Technology in Language Teaching

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Founder, Eduling
eduling.org
Hosted by Childhood Education International
July 22, 2024









How are you feeling?



As happy as seeing as fireworks



Relaxed like flowers in the morning sun



Feeling blue and a little under the weather

Questions



- What do you expect from today's session?
- What technologies are you using in your classroom and for what purposes?

AI Panel

Facilitating Reflection and Engagement with Corrective Feedback with Al Tools

Languages and TESOL: The Threads of my Global Connections

TESOL 2024



Leadership

Panel

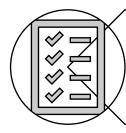
Colleagues





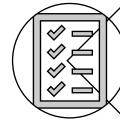


Agenda



Learning-centered principles and SLA principles





Applications in language teaching



Emerging technologies

Learning-centered approaches

(Larsen-Freeman, 2024)

- Teach what students have yet to learn and are interested in learning.
- Teach what learners find meaningful and relevant.
- Teach reason, not only rule. Teach concepts, not only procedures.
- Create a porous classroom: Learn with students

(Based on Diane Larsen's Presentation at TESOL 2024)



By Nicola Hodkowski Jun 5, 202



Ground Picture / Shutterstock

Q

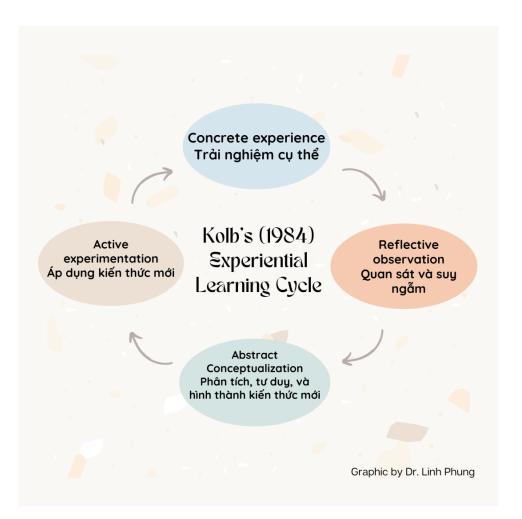
X TWEET





As a mathematics education researcher, I study how math instruction impacts students' learning, from following standard math procedures to understanding mathematical concepts. Focusing on the latter, conceptual

Kolb's experiential learning model



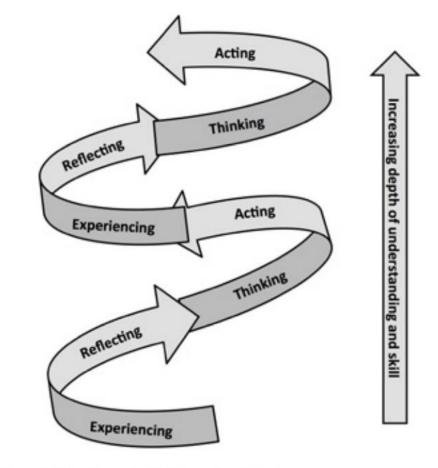


Figure 2. The Experiential Learning Spiral

Kolb & Kolb (2018)

SLA principles

Meaningful



The text (or input) conveys ideas and meaning that have some relationship to real life.

Cognitively + Emotionally Engaging



The text requires learners to pay attention to process the meaning. The text prompts some emotional response among learners.

Comprehensible



The text (or input) can be understood by the learners without them knowing all of the linguistic forms.

Rich + Varied

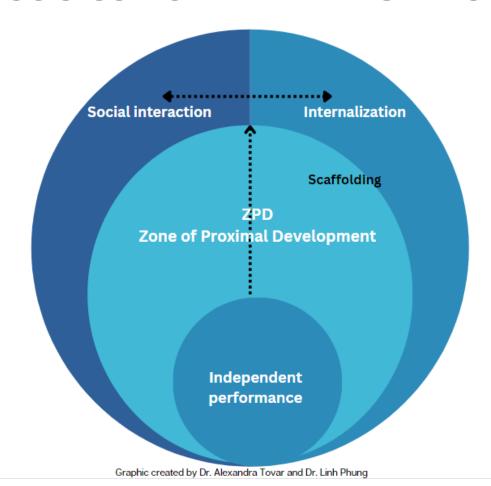


The texts expose learners to a range of genres and text types (narrative, descriptive, informational, persuasive, etc.).

