

From blended to mobile: apps in language learning



Pete Sharma
 Innovate in ELT conference
 Canterbury May 2014

Overview

- From 'blended' to 'mobile'
- Hardware
- Apps – key distinctions
- 'Apptivities' for language learning
- Questions

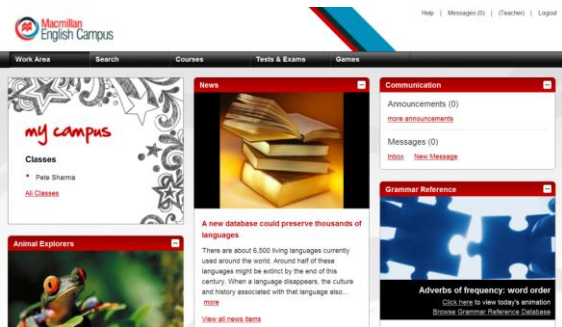
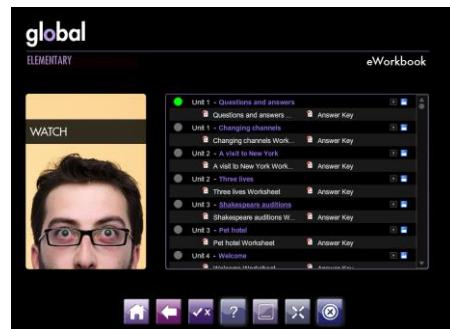
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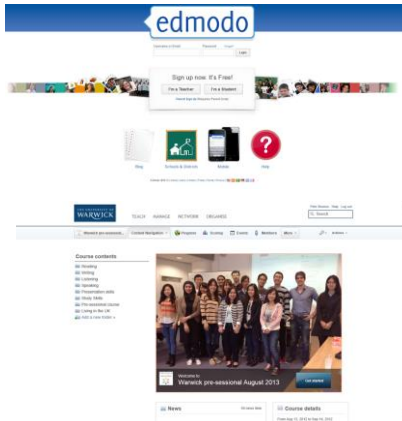
Blended Learning

A combination of f2f **in-class** +



E-workbook / digi-book





VLE / CMC / LMS



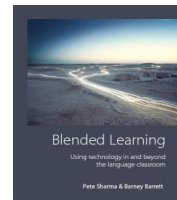
Dropbox

What do we mean by Blended Learning?

Range of definitions

A combination of:

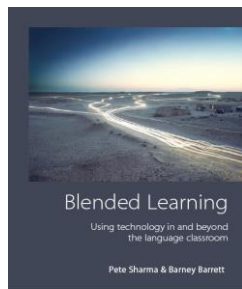
- In-class plus on-line
- Different methodologies
- Different technologies



A practical definition

Blended Learning refers to a language course which combines a F2F (face-to-face) classroom component with an appropriate use of technology

(Sharma / Barrett)



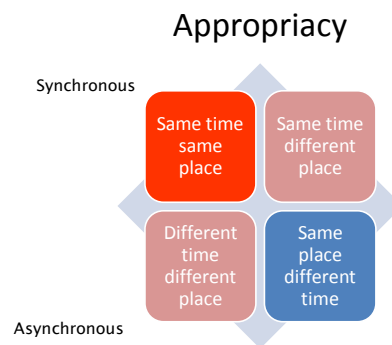
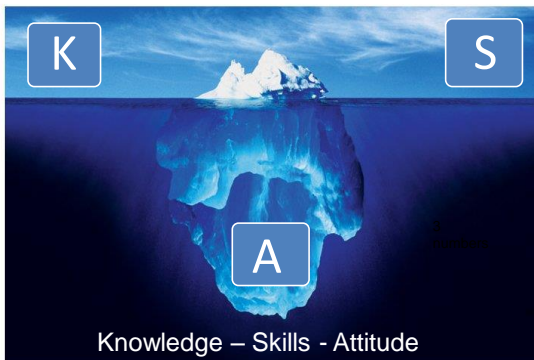
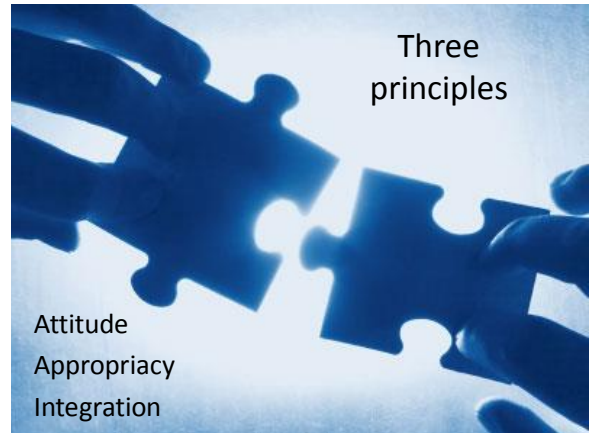
Blended Learning

