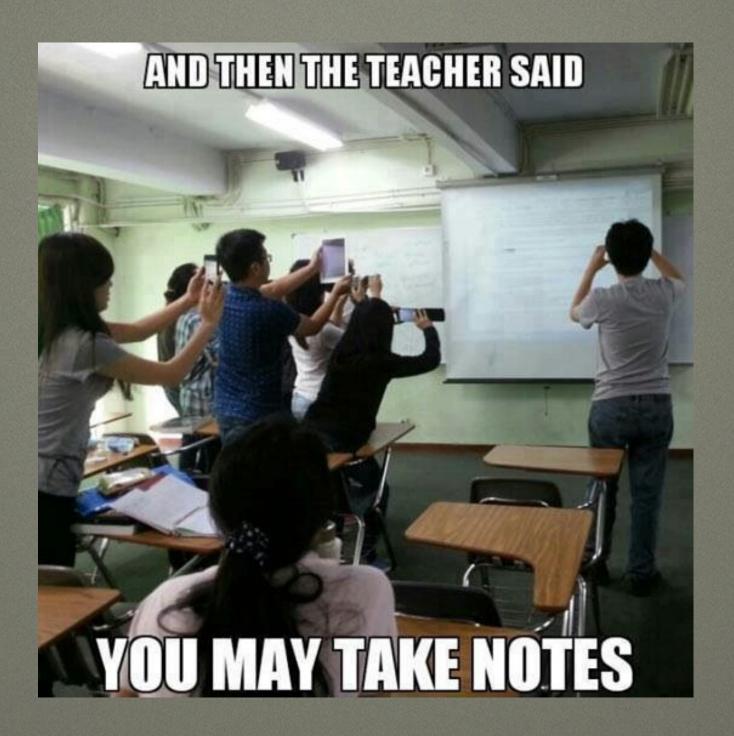
# Does mobile learning make you 'appy?

shaunwilden.co.uk

I'll put the slides and references here







Take out your device and take a photo to remind you of your last few minutes at the first ELT Ireland annual conference.







