



Roundtable: Teaching English in pandemic times: resources and possibilities

ABR/ALITEC



Digital Technologies in the Language Classroom during pandemic times: experiences and educational challenges



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Objectives

- ❑ To bring up some suggestions on how to use Technologies in the classroom
- ❑ To report my previous experiences with the use of digital technologies in the EFL classroom;
- ❑ To discuss the educational challenges we have nowadays in order to teach during the pandemic times;



How can we integrate digital technologies in the school context?



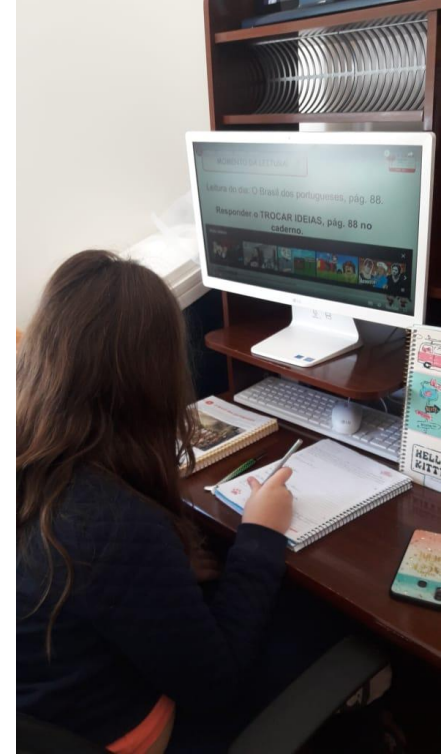
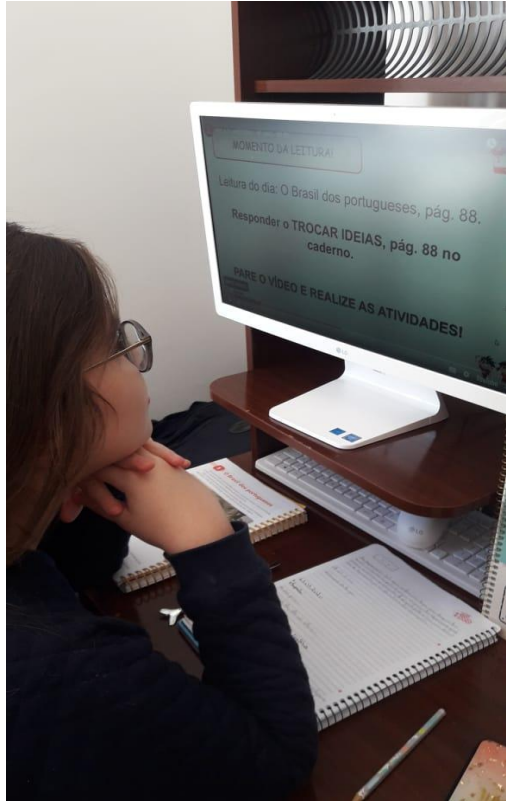
Does your school look like this one?



How about this?



Today...our classes



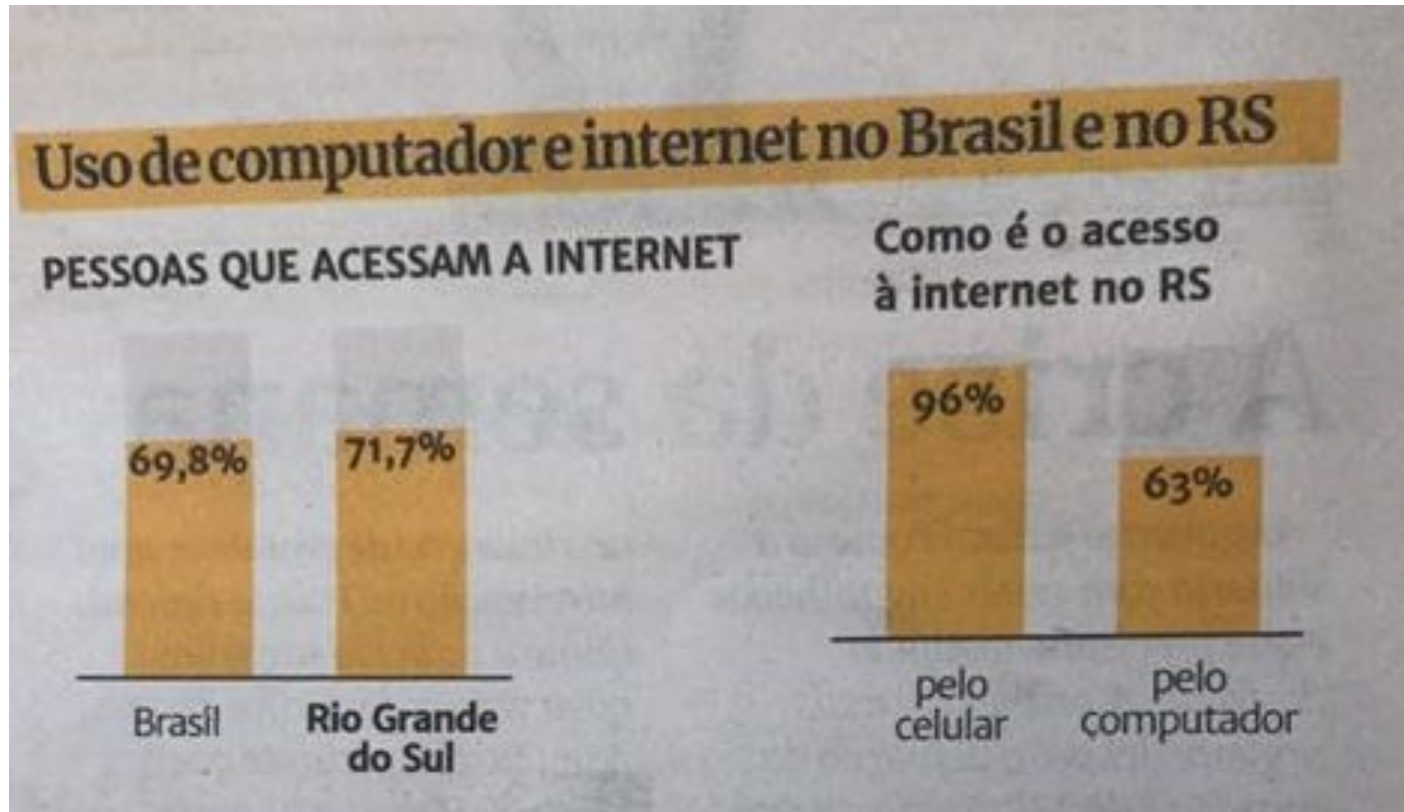
... are disseminated like this...

