

“Should old-school activities be forgot(ten)?” by Paulina Woźniak

1. Word clouds

- Use to generate students’ interest
- To predict the topic of the lesson
- To give students a cheat sheet during an activity

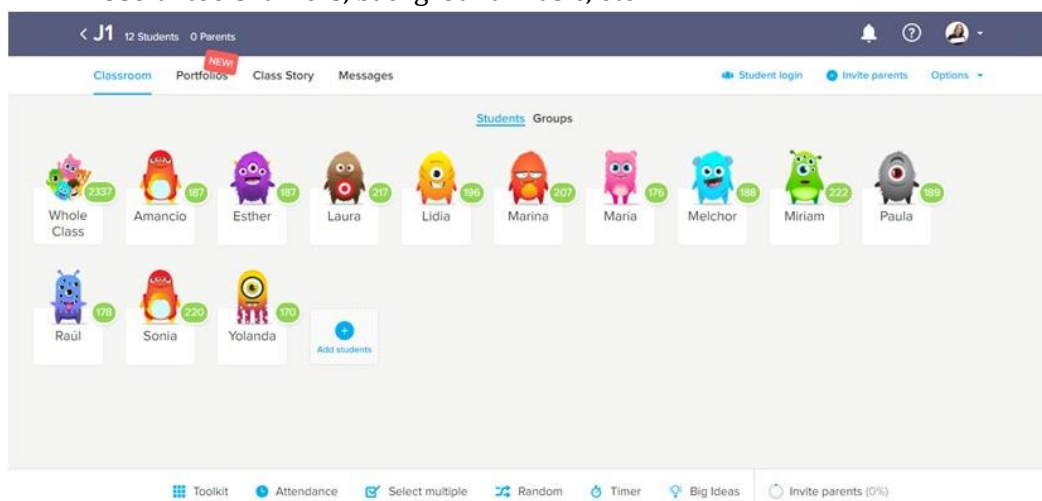


Source: http://www.abcya.com/word_clouds.htm

2. Tools to gamify your teaching:

a) ClassDojo for the little ones

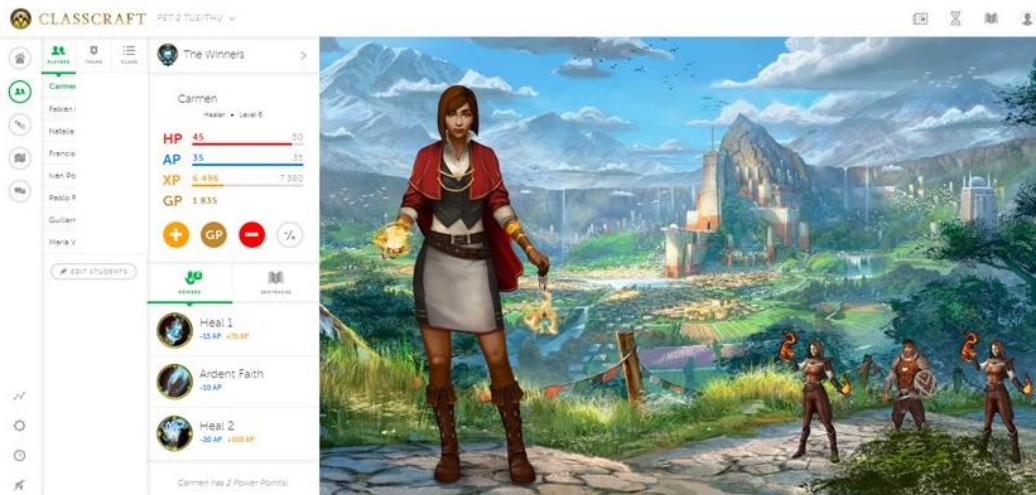
- Praise students for positive behaviours
- Punish students for negative behaviours
- Promote group work
- Choose students randomly
- Share photos and your students’ work with parents
- Useful tools: timers, background music, etc.



