

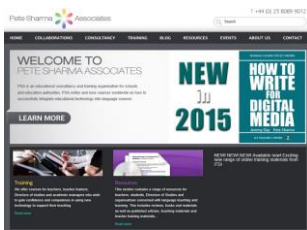
Digital literacies in the creative English language classroom

Pete Sharma
 BAG Conference
 Germany
 June 2018

Director

EAP Lecturer

Teacher

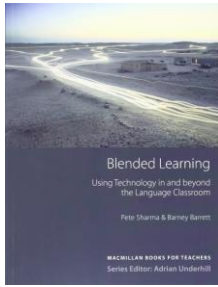
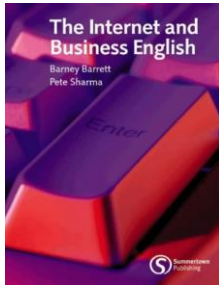


Consultant

Teacher Trainer

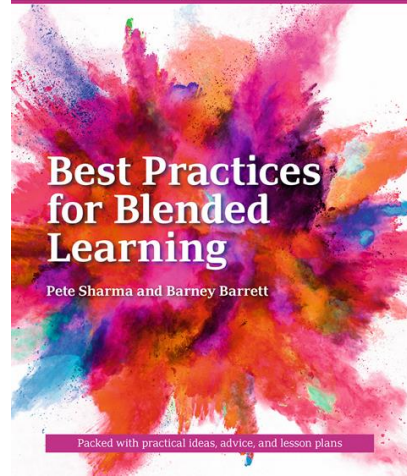
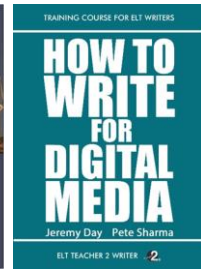
Book Reviewer





Author

Teaching English



Aims

- to describe **digital literacies**
- to explore the concept of **creativity**
- to see how we can use **digital technologies** for creative teaching
- to provide the background to the **workshop**

Overview

Digital literacies

Creativity

Creative activities using digital technologies



www.petesharma.com

PETE SHARMA

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PETE SHARMA

I'm a teacher and teacher trainer with a background in business English teaching. Every summer, I love going back to work as a pre-session lecturer in EAP (English for Academic purposes) at Warwick University, UK. I'm a consultant, working for many organisations including the British Council. I'm also a Director of **Pete Sharma Associates Ltd**, a consultancy and training organisation.

I love giving presentations and have given **plenary talks, keynotes and workshops** around the world. I have a particular interest in using technology in language teaching and many of the **books** I have co-authored are on this area. My current areas of interest are in Blended Learning, mobile learning, AR (augmented reality) and VR (virtual reality).



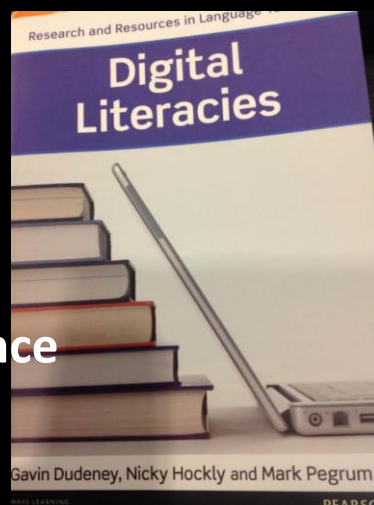
In the so-called divide between theory and practice, I'd say I'm a practitioner, but not averse to contributing to the literature as evinced by my co-authored chapter in the Routledge Handbook of Language Learning and Technology. I was the Newsletter Editor of the IATEFL CALL Review (2008-2009) and have a Masters in Educational Technology and ELT from Manchester University.

.pdf
of PPT



Digital literacies

- Search
- Txt
- Create a C.V.
- Read on a Kindle
- Create on-line presence
- Give a Prezi



'Digital Literacies' [Routledge]



Part two

Task

What does motivation mean to you?

DELTA TEACHER DEVELOPMENT SERIES

Creativity

- The use of **imagination** or **original ideas** to create something; inventiveness (Oxford.com)

Creativity

Creativity has multiple meanings – over 100 definitions

The concept of creativity is **difficult to define**; means something different to different people

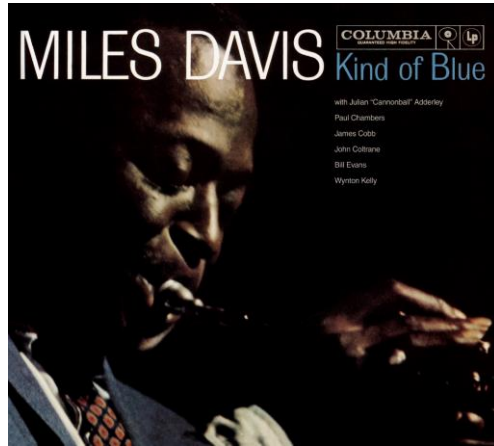


Creativity

The idea of '**originality**' as being a fundamental pillar of creativity well-established by the 19thC.

