

COLLECTION OF

*Good Practices and useful resources*

The purpose of the Fit4DigiLinE research activities was to **identify** and **gather** together further **examples of practices** and **resources** which might encourage teachers to expand their digital teaching repertoire.

Drawing on the information collected in the research phase, project partners identified **21 examples of good practices** and **useful resources**, details of which were then set out in an illustrated collection, designed to be used by teachers and learners who are interested in finding new and engaging materials for language learning.

The table of contents at the start of the collection gives a brief introduction to the practices and tools included, allowing users to quickly identify resources which will be of most interest to them.

Each card then presents the practice/resource in more detail, explaining how it can be used **most effectively in language teaching** and **learning**. Links to downloads and extra resources, tips from regular users and illustrations of the tools in use help teachers and/or learners to make the most of the new resources in their own teaching/learning.

## THE COLLECTION IN A NUTSHELL



# Good Practices and useful resources

- **Babel World Tour** - example of good practice: using the target language with guests from around the world
- **Baamboozle** - game-based learning platform
- **Drive & Listen** - take a virtual drive through a city while listening to local radio
- **Gold Lotus** - using Virtual Reality to support English learning
- **Google Classroom** - online tool for running classes and measuring student progress
- **Kahoot** - create quiz show games for learners to play or use ready-made ones
- **Learning Activity Management System** - helps you create, deliver and monitor interactive lessons
- **Lyrics Training** - language practice using pop songs
- **Lyrikline - Listen to the poet** - contemporary poetry from around the world
- **Norma's Teaching** - example of good practice: innovative English teaching in Italy

continues...



## THE COLLECTION IN A NUTSHELL



# Good Practices and useful resources

- **Online Books** - encourage learners to read in the target language
- **Padagogy Wheel** – help in identifying suitable apps for different educational uses
- **Padlet** - digital noticeboard for idea sharing and collaboration
- **Pixton** - tool for creating and sharing cartoons
- **Prezi** - web-based presentation tool
- **Radio Garden** - listen to radio stations from around the world
- **Sanako Connect Online Language Lab** - all the features of a real-life language laboratory and more
- **Ted Talks** - short talks in various languages on a wide range of topics
- **Vocaroo.com** - an easy way to create and share audio recordings
- **Wordwall** - create your own interactive games, or use ready-made ones
- **Zoom** - online meeting tool with many features for interaction and collaboration





## COLLECTION OF

# Good Practices and useful resources

## BABEL WORLD TOUR

### Brief introduction

Babel world tour is a virtual tour around the world through visits in class by mystery guests. Each mystery guest comes from a different country and participates in the online class for a set amount of time.

- **Target audience:** Language students that are above A2 level. Ages: 10+
- **Languages available:** All
- **Language level required:** from A2
- **Suitability for use online**
- **Cost:** free (you have to organize it yourself)
- **Geographical coverage:** Worldwide



### GETTING STARTED

Babel World Tour was an **award winning idea** from Babel Idiomas (Málaga, Spain). During the first COVID lockdown, this language school decided to take their online students on a **virtual tour** around the world.

Before the class, students only know that there will be a mystery guest and they prepare a set of questions for them (according to their level). Students have to guess where the guest is from (**Taboo-style**) and what he/she does. After that, **conversation** starts about their country, culture, habits, etc.

For many students, this is the **first real conversation** with someone who is neither their teacher nor a classmate. So, it's the first time they really use their L2 as a vehicle of **communication**.

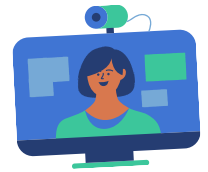


### WHAT'S NEEDED

- a device
- An online classroom / platform
- Facebook / LinkedIn (as a teacher: to find as many guests as possible)
- Time to prepare and plan the activity



### OBJECTIVES & RESULTS



The main goal of this activity is to **encourage** students to have a conversation in a more natural setting.

Apart from that, they will learn about **different cultures** and **lifestyles** and, moreover, will use the language to **communicate** and not as a mere "school subject".