Source: <http://www.classdojo.com/>

b) ClassCraft for the teens

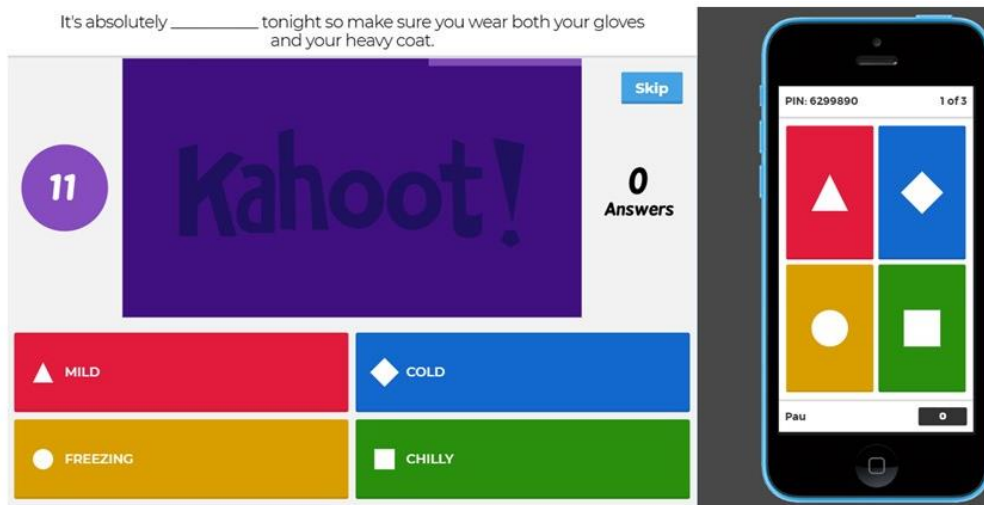
- Praise students for positive behaviours
- Punish students for negative behaviours
- Promote group work
- Choose students randomly
- Message your students individually or send class announcements
- Prepare quizzes and quests for your students
- Useful tools: timers, volume meter, fun random events, grade converter
- Turn your teaching into an unforgettable experience!



Source: <http://www.classcraft.com/>

Kahoot!

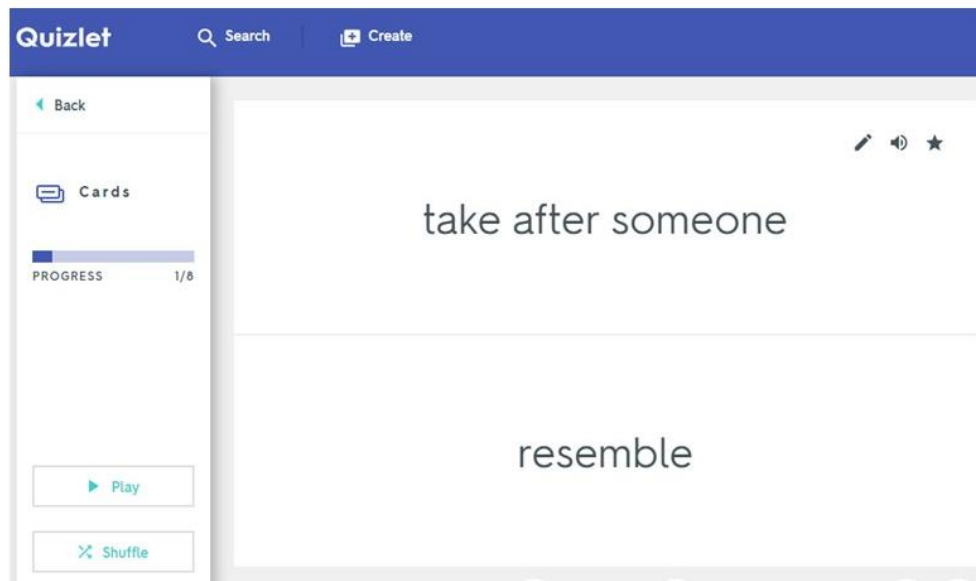
- Create quizzes for your students or play any of the quizzes other teachers have prepared
- Test your students use of English, word formation
- Prepare tricky quizzes with your students' most common mistakes
- Help your students with transformations in Kahoot Jumble
- Prepare a learner preference questionnaire in form of a survey and learn about your students!



Source: <http://www.kahoot.com/>

Quizlet

- Prepare digital flashcards for your students or use many of the flashcards available
- Students can study on their own, check their listening comprehension or even test themselves