Creativity

The concept of 'divergent' thinking arose in the 1950's



Divergent thinking

Speed of idea generation

Flexibility – capacity to get out of a rut by switching approaches

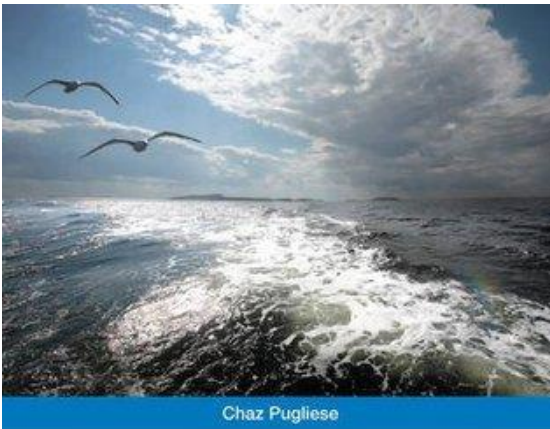
Originality – pursuit of uncommon lines of thought where there is no right answer

Pairs

One minute



List as many original uses for this object as possible



Chaz Pugliese

Creativity is ...

- about wanting to be creative
- linked with **motivation** (you must want to come up with a new idea)
- rooted in **knowledge**
- **valued** by students and teachers
- a form of **self-expression**

Creativity
can be
problem-
oriented

e.g. designing a set of
original exercises

searching for fun ways
to teach pronunciation

coming up with a new
idea for a warmer

creativity is needed to
personalise a lesson

Towards creative teaching

Redefine problems

Analyse your ideas

Take sensible risks

Persevere

Do what you love to do

Allow time

Enjoy what you do and who you are doing it with



Using technology creatively



Vocabulary

Listening



Augmented reality

Reading

Speaking



Virtual reality

Writing

How has **vocabulary teaching** changed in the digital age?

Word frequency

Storage / review



Word clouds



Worditout



Tagul



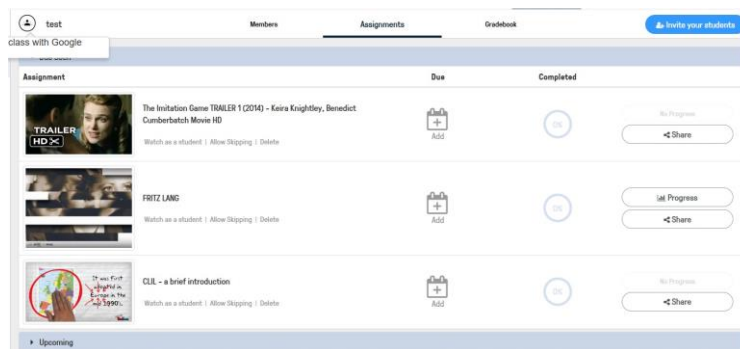
Taxedo

How has teaching **listening** changed in the digital age?

'Out of class'

Strategy work

Choice



EduPuzzle: adding questions to video clips

How has teaching **reading** changed in the digital age?

Graded readers

E-book readers



QR-code readers

Quick Response code -
scannable barcode

'Digital destination'

Website

Text

Power Point

Jigsaw reading

Treasure hunts

Match

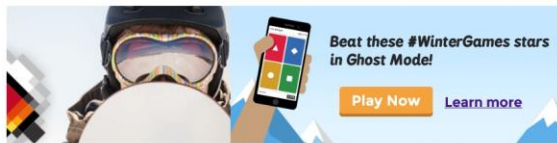


How has teaching **speaking** changed in the digital age?

Presentation tools

Voice recognition

Recording devices



Create new **Kahoot!**



KAHOOTS	QUESTIONS	PLAYS	PLAYERS
6	7	12	125
0	0		
SHARES	FAVS		

MY RECENT RESULTS			
28th Nov	11:56	kmp	👤 📄
26th Nov	16:59	kmp	👤 📄
26th Nov	16:54	kmp	👤 📄
10th Nov	11:45	Beja	👤 📄

[All results](#)

Voting tools



Socrative



Poll everywhere



Personalise

What would **you** like to talk about in your classes?

What would you like to talk about?

- Nuclear power
- Tax evasion
- Gender pay gap
- Salaries in sport
-

- Does God exist?
- Should Turkey join the EU?

Sex
Politics
Religion

Web 2.0 tools

Vocaroo



Vocaroo - The premier voice recording service.

Or upload?