As permanent results, learners are:

- more motivated to speak
- speak English more fluently and naturally
- gain awareness and self-confidence in their target language

This example of Good Practice is highly replicable and will inspire foreign language teachers to be **more innovative** and

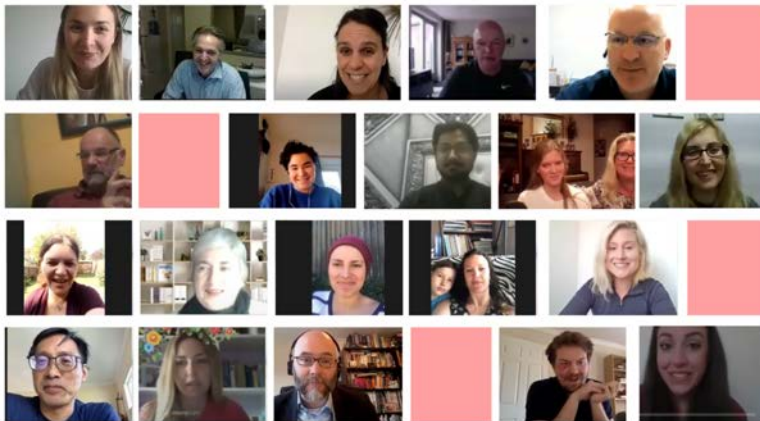
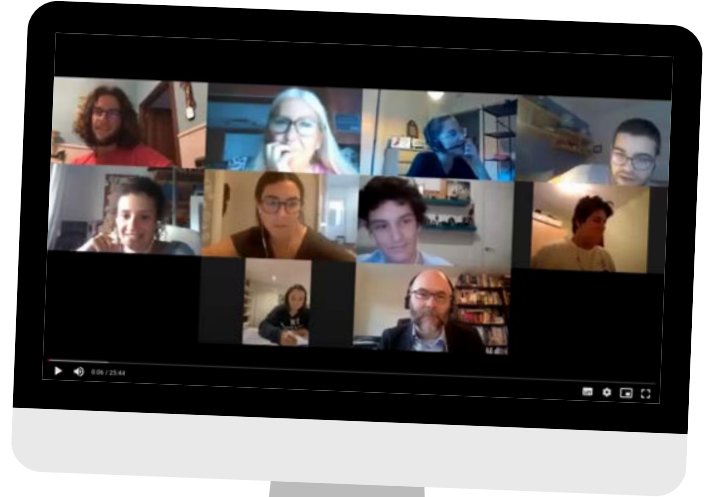
### PREPARATION



1. try to find mystery guests from different countries
2. prepare your guest for the visit (age & level of students, what to expect during the visit, etc.)
3. prepare your students for the visit (how to play the taboo-game, prepare questions, etc)

# Good Practices

## BABEL WORLD TOUR

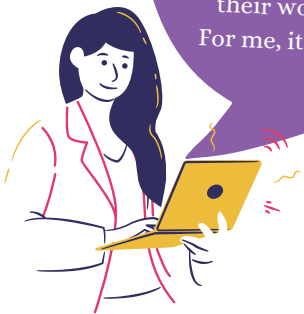


### BABEL WORLD TOUR 2020

*UK, Saudi Arabia, Portugal, the Netherlands, Japan, Serbia, Pakistan, New Zealand, Italy, Ireland, Canadá, USA, France*

Every day we had a new mystery guest I would be very excited about it. All students were looking forward to the visits. I loved meeting people from all around the world and to be able to speak to them about their country, their work, their life, their food, etc. For me, it was the absolute highlight of the course.

As a guests, it was a very enriching experience. I could tell students about my life and my city but also ask about their's. I've visited several classes and each visit was different from the previous one. You could really tell that even those students who usually hardly speak in class would speak up and participate actively in this activity.



Materials, pictures, and feedback have been taken from Babel Idiomas' website and social media channels (© Copyright 2021 Babel Idiomas S.L.)



## COLLECTION OF

# Good Practices and useful resources

## BAAMBOOZLE

### Brief introduction

Bamboozle is a website where you can make your own games to help your students review what they have learnt or get to know a new topic in a fun and engaging way, they will love it!

