSWERS

▶️ PREVIEW

🖥️ Slide 1

Wildlife Animals in Hong Kong

QUIZIZZ



lib
Prem
video
expla

+
•
◦

TELL is about
teachers DESIGNING
good teaching and
learning.



Myth 4 : TELL will make your life easier as students can now learn on their own.



Classrooms
that employ
TELL

<https://www.google.com/url?sa=i&url=https%3A%2F%2Felementaryuk.com%2Fthe-interactive-classroom-revolution-the-story-so-far%2F&psig=AOvVaw2MvVS93LDHa9RhIWAFCx3h&ust=1635840618745000&source=images&cd=vfe&ved=0CAsQjRxqFwoTCIDh4rHb9vMCFQAAAAAdAAAAABak>

Planning for TELL requires much
+ more time than traditional lesson +
• planning. •

Myth 5: Anything that TELL can do, you can, too.

THE SAMR MODEL

Dr. Ruben R. Puentedura

R

REDEFINITION

Technology allows for the creation of new tasks, previously inconceivable

M

MODIFICATION

Technology allows for significant task redesign

A

AUGMENTATION

Technology acts as a direct substitute, with functional improvement

S

SUBSTITUTION

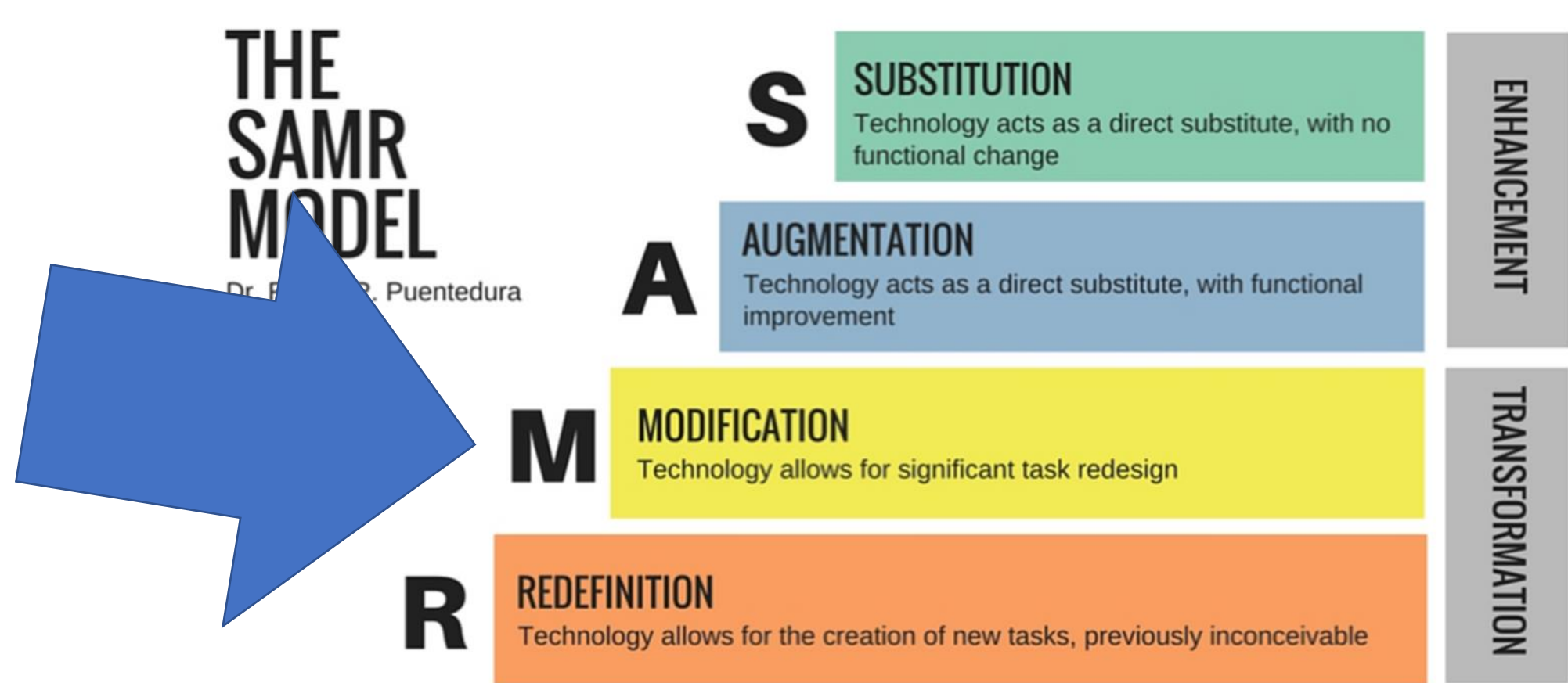
Technology acts as a direct substitute, with no functional change

ENHANCEMENT

TRANSFORMATION

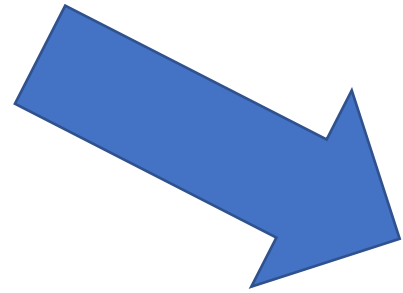
https://upload.wikimedia.org/wikipedia/commons/5/5e/The_SAMR_Model.jpg

e.g. Differentiation



THE SAMR MODEL

Dr. Ruben R. Puentedura



S

SUBSTITUTION

Technology acts as a direct substitute, with no functional change

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AUGMENTATION

Technology acts as a direct substitute, with functional improvement

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MODIFICATION

Technology allows for significant task redesign


R

REDEFINITION

Technology allows for the creation of new tasks, previously inconceivable

ENHANCEMENT

TRANSFORMATION



I'm not a fan of technology. I'm a fan of pedagogy, of understanding how people learn and the most effective learning methods. But technology enables some exciting changes.

Donald A. Norman

quotefancy

<https://quotefancy.com/media/wallpaper/3840x2160/2791896-Donald-A-Norman-Quote-I-m-not-a-fan-of-technology-I-m-a-fan-of.jpg>

TELL can bring
your teaching to
new heights.



Myth 6: TELL will replace language teachers one day.



From sage on the stage to guide on the side.

Alison King

 quotefancy

- <https://quotefancy.com/media/wallpaper/3840x2160/1650977-Alison-King-Quote-From-sage-on-the-stage-to-guide-on-the-side.jpg>

+ The role of the teacher simply changes. +

•

◦

Myth 7: Technology will dehumanize the classroom.

WHAT ARE 21ST CENTURY SKILLS? THESE 4 C's:

C

COMMUNICATION

Sharing thoughts,
questions, ideas &
solutions

C

COLLABORATION

Working together to
reach a goal. Putting
talent, expertise,
and smarts to work

C

**CRITICAL
THINKING**

Looking at problems in
a new way and linking
learning across
subjects & disciplines

C

CREATIVITY

Trying new approaches
to get things done equals
innovation & invention

<https://growthmindset.space/wp-content/uploads/2019/04/21st-Century-Skills-4-Cs-graphic-2.jpg>

The 21st century classroom



https://blogs.worldbank.org/sites/default/files/styles/hero/public/2021-02/d_evans_blog.jpg?itok=_Jacpv-s

Skillful Technology-
enhanced Learning
augments teacher-
student interaction.