Click to Record



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A new and improved version of Vocaroo is in development! Want early access?

email address

subscribe

Voki – create an avatar



How has teaching **writing** changed in the digital age?

Genre

Feedback tools

Collaboration

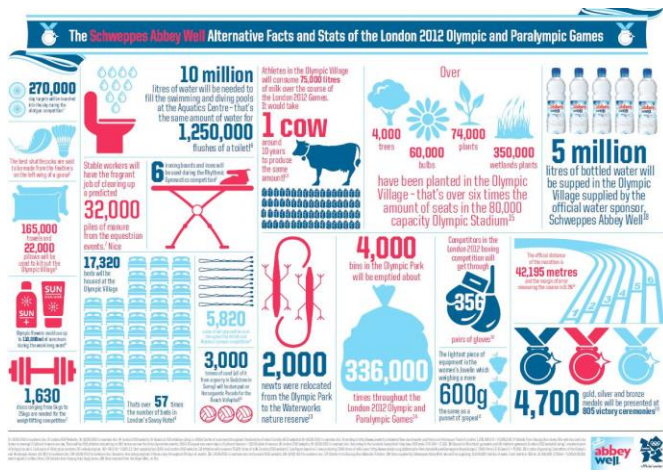


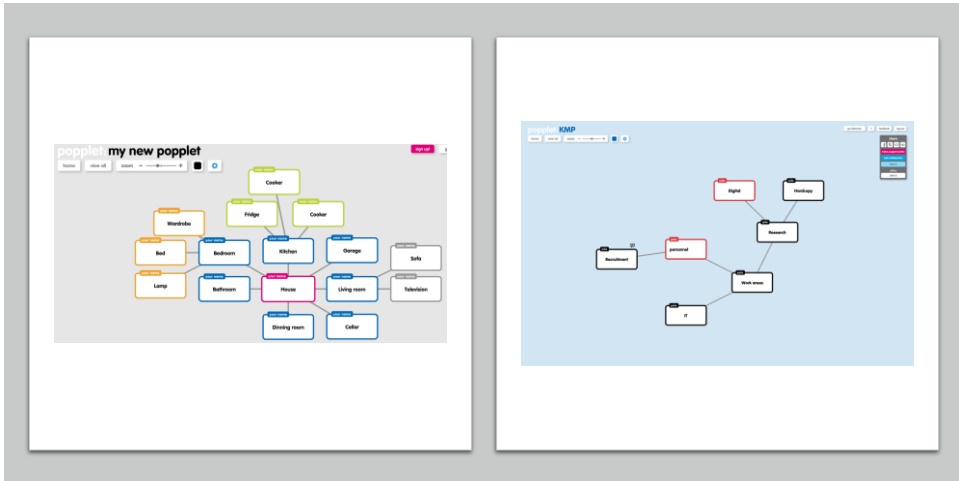


Padlet – virtual wall

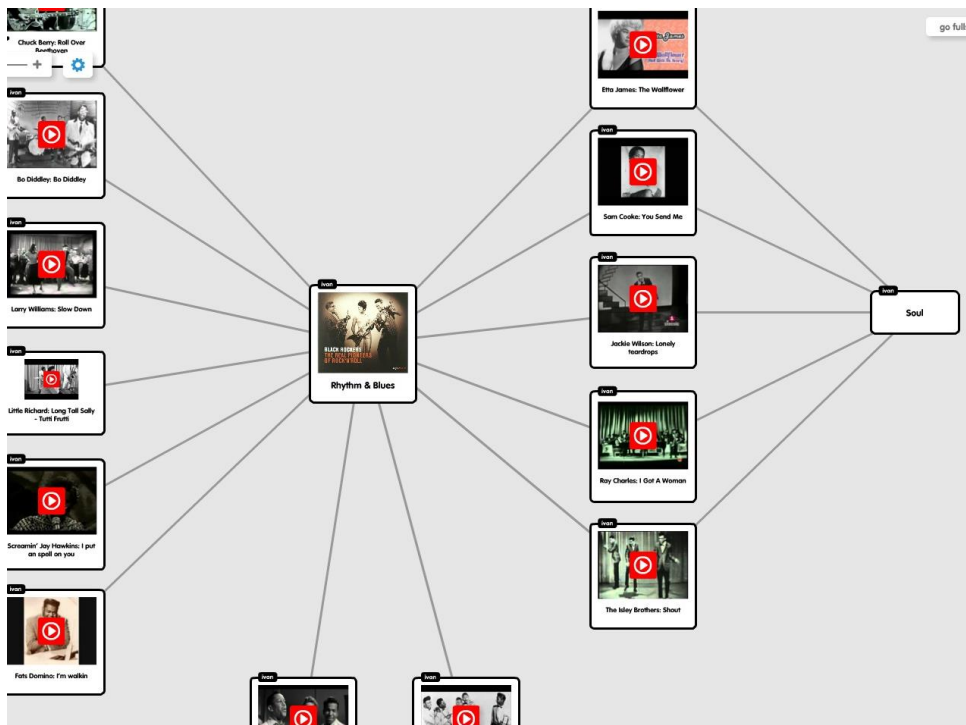


Infographics

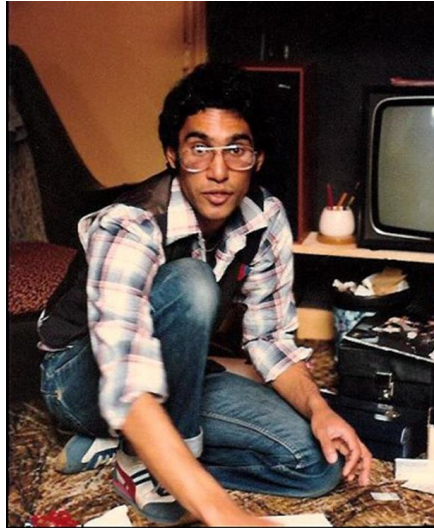




Brainstorming tools



Digital storytelling



Project work



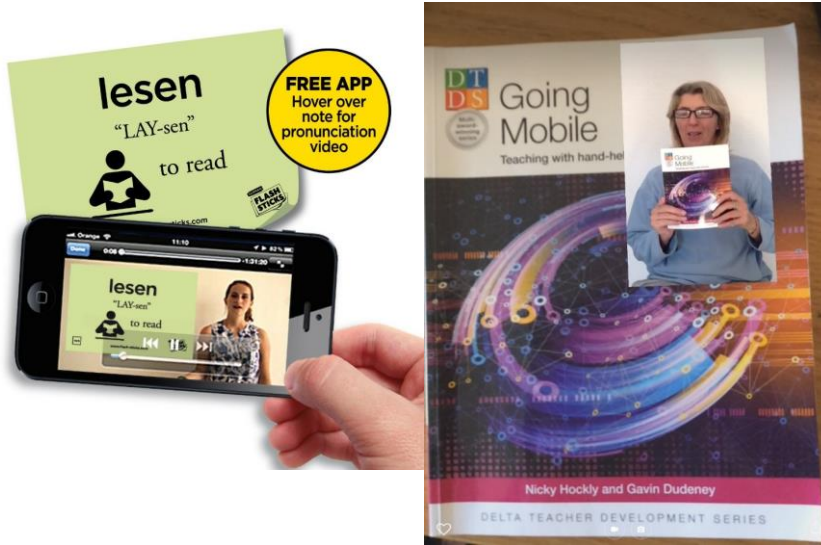