- **Target audience:** Students of all ages
- **Languages available:** You create the games, so you decide
- **Language level required:** from A1/A2
- **Suitability for use online and offline**
- **Cost:** free of charge + paid version
- **Geographical coverage:** Worldwide



### GETTING STARTED

Bamboozle is a website created by a teacher and designed for teachers that helps create fun activities in for your lessons. You can also find and use games created by other teachers on many different topics and for every level.

Usually the game puts 2 teams (as many as you like in the paid version) to try to get more points than the other, they get points by giving correct answers and find useful power-ups hidden in the cards, but be careful, there could also be a negative version of a power-up waiting for you!

# Baamboozle

### WHAT'S NEEDED

- A device
- Internet connection
- A projector or screen to show to the students
- Optional subscription to *Bamboozle +*



### OBJECTIVES & RESULTS



The website aims to give teachers modern tools with which to create games that will make their lessons more engaging and teach in a way that students won't easily forget.

As permanent results, learners are able to:

- improve their vocabulary
- speak English more fluently and naturally

This example of Good Practice is highly replicable and may inspire foreign language teachers to be **more innovative** and **effective**.

### RESOURCES



1. <https://www.baamboozle.com/>



# Good Practices

## BAAMBOOZLE



Made by a teacher



Trusted by teachers at institutions of all sizes



In the space of two months I've gone from never having heard of Baamboozle to not being able to teach without it!



I discovered Baamboozle several years ago and have been using it regularly ever since. In almost a decade of teaching, I have found it to be one of the most convenient, engaging and user-friendly tools to create effective review games, and my students all love it!



Materials, pictures, and feedback have been taken from Baamboozle's website.

## COLLECTION OF

# Good Practices and useful resources

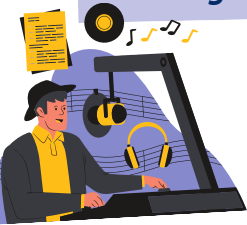
## DRIVE & LISTEN

### Brief introduction

Drive & Listen is a very simple concept. You choose among a list of 53 cities around the world and, all of a sudden, you find yourself in a car, in traffic, in that city, listening to the local / national radio.

- **Target audience:** People interested in improving their listening skills
- **Languages available:** Many
- **Language level required:** from A1/A2
- **Suitability for use online**
- **Cost:** free of charge
- **Geographical coverage:** Worldwide

### GETTING STARTED



Erkam Seker, a graduate student from Turkey, developed this app during the COVID pandemic. He says the idea was born from pandemic-induced **nostalgia** for driving around Istanbul with the radio on. "I realized that other people around the world must be missing that same experience of **being on the road**".

One simply chooses a destination and starts driving around the city as if you were in the occupant's seat. And, in the meantime, you listen to the local radio. You can choose from a long list of cities from all continents.

This is a great way to practice listening skills, or start a conversation in class about differences between one city and the next, etc.

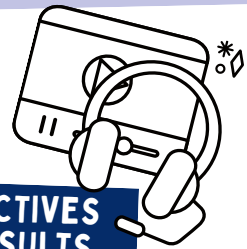


### WHAT'S NEEDED

- A device
- Internet connection
- Willingness to learn and have fun
- Curiosity



### OBJECTIVES & RESULTS



The main goal of this app is to **entertain**, but in a language class it can be used for several reasons:

- **listening** practice
- **speaking** activity
- acquiring new **vocabulary**
- recognizing different **accents**
- **game** (which city is this?)

Between two, maybe more boring, activities in class, teachers can take their students on a ride in a random city and spend 5-10 minutes doing something completely different.

The fact that there are over 50 destinations to choose from gives the teacher flexibility to use it in consecutive classes.