+

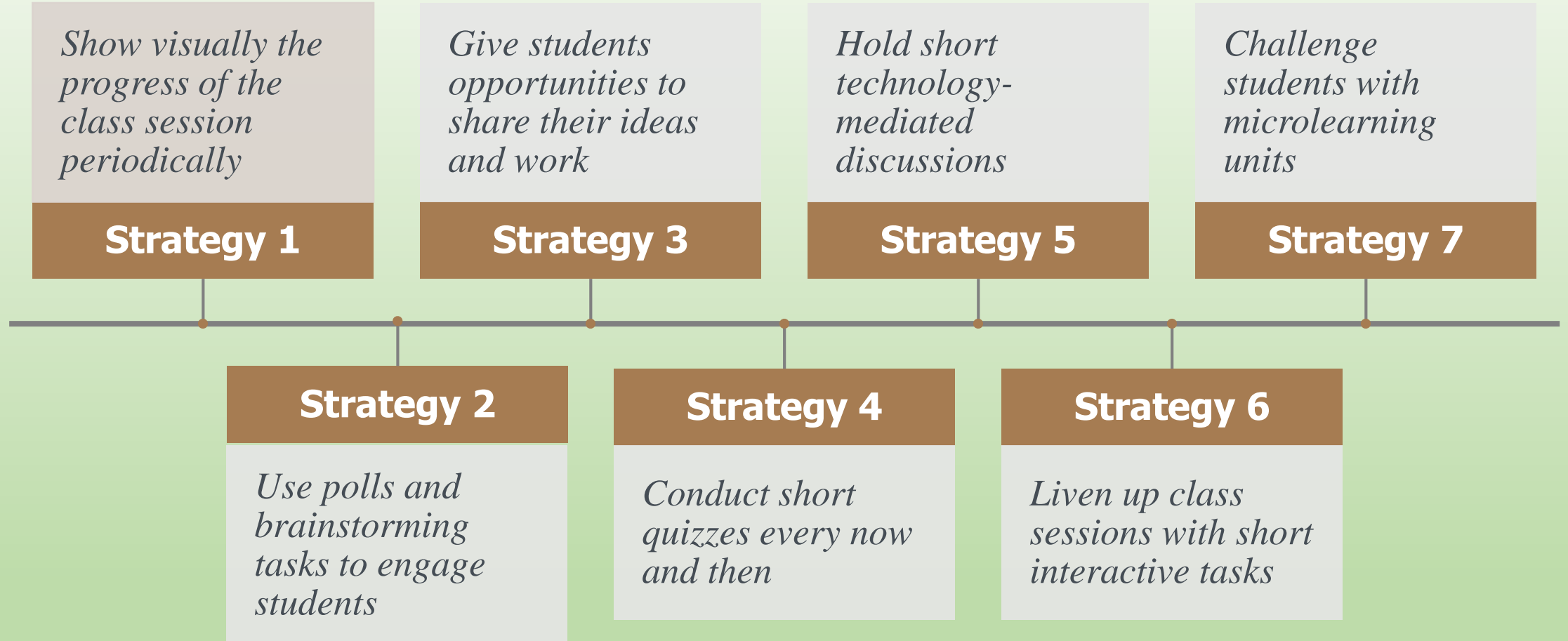
o

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How technology has made
my teaching more ...

INTERACTIVE and ENGAGING

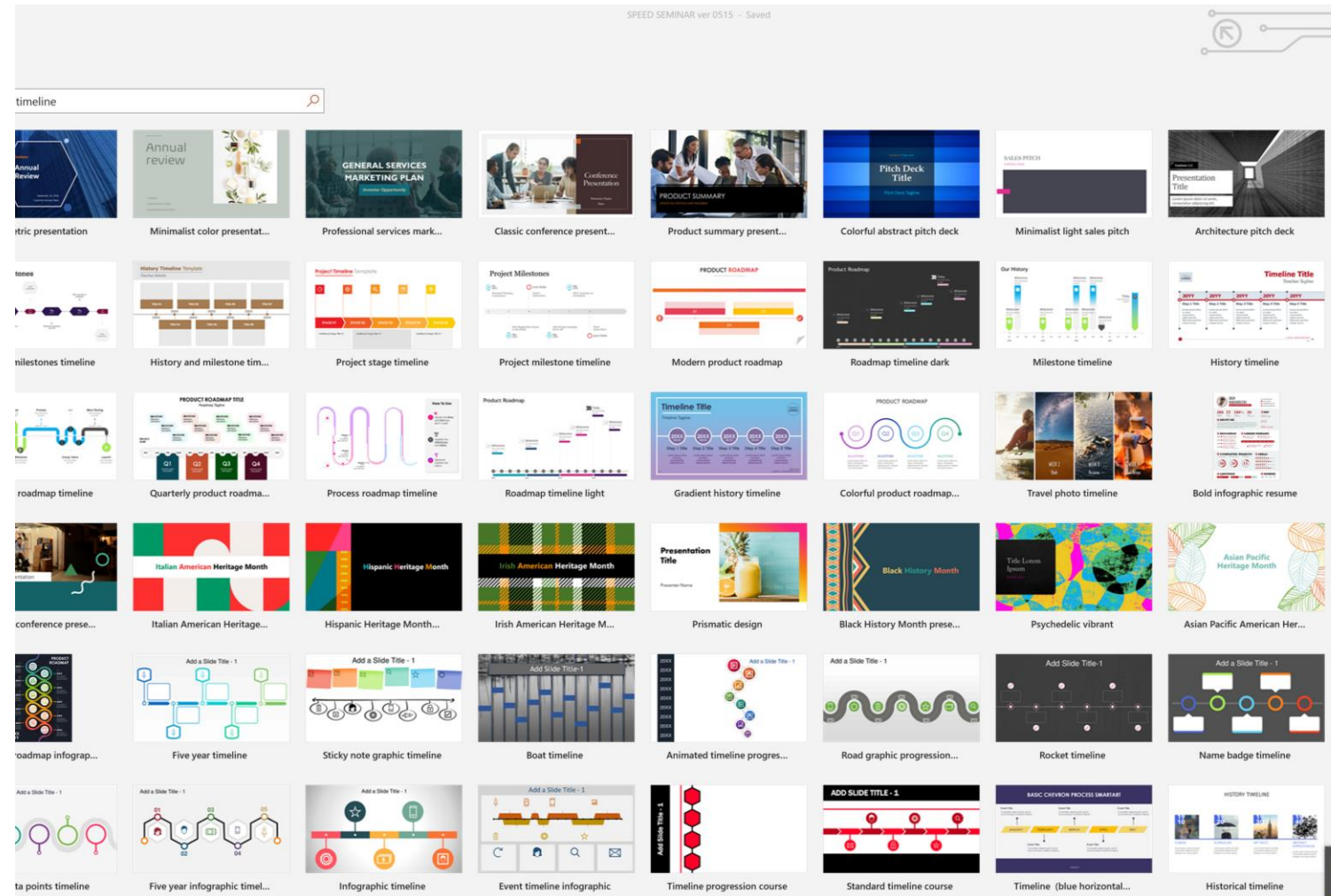
My 7 strategies





Strategy 1

Show visually the progress of the class session periodically



Example 1.1:
PPT timeline
templates

Exploring Modality

GROUP
PRESENTATION

NEGATION
OF
MODALS

What is
modality

Modal
Meanings

POLITENESS
AS ONE
FUNCTION

Example 1.2: Prezi's

[https://prezi.com/view/
V8RWgibS8w0Zfd4ZSrV
4](https://prezi.com/view/V8RWgibS8w0Zfd4ZSrV4)

Sutori

Stories

Students

Resources



Paul Sze

Present

Share

...