 Learners need a large amount of varied, rich, meaningful, comprehensible input

SLA principles

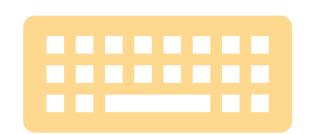
SOCIO-CULTURAL LEARNING THEORY



- Social interaction is central to language learning
- Learners acquire language through socialization into certain discourses
- Interaction Hypothesis (Long, 1995)
 - Negotiation of meaning
 - Negotiation of form
 - Interactionally modified input

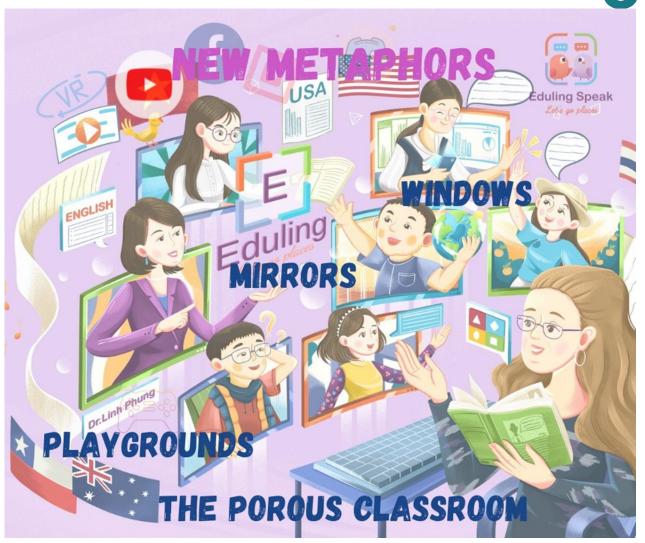
SLA principles





- Output is a driving mechanism of SLA (Swain, 1985, 1995)
 - Noticing the gap
 - Languaging or Language-Related Episodes

The role of technology: Metaphors

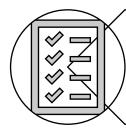


- Language learning is a complex dynamic system.
- Learners acquire language through informal language learning opportunities: entertainment, social media, communities.
- Learners learn beyond the classroom walls.

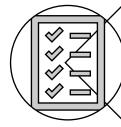
See Godwin-Jones (2021) for more metaphors and ideas: https://www.lltjournal.org/item/10125-73443/

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Agenda



Learning-centered principles and SLA principles



Applications in language teaching





Emerging technologies

1. Providing rich, meaningful, comprehensible input

- Extensive reading, listening, and viewing
- Materials for teacher: Use a text-based approach
- Engaging texts as the starting point

Pilar Capaul

Daniel Fabbin Gerrero Garda

Topin Golden English

Ana Luisa Vega Valdez

Resconding

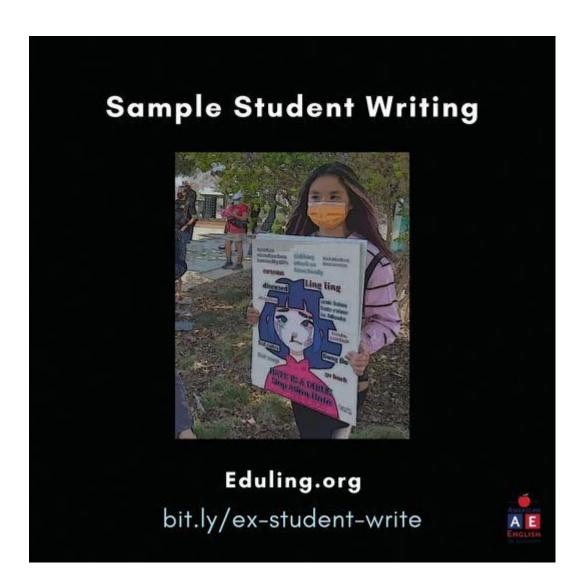
Re

https://www.eduling.org/post/dr-linh-phung-shared-a-text-based-approach-and-its-relevance-to-reading-and-language-development