Source: <http://www.quizlet.com/>

Quizlet Live

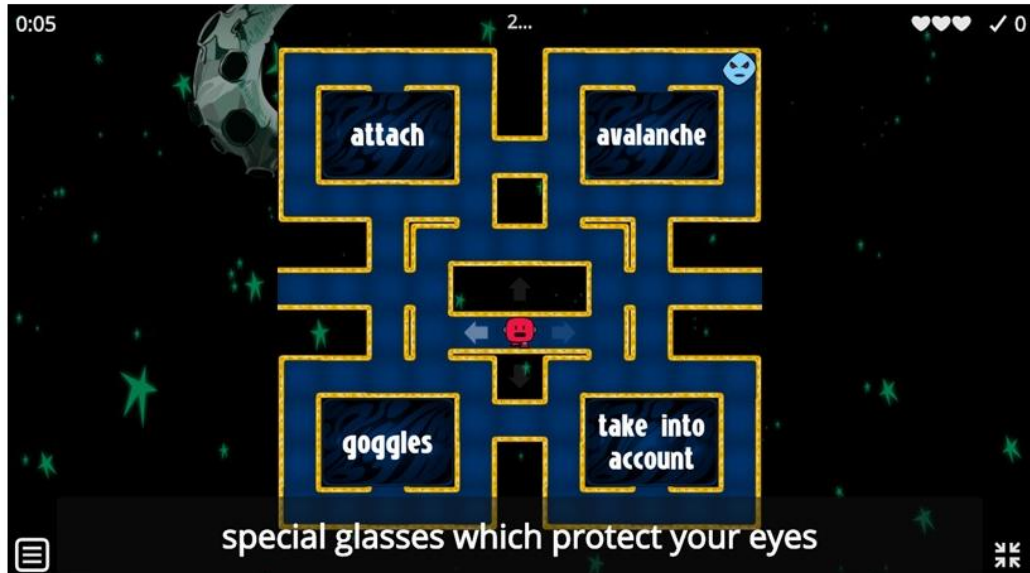
- Students work in teams and match words to their definitions
- If any of the team members makes a mistake, the whole team has to start from the scratch



Source: <http://www.quizlet.com/>

WordWall

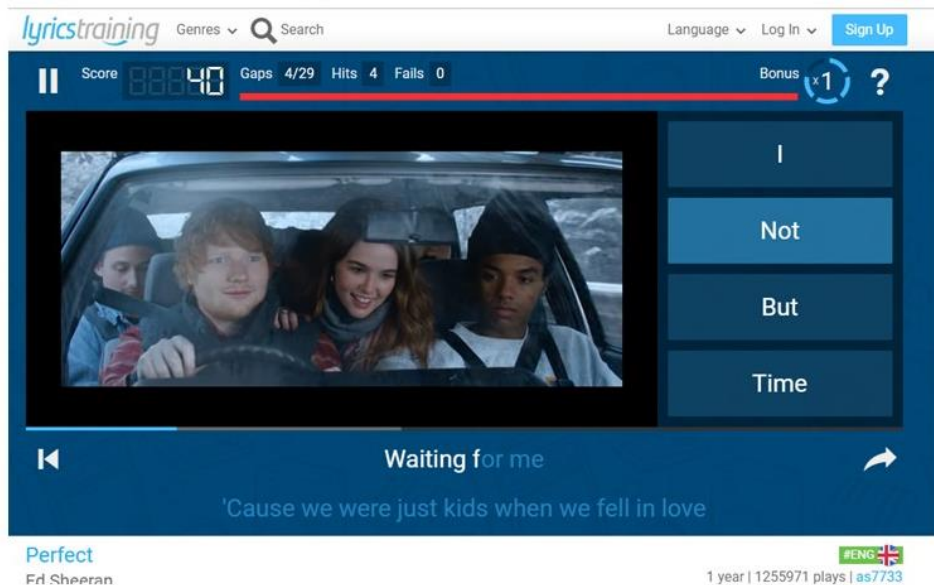
- Create activities for your students
- Turn your activities into new ones in just one click
- Pre-teach vocabulary, revise vocabulary or set homework
- Prepare bingo cards, charts and many more!



Source: <http://www.wordwall.co.uk/>

Lyrics Training

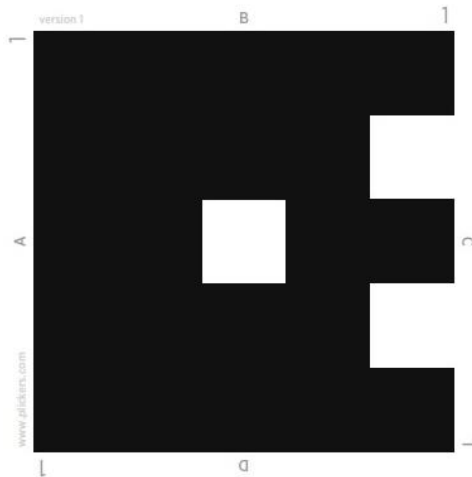
- Practise your English by means of songs
- You can either type in the missing words, choose them or simply sing along.
- Adapt and print out the lyrics to create your own song based activities



Source: <http://www.lyricstraining.co.uk/>

Plickers

- Another tool to create quizzes for your students
- An alternative to Kahoot quizzes and Quizlet Live
- Great for younger learners who don't have phones
- The only person who needs a mobile phone is the teacher
- Students choose their answers and raise their cards
- The teacher scans the answers with their phone