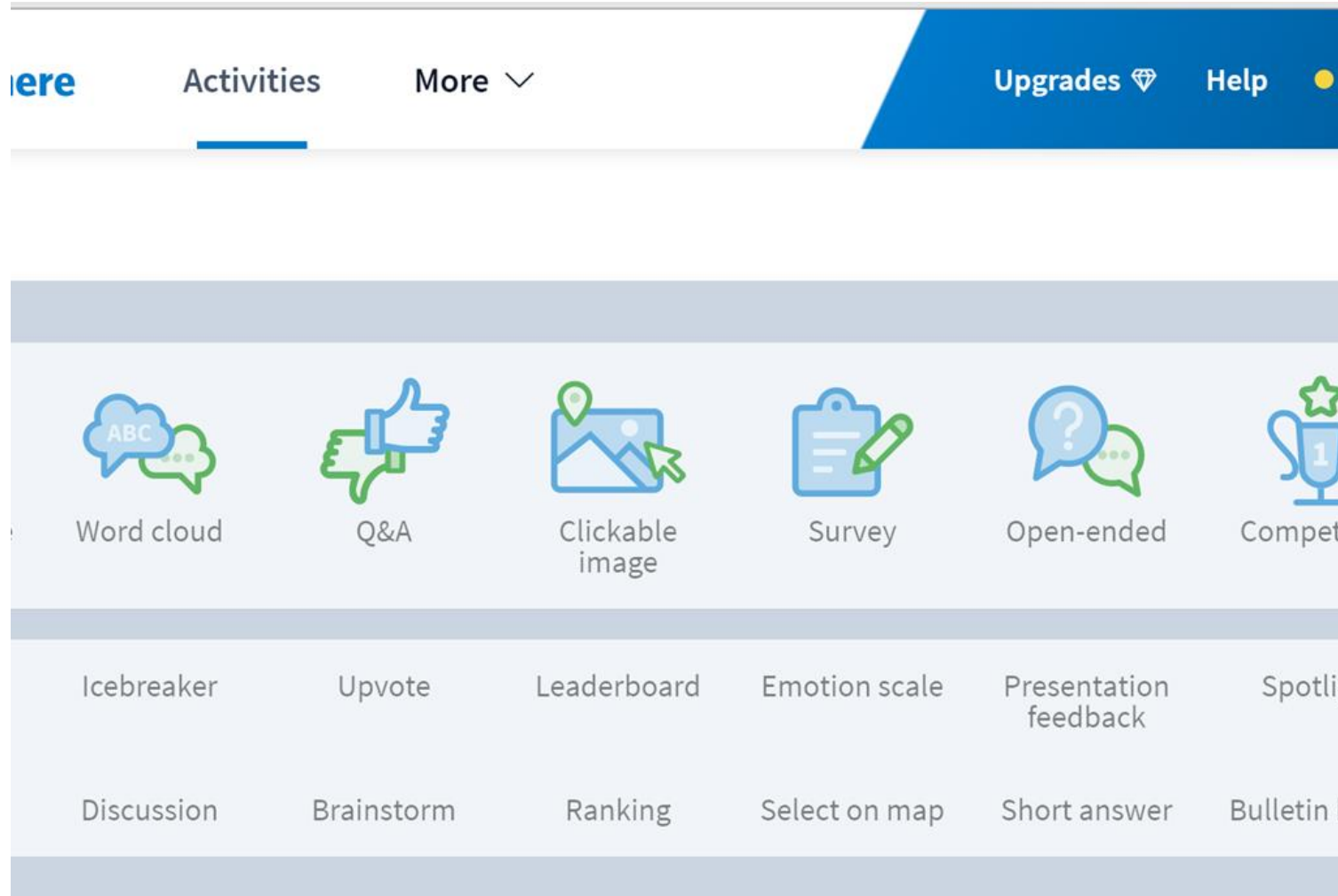
Effective Teaching Strategies in Online and Face-to-face Classes

Example 1.3:
Sutori
Timeline



Strategy 2

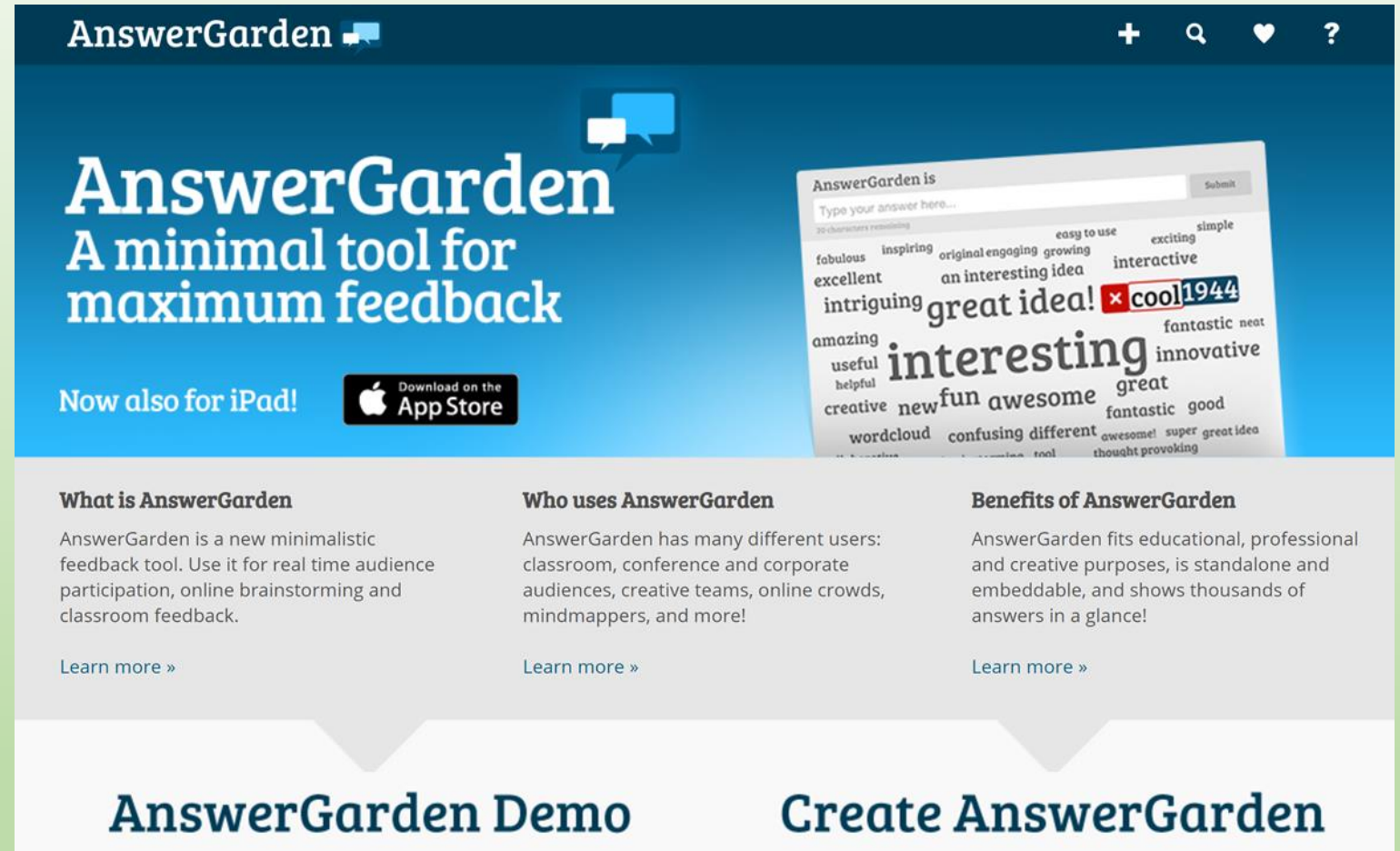
Use Polls and
Brainstorming Tasks to
Engage Students



Example 2.1:
How are you
feeling at
this time of
the school
year? (App:
Poll
Everywhere)

App: AnswerGarden

Example 2.3:
What places,
countries, cities,
etc., would you
first visit when
Covid-19 is over?