- Broad – “nothing new” vs Narrow – restrictive?
- Connotation + / -

Institutions do different things.....

- | | |
|---------------|--|
| • 100% f2f | ▶ F2f |
| • 80 / 20 | ▶ Extra e-study model |
| • 50/50 | ▶ Project-based or performance-based model |
| • 20 / 80 | ▶ Workshop model f2f with online F.U. |
| • 100% online | ▶ Distance learning |

Continuum



Integration

- Clear, **two-way link** between class work and structured self study
- Pedagogically-principled teaching and learning materials from the 'same-stable'
- Aims of lesson and self-study clear to learners
- Continuous recycling

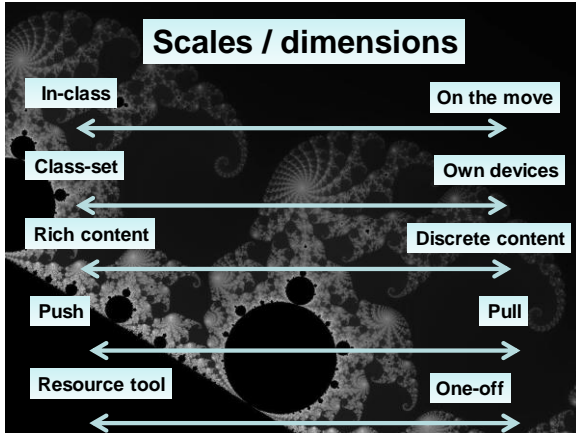


M-learning



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

http://en.wikipedia.org/wiki/Mobile_learning



M-learning

+	-
▶ 'buzz-term'	▶ range of interpretations
▶ add value	▶ over-emphasis on 'apps'
▶ 'just enough, just in time, just for me'	▶ ELT or authentic?
▶ exciting apps	

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

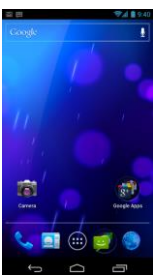


Evaluating apps

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

Operating systems

Android



Apple iOS



Windows Phone



Classroom vs 'On the move'