Source: <http://www.plickers.com/>

AR Flashcards

- Flashcards which become “alive” when you scan them
- A fun activity for the younger learners
- Helps students visualise and, for example, compare the size of different planets
- Topics include: animals, alphabet, planets



Source: <http://www.arflashcards.com/>

StoryboardThat

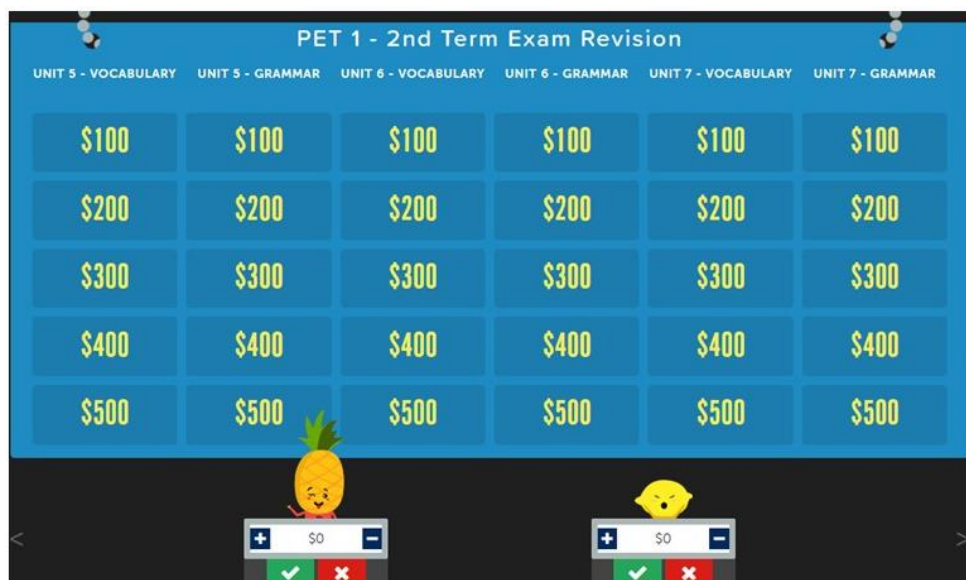
- Create your own short stories and comics
- Encourage students to make their own comics and stories
- Easy to use
- Great for students who are not very “artsy”



Source: <https://www.storyboardthat.com/>

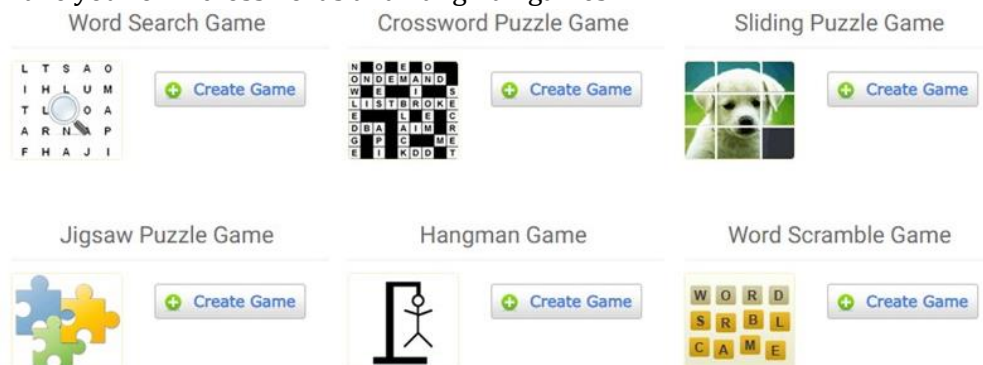
Old but new...

- Create your own online jeopardy game and use it as many times as you wish



Source: <http://www.playfactile.com/>

- make your own crosswords and hangman games



Source: <http://www.proprofs.com/>

- or use these PowerPoint templates to create games – no connection to the Internet needed!



Source: <http://www.tekhnologic.wordpress.com/>

Are these any better than the old-school activities?

I believe we need a balance. They can be a great alternative but what will you do if the lights go off and your show, I mean your lesson, must go on? Make sure you always have a plan B. I myself really like the tools I am sharing with you, but we all have to choose what is best for our students and what will help us achieve our teaching goals. Latest technologies can be as helpful as distracting. At the end of the day, you are the teachers and the decision whether you should use them or the old school activities will depend on you.

Thank you very much for attending my workshop!

If you have any questions or would like me to help you start using any of the tools mentioned above, just send me an email – I'll be happy to help!