The screenshot shows the AnswerGarden website. The header has the logo "AnswerGarden" with a speech bubble icon, and navigation icons for home (+), search (Q), heart, and help (?). The main banner features the title "AnswerGarden" and the tagline "A minimal tool for maximum feedback". Below this, it says "Now also for iPad!" and provides a "Download on the App Store" button. To the right of the banner is a preview of the AnswerGarden interface, showing a text input field and a word cloud of user responses. The word cloud includes terms like "interesting", "great idea!", "cool", "awesome", "innovative", "fantastic", "good", "helpful", "creative", "new", "fun", "wordcloud", "confusing", "different", "awesome!", "super", "great idea", "thought provoking", "amazing", "useful", "intriguing", "excellent", "fabulous", "inspiring", "original", "engaging", "growing", "interactive", "easy to use", "exciting", "simple", "fantastic", "neat", "innovative", "great", "awesome", "good", "fantastic", "thought provoking", "awesome!", "super", "great idea".

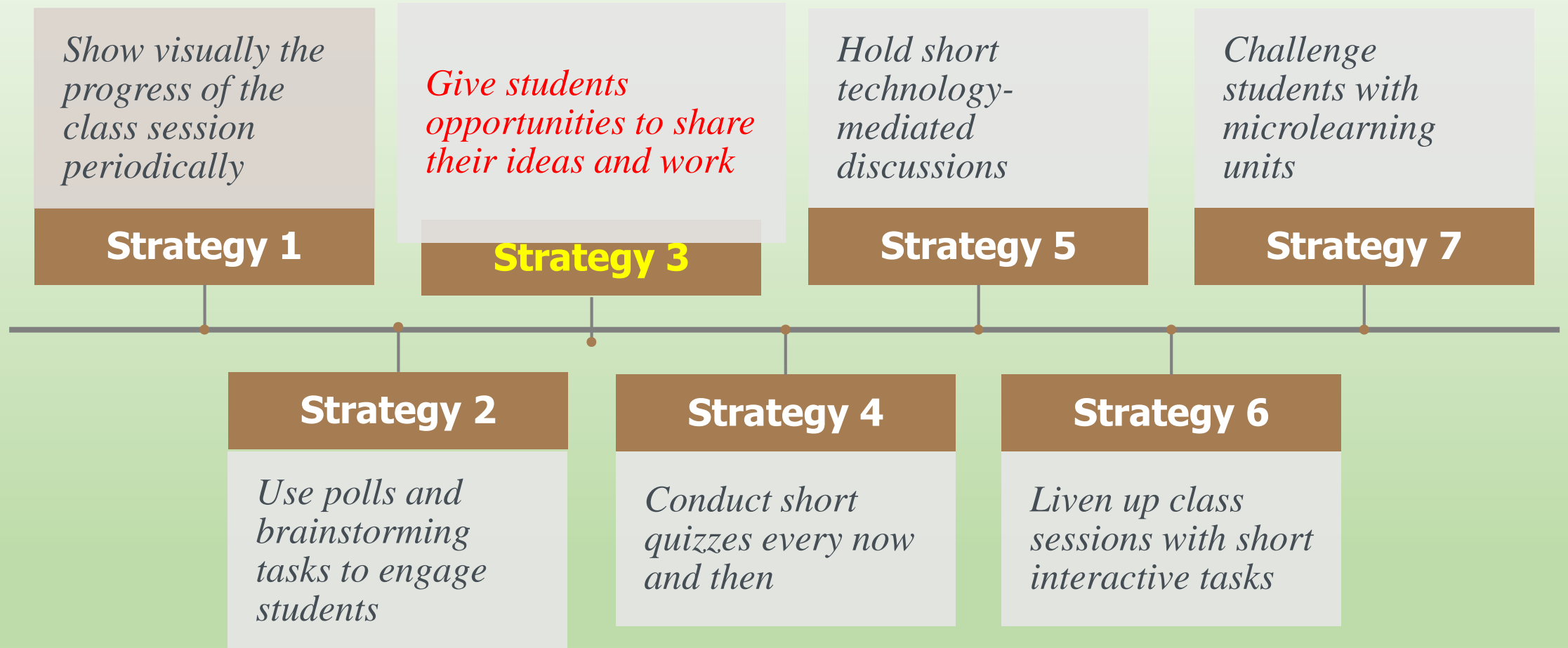
What is AnswerGarden
AnswerGarden is a new minimalistic feedback tool. Use it for real time audience participation, online brainstorming and classroom feedback.
[Learn more »](#)

Who uses AnswerGarden
AnswerGarden has many different users: classroom, conference and corporate audiences, creative teams, online crowds, mindmappers, and more!
[Learn more »](#)

Benefits of AnswerGarden
AnswerGarden fits educational, professional and creative purposes, is standalone and embeddable, and shows thousands of answers in a glance!
[Learn more »](#)

AnswerGarden Demo **Create AnswerGarden**

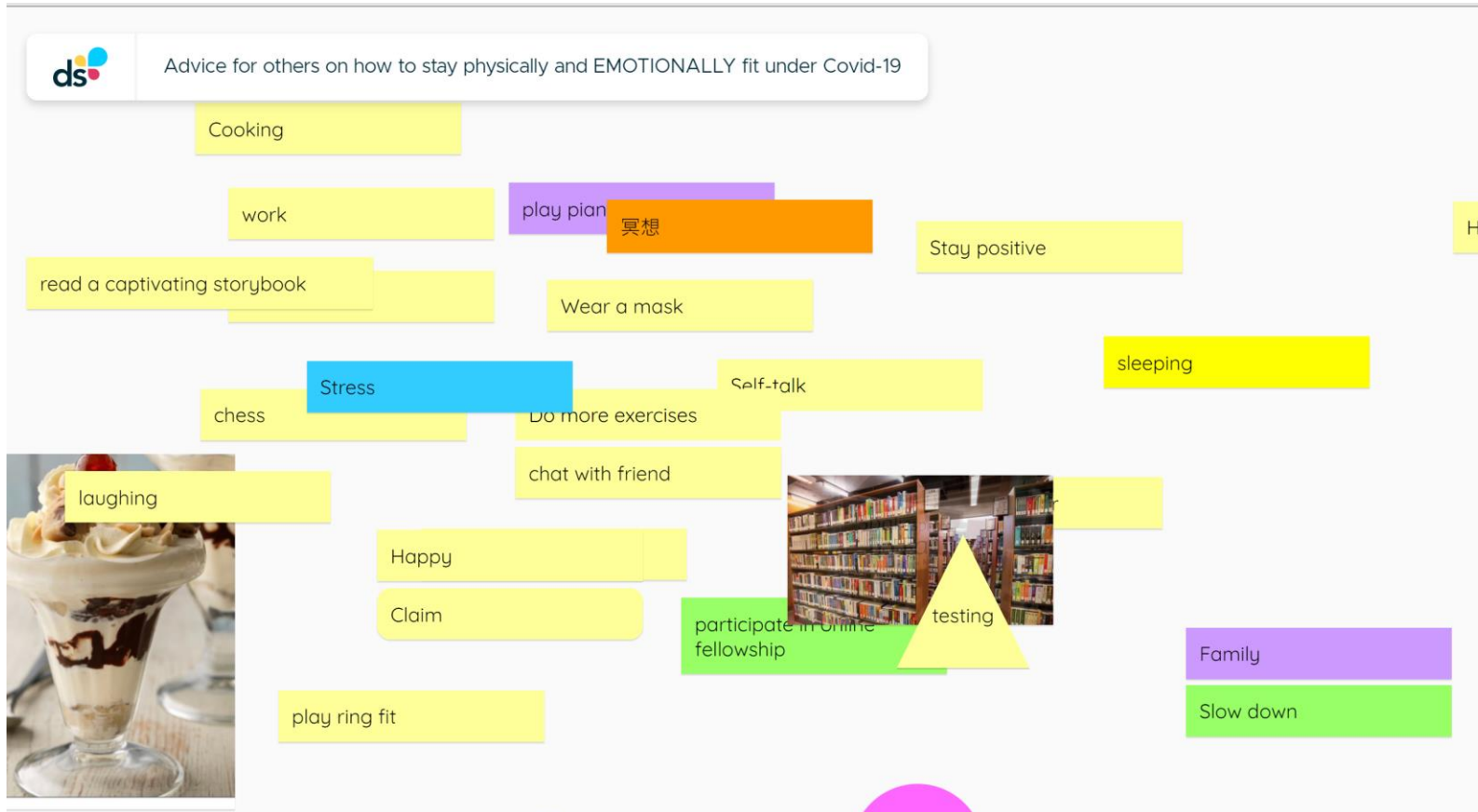
7 strategies





Strategy 3

Give students
opportunities to share
their ideas and work



Example 3.1: *What advice do you have for others to stay emotionally and physically fit under Covid-19?*

App: Dotstorming

<https://dotstorming.com/w/607fe3107803837861c27015>

Example 3.2: Draw a
trapezium, a parallelogram,
and a square.