Hi All,

Here I am at the first ELT Ireland conference



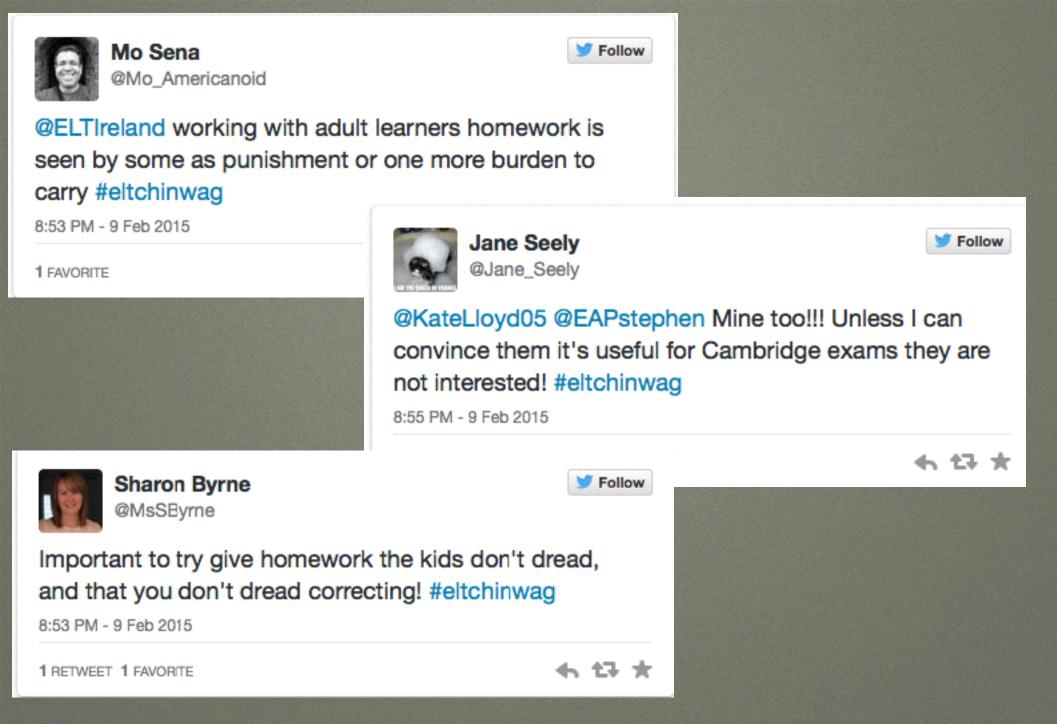


PhotoCard by Bill Atkinson

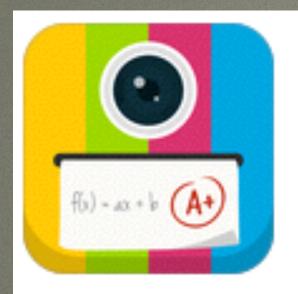
Photo & Video



https://storify.com/ELTIreland/homework-in-elt



https://storify.com/ELTIreland/homework-in-elt



SnapSchool Education



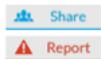
#### **Present perfect**



Published the 19 Feb 2015 - End the 20 Feb 2015

By Marco Zanrosso

### Subject: Present perfect





#### Comment:

Es: 3,5



I will help and earn myself 1 token

Send a message

Connect to the Internet

Take photos and video

Read books

Play games

Make notes

Record audio

- create and share multimodal texts
- •communicate spontaneously with people anywhere in the world
- capture language use outside the classroom
- analyse their own language production and learning needs



"Schools implement tablets for many reasons, some are required by government initiatives, some want to provide access to technology to all students, others believe that the innovative use of technology will help them achieve the desired results."

(Taking Tablets and apps into the classroom - Bannister and Wilden)

## "We should be wary of the claims that introducing digital tools will lead to direct educational benefits."

(Mobile learning: language literacies and cultures Pegrum)

Digital Natives. Our students today are all "native speakers" of the digital language of computers, video games and the Internet.

Digital Immigrant instructors, who speak an outdated language (that of the pre-digital age), are struggling to teach a population that speaks an entirely new language.

"an 11-year-old has very different social, cultural and cognitive backgrounds to a 15-year-old. It is perhaps unsurprising that significant differences are apparent in the varying nature of technology engagement between and within these age group"

"No technology - books, televisions, computers and video games, or the Internet by itself makes people good or bad, smart or stupid. Such technologies have effects only in terms of how, when, where and why they are put to use."