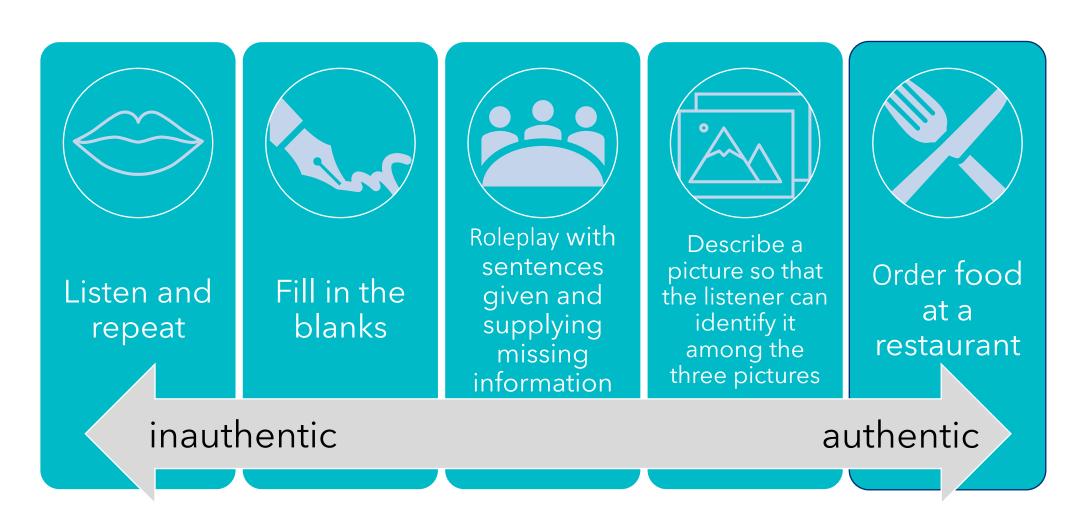


1. Providing rich, meaningful, comprehensible input

- https://esl-bits.eu/home.html
- https://www.thetimesinplainenglish.com/
- https://storyweaver.org.in/
- https://www.ted.com/
- https://www.nytimes.com/2020/01/07/lea rning/personal-narrative-essaywinners.html
- https://www.eduling.org/news



2. Promoting authentic language use



Task-based Language Teaching (TBLT)

• Task-based teaching views learning as taking place <u>holistically</u> and <u>incidentally</u> as learners perform tasks that involve listening, speaking, reading and writing. Teachers do not teach language; rather they facilitate its development. (Ellis, 2022)



What is a task?



Picture by Stocksnap on Pixabay

A task is an activity in which a person engages to attain an objective, and which requires the comprehension and/or production of meaningful messages (Van den Branden, 2006)

Examples of real-life communicative tasks/ target tasks: ordering food in a restaurant, scheduling a meeting with a colleague, finding a solution to a work problem

Pedagogic tasks

- a Spot the Difference task with a restaurant scene
- a roleplay task between a customer and server
- a decision-making task to find the best time for a meeting



Picture by Trang Pham on Pixabay

Technology-mediated: Beyond pen and paper

- Use of laptops or smart phones
- Virtual classes

Let's try this Spot the Difference task

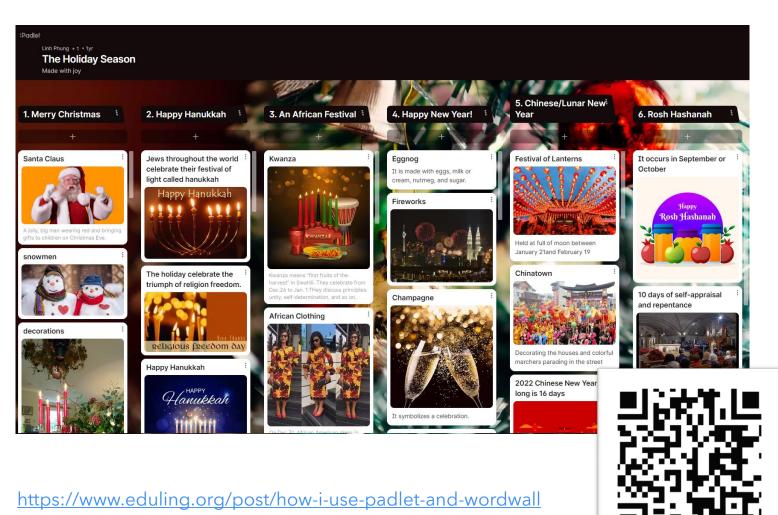


Student A



Student B

Progressive contribution on Padlet



- Students work in Groups 1-7
- Each group is responsible for contributing to one of the sections
- After 10 minutes or so, they contribute to the next section

Eduling Speak – An app for all these tasks

• Learners are connected in pairs

They complete tasks in pairs

• They can also complete tasks individually or with Al

• 1,500+ tasks in 45+ categories









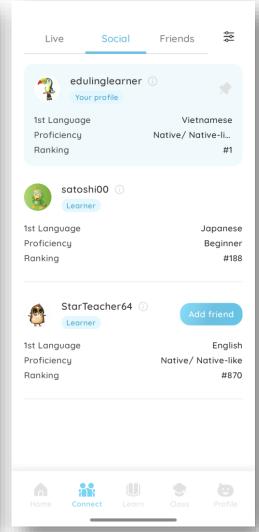
Free premium access to teachers.
Please contact me at info@eduling.org
or dr.linh.phung@eduling.org