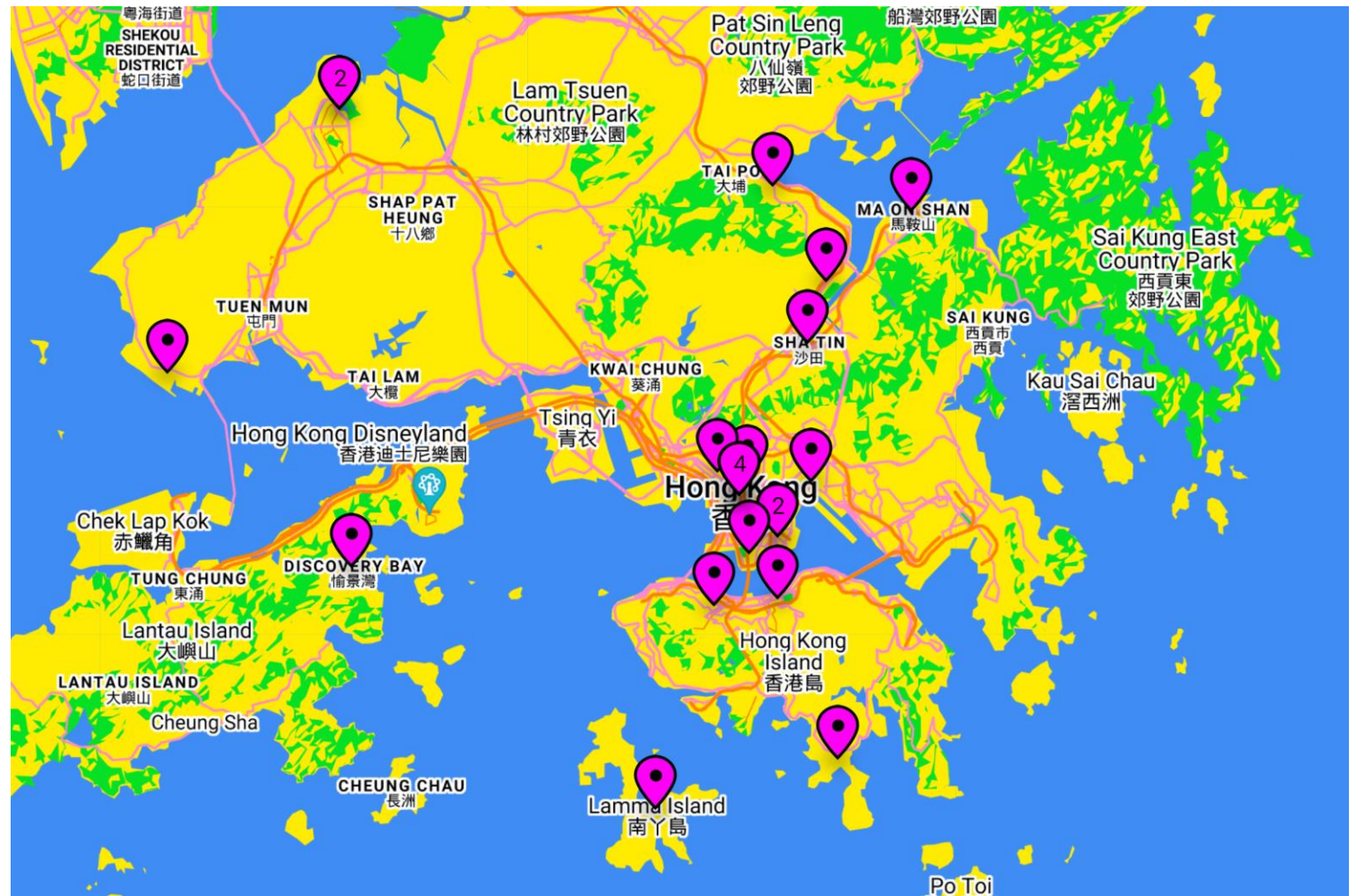
<https://whiteboard.fi/y4r26>

App: Whiteboard.fi



Example 3.3: One interesting place you would recommend to visitors to HK for a visit.

App: Padlet Map



Example 3.4 Padlet display board for groupwork


padlet

paulsze + 17 • 10d

SCT 20-21 group work display board

Made with ♥

Group 1: Samuel, Cindy, Rylee, Kaylin



Conditional Sentences
Identify whether the conditional sentenc...
learningapps.org

Possible Destination	Ocean Park	Hong Kong Wetland Park
How to get there	Mtr, bus, minibus	Bus, Minibus, School Coach
What to do there	Ride the roller coaster, go on the drop tower,	Picnic, bird-watching, observing the wildlife, such as looking at crocodile Pui Pui

[Group 1] Group Activity: Wksht Destin...
by Samuel Chang

Group 2: Brian, Thalia, Charles, Ruth,


Ruth, Thalia, Br
IN pairs, students will use the pictures to conduct a pract...

Student A (pointing to Picture 1): What do you like hav
a?

Student B: I like having (a .../some ...).

Ruth's group
by Charles Mong
google docs

<https://learningapps.org/display?v=pjg9p9qta20>



Destination for a Class Outing


Group 3: Selina, Tracy, Edmond

Student A (pointing to Picture 1): What do you like hav
a?

Student B: I like having (a .../some ...).

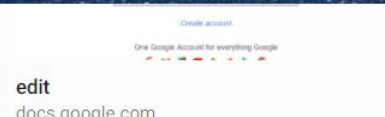
Copy of What do you like having when y...
by Edmond Wong
google docs

Sorting Task




Personal Pronouns

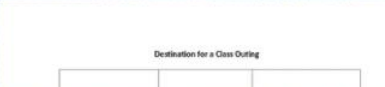
Group 4: Chelsea, Gaga, Nicholas



edit
docs.google.com



Prepositions of Time
Classify the following words under the m...
learningapps.org



Destination for a Class Outing



Strategy 4

Conduct Short Quizzes
every now and then.

Example tools

- Poll Everywhere: <http://polleverywhere.com/>
- Socrative Teacher/Student: <http://socrative.com/>
- Quizizz: <https://quizizz.com/>
- QuestionPro: <https://www.questionpro.com/>
- Mentimeter: <https://www.mentimeter.com/>
- Kahoot: <http://kahoot.com/>
- Google Forms: <https://www.google.com/forms/about/>
- Jotform: <https://www.jotform.com/>
- Quizualise: <https://www.quizalize.com/>



https://s3.ap-southeast-1.amazonaws.com/localiiz-prod/uploads/_1200x630_crop_center-center_none/wildlife-indigenous-hong-kong-wild-boars-fb.jpg?mtime=20200312204736&focal=none&mtime=20211029181751

Example: Wildlife animals in HK.

