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/vA4tG0v4aasE7oIvRIvTkOYTwom07DfqHdUPr6k7jmrDwy_qA_SonqZkw6KX0OXKAdk

2007

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

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.

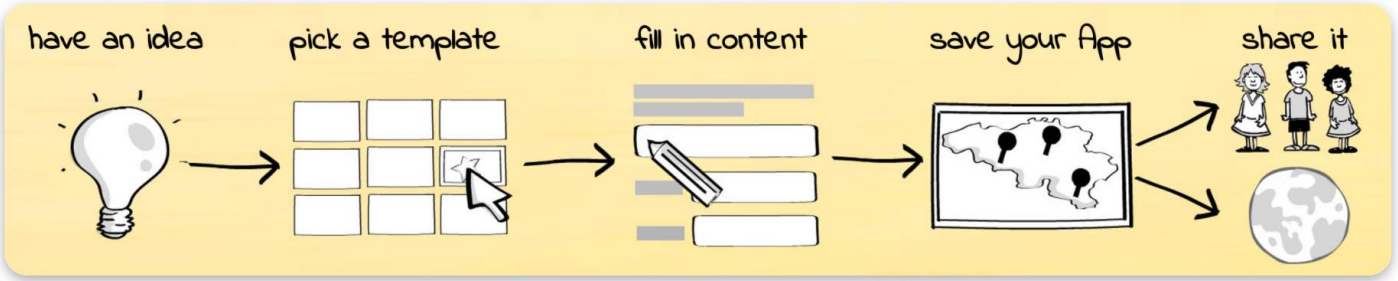
Myth 2: You need a degree in Information Technology to do TELL

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
LearningApps.org

LearningApps.org

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

Search in Apps | Browse Apps | Create App | Create collection | My Stuff



Matching Pairs

Group assignment

Number line

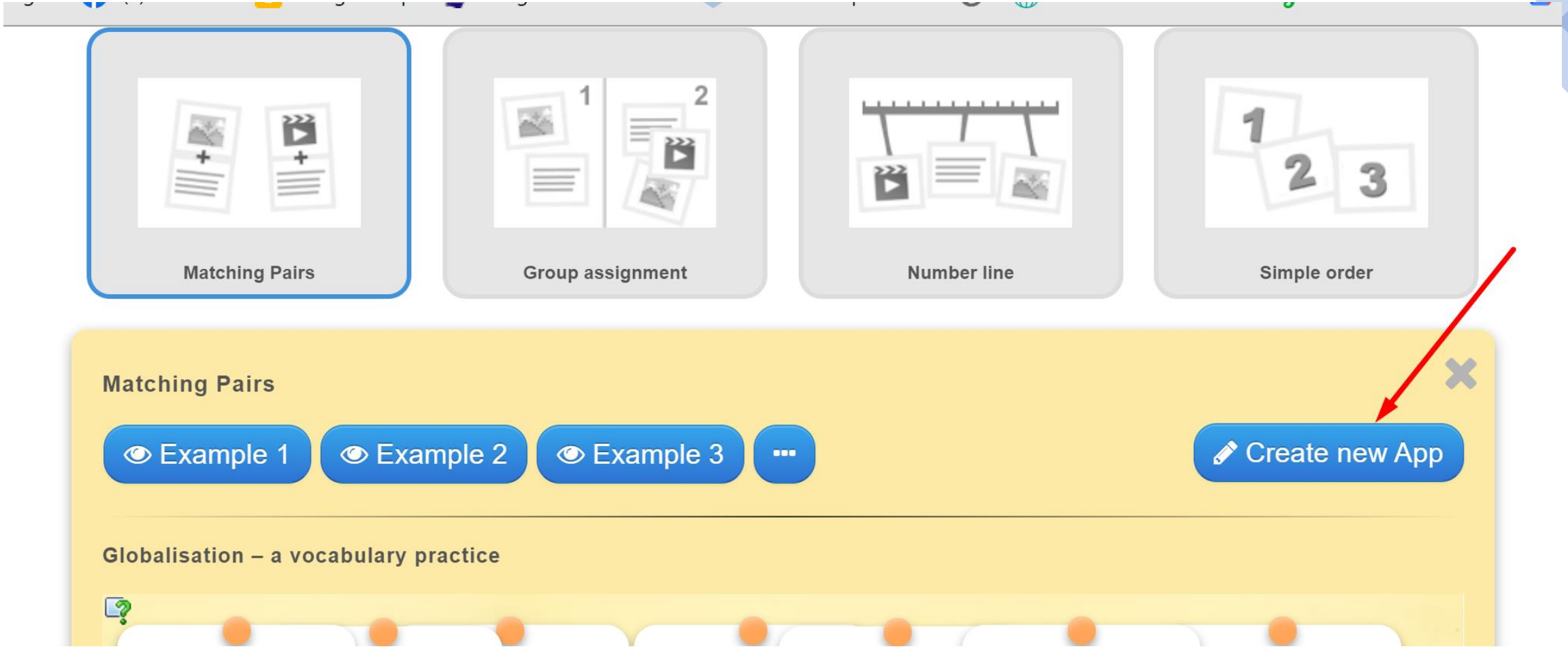
Simple order

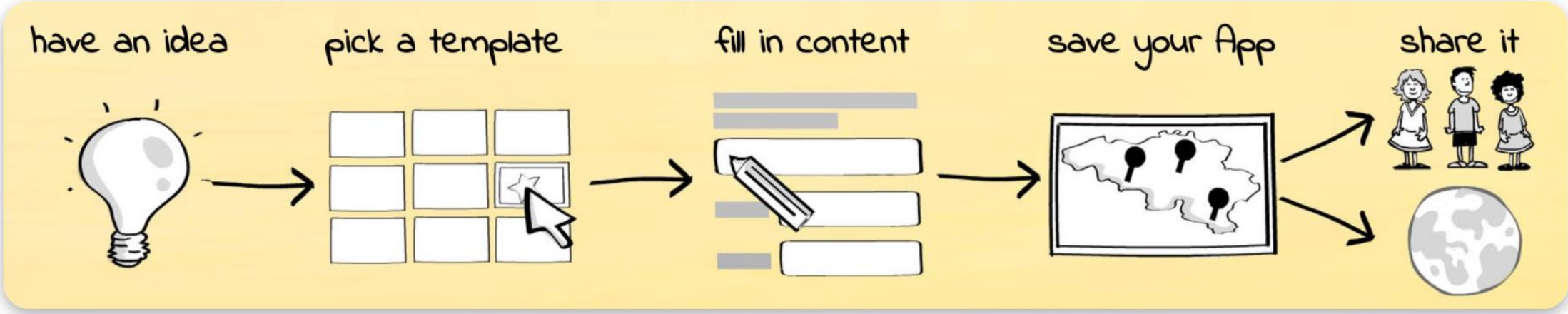
Freetext input

Matching Pairs on Images

Multiple-Choice Quiz

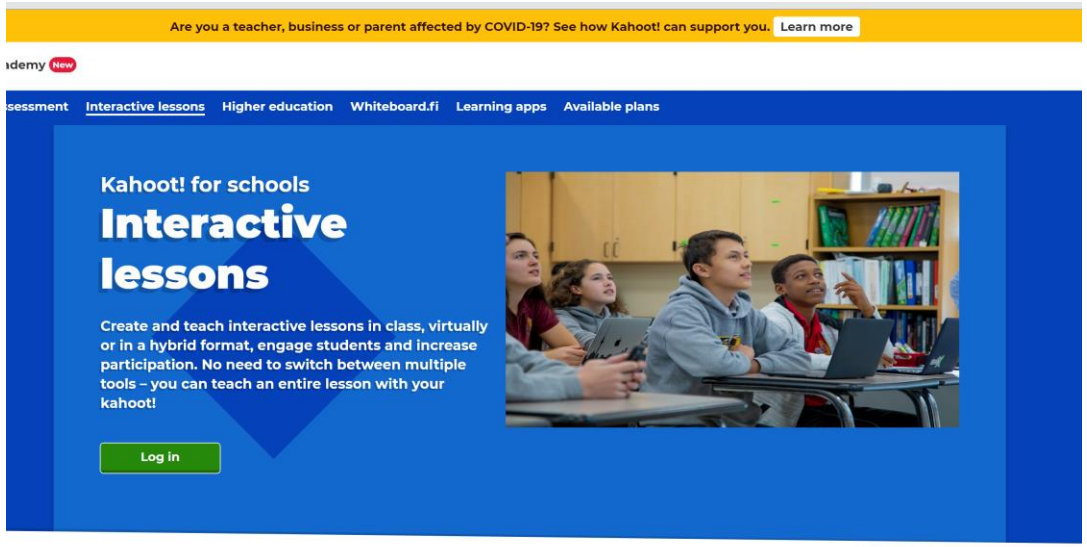
Cloze text

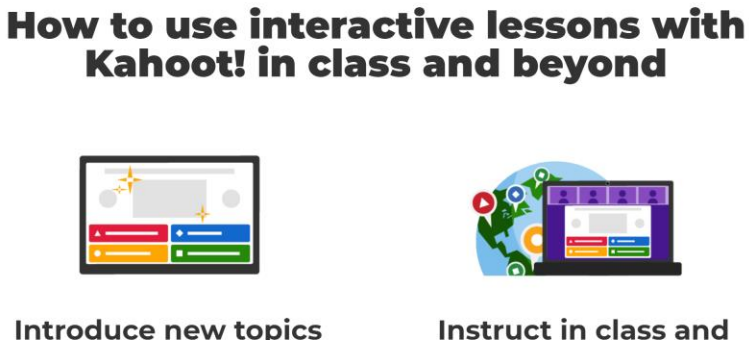

Matching Pairs
Group assignment
Number line
Simple order
Matching Pairs
Example 1
Example 2
Example 3
Create new App
Globalisation – a vocabulary practice


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.