language and learning in the digital age - Gee, James, Hayes

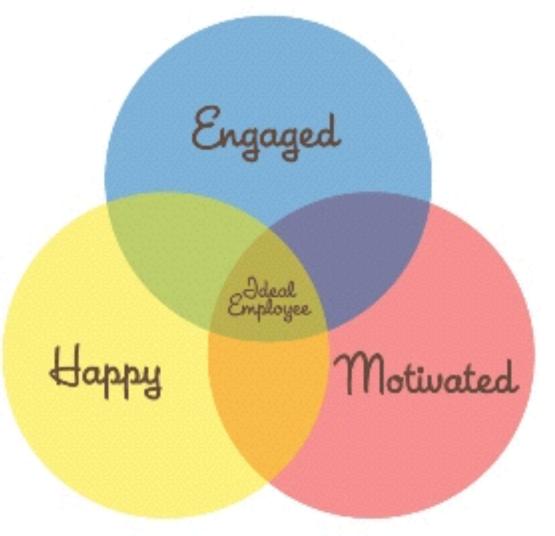


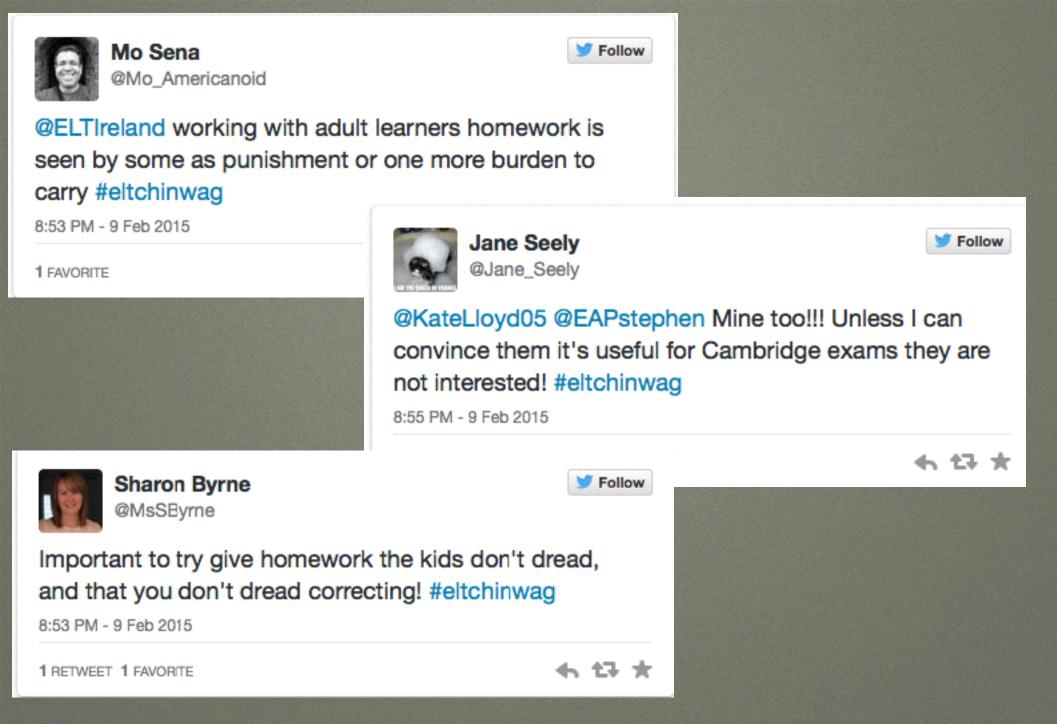


Make a Meme+ Entertainment









https://storify.com/ELTIreland/homework-in-elt

"This opens opportunities to connect learning inside and beyond the classroom."

"Students can access their own devices to achieve goals set by their teachers and become more independent learners."

- identifying gaps in knowledge
- developing a habit of reflection on language learned
- learning to notice (how language is used)
- using language for real purposes in real world contexts
- developing ability to respond to a context
- rehearsing, experimenting

"As a technology, mobile devices may threaten the carefully managed environment of the classroom."

http://www.open.ac.uk/blogs/innovating/

- 1. How can we use tablets when the wifi connection is not good?
  - 2. How to keep pupils from searching the internet on their devices instead of doing their class work?

3. Teachers will lose control in the classroom because students will spend the lesson on Facebook



# Teachers don't feel confident in using mobiles in the classroom

I am DoS at Language in London and we have been using I-pads in the classroom for over a year now but some teachers are apprehensive about using apps etc. "Young people growing up in our time are not only immersed by apps they've come to think of the world as a ensemble of apps."

The app generation - Gardner and Davies Yale University Press

Is there good scope for communicative interaction when using apps?

Are apps levelled according to individuals or A groups?

Which is the best app for teaching and getting students enthusiastic about English?

Are any guide to help teach the teacher about apps?