Pandemic times, new challenges



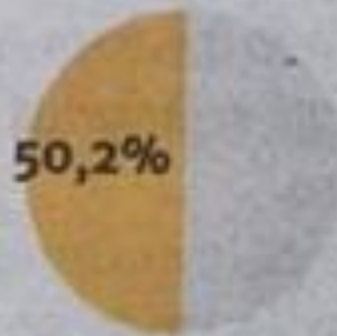
The teaching context has changed...

Computers And Internet Access



Homes with computers in RS

Domicílios com computador em casa no RS



Destes, só 58,7% tem internet

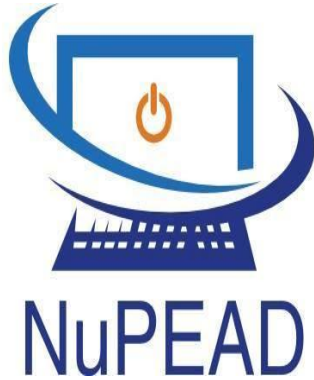
Fonte: Dados do IBGE de 2017 compilados pelo Dieese
(Departamento Intersindical de Estatística e Estudos Socioeconômicos)

How do we teach languages in this scenario?



... during pandemic times??

GRPESQ/CNPq NuPEAD



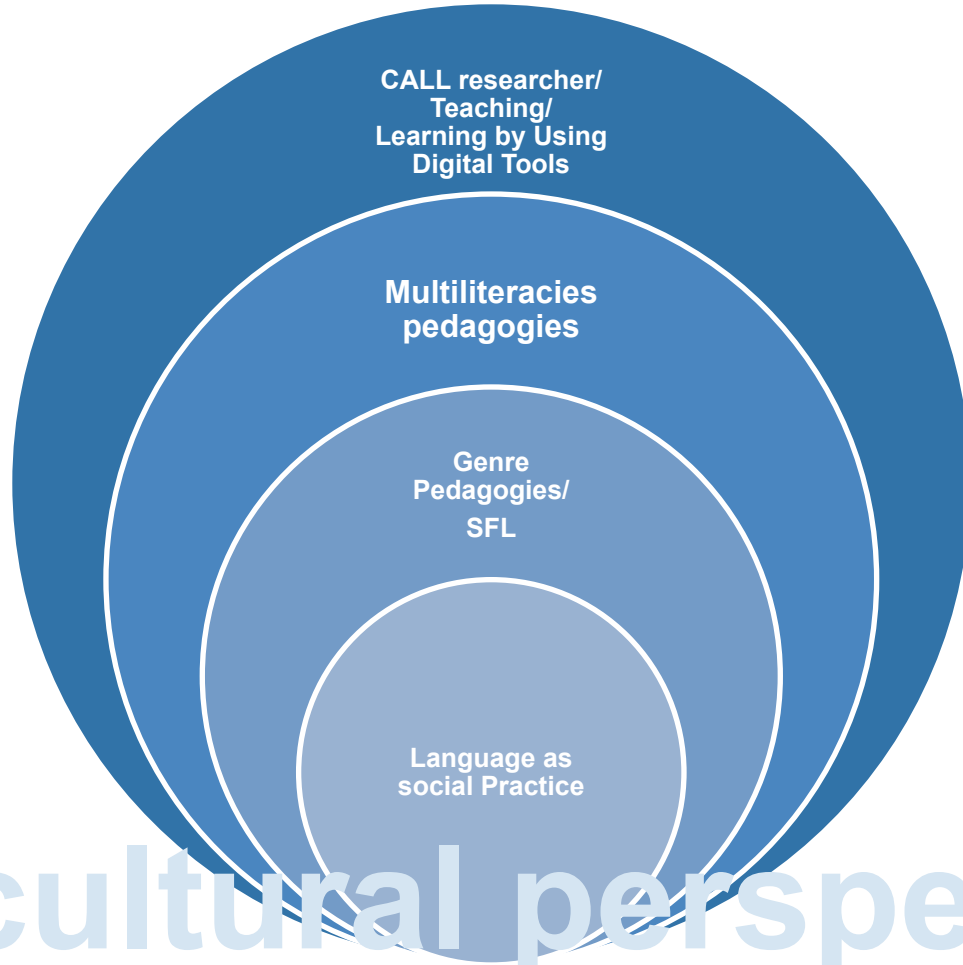
In this research group, we

- investigate how teaching and learning happens in the digital context;
- promote the practices of multiliteracies by using digital tools;
- provide Continuing education and initial education of language teachers;
- elaborate digital teaching material for using in Blended and distance Education;
- develop new approaches, frameworks, digital tools, educational games and class material by exploring digital tools;
- investigate social and discursive practices that happened in the digital context.
- Give the opportunity for language students and students for others interdisciplinary fields to produce digital materials such as serious games, apps and online courses.



