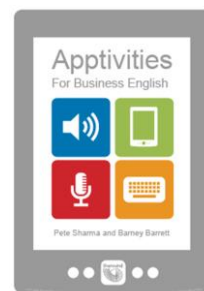


**Director of training**  
**EAP Lecturer**  
**Author**



## Appivities for business English

- Students' book (\$0.99 US)
- Conference discount TB
- (Free code for SB)
- \$3.35 (US)
- Appivities 2



## Overview

- Apps - distinctions
- 'Appivities' for language learning
- Over to you

[www.psa.eu.com](http://www.psa.eu.com)

**app** = application

A **mobile application** (or **mobile app**) is a software application designed to run on smart phones, tablet computers and other mobile devices



SOURCE: wikipedia

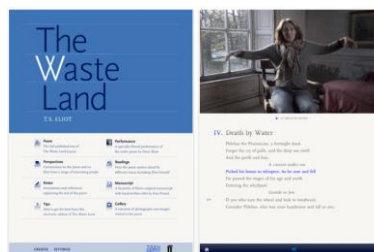
Do you have a favourite app?

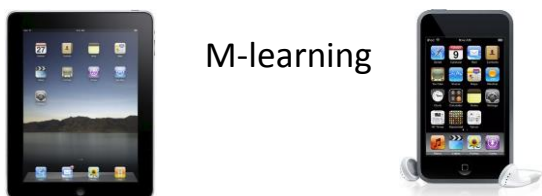


Shazam



Solar walk

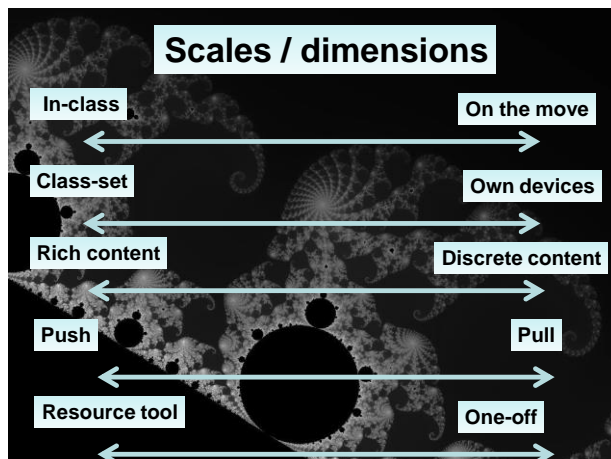




## M-learning

“learning that happens when the learner takes advantage of the learning opportunities offered by mobile technologies”.

[http://en.wikipedia.org/wiki/Mobile\\_learning](http://en.wikipedia.org/wiki/Mobile_learning)



## Operating systems

Android

Apple iOS

Windows Phone



## Classroom vs 'On the move'



Nicky Hockly

## Authentic vs ELT



## Free vs cost



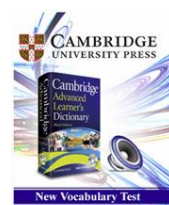
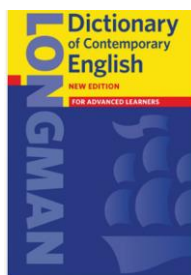
Cost:  
£13.99



Basic version vs  
Premium content



Native – web-based



(1) Dictionary apps

(2) Consumption



BBC  
CNN  
Economist  
Sunday Times  
Guardian

Listening



Reading

(3) Production



Speaking

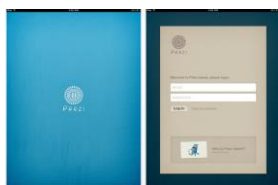


Writing

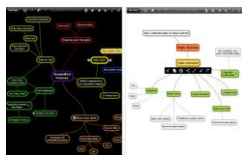
(4) Business / lifestyle tools



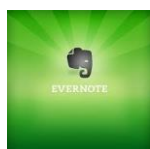
PowerPoint for the iPad



Prezi viewer



MindMap software



Evernote

(5) Communication tools

- Blackboard collaborate
- Twitter
- Facebook
- Linked In



(6) Camera apps

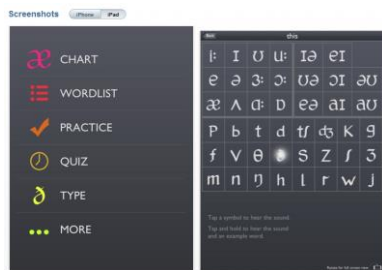


Google goggles



(7) Fun and games

App Screenshots



(8) ELT apps

Grammar practice  
Vocabulary  
Exams  
Listening  
Business English  
Games  
ELT Dictionaries

Bloom's Taxonomy for iPads

Creating									
Evaluating									
Analyzing									
Applying									
Understanding									
Remembering									

Silvia Rosenthal Tolisano-GloballyConnectedLearning.com - Adapted from Dave Hielehan

Evaluating apps

TASK

- "They are simply teaching materials"
- What is the **pedagogical** justification? / the **learning aim**?
- Think about your teaching context and how to exploit it

- Name 'app' you use
- Why?
- How - what activity?  
–in-class / out of class

## Grammar

- Diary swap - present continuous as future
- Weather app
- Trends

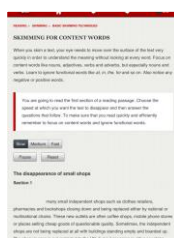


## Vocabulary / listening

- myWordbook – storage
- Dictionary apps
- Flashcards
- [ted.com](http://ted.com)
- Podcasts

## Reading

- IELTS app
- Flipboard
- QR codes



## Speaking

- Prezi
- Google voice search
- Screen chomp
- Socrative - polling



## Writing / phonology

- Evernote
- Dragon dictation
  - Speech-to-text
- Sounds



## Business English

- Mind mapping
- Mind Tools
- SimpleMind+
- Business theories (Richmond forthcoming)
- Business mazes (Richmond @work – forthcoming)