App: Quizziz

- <https://quizizz.com/join/presentation/609c9636b5986a001d02e95c/start?studentShare=true>



Strategy 5

Hold short technology-mediated discussions

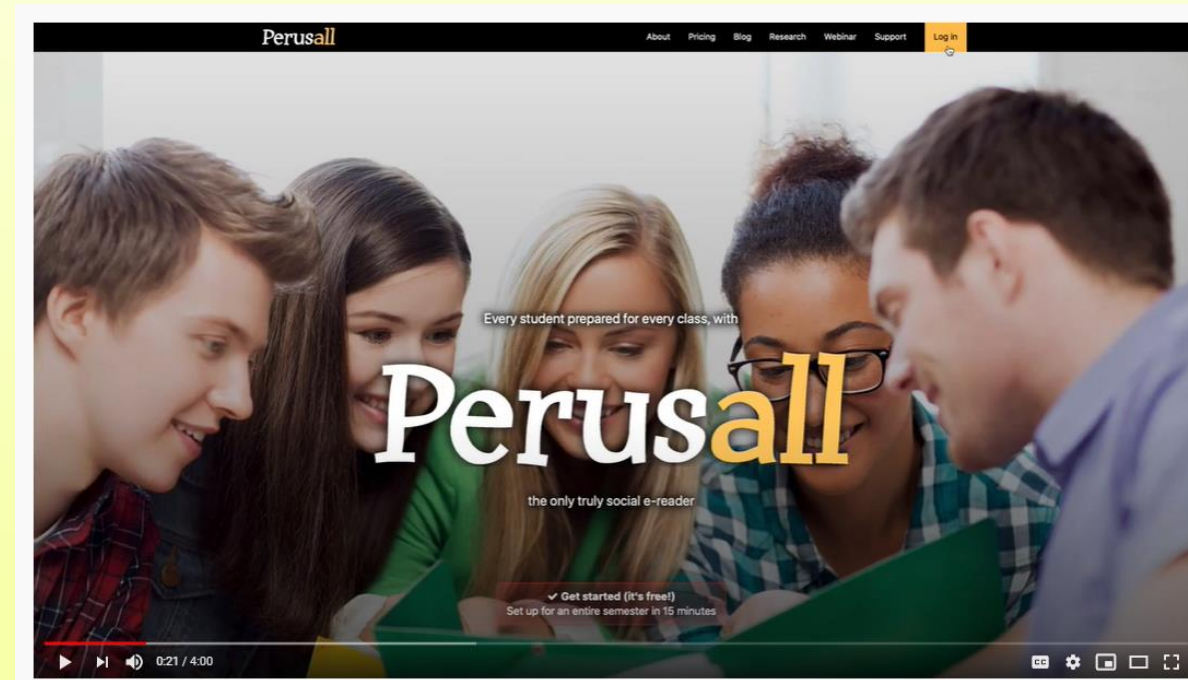
Example 5.1: Flipgrid
discussion (spoken)

<http://flipgrid.com/>

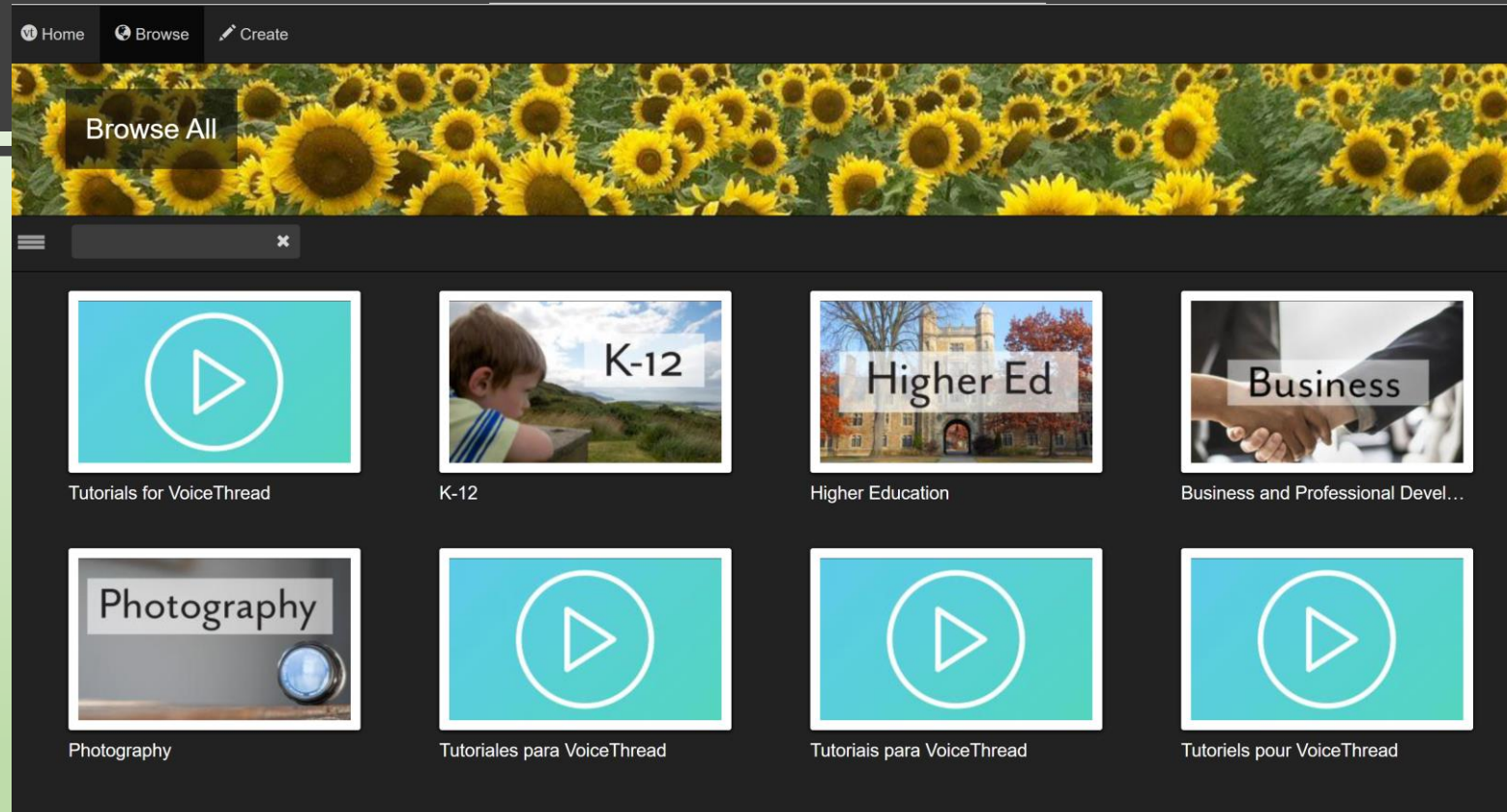


Example 5.2: a Perusall discussion (written)