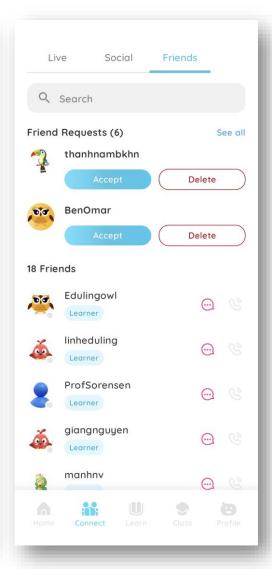


Connection opportunities









Connect randomly

with any learner on the app

Add, call & text friends

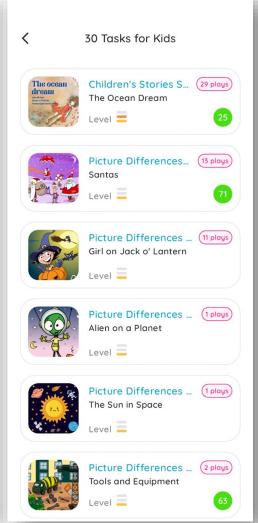
Pin their profile

Talk with volunteers

Talk with **classmates** by joining a class

Examples in the Eduling Speak app







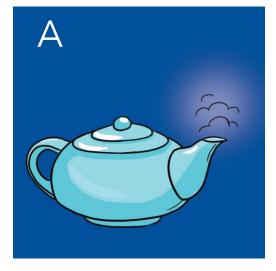


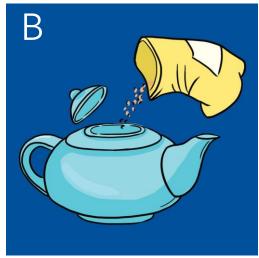
Example: Picture Sequencing

Directions: These pictures illustrate how to make tea. Each of you has two pictures. Describe your pictures so you can put them into a sequence. Don't show your pictures to your partner.



Student A





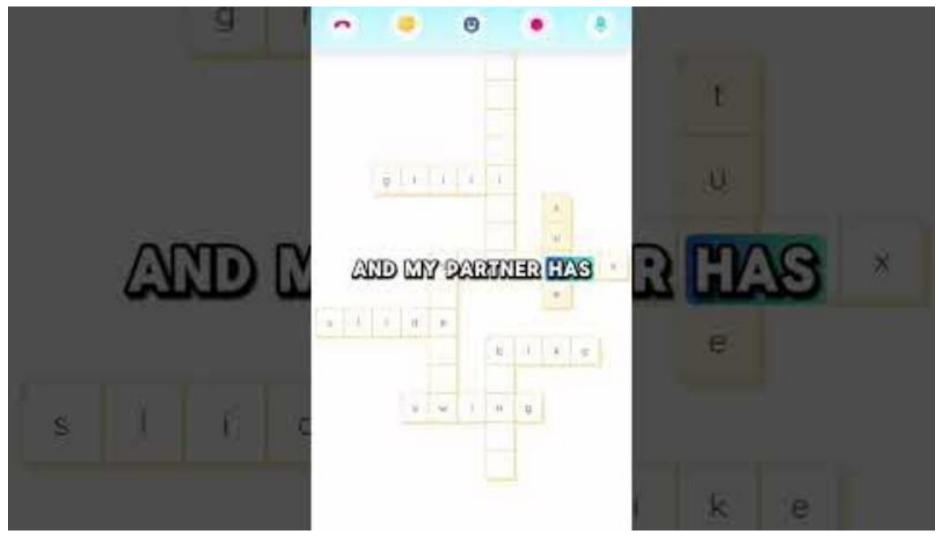
Student B





Let's try this!

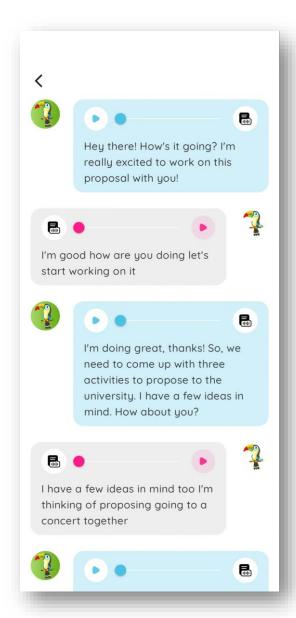
Examples of tasks on the app

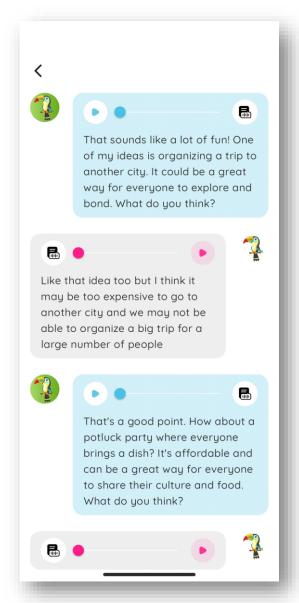


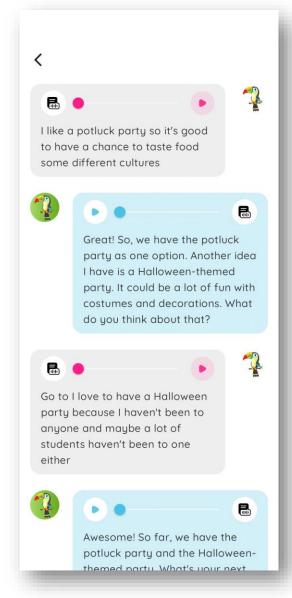


https://www.youtube.com/watch?v=IWjx7f1DwR8

Decision making with AI in Eduling Speak









3. Use technology to motivate and engage learners

- Motivation: Impetus and intention
- 2. Engagement: Action
- Dimensions of engagement:
 Behavioral, cognitive,
 emotional, social engagement



Content that is potentially engaging

- → Familiar, meaningful, and relevant to learners
- → Tasks with a genuine need for communication
- → Novelty
- → Game-like or gamification



What is a game?