Theoretical assumptions that support our projects

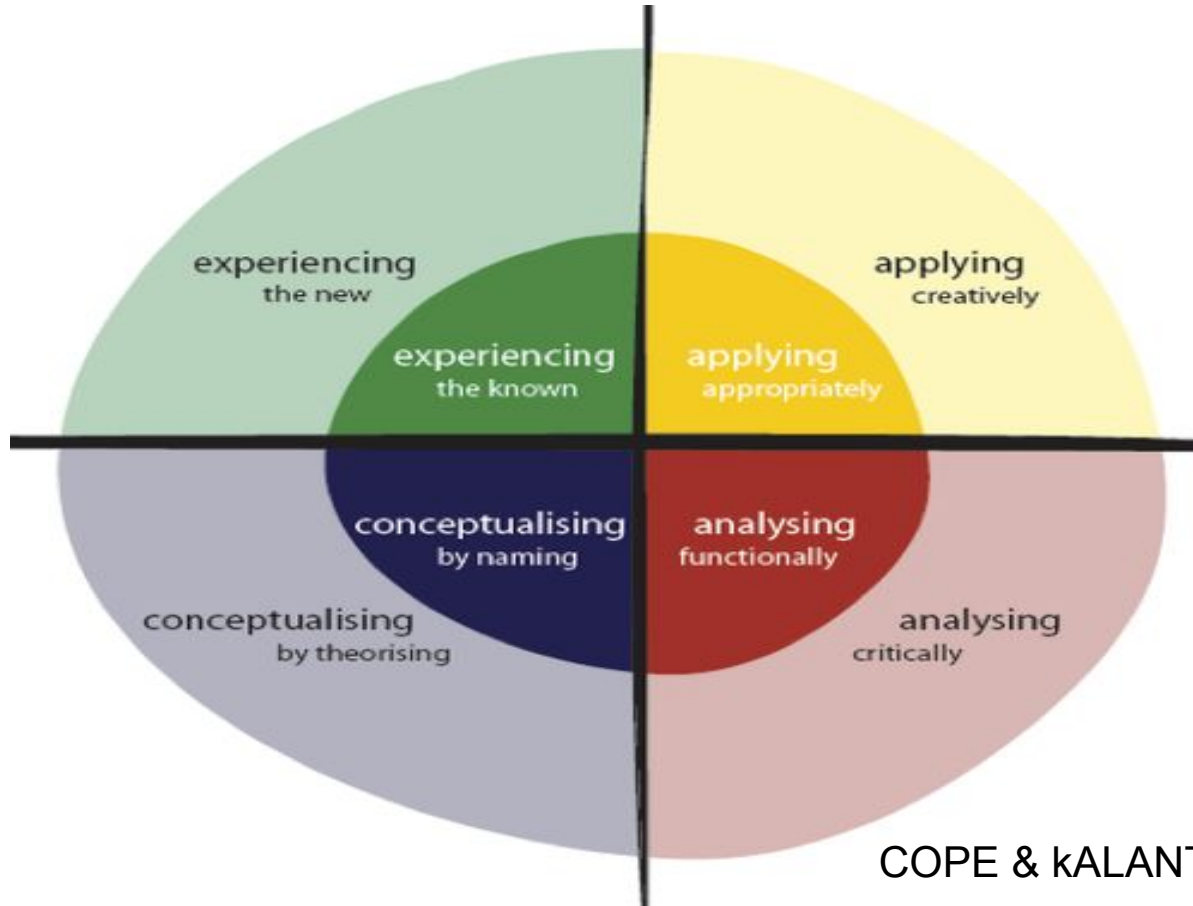
Learn by Doing



SOCIAL INTERACTION

Sociocultural perspective

KNOWLEDGE PROCESSES: THE PEDAGOGICAL MOVES OF LEARNING BY DESIGN



COPE & KALANTZIS (2009, p. 187)

KNOWLEDGE PROCESSES: THE PEDAGOGICAL MOVES OF LEARNING BY DESIGN

EXPERIENCING

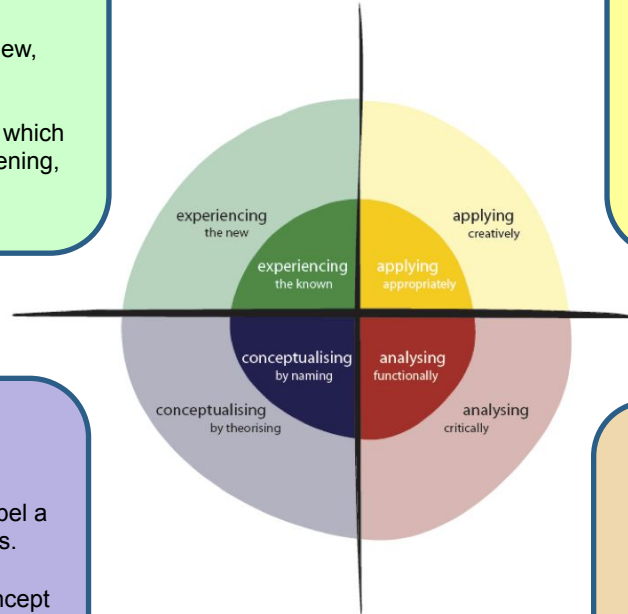
THE KNOWN – bring in, show or talk about something/somewhere familiar or easy – listen, view, watch, visit.

THE NEW – introduce something less familiar, but which makes at least some sense just by immersion – listening, watching, viewing, visiting

CONCEPTUALIZING

By NAMING – defining terms, make a glossary, label a diagram, sort or categorize like and unlike things.

By THEORIZING – draw a diagram, make a concept map, or write a summary, theory or formula which puts de concepts together



APPLYING

APPROPRIATELY – write, draw, act out in the usual way, solve a problem.

CREATIVELY – use the knowledge you have learned in an innovative way, take na intelectual risk, apply knowledge to a different setting, suggest a new problem, translate knowledge into a different mix of “modes” of meaning

ANALYSING

FUNCTIONALLY – write an explanation, create a flow diagram, create a storyboard, make a model.

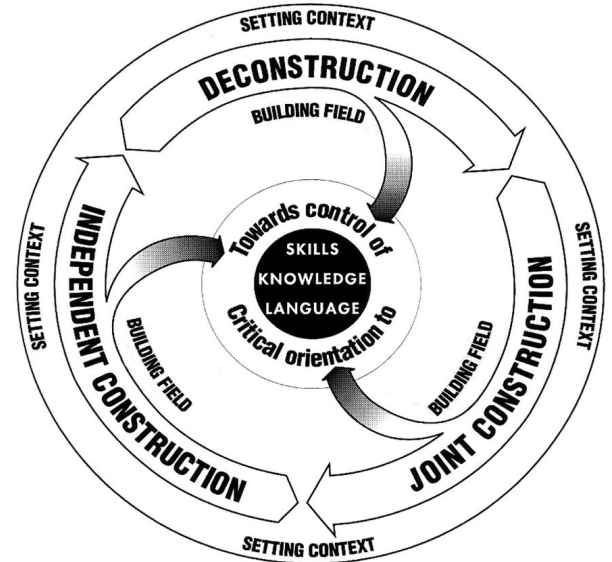
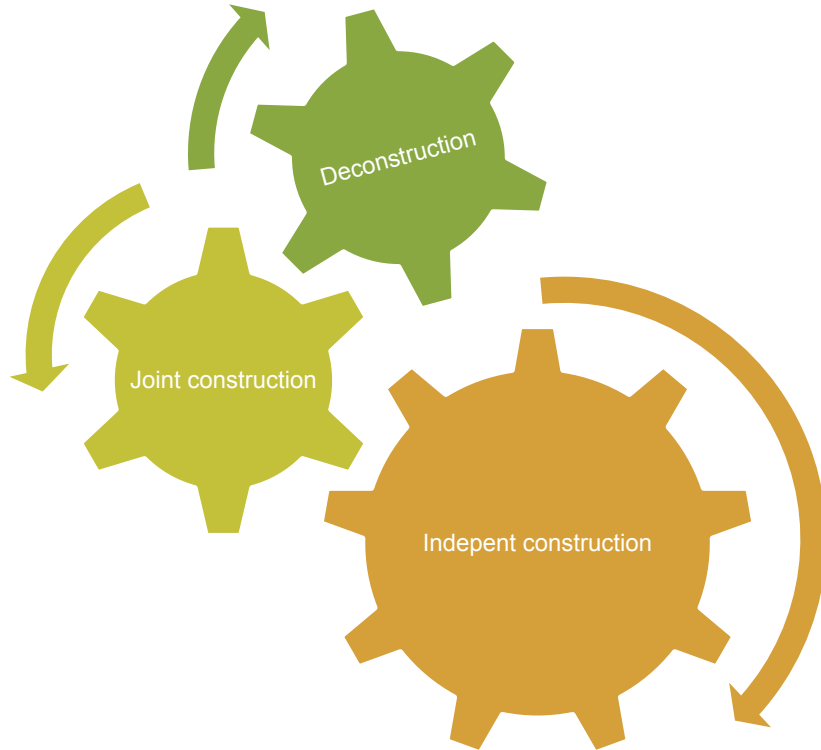
CRITICALLY – identify gaps and silences, analyse purposes (what a piece of knowledge is for) predict and e discuss consequences, bold a debate, write a review.