Nicky Hockly

Authentic vs ELT



Free vs cost



Cost:
£13.99

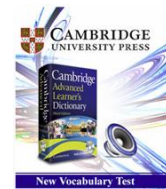


Basic version vs
Premium content

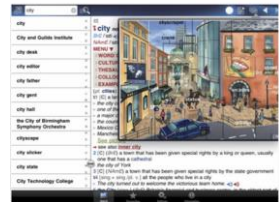
In app purchases



Native – web-based



(1) Dictionary apps



(2) Consumption

(3) Production



Listening



Reading

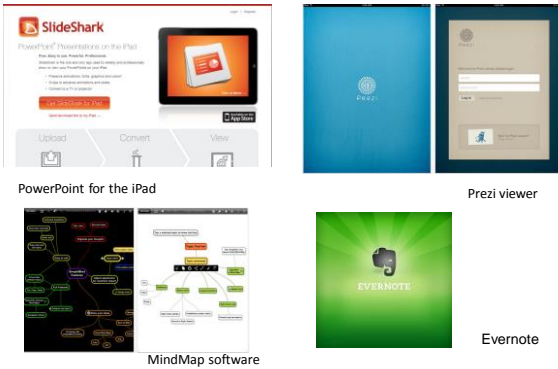


Speaking



Writing

(4) Business / lifestyle tools



(5) Communication tools

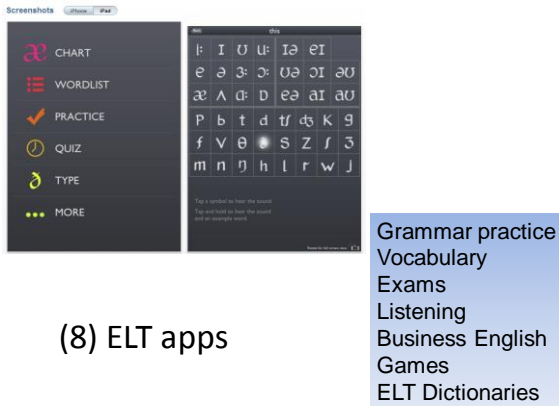
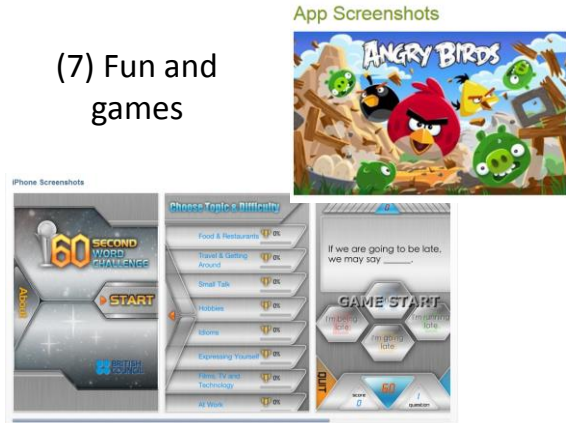
- Blackboard collaborate
- Twitter
- Facebook
- Linked In



(6) Camera apps



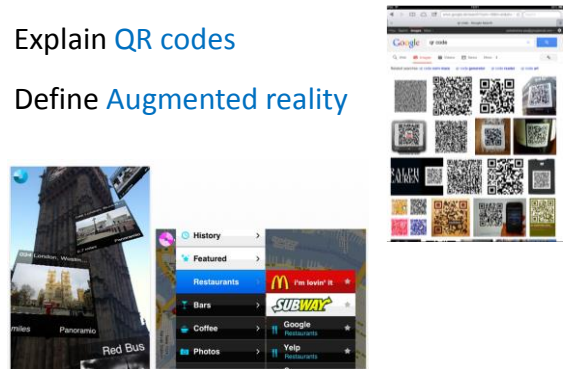
(7) Fun and games



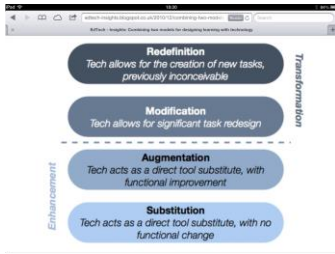
(8) ELT apps

Explain QR codes

Define Augmented reality

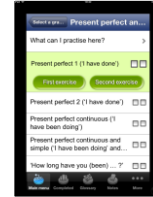


S.A.M.R. model



Grammar

- Diary swap - present continuous as future
- Weather app
- IWB software
- Gamification



Vocabulary / listening

- myWordbook - storage
- Flashcards
- ted.com
- Podcasts

Reading

- IELTS app
- Flipboard



Speaking

- Prezi
- Dragon dictation
- Screen chomp
- Socrative



Writing / phonology

- Evernote
- Sounds