Gamification

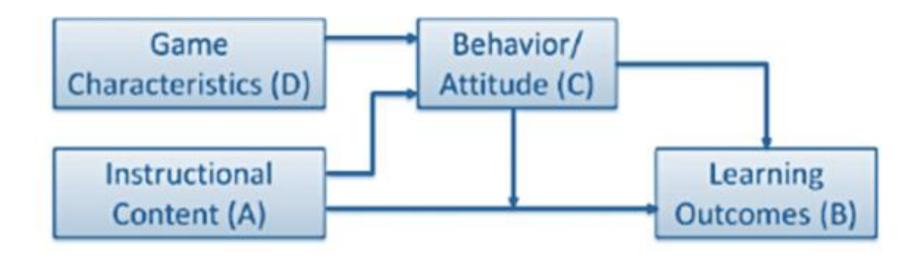




- Using game mechanics and attributes in a non-game context
 - Business
 - Education

Theory of Gamified Learning

Landers (2014, p. 760)



Some game elements



Example from Eduling Speak

- 1. Clear rules
- 2. Challenges
- 3. Visible progress
- 4. Freedom to fail
- 5. Competition and collaboration
- 6. Leveling up





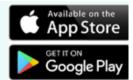


Some game elements



- 7. Feeling like being in a game world with a different identity (storyline)
- 8. Epic meaning
- 9. Unlocking content
- 10. Constant evolution

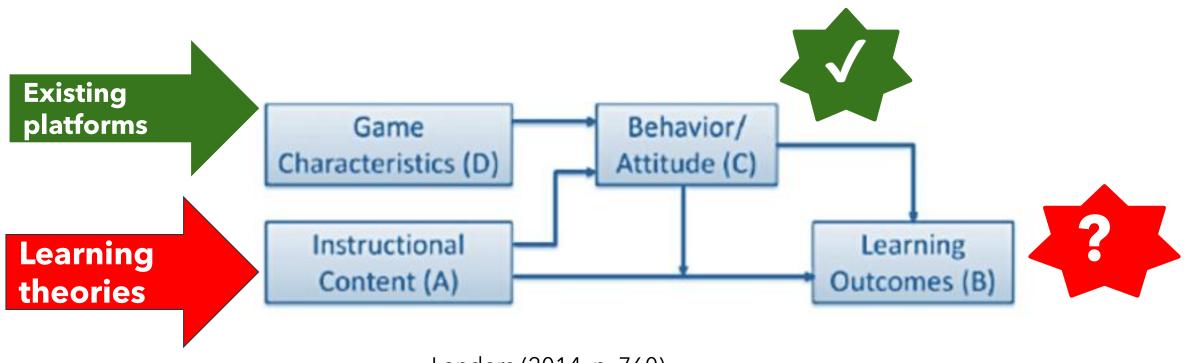






The importance of content and principles

(Nguyen & Phung, 2022)



Landers (2014, p. 760)

Benefits of gamification



How to make learning as addictive as social media 7.851.684 views | Luis von Ahn | TED2023 * April 2023

When used well, gamification can:

- Help students to achieve learning outcomes
- Make learning enjoyable to increase students' intrinsic motivation
- Help learners feel they are always moving up and maintain their motivation

Some ideas based on Healey (2022)

How to gamify: Use game terminologies

Match the game terminologies with teaching terminologies

Game terminologies

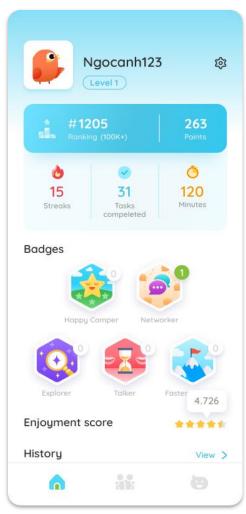
- 1. Team
- 2. Experience points
- 3. Quest
- 4. Level
- 5. Rewards
- 6. Player vs. Player
- 7. Game constraints

Teaching terminologies

- a. Group work
- b. Competition
- c. Stars
- d. Grades
- e. Unit
- f. Project
- g. Class rules

Based on Healey (2022)

How to gamifiy



- Gamify the whole course, a project, or an activity
- Identify challenges and quests (based on learning outcomes)
- Determine experience points (for what behaviors)
- Determine rewards (badges)
- Use game vocabulary consistently