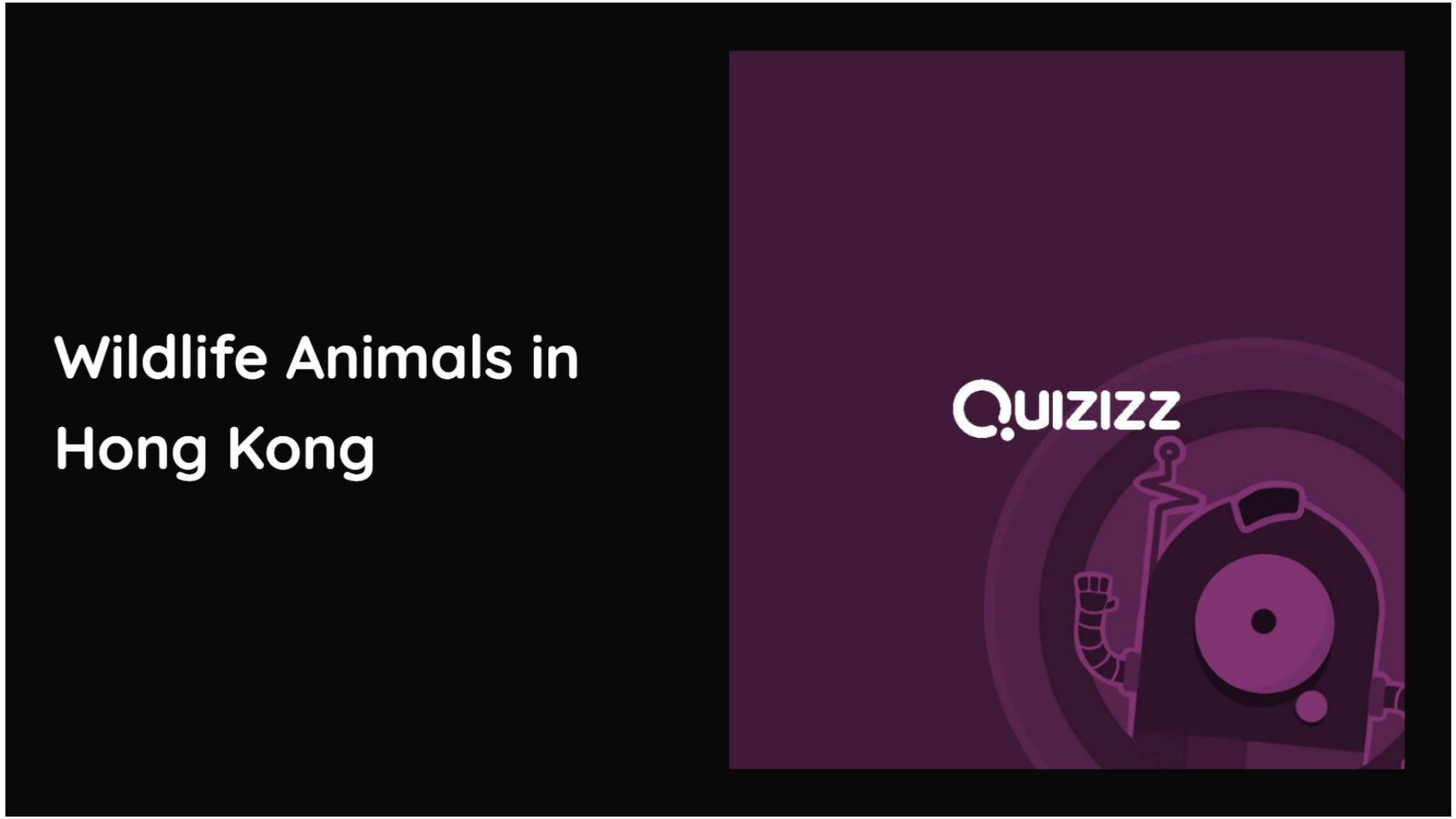
https://kahoot.com/schools/interactive-lessons/

10 slides

SHOW ANSWERS

PREVIEW

Slide 1



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.

https://www.google.com/url?sa=i&url=https%3A%2F%2Felementaryuk.com%2Fthe-interactive-classroom-revolution-the-story-so-far%2F&psig=AOvVaw2MvVS93LDHa9RhlWAFCx3h&ust=1635840618745000&source=images&cd=vfe&ved=0CAsQjRxqFwoTCIDh4rHb9vMCFQAAAAAdAAAAABAk