### RESOURCES

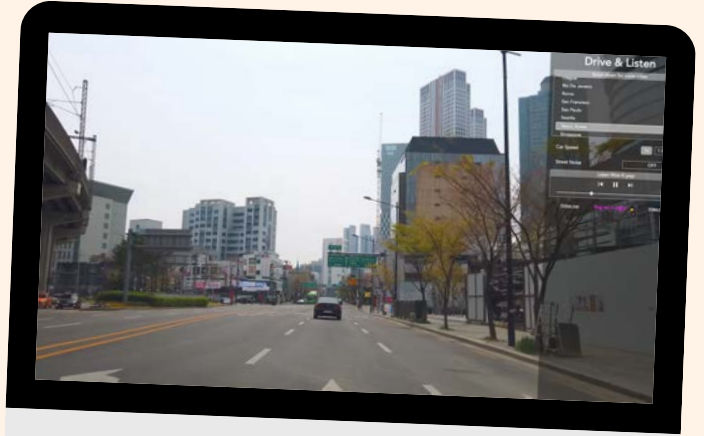
1. <https://driveandlisten.herokuapp.com/>
2. <https://www.instagram.com/driveandlisten/>





# Good Practices

## DRIVE & LISTEN



Drive & Listen taps into two things that just go together. The app allows you to take a virtual drive through more than 50 cities around the world while listening to real-time local radio and the sounds of street life as you go. It's like Google Streetview, but the virtual reality version, and you don't have to click to move.

The app takes you on tours of streets in cities like Paris, New York, London, Beijing, Istanbul, Tokyo, and many more. Some drives include major points of interest in certain cities, such as the Spanish steps or the Colosseum in Rome or Tokyo Tower in Tokyo.



Materials, pictures, and feedback have been taken from the Drive & Listen website and social media channels (© Copyright 2021 Drive & Listen)

## COLLECTION OF

# Good Practices and useful resources

## GOLD LOTUS

### Brief introduction

Founded in June 2018, Gold Lotus is a consultancy offering support and proprietary VR content to individuals, schools and businesses to improve the way they develop English as a foreign language skills, cultural understanding and digital literacy using virtual reality.

- **Target audience:** People interested in improving their skills and want to be inspired by different ideas
- **Languages available:** English
- **Language level required:** from A1/A2
- **Remotely suitable** as well
- **Cost:** fee-charging



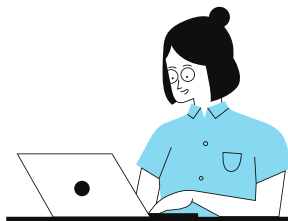
### GETTING STARTED

The mission of **Gold Lotus** is to promote the use of **virtual reality "VR"** as a way of improving the way people learn or teach English as a foreign language.

Through collaborations with world-leading academics in the field of English language learning and digital cultural heritage, to partnerships with schools, universities and training institutions throughout the world, to the regular appearances on education and technology podcasts and events, to the charitable work to support good causes, **Gold Lotus** is establishing itself at the forefront of this new chapter of educational technology and language learning.

### WHAT'S NEEDED

- a device
- Internet connection
- VR headset (not mandatory)
- Free account on *Hubs Mozilla*



### OBJECTIVES & RESULTS



Gold Lotus team offers solutions and tailor-made programs, especially for schools, teachers and students. The aim is to get the most out of virtual reality to improve their English in an engaging way, together with the skills for the future. Students will:

- be introduced to VR opportunities, risks and safety aspects
- know more about the global and local cultural heritage
- their own VR experiences (e.g. Mozilla Hubs)
- learn how to work together using the English language and how to promote their VR experiences effectively