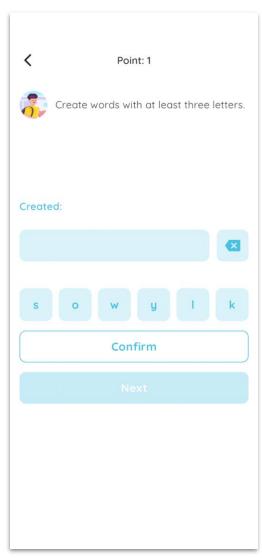






Game elements in Eduling Speak

Gamified activities



- Word Creation in Eduling Speak
- Kahoot
- Quizziz
- Time to Climb in Nearpod:
 https://nearpod.com/time-to-climb







Example from Eduling Speak



Gamified activities

Water Cycle	Clouds	Weather Vocabulary	Stormy Weather	Tornado Safety and Trivia
100	100	100	100	100
200	200	200	200	200
300	300	300	300	300
400	400	400	400	400
500	500	500	500	500

Jeopardy Labs:

https://jeopardylabs.com/

Word Wall: https://wordwall.net/

• Free Rice: https://freerice.com/home

Charades with Wordwall



Gamified activities: Tasks are game-like

Describe one of the pictures for the learner to identify it.

Doán hình ...?

Đọc những miêu tả sau và chọn bức tranh đúng.

Con này có đầu nhưng không có đuôi. Nó chứa nước chảy ra biển.



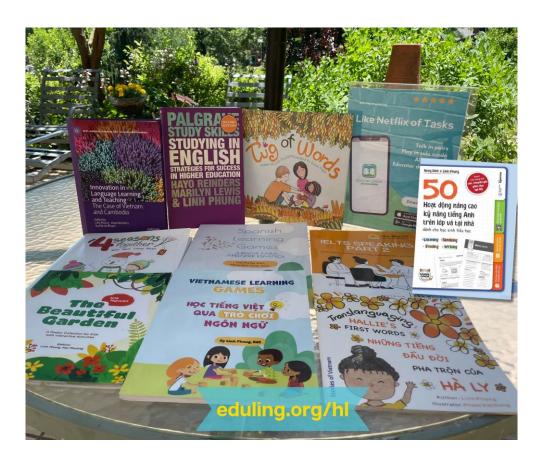
Con này có cánh và có đuôi. Nó thích bay trong gió. Nó có dây để em cầm và thả.



Con này không có đầu nhưng có chuôi. Mẹ em dùng để thái rau.







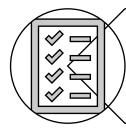


Questions

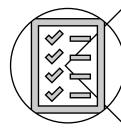


- How have you used games or gamified activities in your classroom?
- What technologies do you use?
- What would you like to try more?

Agenda



Learning-centered principles and SLA principles



Applications in language teaching



Emerging technologies

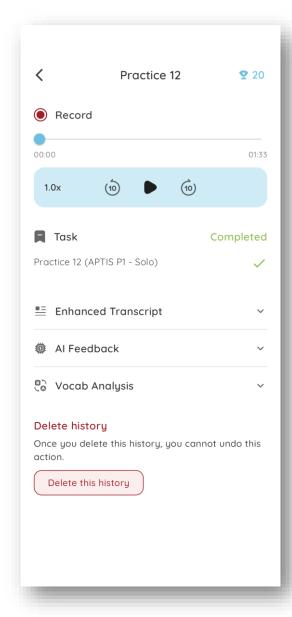


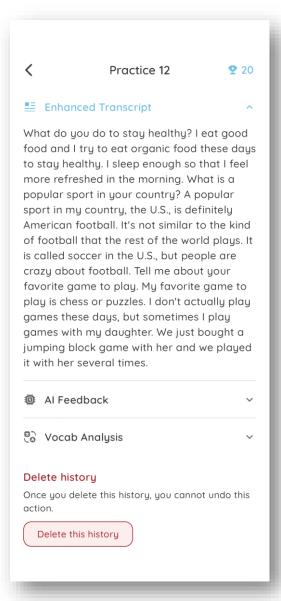
Emerging technologies: Al

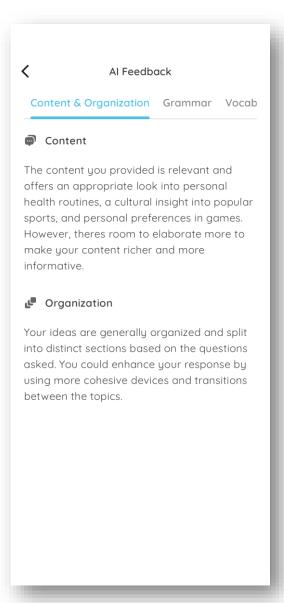
	Eduling Speak	LingoStar.Al	Pangea Chat	ELSA
Translation, STT, TTS				
Feedback to learner				
Content: Text and images				
Chatbot				
Enhancing social interaction				
Assessing learners' level				
Other AI features				