Map/Identify your school reality



Cecchin's Teaching Experiences (2013-2015)

Explore Multimodal texts (Genres)



The wheel (Rothery, 1988)



Digit@l Narr@tives in Public School Context

Define the approach ...



Figura 1 – Abordagem Pedagógica de Ensino de Narrativa Digital - APEND, elaborado por Reis e Cecchin (2015)

1º IDP (Pedagogical practices)

Autobiographical Recounts

2º IDP

Relato de viagem

3º IDP

Documentários com pequenas narrativas

4º IDP

Recount autobiográfico

Cecchin (2015); Cecchin; Reis (2016)

What kind of stories can we tell/read ..?

- (Biographical) Recount
- Autobiographical
- News story
- Multimodal Narratives;
- (Quarentine) Daily routines;
- Past events/past trips;

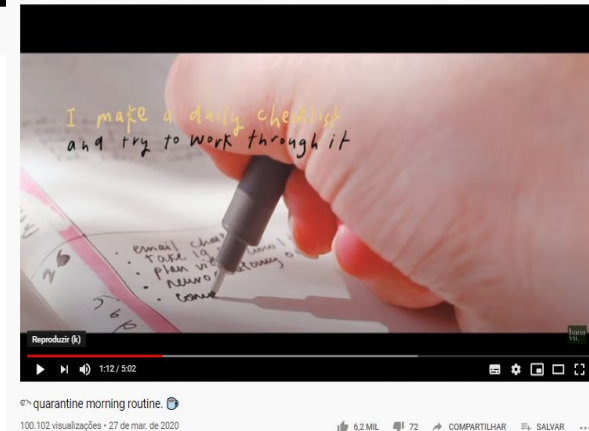
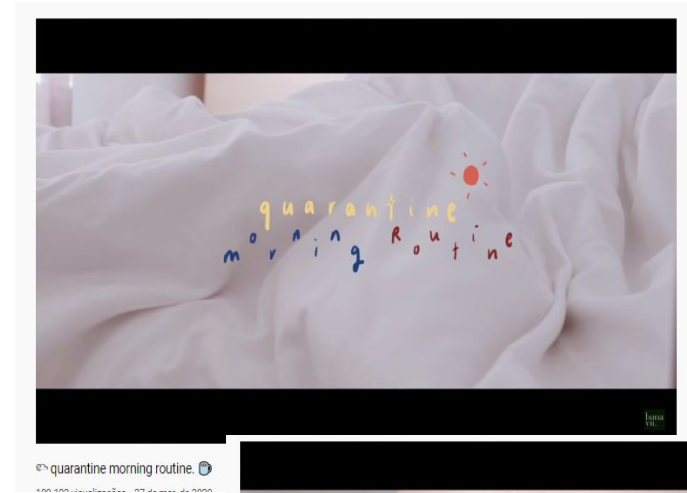
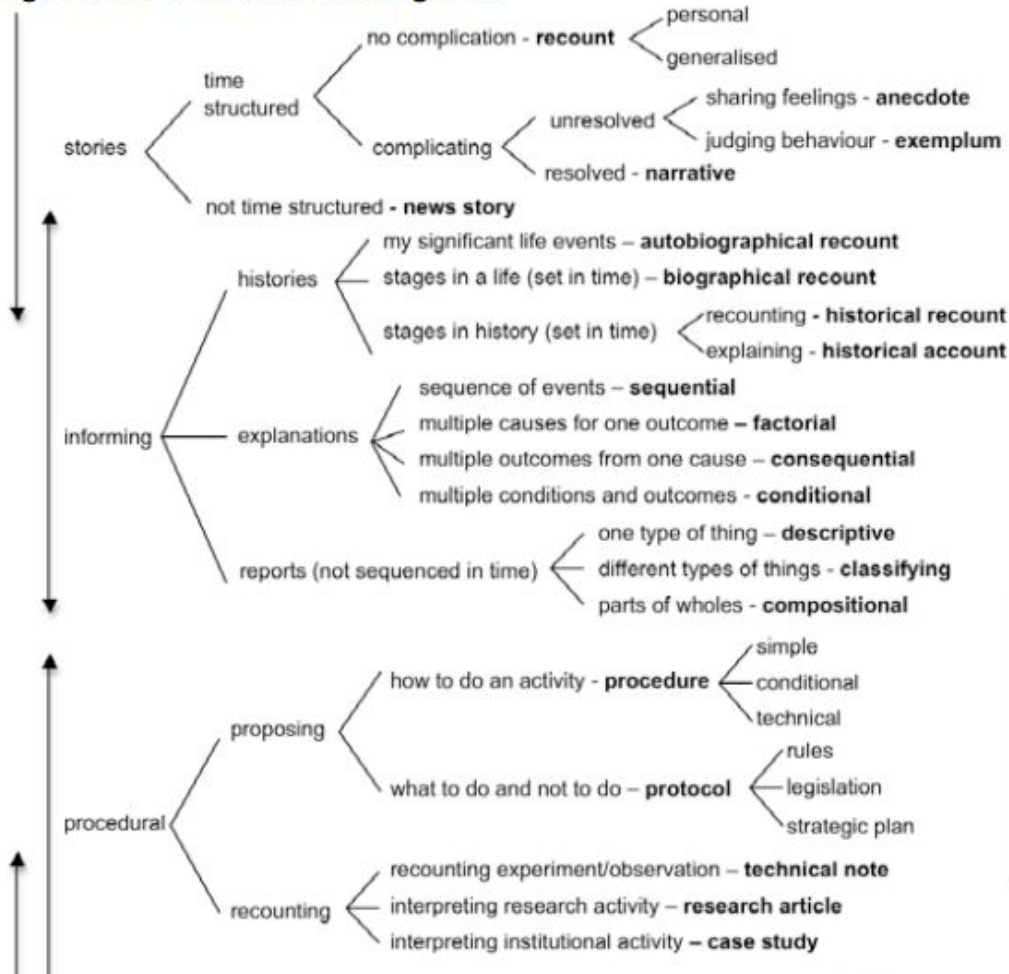
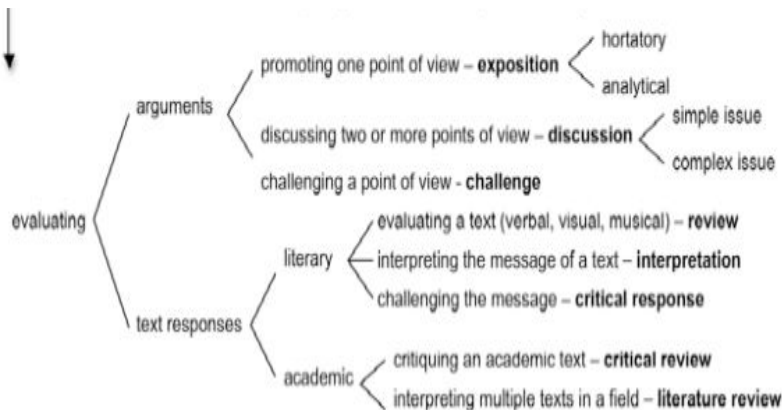