## Substitution

Augmentation

Modification

Redefinition

Technical

Financial

Motivational

Creation

## Automation versus Creation

Behaviourist versus Collaborative and Constructivism

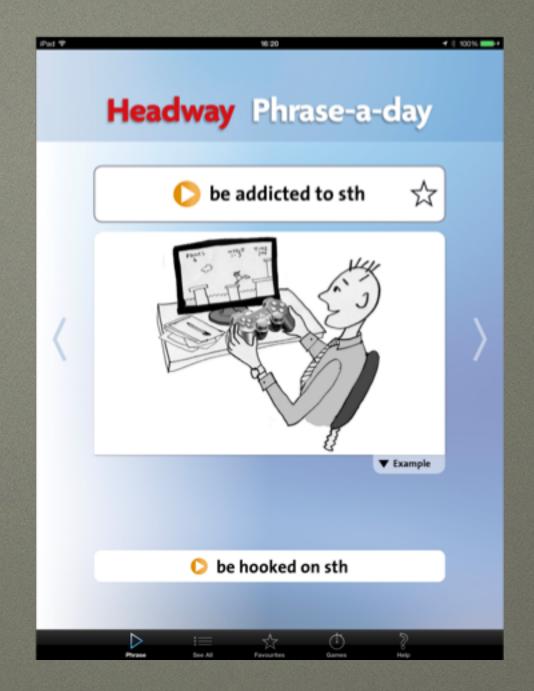


English File Pronunciation

Education









### EDUCATION TECHNOLOGY & GLOBAL ISSUES

### edtechconcerns.com



Audrey Watters



Professor Agnes Kukulska Hulme











Books

New Zealand





Spur



rudby



crick d\*



### Aurasama - add a touch of augmented reality

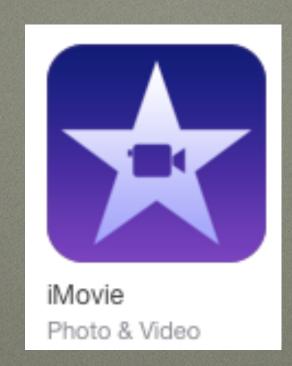


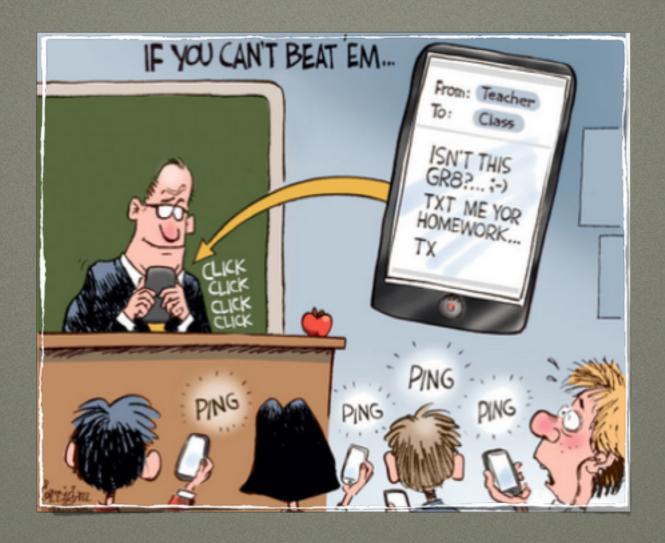


Figure 1: A pedagogical framework for mobile assisted language teaching and learning REFLECTION How does the activity design ensure reflection on learning? Deploys teacher Makes use of multimodality, seamlessness, experience, teaching strategies, effective authenticity. task designs collaboration Teacher Device wisdom features REHEARSAL OUTCOMES How does How does the activity How does the activity the activity make the most of lead to improved exploit these circumstances and language proficiency aspects? resources to enable and other outcomes? more practice? Language Learner dynamics mobilities Responds to diversity Takes account of of communication places and times, channels and evolving contexts, cultures, language use learners' goals **INQUIRY** How does the activity relate to ever-changing contexts of language use?

Mobile pedagogy for English language teaching: a guide for teachers Agnes Kukulska-Hulme, Lucy Norris and Jim Donohue

### My Teacher Is an App

The most dangerous thing we can do to our students is to keep doing what our teachers and professors did to us:



denisha91.blogspot.com

# Thank you for your time shaunwilden.co.uk shaunwilden@gmail.com