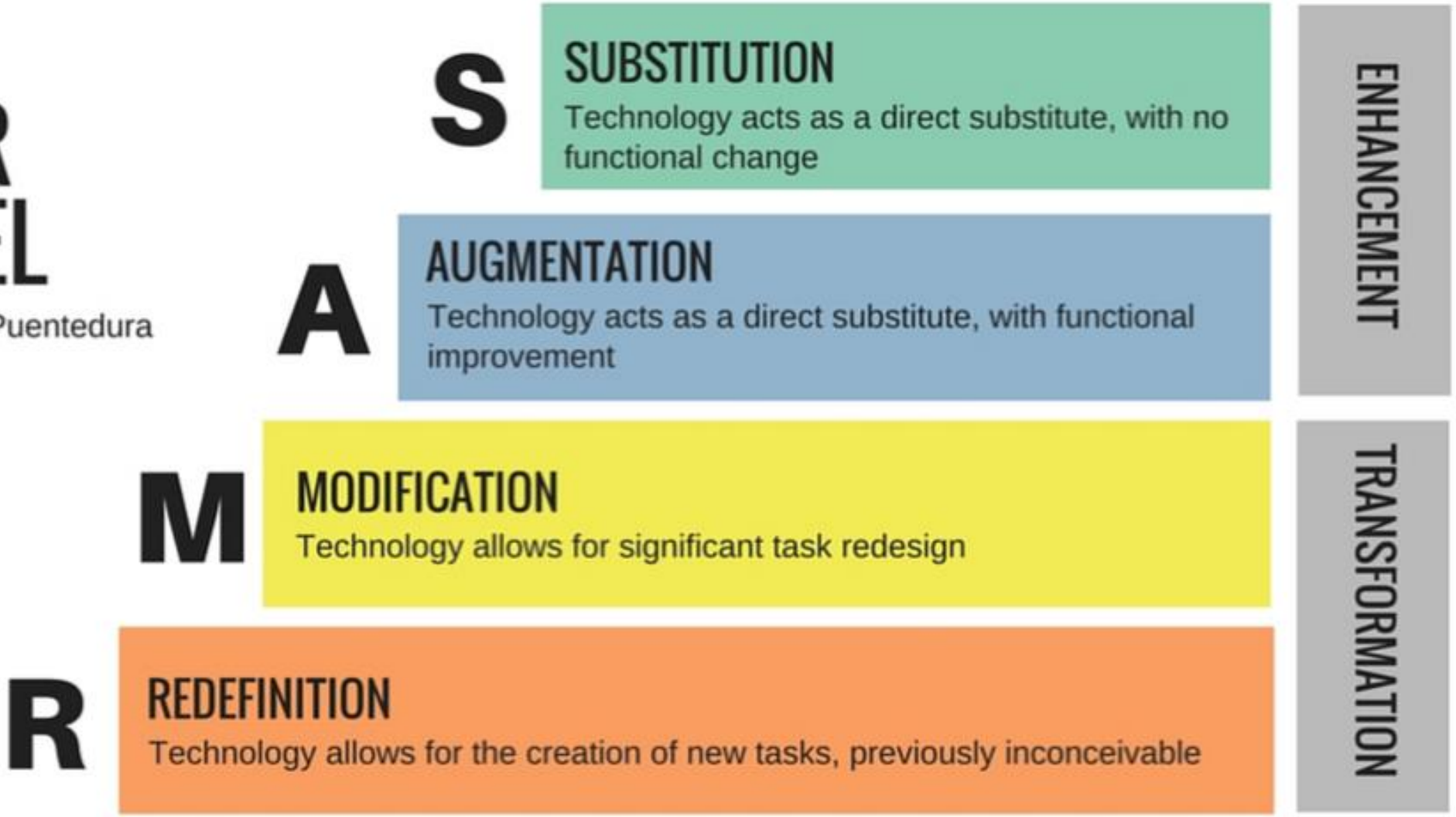
Classrooms that employ TELL

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

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

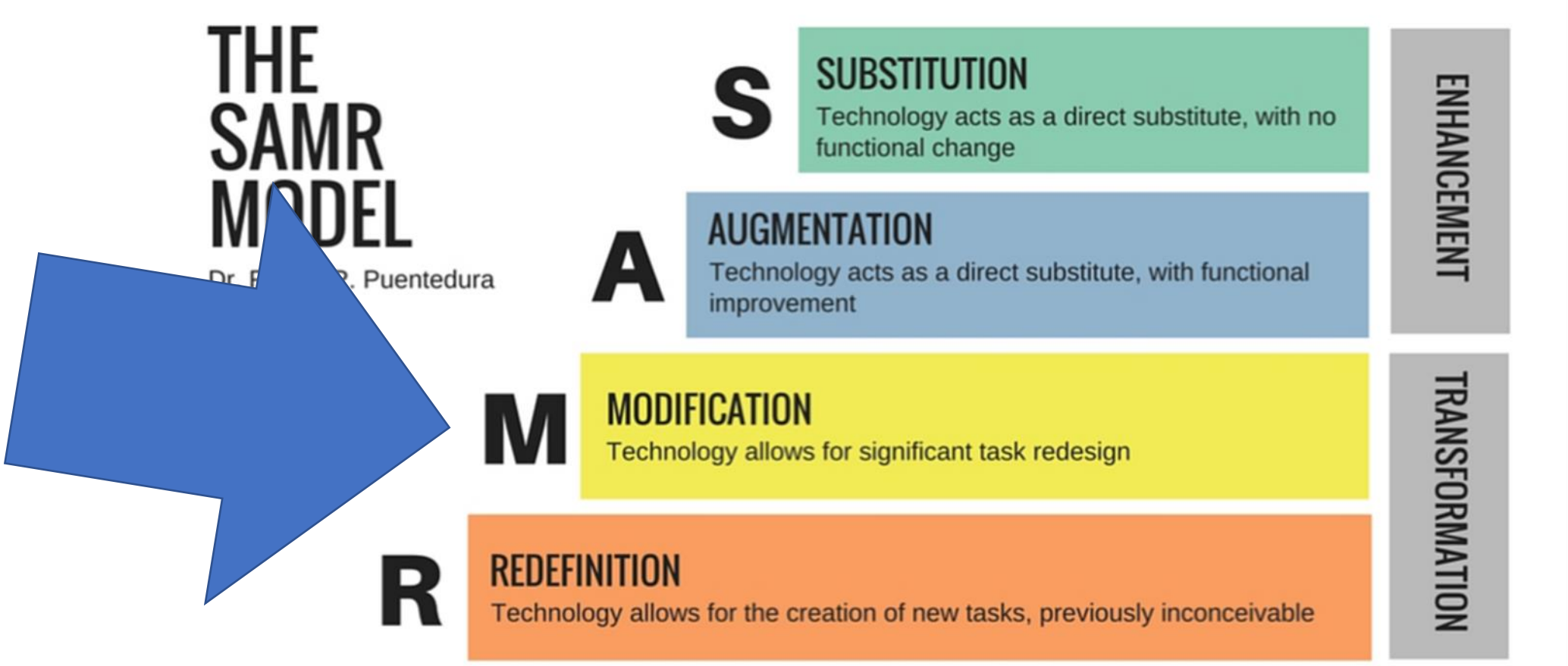
THE SAMR MODEL

Dr. Ruben R. Puentedura



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

e.g. Differentiation



THE SAMR MODEL

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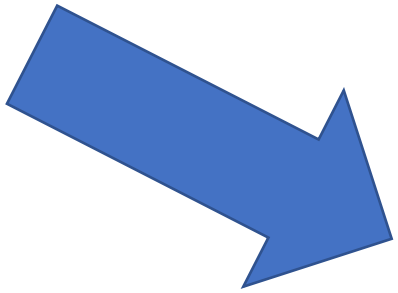


S **SUBSTITUTION**
Technology acts as a direct substitute, with no functional change

A **AUGMENTATION**
Technology acts as a direct substitute, with functional improvement

M **MODIFICATION**
Technology allows for significant task redesign

R **REDEFINITION**
Technology allows for the creation of new tasks, previously inconceivable

ENHANCEMENT

TRANSFORMATION

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.

- 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.

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.

How technology has made my teaching more …

INTERACTIVE and ENGAGING

My 7 strategies

Strategy 1

Show visually the progress of the class session periodically

Strategy 2

Use polls and brainstorming tasks to engage students

Strategy 3

Give students opportunities to share their ideas and work

Strategy 4

Conduct short quizzes every now and then

Strategy 5

Hold short technology-mediated discussions

Strategy 6

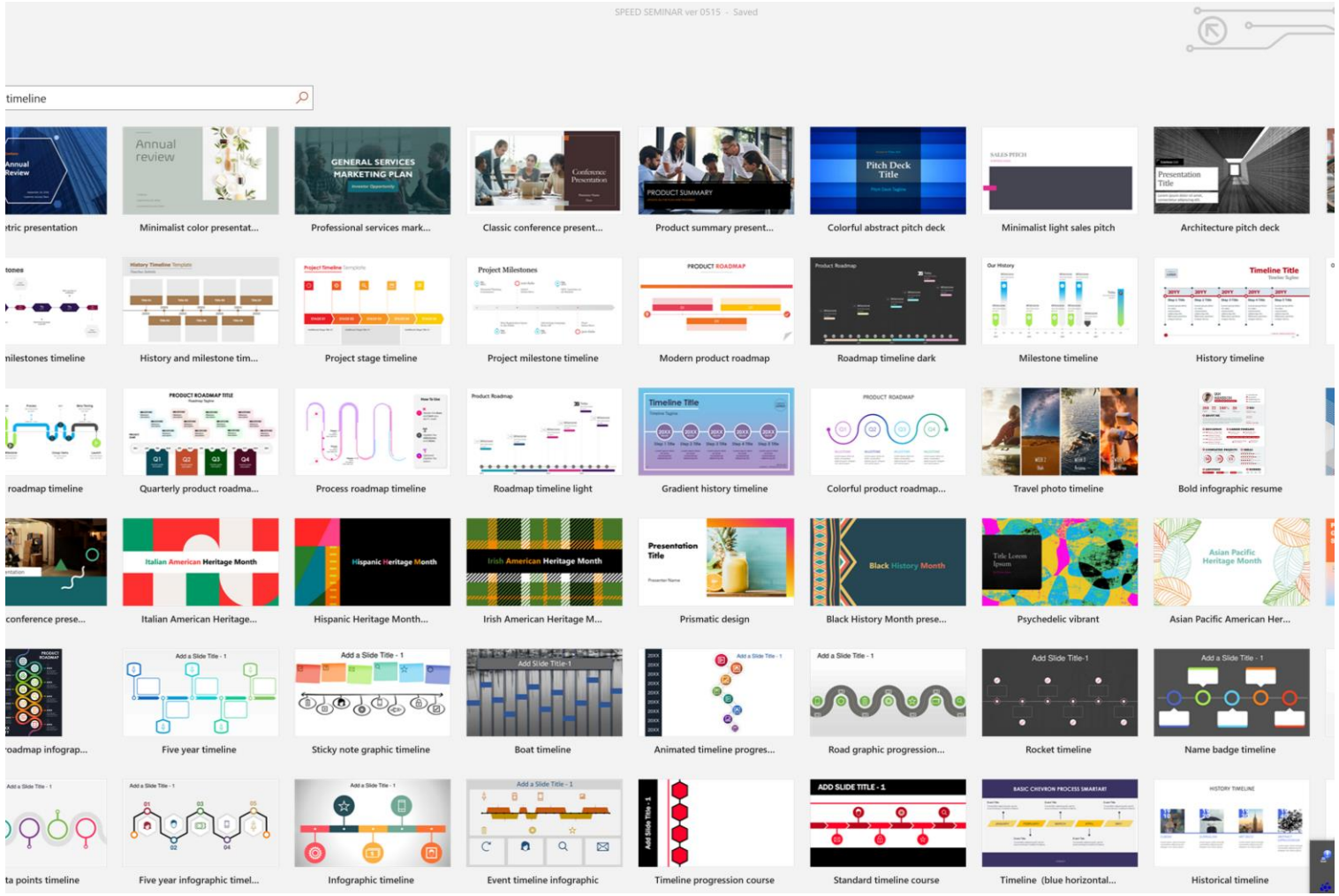
Liven up class sessions with short interactive tasks

Strategy 7

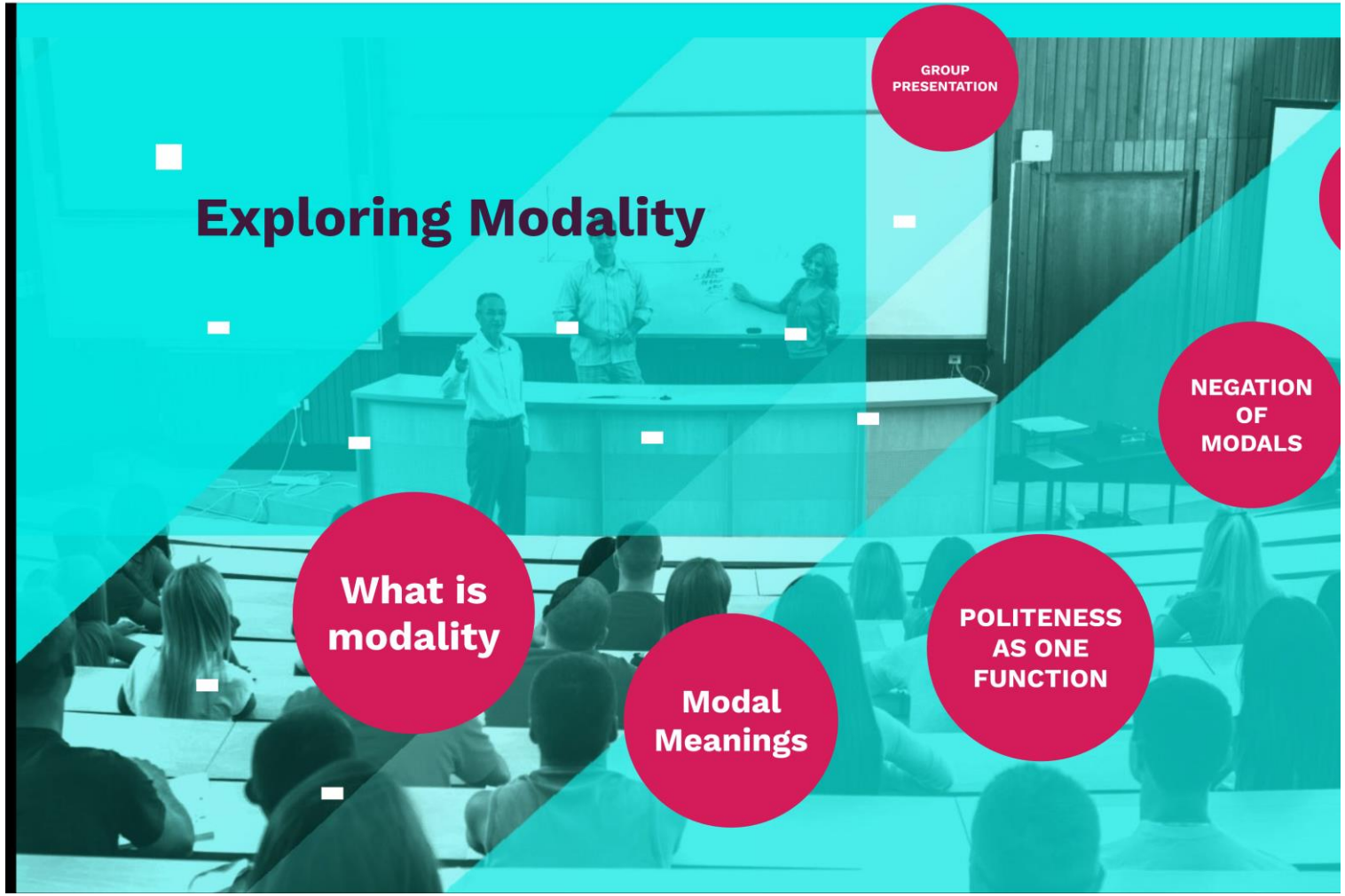
Challenge students with microlearning units