Figure 2: Common educational genres



ROSE, D. Genre in Sydney School. 2008.

<https://www.readingtolearn.com.au/wp-content/uploads/2016/01/Genre-in-the-Sydney-School.pdf>



Blended Modalities



A new generation of students



Students that collaborate, cooperate and share

Next Generation Students



Students Socialize, Share, Solve and Collaborate

Let your students produce relevant content

Marchezan (2018)



O infográfico à direita, foi produzido nas aulas de Língua Portuguesa, em um curso online de 30 horas sobre gêneros multimodais. Foi realizado um trabalho de pesquisa em diversos sites, além de dois encontros com pessoas com conhecimento técnico do Projeto de Revitalização do Regalado, sendo a ex-vice prefeita de Alegrete, Preta Mulazzani, uma das entrevistadas. O trabalho é de alunos do terceiro ano do Ensino Médio do Ciep Dr Romário.

GIVI TUR



Bento Gonçalves e Carlos Barbosa Festiqueiro

De 06 a 08 de julho



O pacote oferece:

Hospedagem com café da manhã

Transporte em ônibus leito turismo

Passagem para a Maria Fumaça

Passo pelo Caminho de Pedras e Vale dos Vinhedos

Vinícolas

Muita alegria e diversão

Ingresso na Festiqueiro.

Valor do pacote: 6x de R\$220,00 - R\$1.320,00
Ou R\$1.200,00 à vista

Agência: Rua Luiz de Freitas, 32, Centro, Alegrete
Fones: (55)34225377 - 991812888 999641007



Givi Tur



Reabilitar
CLÍNICA DE FISIOTERAPIA
R-2714-008

Acendimento
Personalizado

Depilação a Laser Light Sheer

Neste próximo domingo, 10 de junho, será o dia da aplicação de depilação a Laser na Clínica Reabilitar.

- Técnica segura e rápida
- Resultados visíveis nas primeiras sessões
- Indicado para HOMENS E MULHERES
- Pode ser aplicado em quase todas partes do corpo: rosto, axila, virilha, pernas, buço, costas, tórax, abdômen, etc...



Mauro Reis

Shirley Reis

Alina Reis

Rua Demétrio Ribeiro, 575 - E-mail: reabilitar.clinica@hotmail.com

Cel.: 55 99977 6917 - www.alegrete.com.br/reabilitar

PROJETO ARROIO REGALADO

O projeto de revitalização do Arroio Regalado é uma obra com a finalidade de evitar as enxurradas que atingem as casas próximas ao Regalado. No Projeto há a Avenida da Integração que vai ligar a Avenida Braz Faraco e a Rua Daltrio Filho e funcionará como dique de contenção das águas do Regalado: a construção da correção do trecho que mais causa enxurradas com o desvio do fluxo de águas do braço do arroio e alargamento da calha do Regalado, que aumentará a capacidade de vazão do arroio em, no mínimo, cinco vezes.



QUANDO?

O projeto foi elaborado em 2009/2010.
Sua execução iniciou em 2015.

QUEM CRIOU O PROJETO?

A gestão Erasmo e Preta, a partir de 2009.



- 47% da população acredita que o projeto acabará com as enxurradas
- 53% dos alegretenses acreditam que o projeto não evitará enxurradas
- 60% dos moradores concordam com a demolição da ponte

O excesso de chuva de maio já mostrou que o Projeto evita enxurradas.

- 9 BAIRROS SÃO CONTEMPLADOS COM O PROJETO

AVENIDA DE INTEGRAÇÃO: os bairros Prado, Progresso, Vila Grande, S. Tiaraju, V. Cruz e Joaquim F. Milano serão interligados por uma avenida com 2,5 quilômetros, com início na Avenida Braz Faraco e fim na Rua Daltrio Filho



- 100 FAMÍLIAS FORAM REALOCADAS PARA ÁREAS SEGURAS



QUANDO TERMINA?

- 2019 é o ano do término das obras



Produção: alunos Gabriel Nunes, Pâmela Hipólito e Alessandro Lopes.
Fonte: PM Alegrete, Jornal Gazeta de Alegrete, Portal Alegrete Tudo

