## Real-World Tasks to Develop Digital Citizenship and Literacy in Language Education

**Dr. Marie-Josée Hamel**Official Languages and Bilingualism Institute (OLBI)

University of Ottawa



marie-josee.hamel@uottawa.ca

Where in the world are you? Let's say hello!

https://padlet.com/mjhamel20/cercll

### Introduction

30 years of language teaching with and about technology...

- FLS: Technology, Internet and Social Media for French as a Second Language
- SLT: Educational Technology and Second Language Teaching
- BIL: Trends and Issues in Research on Technology-Mediated Language Learning

Canadian expert from OLBI, as Associate partner on ECML projects eLANG (Citizen).

### Structure of the webinar

- ECML projects
  - eLANG (Citizen)
- Core concepts
  - Digital Citizenship & Digital Literacy
- Pedagogical approach
  - Socio-interactive & Real-World Tasks;
    Learner & Teacher's roles
- Practice!
  - My tasks; eLANG's task template & database

### eLANG (Citizen) projects





Promoting excellence in language education

### European Centre for Modern Languages of the Council of Europe



- eLANG (2016-2019): <u>Digital Literacy for the Teaching and Learning of Languages</u>
- eLANG Citizen (2020-2023): Digital Citizenship through Language Education

## **Core Concepts**

### **Education for democratic citizenship**

"Education for democratic citizenship" means education, training, dissemination, information, practices and activities which aim, by equipping learners with knowledge, skills and understanding and moulding their attitudes and behaviour, to empower them to exercise and defend their democratic rights and responsibilities in society, to value diversity and to play an active part in democratic life, with a view to the promotion and protection of democracy and the rule of law."

Council of Europe, 2010

https://www.coe.int/en/web/reference-framework-of-competences-for-democratic-culture

### Language education as part of citizenship education

- Ability to **communicate** (*requiring awareness*, *attitudes*, *knowledge and skills* promoted by the Council of Europe).
- **Plurilingual** competence (intercomprehension skills, intercultural awareness...).
- Mediation competence (managing interactions or facilitating a discussion... Cf.
  CEFR descriptors).
- Capacity to adapt to **diversity** (of human beings, societies and communities...).

Your keywords to define 'digital' citizenship?

https://digistorm.app/p/3565598

### Digital citizenship

"Digital citizenship is the ability to navigate our digital environments in a way that's safe and responsible and to actively and respectfully engage in these spaces."

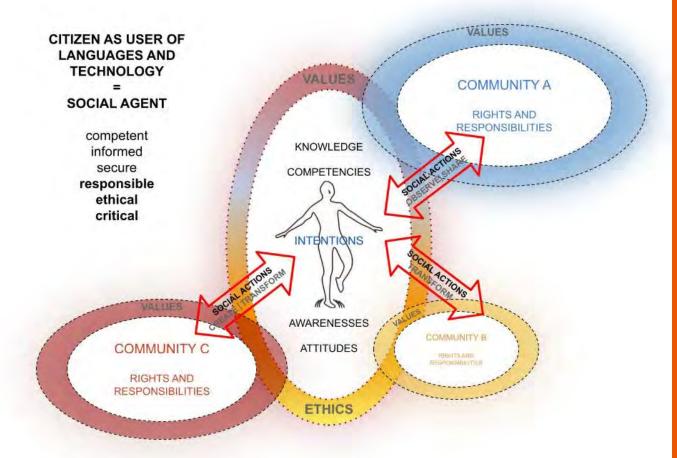
Mediasmarts.ca

https://mediasmarts.ca/digital-media-literacy/general-information/digital-media-literacy-fundamentals/what-digital-citizenship

### The primacy of social interactions

- Social interactions form the central and decisive element of all action and communication for individuals, particularly for citizens, user of languages and digital tools.
- **Social interactions** play a critical influence on the various options that are required for (inter)action and regarding the construction of meaning.
- Social interactions are dynamic and evolve as actions occur.

The language learner as a social agent

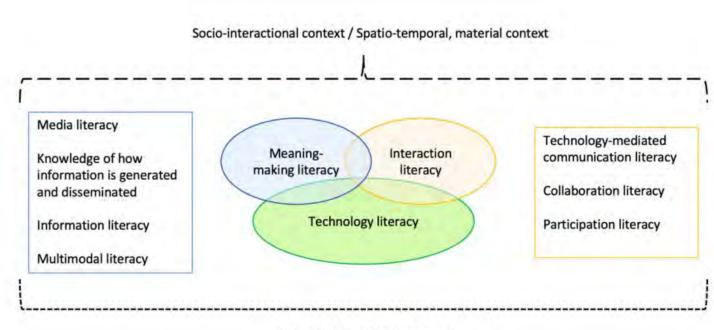


### **Digital literacy**

"Digital Literacy is the awareness, attitude, and ability of individuals to appropriately use digital tools and facilities to identify, access, manage, integrate, evaluate, analyse and synthesise digital resources, construct new knowledge, create media expressions, and communicate with others, in the context of specific life situations, in order to enable constructive social action; and to reflect upon this process."