Strategy 1

Show visually the progress of the class session periodically



Example 1.1: PPT timeline templates



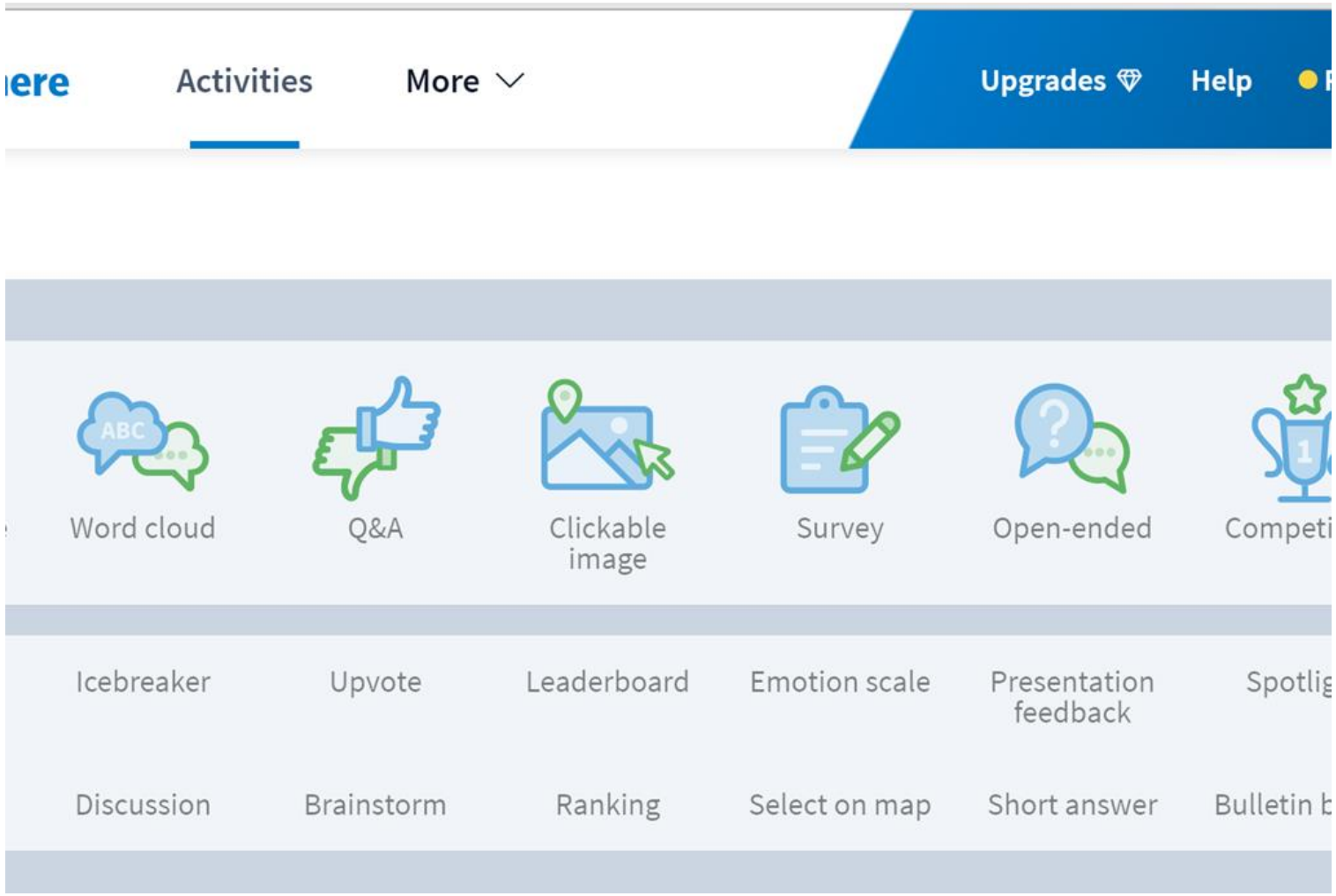
Example 1.2: Prezi's

https://prezi.com/view/V8RWgibS8w0Zfd4ZSrV4

Example 1.3: Sutori Timeline

Strategy 2

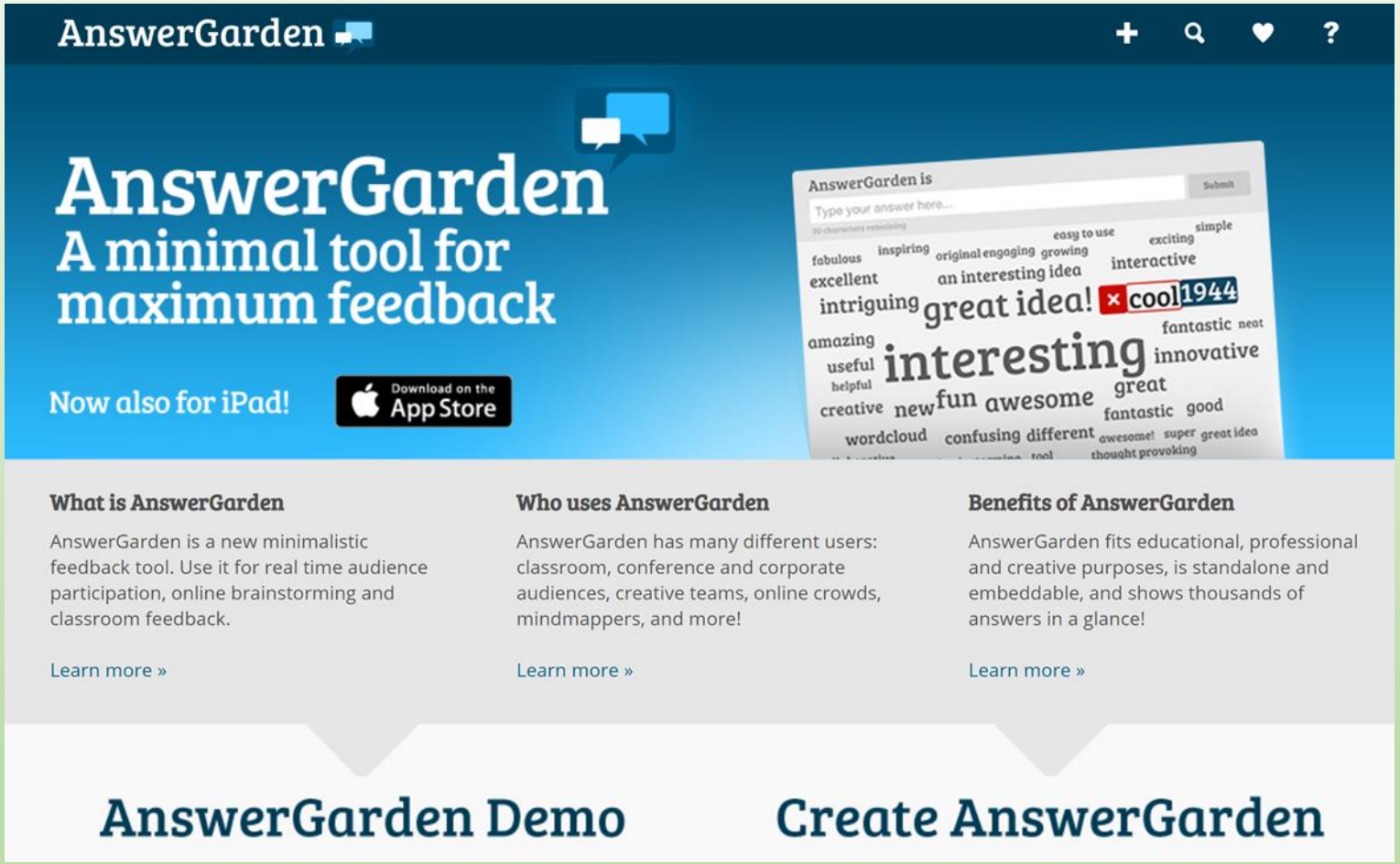
Use Polls and Brainstorming Tasks to Engage Students