Language
as social
practice



"I Wrote,

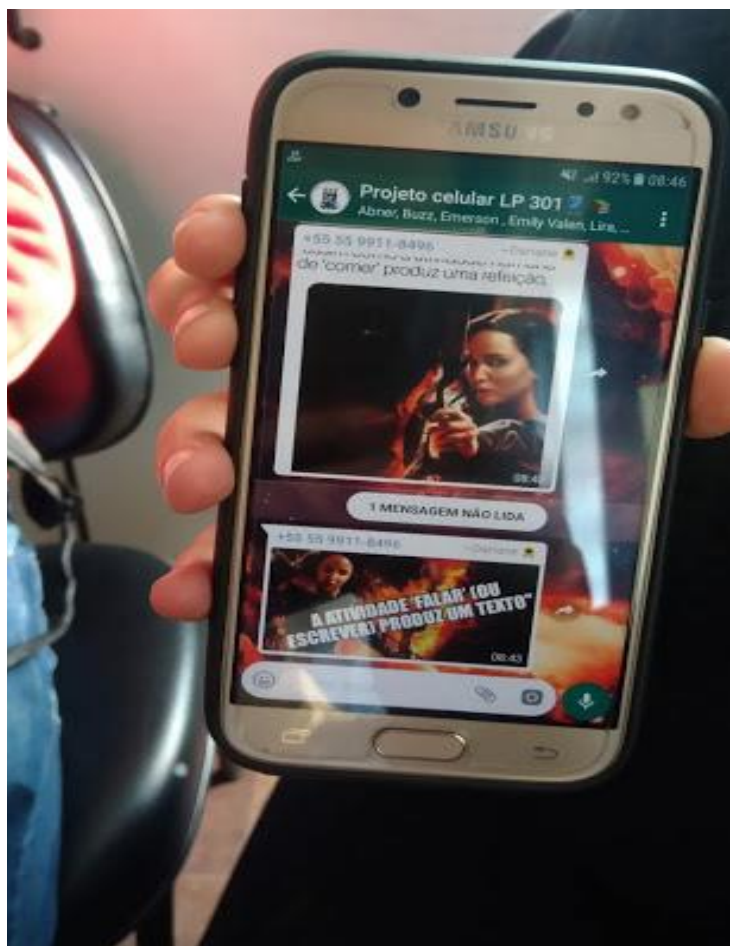
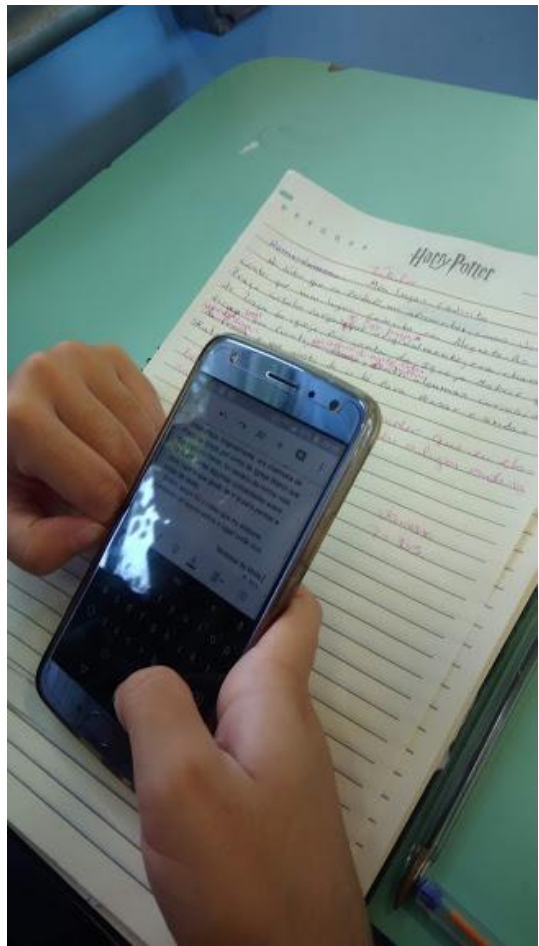
I Wanna be
read/seen"

MALL (Mobile Assistant Language Learning)



Bitencourt (2019)





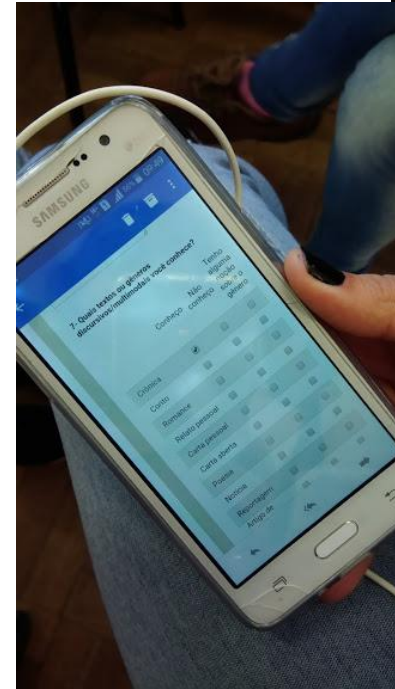
“Students need to feel like they are in control of their learning. They must be given meaningful choices or engaging tasks to choose from. We must shift from telling students what they should learn to empowering them to choose where to invest their time, such as giving them more independent projects that they can design themselves.” (KLEIN, 2020)

Schools needs to create more opportunities to learn and promote new practices that get the students engaged;

Plan activities in order to promote multiliteracies practices

Engage your students in real contexts of interaction

It is your responsibility as a teacher to scaffold their learning, offering linguistic support in order to learn;



Become your students junior scientists, school contexts can be an alternative to promote meaningful learning



Plan and Elaborate Projects that promote discovering things and the learners autonomy



“To cultivate autonomy we need to let students choose what they learn.”

“Autonomy simply means choice” (KLEIN, 2020)

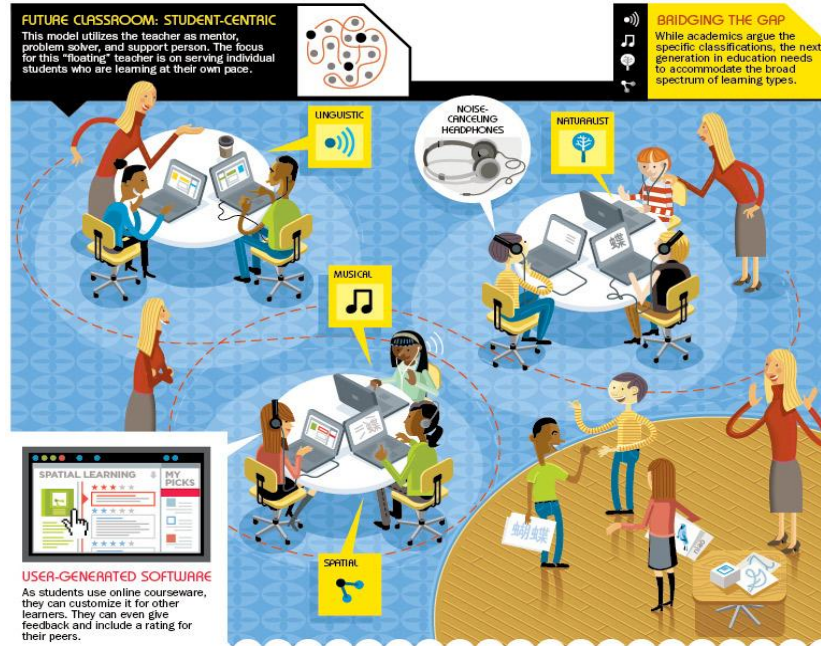
Promote the learners autonomy

“This means the **autonomy of teachers will need to shift as well.**” They will need to transition from teaching students, to helping them facilitate their own learning. (KLEIN, 2020)

