

Technology and Language Instruction

Agenda

9am Introductions, overview of the day

Show results of survey

Wayne conceptual overview

10:15 Show tools

11:30 Hands on practice

Noon to 1 lunch

1pm More show tools

2pm Hands on with assignment to choose one or two tools and come up with how you would use these to teach

3 to 4pm Show others what lessons you came up with. Wrap up

Garry Forger

Learning Technologies Center at the University of Arizona

gforger@email.arizona.edu

Wayne Brent

Learning Technologies Center at the University of Arizona

wbrent@email.arizona.edu

Justin Lebreck

COH Technology Support at the University of Arizona

jlebreck@email.arizona.edu

Resources listed here are for the most part free and web based. New systems are being developed constantly so this list is current as of June 2009, but is by no means meant to be comprehensive, but representative of types of web based services that are available.

Collaboration Tools *Wayne*

Wiki

<http://www.wetpaint.com>

Editable text based websites that can be edited by a number of people, also can embed any media such as the other materials outlined here. Can be used with below resources to create a site that brings together podcasts and videos that you created.

Login required.

Blogs

Instructional blogging turns passive participants into active participants. Blog templates make it easy for both students and faculty to publish to the Web. Blogging offers excellent opportunities for faculty to provide direct feedback to students and for students to read and comment on each other's entries.

Google Docs

Upload from and save to your desktop, Edit anytime, from anywhere, Pick who can access your documents, Share changes in real time, Files are stored securely online , It's FREE!

Social Computing

Classroom20.com

Uses Ning to create a site that is specifically for teachers, mostly k-12. The discussions provide really good examples of how teachers are using tools to teach. Can join or can browse the site without joining.

Ning.com

Social networking site. You can create your own 'Social Network' by topic, can make it public or private.

Sound

Audacity-Free sound recording and editing software *Justin*

<http://audacity.sourceforge.net>

Viewpoint-Viewpoint is an audio and video repository that allows you to record your audio/video online using your microphone or webcam, or upload existing media. These media items can then be linked from other sites or embedded inside your own web pages. For both Mac and PC, no registration required. Sound only.

Voki *Garry*

<http://www.voki.com>

Create an avatar, record yourself speaking and send to people in email so they can hear you speak. Can record over the internet or with a phone. Very easy to use.

Viewpoint: ebeddable videos *Garry*

<http://clear.msu.edu/viewpoint>

Viewpoint is an audio and video repository that allows you to record your audio/video online using your microphone or webcam, or upload existing media. These media items can then be linked from other sites or embedded inside your own web pages. Please note that this product has been developed for educational purposes only; these videos are not for commercial use.

Login required for full functionality. In addition to sharing and creating your own videos there is a large collection that you can use. Video and audio or just audio.

Gcast-Free hosted site to create podcasts, podcasts can be embedded in websites. *Garry*

<http://www.gcast.com>

Gcast is run by the same people that run GarageBand.com. Our goal with GarageBand is to redefine how music is discovered and promoted. Our goal with Gcast is to make personal broadcasting simple. In pursuing these goals we hope to democratize both music and media. Login required.

OLE *Garry*

<http://ole.arizona.edu>

Online Language Environments recreates the function of a language lab, web based tool that does not restrict users to going to a physical location.

iTunes Wayne

<http://www.apple.com/itunes/>

Apples iTunes allows for the distribution of podcasts, audio and video or audio only. Lots of free content.

Video

Youtube-Free site to create, share and get information to embed videos. Wayne

<http://www.youtube.com>

Largest searchable video archive on the internet. Can link to or embed most videos. To create your own video using Youtube or to upload videos requires a login.

Images Garry

Google Images

Free image search site.

<http://images.google.com>

Photobucket

Free image search site.

<http://photobucket.com>

Voicethread

Attach voice comments or narration to images that are then shared.

<http://voicethread.com>

Slideshare

Create slideshows that can be shared, this can be done with powerpoint presentations.