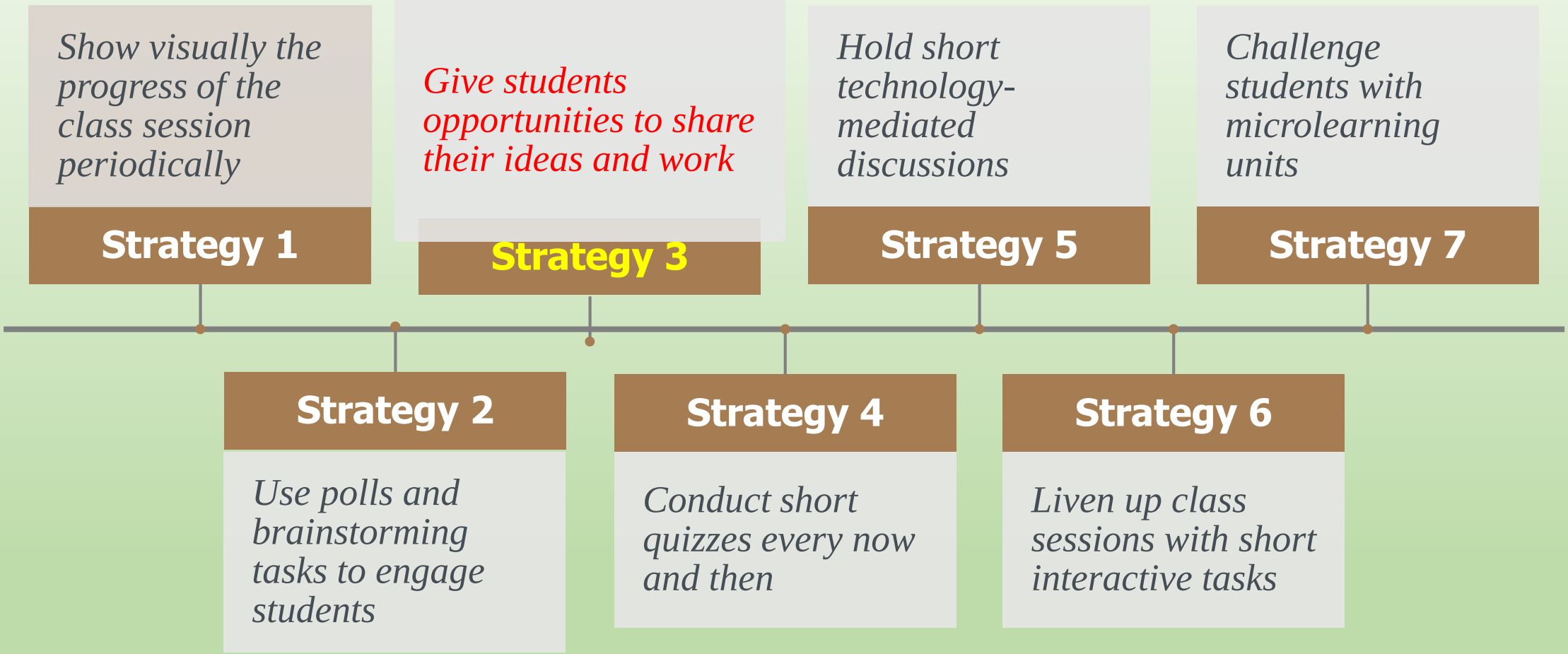
Example 2.1: How are you feeling at this time of the school year? (App: Poll Everywhere)