*Makes possible your students work collaboratively,
promote cooperation, share knowledge and experience*



Give to your students the opportunity to express their voices/ opinions, allow them to be in the center of the learning process



“To facilitate competence, schools need to shift the attention from specific content students should learn, to focusing on helping them build the skills they are motivated to learn”. (KLEIN, 2020)

To promote meaningful situated practices and multiliteracies

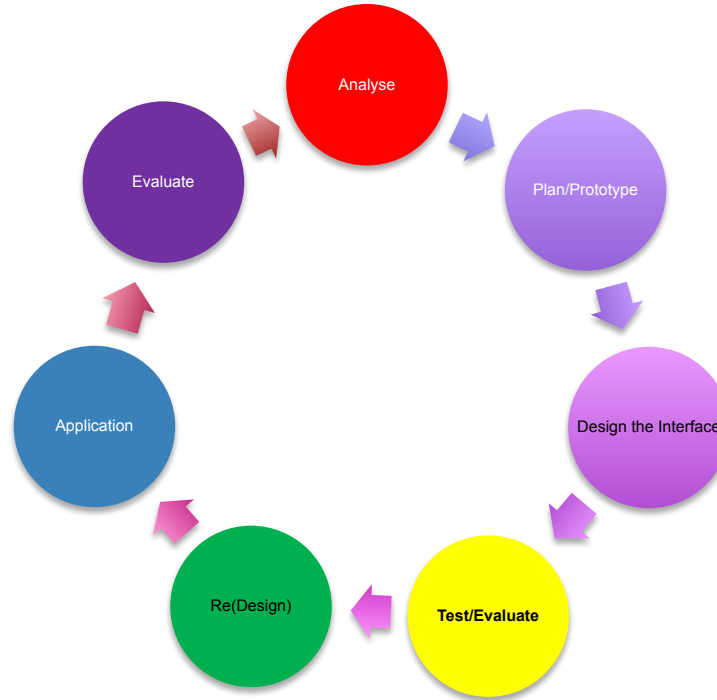


(...) allow the students to get engaged, to develop criticism, to evaluate online/content/games/materials available online, as well allow them to communicate and express themselves orally in the classroom

FLIP your Class

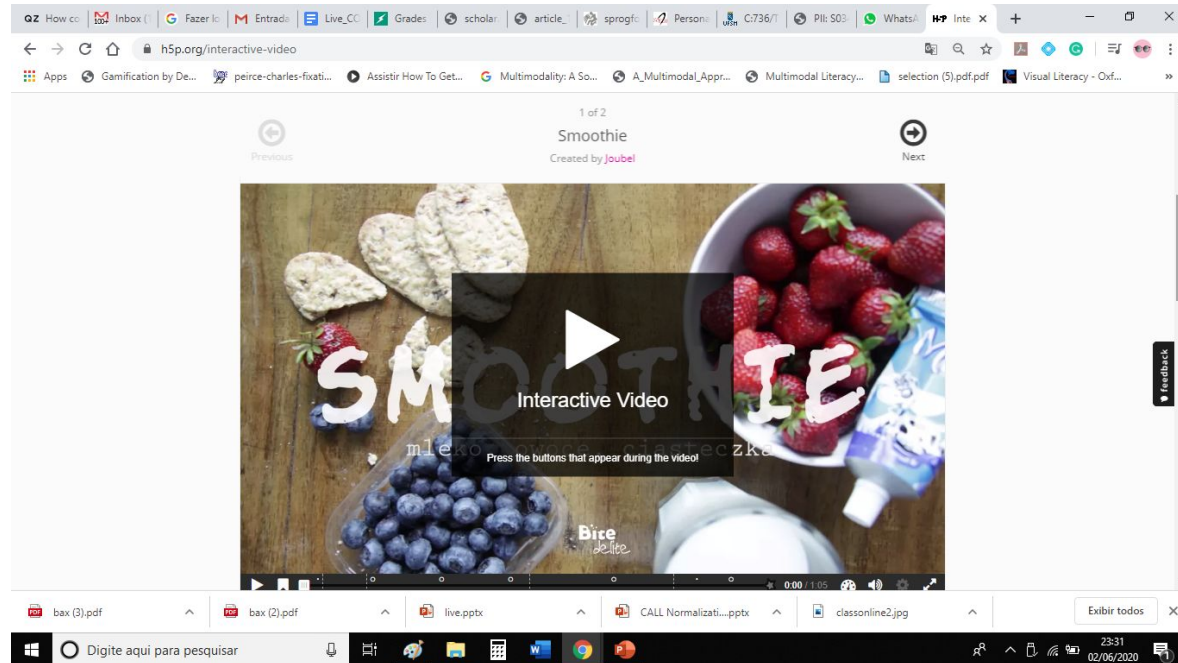


ELABORATE/EVALUATE YOUR DIGITAL TEACHING MATERIAL



(Reis, Gomes e Linck, 2012; Reis e Gomes, 2014; Reis; 2017)

Evaluate Online Digital Teaching Materials/Apps to use in your class





Sign in

News

Sport

Reel

Worklife

Travel

Future

More

Search



LEARNING ENGLISH

INSPIRING LANGUAGE LEARNING SINCE 1943

ENGLISH CHANGE LANGUAGE

Courses

Features

Grammar

Vocabulary

Pronunciation

News

Business

For Teachers

For Children

Quizzes

Our App

Search

English My Way (basic)

Lower-intermediate

Intermediate

Upper-intermediate

Towards Advanced

English You Need

Go the Distance

Shakespeare Speaks

Quizzes

1

Open unit selector

Unit 1: Learning Circles

Watch these videos and learn some English words and phrases to help you with everyday life

Sessions



Session 1

4 ACTIVITIES

Introduction and School

01 AUG 2014

What is a Learning Circle and how can you run one?

Watch the trainer's guide and do the first Learning Circle, School, here!

bax (3).pdf

bax (2).pdf

live.pptx

CALL Normalizati....pptx

classonline2.jpg

Exibir todos



⊞ Digite aqui para pesquisar



23:42

02/06/2020



Suggestions of Apps/Digital Tools



Let's your students play games and learn!


dtml.org/esl/actionverbs

Verbos de ação

Um verbo de ação é um verbo que expressa ação física ou mental. Veja quão longe você pode executar usando verbos de ação mais comuns.

COMO JOGAR

Correr tanto quanto você pode, evitando os obstáculos



13

209

Go



Hor

Climb

Windows taskbar: Digite aqui para pesquisar, icons for various applications (Chrome, Word, etc.)