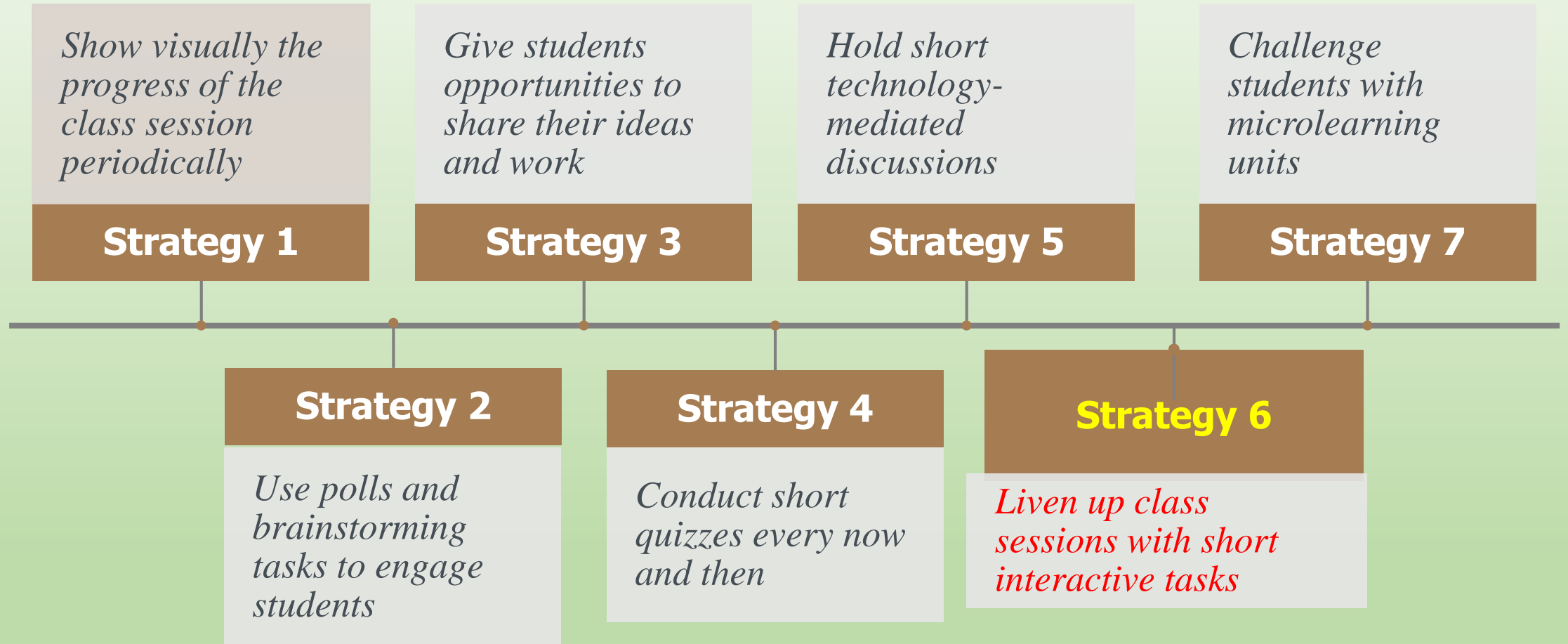
<http://perusal.com/>



Example 5.3 – Voicethread



7 strategies



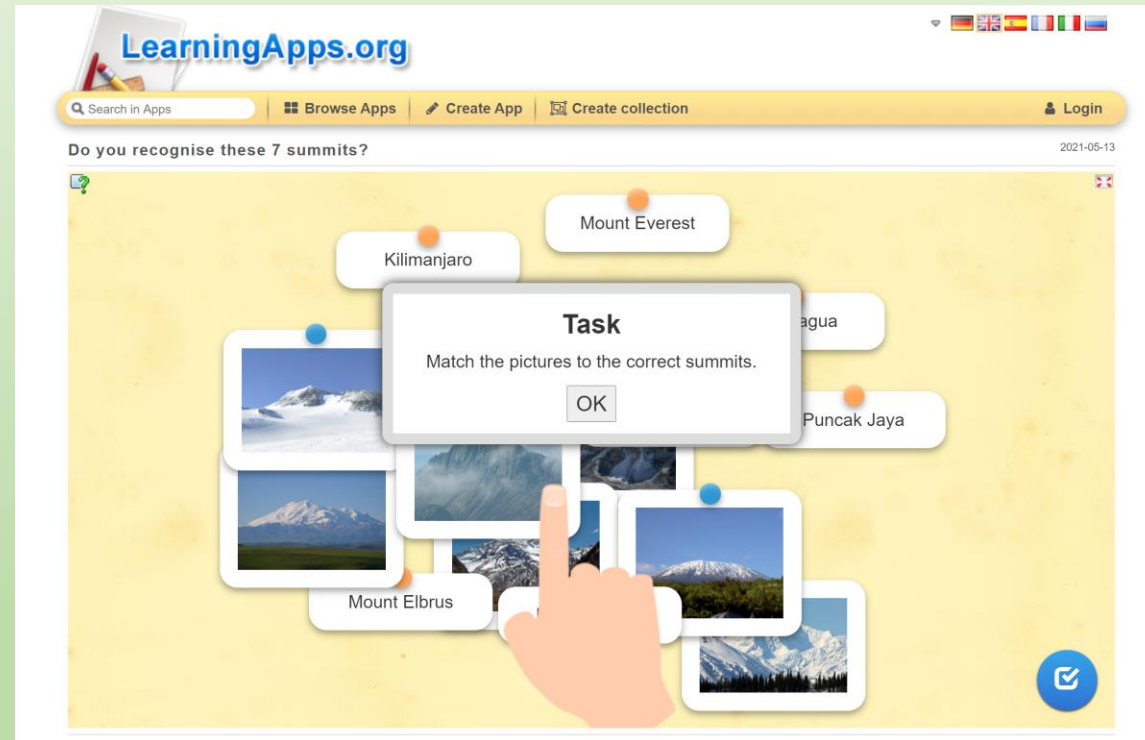


Strategy 6

Liven up class sessions
with short interactive
tasks

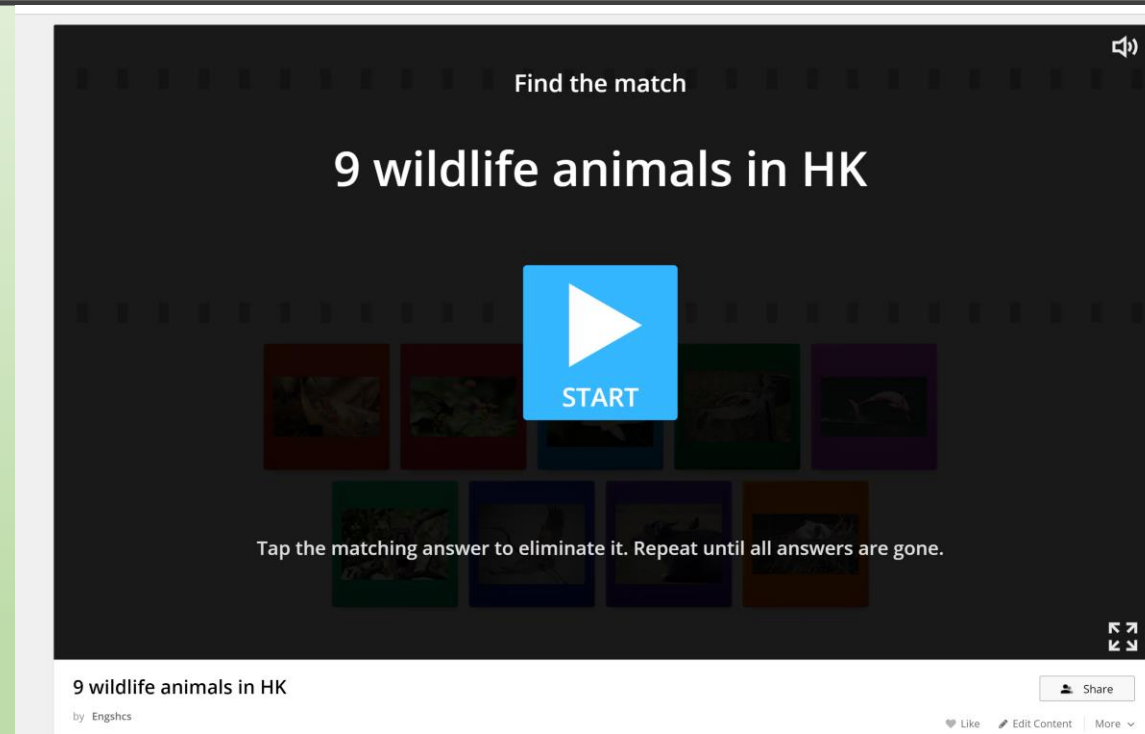
Example 6.1: Learningapps.org: Do you recognise these summits:

<https://learningapps.org/display?v=pv38kut6a21>



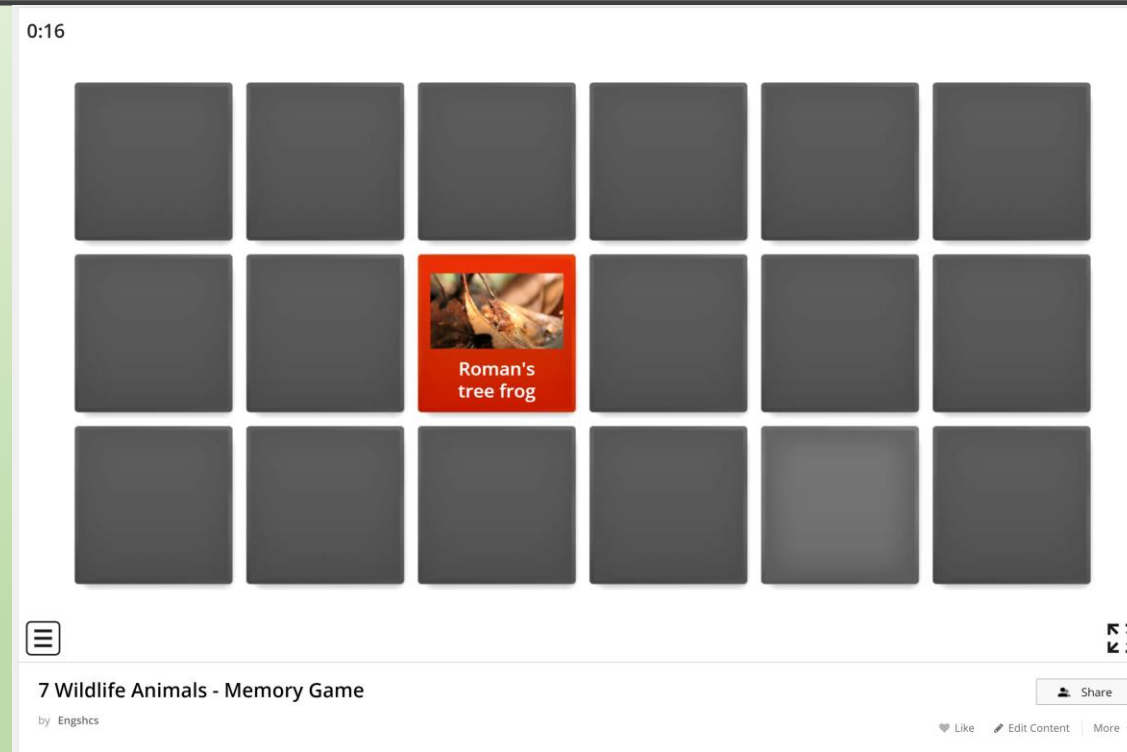
Example 6.2: Wordwall: 9 Wildlife animals in HK: Matching pics of wildlife with names:

<https://wordwall.net/resource/16151424>



Example 6.3: Wordwall: *just a game*:

Game: <https://wordwall.net/resource/16151233>





Strategy 7

Challenge students with
microlearning units.

Microlearning units: Features

A short learning sequence (e.g., less than 15 minutes)

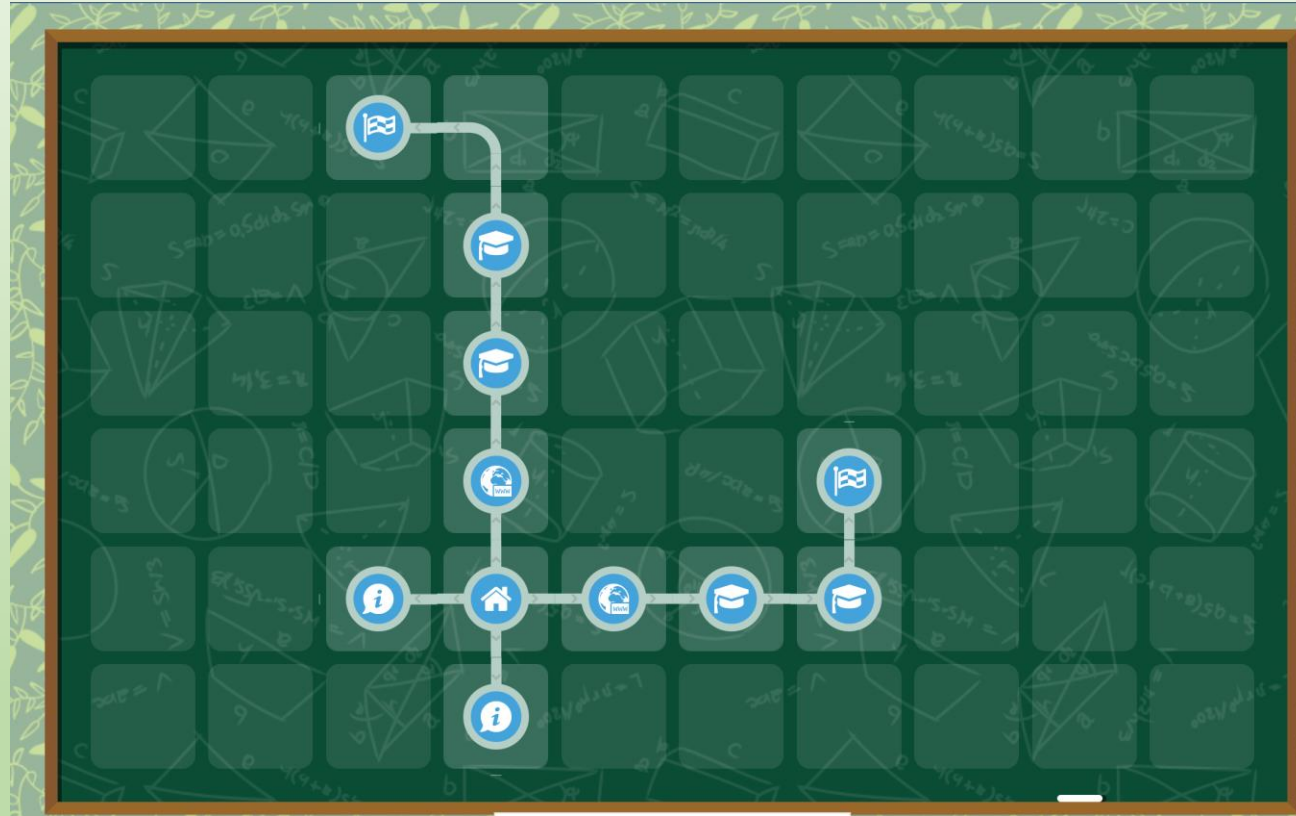
has bite-sized learning content in different modalities (e.g., a webpage; a PPT; a video; a podcast episode)

Content interspersed with quick quiz questions

Several microlearning units can form a larger learning path

Example 7.1: Symbaloo Learning Path: *Wildlife animals in HK*

<https://learningpaths.symbaloo.com/start?accessCode=23551>



7 strategies

Strategy 1	<i>Show visually the progress of the class session periodically</i>
Strategy 2	<i>Use polls and brainstorming tasks to engage students</i>
Strategy 3	<i>Give students opportunities to share their ideas and work</i>
Strategy 4	<i>Conduct short quizzes every now and then</i>
Strategy 5	<i>Hold short technology-mediated discussions</i>
Strategy 6	<i>Liven up class sessions with short interactive tasks</i>
Strategy 7	<i>Challenge students with microlearning units</i>

**My own
teaching
maxim:**

Instead of building
better lectures, create
better learning
experiences.



Thank you.