App: AnswerGarden

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

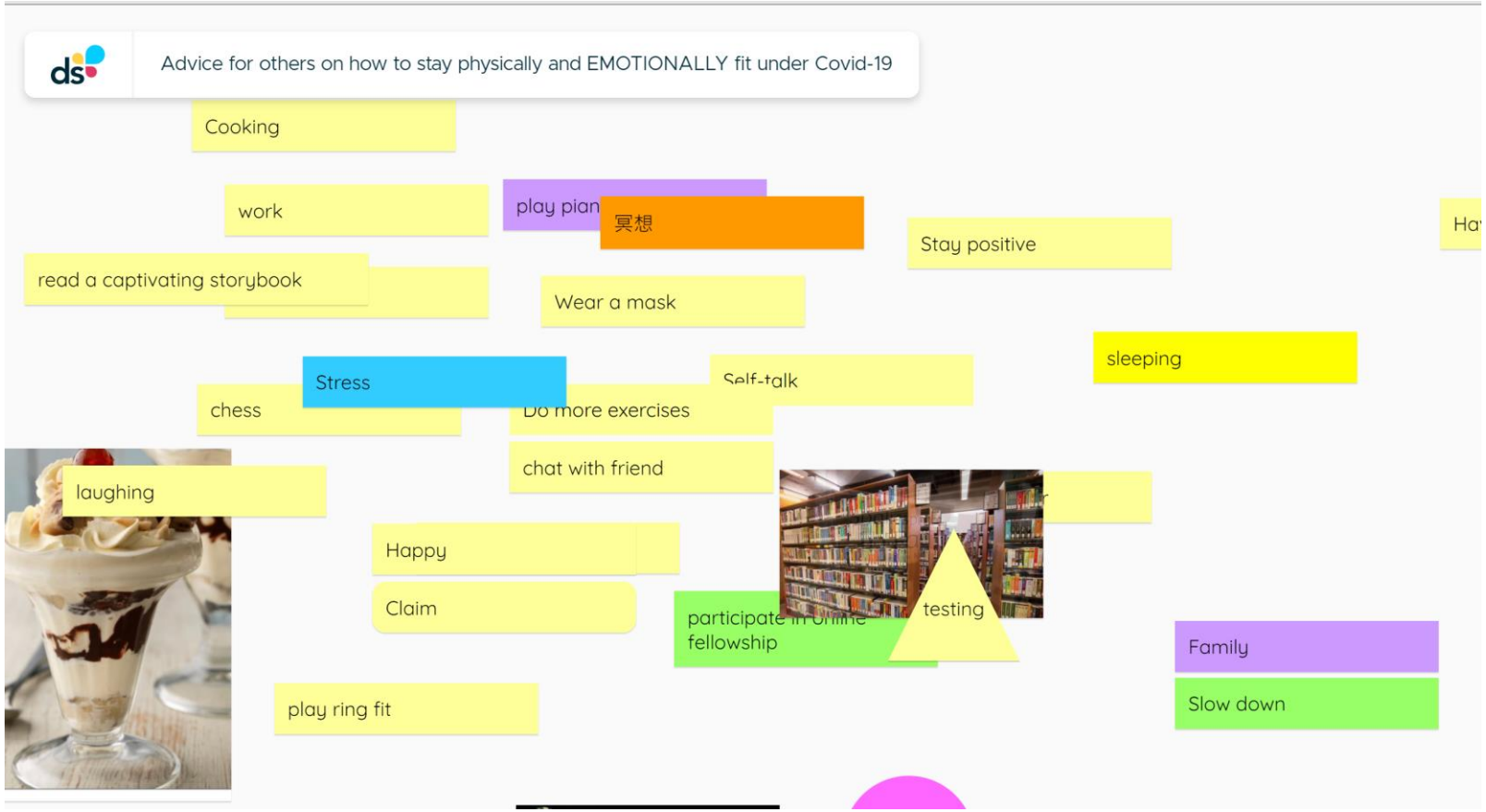


7 strategies



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

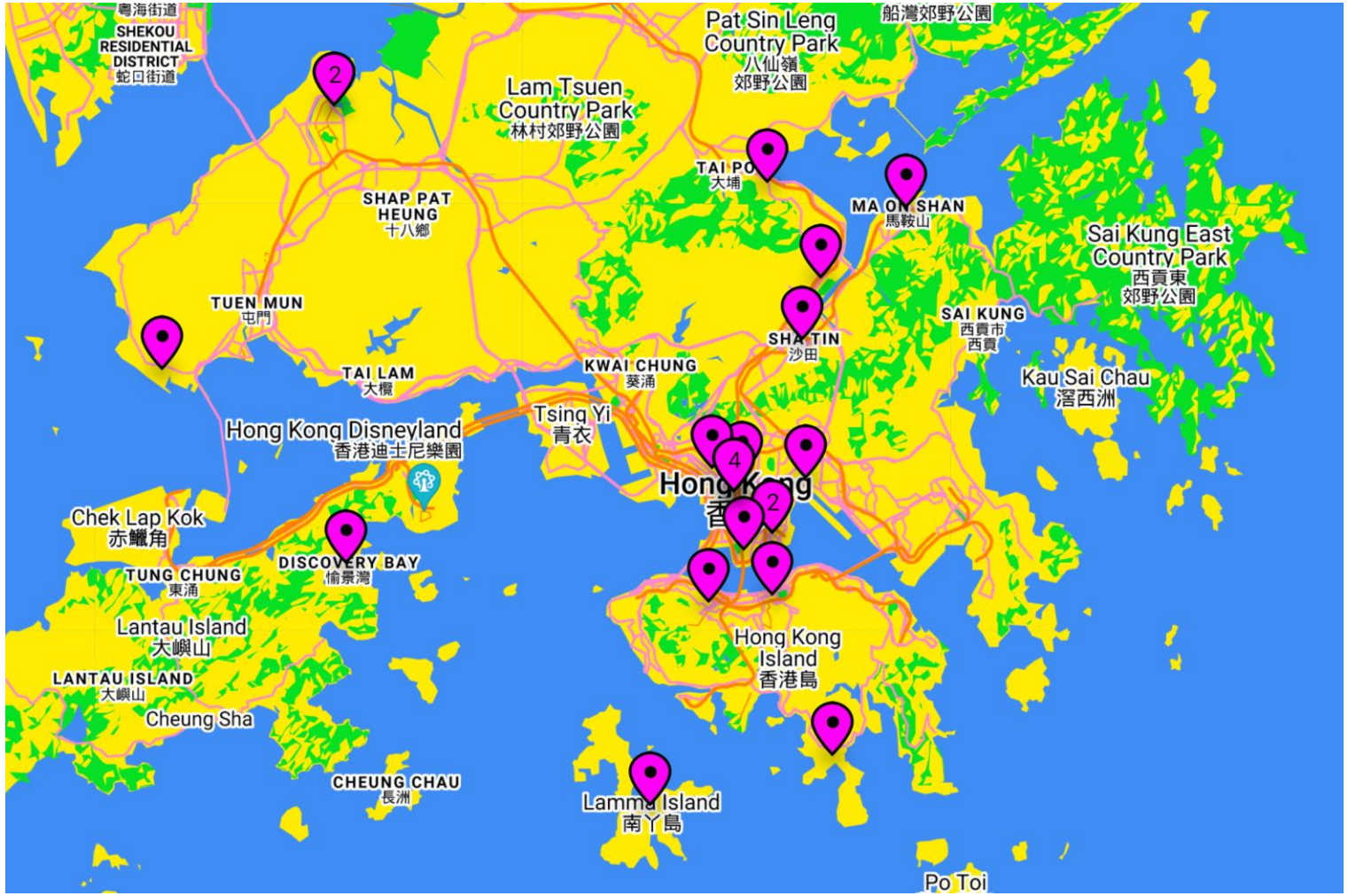
Example 3.2: **Draw a trapezium, a parallelogram, and a square.**