Automated feedback on Eduling Speak

Student view

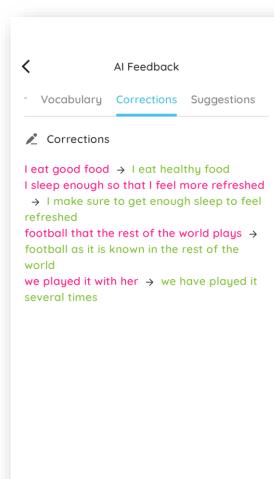






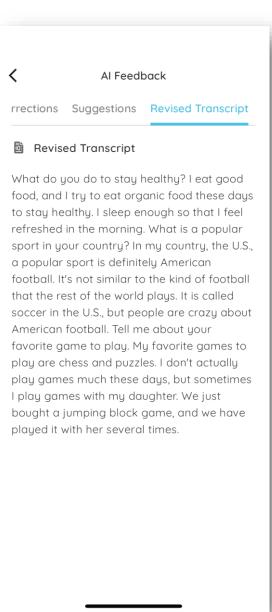
Automated feedback on Eduling Speak

Student view









Teacher view in educator.eduling.org

Teacher can facilitate student engagement with the recording and transcript



Transcript



I remembered a masterpiece that left a huge impression on me which I saw a couple of months ago. So the art is called the Fighting Tempore by an artist called Turner. It is an oil painting of a large old-fashioned battleship being towed back to harbor at sunset. To be honest, I can't really remember when I first saw this painting because it's one of the most famous painting in Britain so I probably saw a copy because I know the original painting is hang in the National Gallery in London. And I wished I knew more about this painting really. It was painted in the 19th century of the Laval. As far as I know, this picture shows a ship being taken on its large journey after it had been wrecked during the battle. One of the thing I impressed about this painting is the way the artist used impressions and and the art cloud from the volcanoes that spread all around the world would have made the sunset and the sky much more colorful. So, it's like seeing a period of time pass from the ancient history to these eyes of the artist.

Teacher view in educator.eduling.org

Teacher can facilitate student engagement with the AI corrections

General Comment Content & Organization Grammar Vocabulary Corrections Suggestions Revised Transcript

- 1. 19th century of the Laval -> 19th century at sea level
- 2. I wished I knew -> I wish I knew
- 3. It is an -> It depicts an
- 4. One of the thing I impressed about -> One thing that impresses me about
- 5. is hang -> is hanging
- 6. most famous painting -> most famous paintings
- 7. pass from -> transition from
- 8. the art cloud -> the clouds of ash
- 9. the art is called -> the artwork is called
- 10. the artist used impressions and and -> the artist's use of light and
- 11. these eyes -> the eyes
- 12. this picture shows -> the painting depicts

Teacher view in educator.eduling.org

Teacher can facilitate student engagement with the AI suggestions

General Comment Content & Organization Grammar Vocabulary Corrections Suggestions Revised Transcript

Synonyms

- 1. ancient history -> bygone days
- 2. art cloud -> volcanic haze
- 3. colorful -> vibrant
- 4. famous -> celebrated
- 5. harbor -> port
- 6. huge impression -> profound effect
- 7. masterpiece -> work of art
- 8. oil painting -> oil on canvas
- 9. old-fashioned -> vintage
- 10. original painting -> authentic piece
- 11. period of time -> era
- 12. towed -> guided
- 13. wrecked -> damaged

Paraphrases

- 1. I can't really remember -> I'm unable to recall precisely
- 2. left a huge impression on me -> made a significant impact on me
- 3. the way the artist used impressions and and the art cloud -> how the artist captured the interplay of light and the volcanic ash

Teacher view in educator.eduling.org

Teacher can facilitate student engagement with the revised transcript provided by Al

Al Feedback

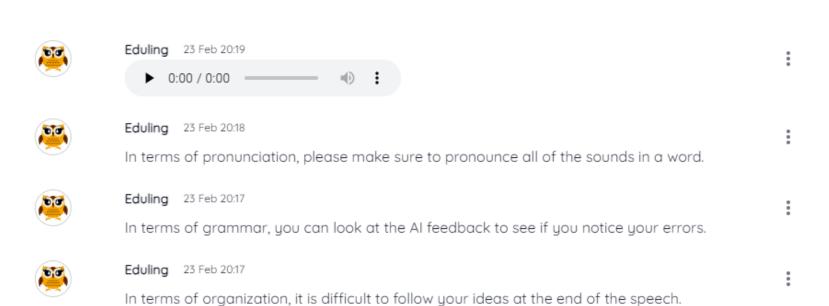
General Comment Content & Organization Grammar Vocabulary Corrections Suggestions Revised Transcript