<http://www.slideshare.net>

Text

Hot Potatoes Justin

<http://hotpot.uvic.ca>

The Hot Potatoes suite includes six applications, enabling you to create interactive multiple-choice, short-answer, jumbled-sentence, crossword, matching/ordering and gap-fill exercises for the World Wide Web. Hot Potatoes is not freeware, but it is free of charge for those working for publicly-funded

non-profit-making educational institutions, who make their pages available on the web. Other users must pay for a license.

COH Chat Justin

A synchronous chat server-client application developed in-house by the College of Humanities Instructional Computing team at the UofA. The program, acting as a self contained server and client unit, runs in a Java environment, connects locally to itself, and requires zero installation. It has the ability to support numerous languages and comes preinstalled with quick-key and button options for accent use in French, German, and Spanish. With advanced transcript analysis production it provides the class instructors with real-time information about their students conversations while they are occurring. The application also provides transcript printing for different purposes (student, instructor, or researcher), where researcher transcripts use the student name to pseudonym replacement option.

Virtual Reality

Second Life Wayne and Justin

<http://secondlife.com>

Avatar based virtual world that encompasses a wide variety of 'worlds'. Second Life[®] is a 3-D virtual world created by its Residents. Today is inhabited by millions of Residents from around the globe. Vast digital continent, populated with people, entertainment and experiences. You'll also be surrounded by the Creations of your fellow Residents. Because Residents retain intellectual property rights in their digital creations, they can buy, sell and trade with other Residents.

Locating Resources That Others Created and are Sharing for Free

Merlot Garry

<http://www.merlot.org>

Searchable database of resources such as lesson plans and activities that are freely available to use. Indexed by subject area. No login required to use the site, login required to upload your own materials and create records for them.

GEM Garry

<http://thegateway.org>

Records and links to materials that can be used for instruction. Categorized by subject area and grade level and type of materials (lesson plan, collection, activity). No login required. Comprehensive records for materials.

CERCLL Projects Garry

Global Simulation <http://members.cox.net/helensh/index.html> (example for Russian)

This project will provide professional development for teachers of intermediate-level FL students by introducing them to a systematic way of integrating Global Simulation (GS) into their FL instruction,

thereby promoting language and culture learning in their classrooms, engaging them in critical thinking, and preparing them to be global citizens. Working with students of both Turkish and Russian, GS will provide integrated access to authentic input in the target language and culture, allowing students to operate as if they were in the target culture.

Hypermedia

This project will annotate different types of texts with multimedia hyperlinks (hypermedia) to facilitate linguistic as well as cultural comprehension of reading texts for language learners. Hypermedia can clarify, explain and illustrate not only the meanings of words and expressions, but also rhetorical, socio/cultural, historical and other concepts embedded in the text. Additional information about certain words or concepts may appear as hypermedia annotations presenting information in nodes and links.

Portuguese for Spanish Speakers <http://cercll.arizona.edu/portspan/>
Modules that are created specifically for native Spanish speakers to help learn Portuguese.

Game to Learn <http://fluencyinplay.cercll.arizona.edu/>
“Fluency in Play” was written to provide K-16 teachers with an introduction to designing and building computer games for the foreign language classroom. At the heart of the book is the fact that computer games make excellent teaching tools. They combine two of the fundamental processes of new language acquisition—play and exploration—with the power and pleasures of fun. Computer games are also dynamic, scalable, and ductile; they can be drawn out and shaped to fit an infinite number of classroom sizes, subjects, and settings. Computer games are thus ideal for foreign language instruction, especially when that instruction involves less commonly taught languages, which are notorious for being difficult to learn quickly and efficiently at the intermediate and advanced levels of proficiency.

Lexical Tools Wayne

Lexical tutor <http://www.lextutor.ca/> Tools for analyzing text, creating concordances, corpus tools, cloze reading and lots more.