Martin & Grudziecki, 2006, p. 255

### A digital literacy model



Civic, ethical, critical framework

Figure 3: Model of digital literacy in language learning/teaching, adapted from Ollivier and the e-lang project (2018)

"What role does the development of digital literacy play in your language teaching?"

https://digistorm.app/p/5554031



## Pedagogical Approach

# For an active, participatory, transformative and reflective pedagogy

- Learners perform tasks in authentic social interactions, outside the educational environment.
- Learners have the opportunity to (inter)act "for real" and to contribute to participatory sites.
- Learners reflect on actions, participation and interpersonal interactions in reallife contexts.

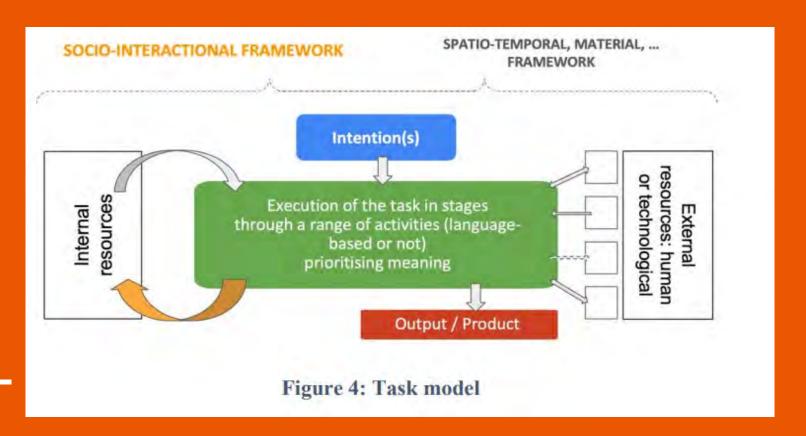
# A task-based approach

A task is a focused, well-defined activity, related to learner choice or learning **processes**, that requires learners to use language, focusing on meaning (rather than form) to achieve a goal (Bygate, Shekan & Swain, 2001).

Gonzalet-Lloret & Ortega (2014, p.5) identified 5 critical elements to TBLT

- 1. Tasks must have meanings
- 2. Tasks must have clear goals
- 3. Tasks are student-centered
  - Tasks are contextualized
  - 5. Tasks engage reflection

### Real-World Task (RWT)



### Tasks found on open and participatory sites

- Learners make meaningful use of the target language in situations which enable them to interact authentically and meet real communicative needs.
- Through participation in these sites, learners build an identity in the target language and an identity as users (not just learners), and in some cases become experts.
- They are motivated to learn the language of their "native" peers with whom they communicate.
- They develop strong linguistic and language competences that are specifically adapted to the situations they encounter.

### **Contributing to Wikitravel**



# Examples of open and participatory sites?

https://digistorm.app/p/8945519



### **Dual grounding of Real-World Tasks**

### Tasks grounded in real-life

- In social interactions beyond the educational context
- On the web 2.0
- Real socio-interactional challenges
- Socio-interactional authenticity

## Tasks grounded in the teaching & learning context

- Social interactions within the educational context
- In a secure space
- Real socio-educational challenges
- Educational authenticity

### **Learners performing RWT**

Learners construct their knowledge, competences and attitudes through diverse real-world "particip-actions". Bringing to:

- **live communication** in authentic situations;
- **experience** the exercise of citizenship;
- execute their digital literacy;
- act as reflexive and engaged citizens.

# And language teachers, what is their role with Real-World Tasks?

**Share your thoughts in our Zoom Chat...** 

### Teachers and their roles with RWT

- Mobilizing the learners to gain their commitment to the task at hand:
- Simplifying the task by avoiding cognitive overload;
- Keeping their attention on the essential elements; the social interactions at stake;
- Helping analyze existing productions as examples of what they could produce.

- Helping the learner developing a social presence in the L2, engaging in online communities in the L2; becoming a digital citizen in the L2.
- Foster opportunities for social interactions; widening the language learning space.