https://whiteboard.fi/y4r26

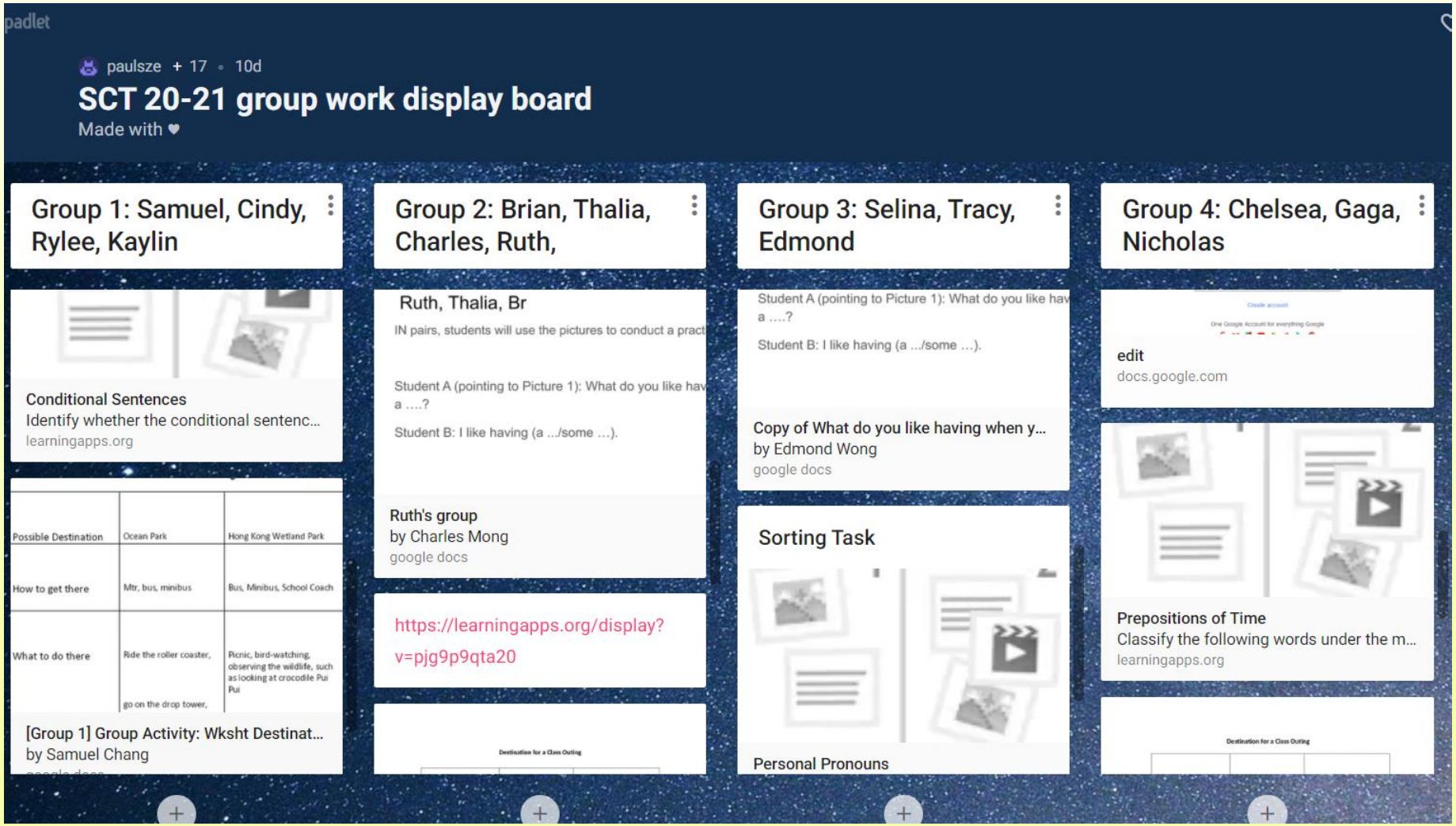
App: Whiteboard.fi

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



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&tmtime=20211029181751

Example: **Wildlife animals in HK.**

App: Quizziz

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

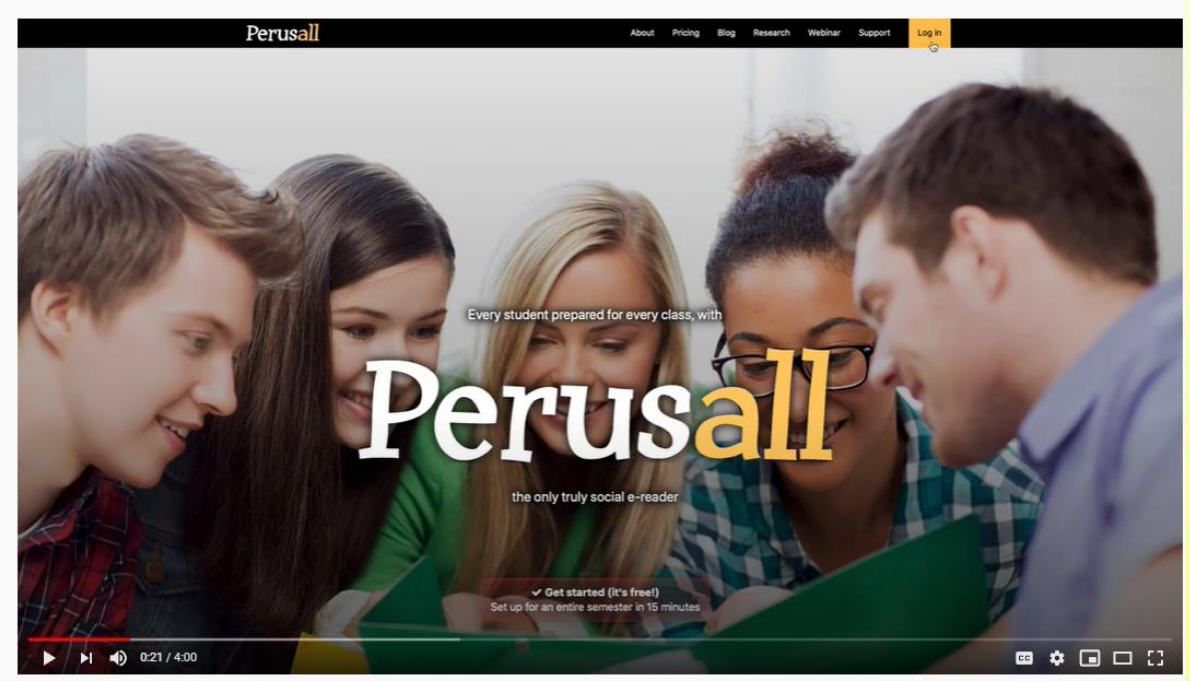
Strategy 5

Hold short technology-mediated discussions

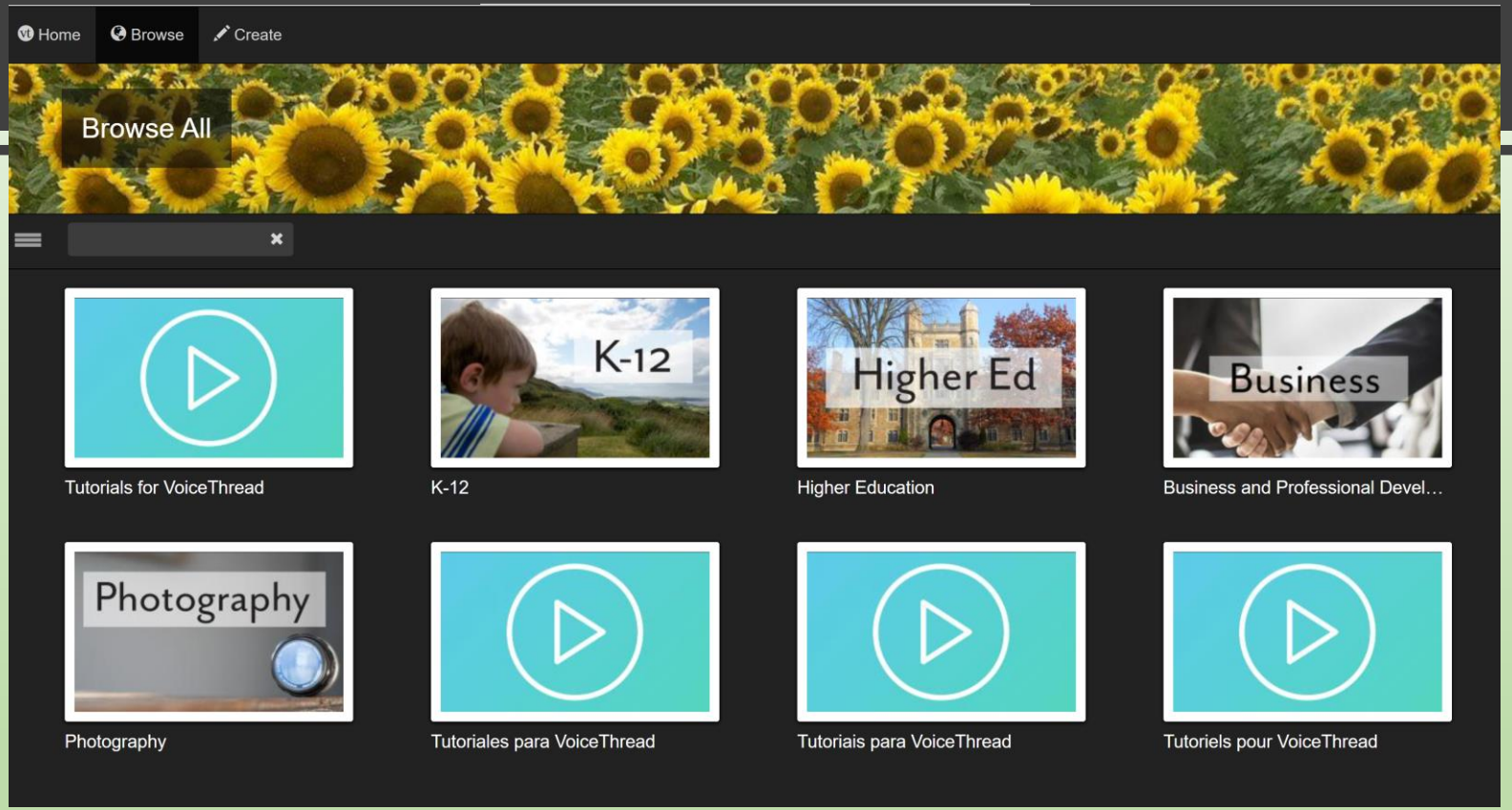
Example 5.1: Flipgrid discussion (spoken)
http://flipgrid.com/

Example 5.2: a Perusall discussion (written)

http://perusal.com/



Example 5.3 – Voicethread



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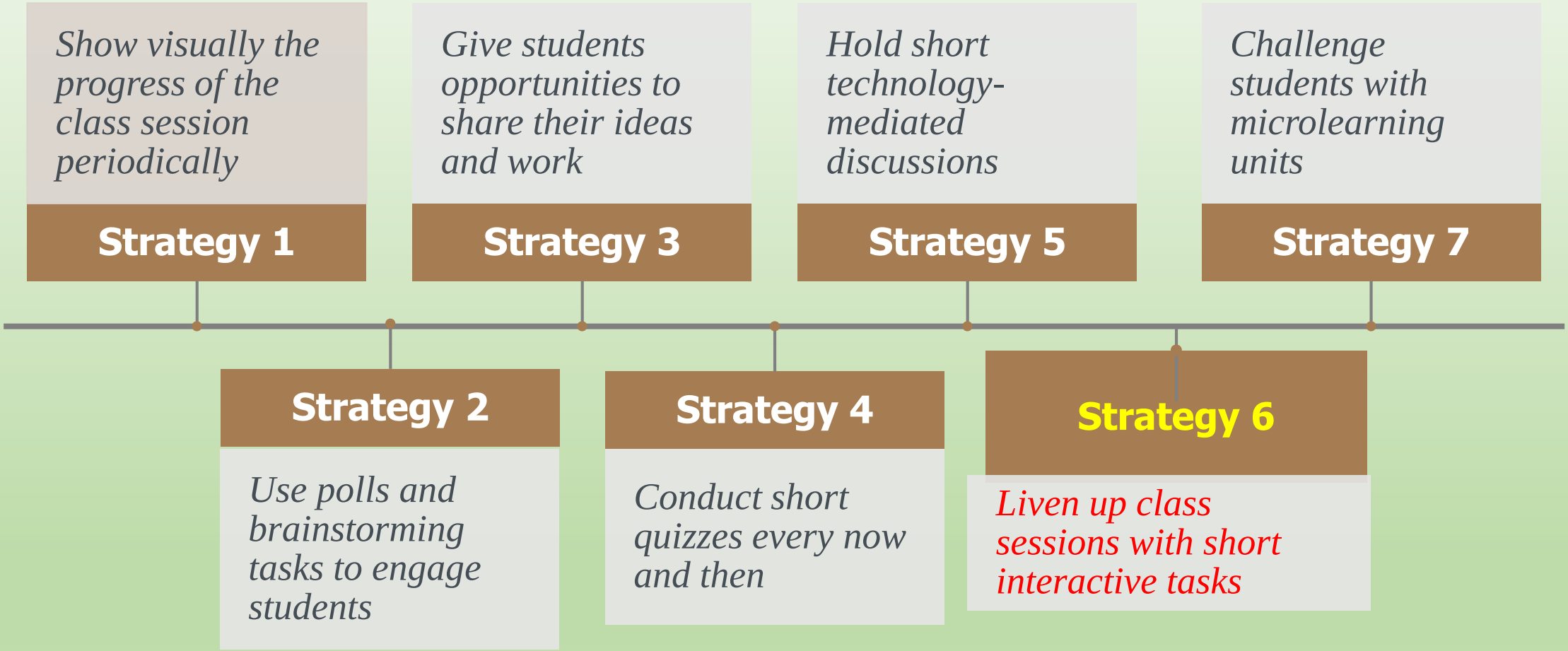
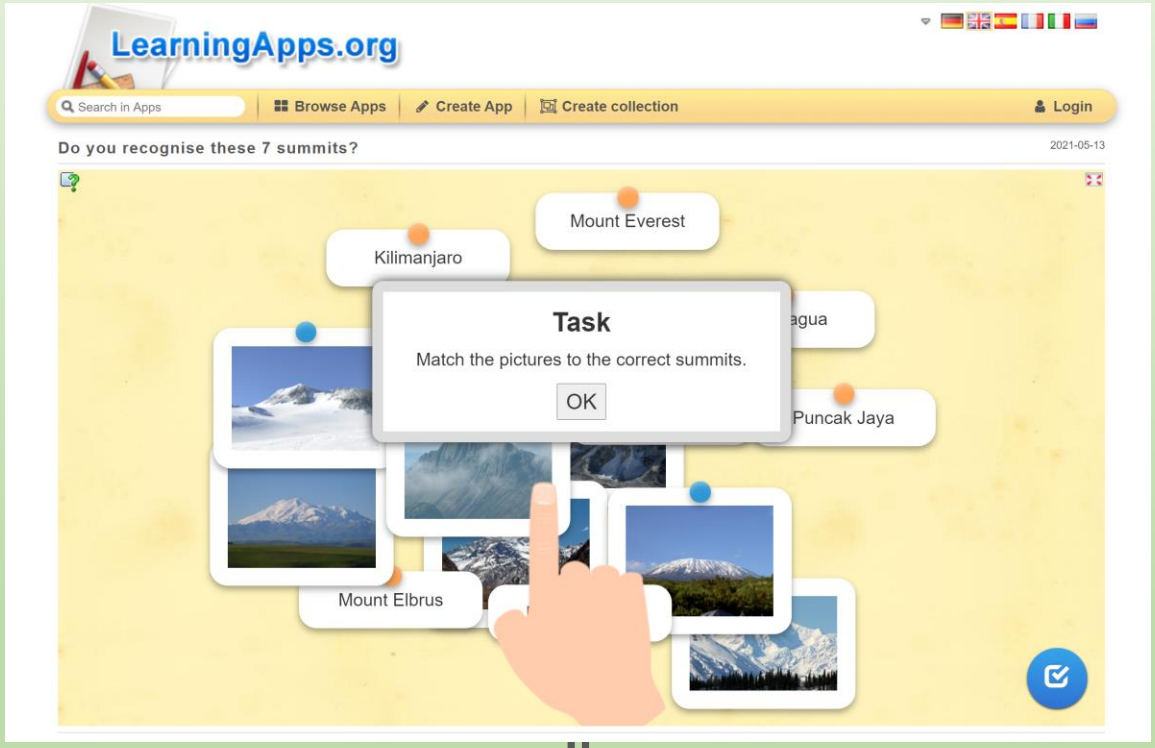