← → ↻ 🏠 games.legendsoflearning.com/games/WyJnYW1lcylsMTExM10= 📄 ☆ 🖨️ 🔍 🌐 🎮


Apps Gamification by De... peirce-charles-fixati... Assistir How To Get... Multimodality: A So... A_Multimodal_Appr... Multimodal Literacy... selection (5).pdf.pdf Visual Literacy - Oxf... »

SHARE THIS GAME:  

LEARNING OBJECTIVE
GLOBAL CLIMATE CHANGE

0/13 Found




 Like what you see? Students and teachers can sign up to use games at home or in class here: [Sign Up!](https://games.legendsoflearning.com/games/WyJnYW1lcylsMTExM10=)

<https://games.legendsoflearning.com/games/WyJnYW1lcylsMTExM10=>

<https://www.legendsoflearning.com/learning-objectives/global-climate-change/>


Global Climate Change Science Games - Legends of Learning - Google Chrome

legendsoflearning.com/learning-objectives/global-climate-change/



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Warm Planet Adventure

Estimated Duration: 16 minutes


In this game, you are an explorer. You are asked by a professor of climate change



Oscar's World - Climate Change

Estimated Duration: 8 minutes

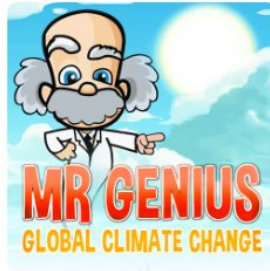
Oscar has been waiting for you! He wants to help you



Greenman and the Global Climate Change

Estimated Duration: 7 minutes


In this game you are the superhero, "Greenman," and you have been charged with




Mr Genius Global Climate Change


Estimated Duration: 12 minutes

Allow me to introduce Mr. Genius, your new science



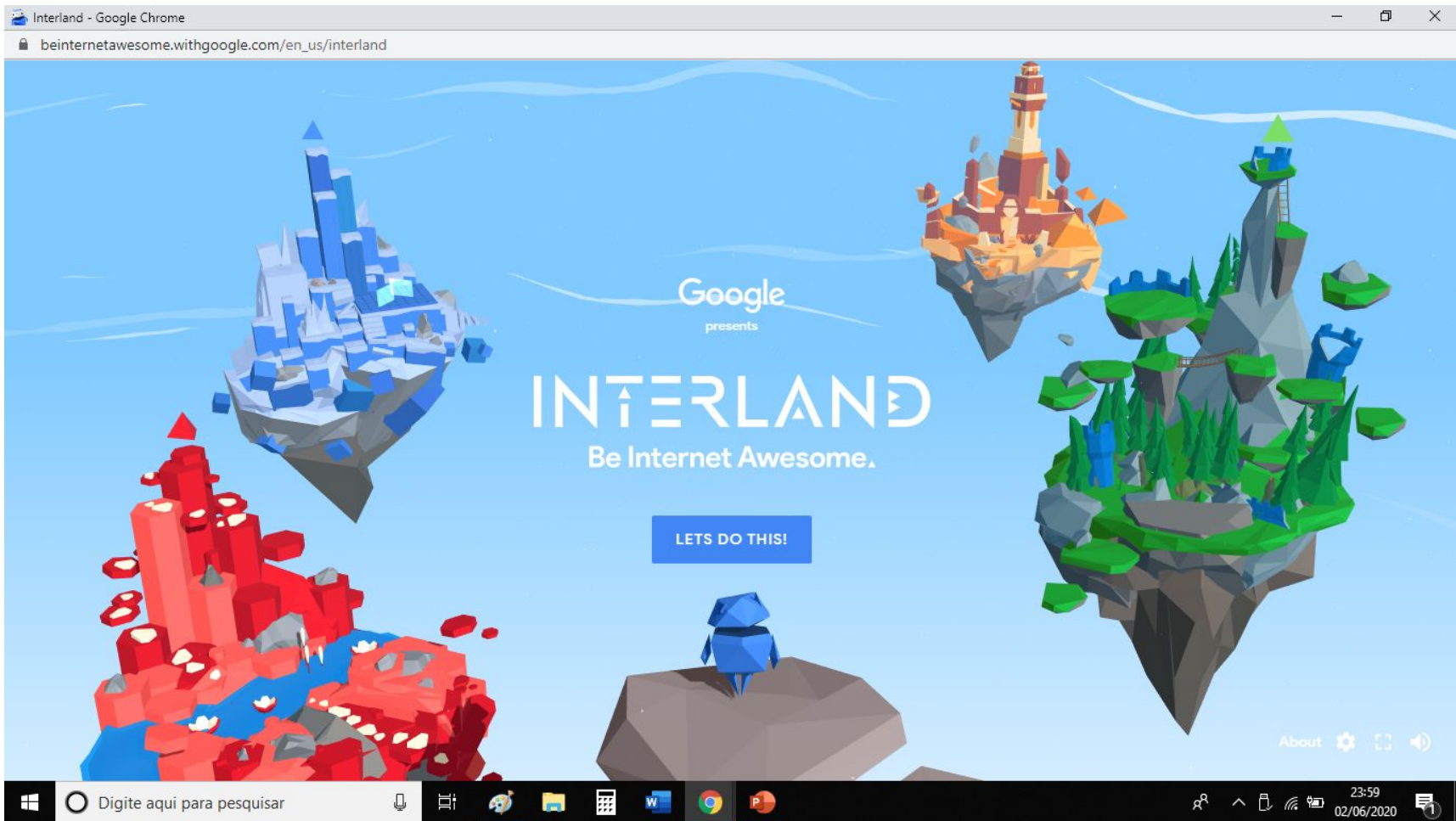
Digite aqui para pesquisar





00:07
03/06/2020

https://beinternetawesome.withgoogle.com/en_us/interland/landing/mindful-mountain



WebConferencing every week is not a good idea !

Zoom fatigue is real.

Students are turning off their videos and microphones. They are disconnecting and disengaging. What makes this especially challenging is that the traditional ways schools have motivated students are no longer available.

**Elaborate asynchronous activities/challenges,
they will be more meaningful.**

At University, we need language teaching formation that allows our future teachers to become

- a) Sense makers; teachers able to explore multiple designs in the classroom;
- b) Teacher that are active, functional, participatory, analysts and critical;



We need Teachers

Able to explore and promote in the classroom meaningful learning;

Able to mediate the learning processes by experiencing, conceptualizing, analysing texts, applying what they learnt;

by producing texts and reading what is circulating in the society, in the different social medias, exploring it and Reading it in a critical perspective;



Thank you !

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Suzi Reis



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