### RESOURCES

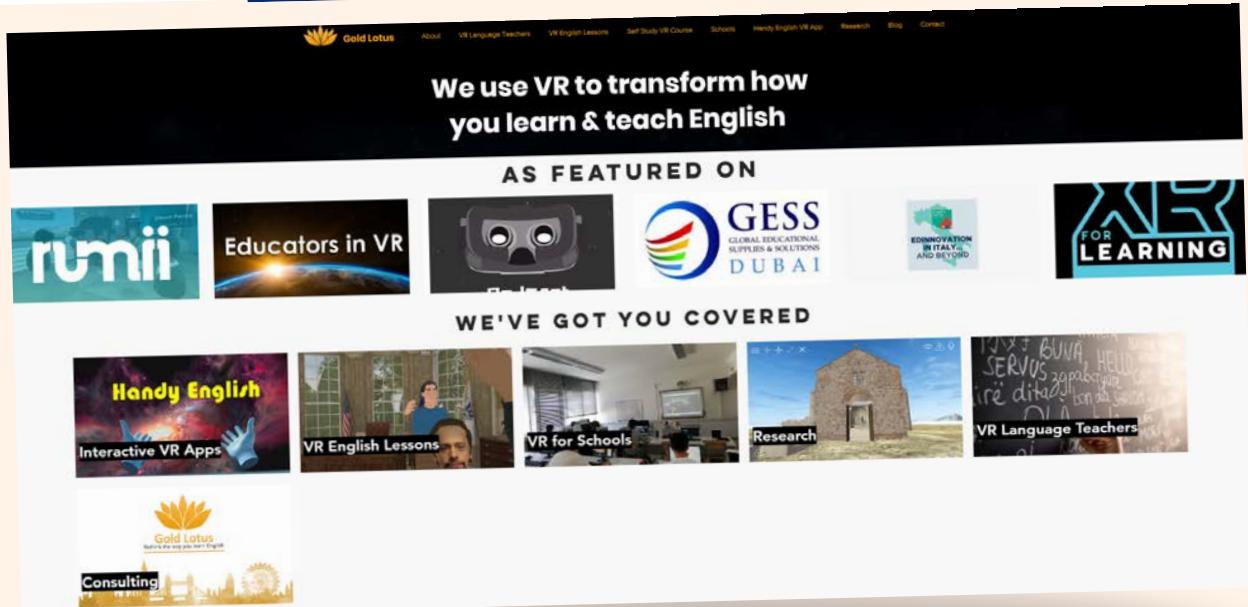


1. <https://www.goldlotus.co/>
2. [https://www.youtube.com/channel/UCIbA3RIZqn4KFWsbL\\_yOgvA](https://www.youtube.com/channel/UCIbA3RIZqn4KFWsbL_yOgvA)



# Good Practices

## GOLD LOTUS



"I really like the creativity of this project. It is very interesting using the virtual reality to learn more English and understand more about the world"



"I have discovered a world which is extremely rich, fun and educational"



Materials, pictures, and feedback have been taken from Gold Lotus website (© 2021 by Gold Lotus)



## COLLECTION OF

# Good Practices and useful resources

## GOOGLE CLASSROOM AND OTHER TOOLS

### Brief introduction

Google classroom is an online learning management system, which allows distribution of teaching materials and online discussion, as well as assignment setting, marking and feedback. Associated tools and apps give the possibility for a wide range of different activities.

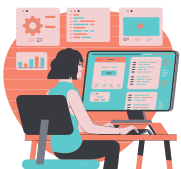
- **Target audience:** Older learners (google account needed for all: age limit varies from 13 years up)
- **Languages available:** Interface language can be changed in language settings
- **Language level required:** teachers can upload material at any level
- **Suitable for use: online only**
- **Cost:** free of charge



### GETTING STARTED

Google classroom has four main tabs:

- The front page **Stream** is a place for announcements and discussions - in the target language, if your students can manage it.
- The **Classwork** tab is where you can distribute class materials (group them by day or by topic) and set assignments of various kinds. Upload documents or link to webpages and videos.
- In the **People** tab, you can keep track of your students: see how they are progressing or send them an email.
- The **Marks** tab gives you a summary of all assignment grades for all the students in the class. You can also see who has not completed an assignment, and which assignments are waiting for you to grade. Export to your grade book in google Sheets.



### WHAT'S NEEDED

- Internet connected device (larger screens better; smartphone screen may be too small)
- Google accounts for both teacher and students
- Link or class code for students to join the class

### TEACHING SUGGESTIONS



Use google online tools for various lesson activities:

#### Google docs

- *worksheets* for completion and submission (or ask students to write questions for others to answer)
- *group writing project*: each student writes; others read and leave comments / suggestions / corrections.
- *book reviews/blogss* with online links and visuals...