Strategy 6

Liven up class sessions with short interactive tasks

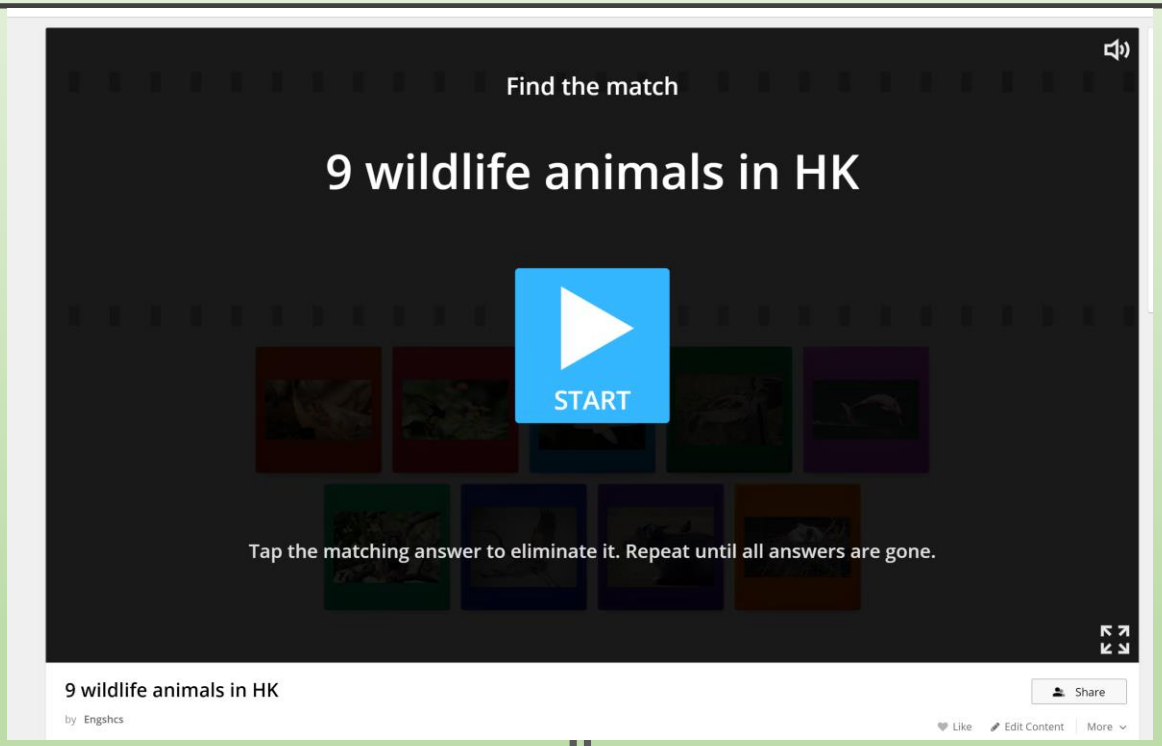
Example 6.1: Learningapps.org: Do you recognsie these summits:

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



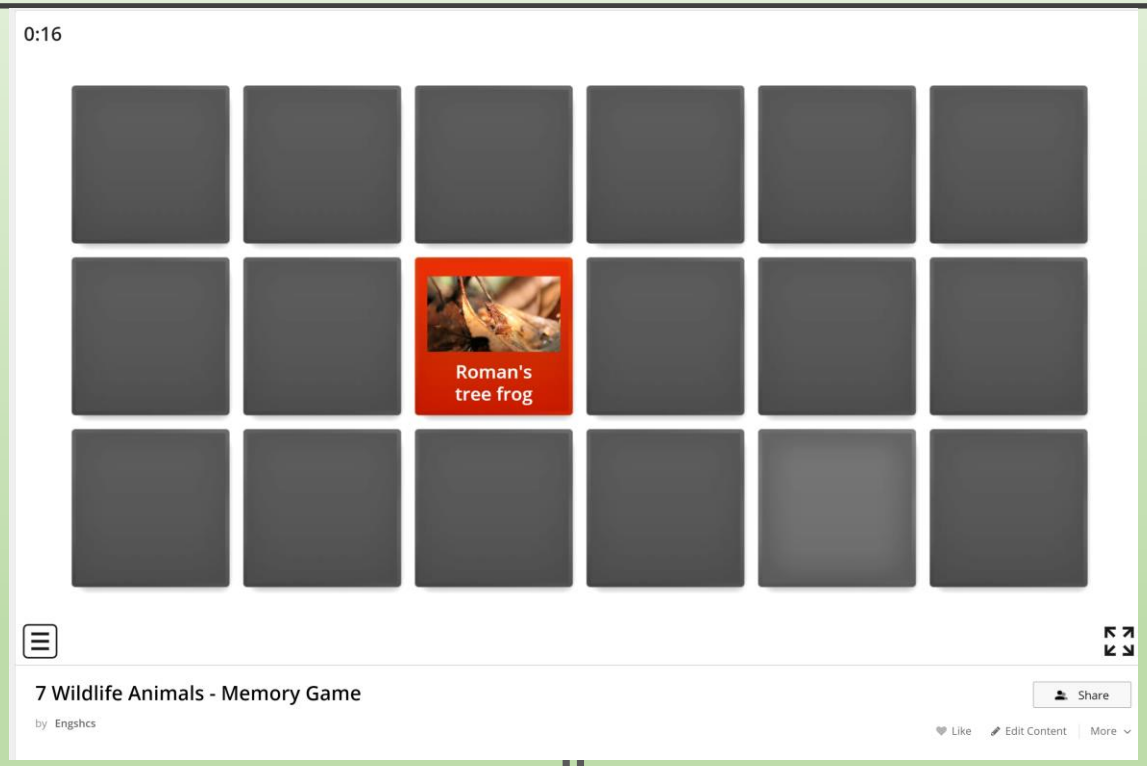
Example 6.2: Wordwall: 9 Wildlife animals in HK: Matching pics of wildlife with names:

https://wordwall.net/resource/16151424



Example 6.3: Wordwall: *just a game*:

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



Strategy 7

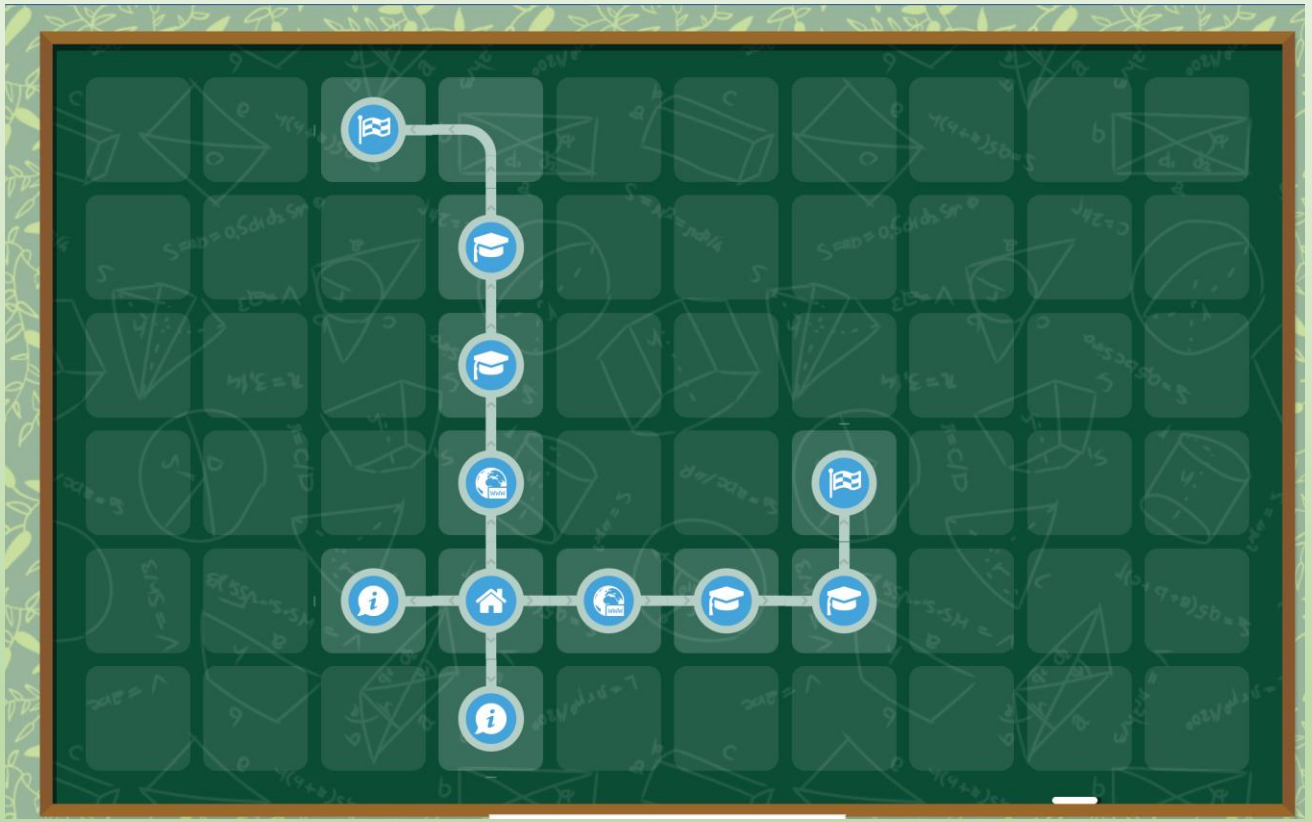
Challenge students with microlearning units.

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

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Strategy 6	*Liven up class sessions with short interactive tasks*
Strategy 7	*Challenge students with microlearning units*

My own teaching maxim:

Instead of building better lectures, create better learning experiences.

Thank you.