I remember a masterpiece that left a huge impression on me which I saw a couple of months ago. So the art is called the "Fighting Temeraire" by an artist known as Turner. It is an oil painting of a large old-fashioned battleship being towed back to harbor at sunset. To be honest, I can't really remember when I first saw this painting because it's one of the most famous paintings in Britain, so I probably saw a copy given that I know the original is hanging in the National Gallery in London. I wish I knew more about this painting, really. It was painted in the 19th century off the Laval. As far as I know, this picture shows a ship being taken on its last journey after it had been wrecked during battle. One of the things that impresses me about this painting is the way the artist used light, and how the ash clouds from volcanoes that spread all around the world would have made the sunset and the sky much more colorful. So, it's like seeing a period of time passing from ancient history to the eyes of the artist.



Further teacher feedback

Teacher view in educator.eduling.org



Through the Eduling Educator
Dashboard, Teacher can give extra audio or text feedback.



Eduling 23 Feb 20:17

Hi Phương. Thanks for submitting the speech. You did a pretty good job of describing the painting with enough details and good vocabulary. What you need to improve the most is organization, grammar, and pronunciation.





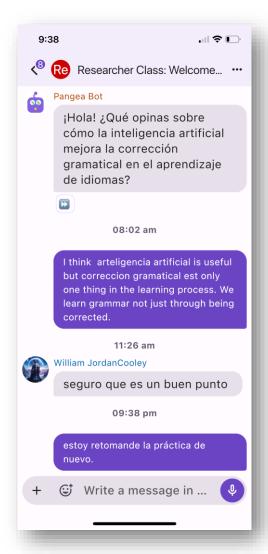


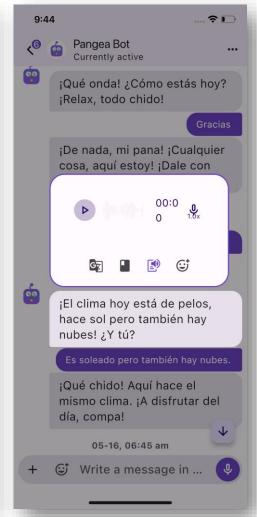
Helpful affordances from technology

- It's important to have meaningful tasks to perform in the first place
- Delayed feedback facilitates reflection and attention to language form
- The bite-sized chunks of feedback facilitate processing
- The specific corrections and suggestions give ideas for the next task performance
- While AI can generate the feedback, teachers play an important role in facilitate engagement and reflection.



Enhanced social interaction and translanguaging











Free pilots available in Fall 2024

Potential of Al

- Access to language, content, and comprehensible input
- Personalized lessons, content, and assessments based of analysis of learner language, learning styles, strengths, weaknesses, and so on
- Conversational practice and language work with Al
- Feedback on language production
- Timely scaffolds and supports during task performance and social interaction

Supporting Teachers

Al roles:

- Al as a tool
- Lessons, materials (languages, proficiency level, length, sematic network, tone, style), and assessments
- Extra practice for students
- Providing data to teachers and track students' progress

Teacher roles:

- Teach students strategies to work with AI (critical AI literacy)
- Refocus on the process of learning and teaching
- Create and manage a learning community as well as structure and routine

The Need to Learn a Language

"We are already in our lifetime gonna be in a world where our kids can go to any part of the world and likely communicate with whoever is there as long as they have access to the right technology. I don't know what it's gonna mean for cultural integration. It could be amazing. We could be having these amazing deep conversations with people that we were never able to have deep conversations with. But it could also continue to lead to the destruction in some way of language learning as the core focus of the educational environment if technology has rendered it obsolete." (Anthony Spadafino, Lingostar.ai)

The Need to Learn a Language

"If there's an AI, and this is obviously gonna happen, that can do live translation accurately to mediate the conversation between two persons that speak different languages, I don't think that's gonna lessen the need to learn another language. Maybe it will reduce the barrier, and when the barriers are removed or made semi-transparent, there's more motivation to learn about that culture and more about how to speak with another person in that language without any mediation." (Richard Medina, LaunchPad Project Lead)

The Need to Learn a Language

"There's gonna always be the desire to strip away technological intermediaries in communication and connecting to other people ... in languages that are near and dear to their heart ... There's certain respect that is conveyed by learning someone's language and communicating in their language that's not there if you're using a translator." (Will Jordan-Cooley, Pangea Chat)

Final comment



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- We learn new tools but keep important education principles at the center.
- Create a porous classroom to extend learning beyond the classroom, bring learning in, and learn with students.
- Lifelong learning and learning to learn are evident and necessary in today's evolving world.

Thank you! Connect with me





https://www.facebook.com/linh.t.phung



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https://www.eduling.org/drlinhphung



Free premium access to teachers in 2024. Please contact me at info@eduling.org or dr.linh.phung@eduling.org