Camera



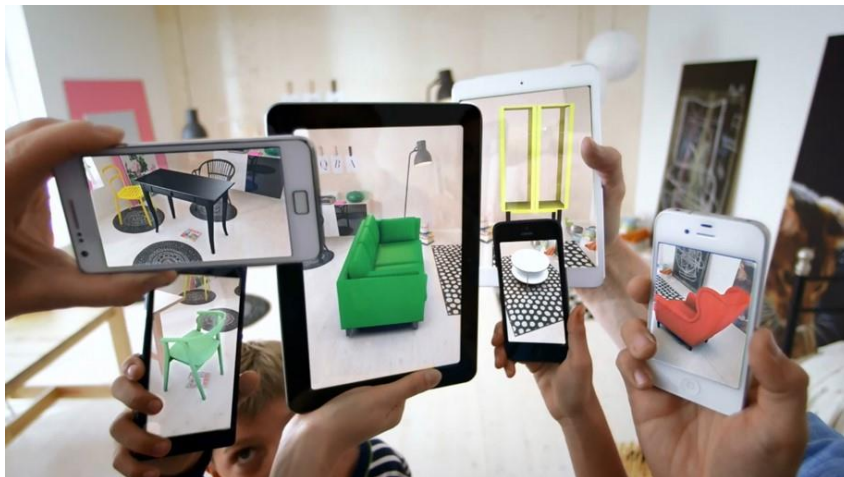
Video

Integrated skills

Augmented reality



Ikea



Tourism



Virtual Reality



2004 prototype



2006 Canon

What?

360° immersive experience -

Why?

Overcome phobia

Explore old civilisation

Challenges?

Cost

How?

Cardboard – students report back



VR experiences

Low end	Mid end	High end
	Samsung Gear	HTC Vive / Oculus Rift

Google Cardboard



VR experiences

Low end	Mid end	High end
Google Cardboard		HTC Vive / Oculus Rift

Samsung Gear



VR experiences

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HTC Vive / Oculus Rift



Gaming