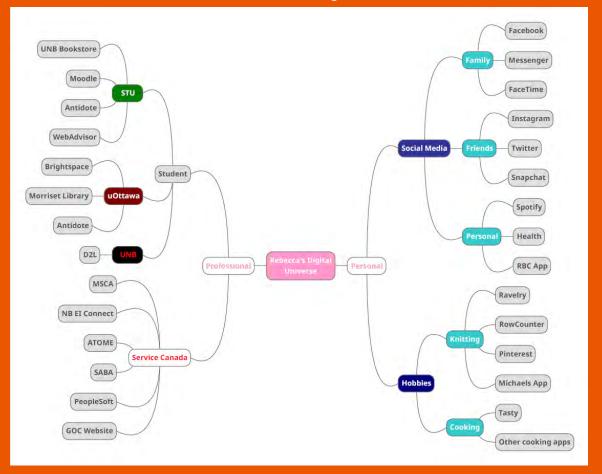
### **Practice**



### My tasks 'coups de coeur' / 'besties'

TASK	APP	CLASS
My Digital Technology World	MindMup	FLS, SLT, BIL
My Geolocated Language Biography	StoryMap	FLS, SLT, BIL
A Linguistics Landscape	StoryMap	BIL
Our 10 Essential Apps for LLT	PADLET	SLT, BIL
A Forum on Forums	LeRoutard, Reddit,	FLS
I am a YouTuber!	YouTube, TikTok	FLS
My Francophone Musical Playlist	Spotify & Notion	FLS
My Bilingual CV on LinkedIn	LinkedIn	FLS, SLT
Our Audioguide for an Alternative Destination in Ottawa	<u>IziTravel</u>	FLS
My ePortfolio as a Francophile Citizen of the Web / My CALL ePortfolio	Google Sites, Canva, Weebly, Wix, Book Creator, WordPress, Seesaw, Blogspots	FLS / SLT, BIL

### Rebecca's Digital Universe - MindMup

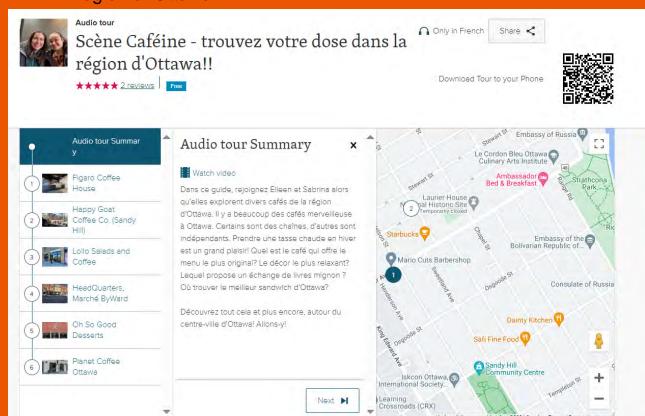


### Giselle's Geolocated Language Biography-Storymap



### The audioguide of Eileen and Sabrina – Izitravel

Scene Cafein– find your dose in the region of Ottawa!!



# Task template and database



#### Title

e-lang citizen team

#### **Teacher Sheet**

Task

Website

CEFR level - For xx level and above

**Objectives** 

#### Digital citizenship and literacy

	Dimensions covered in task	(Potential) specific objectives
Digital Citizenship	Ethical and responsible	
	Safe	
	Critical	
	Informed	
	Competent	
Technological literac	cy	
Meaning-making literacy	Information literacy	
	Media literacy	
Interaction literacy	Multimodal literacy	

Main language activity

Intercultural aspects

#### Possible steps

www.ecml.at/elangcitizer

This is an output of the project "Digital citizenship through language education" (2020-2022) of the European Centre for Modern Languages (ECML). The ECML is a Council of Europe Institution promotting excellence in language education in its member states.





# Would you use some of these digital tasks in your context?

https://digistorm.app/p/4302207



# Tasks for learning, for being and for social engagement!

An array of tasks (social, repetition, tele-collaboration, RWT, informal/indidental, reflective); rooted in established social practices, fostering:

- Digital self and identity construction:
- Discursive and practice communities,
- Professional identity and empowerment; citizenship.

### What would be your RWT?

https://digistorm.app/p/9692942



### Thank you!

Merci...Gracias...Danke...Obrigada...Xièxiè...Shukran...Efcharisto...Tak ...Dziękuję...Дякую...

marie-josee.hamel@uottawa.ca

@mjhamel20

linkedin.com/in/marie-josée-hamel-a3a47824

http://olbi.uottawa.ca/hamel.php

### **Essential Bibliography**

- Caws, C., Hamel, M.-J., Jeanneau, C., & Ollivier, C. (2021). Formation en langues et littératie numérique en contextes ouverts – Une approche socio-interactionnelle. Éditions des archives contemporaines. https://www.archivescontemporaines.com/books/9782813003911
- Hamel, M.-J. (2019). Bilingues, francophiles et citoyens du web! / Bilinguals, Francophiles and Web Citizens!: CALICO 2019 Keynote. CALICO Journal, 36(3), 162–183.
  <a href="https://www.jstor.org/stable/26904750">https://www.jstor.org/stable/26904750</a>
- Ollivier, C., & Projet e-lang. (2018). Digital literacy and a socio-interactional approach for the teaching and learning of languages (C. Jeanneau & R. Dupont, Trans.). Council of Europe Publishing; <a href="https://www.ecml.at/Portals/1/5MTP/Ollivier/e-lang%20EN.pdf">https://www.ecml.at/Portals/1/5MTP/Ollivier/e-lang%20EN.pdf</a>.
- Ollivier, C. & Jeanneau, C. (2023). (C. Caws, Trans.). Developping digital citizenship and language competences. European Centre for Modern Languages of the Council of Europe. ISBN 978-92-871-9318-6