#### Slides

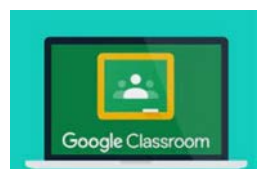
- teacher created explainers and teaching aids; set to advance automatically, or allow students to control
- learners create their own presentations with pictures/links: language can vary from single words to more complex forms,
- learners produce online magazines and e-books; or choose your own story, with hyperlinks to take the reader to different slides

#### Forms

- teacher created surveys, quizzes, feedback forms
- students create their own quiz for others to answer

### RESOURCES

- <https://edu.google.com/products/classroom/>

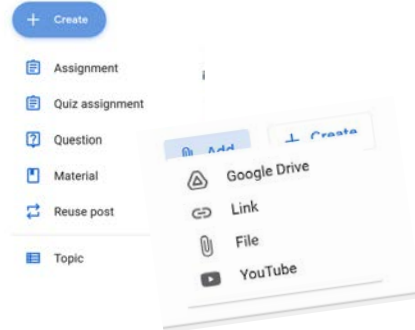


# Good Practices and useful resources

## GOOGLE CLASSROOM AND TOOLS

### MAKING LIFE EASIER

- **Schedule** posts ahead of time: choose when you want them to appear in the classroom. (You can still keep editing them.)
- **Reuse** posts: copy to another classroom or amend / add new material and use again in the same classroom
- Keep track of who has checked assignments by including a **quick response question** for visitors to answer
- Use the marks tab to **keep track of grading**: it can calculate averages and help you arrive at an overall grade



Work in progress

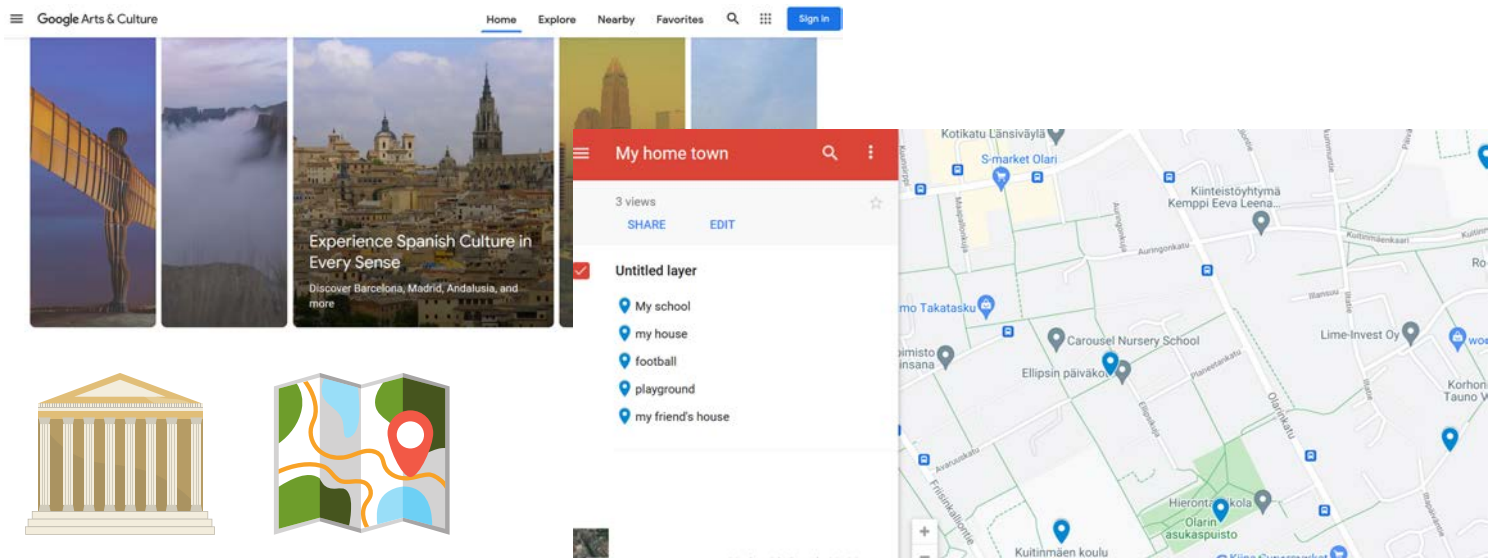
Assignment	Handed in	Assigned	Returned
2. Articles gap fill English entrance exam practice • Due 19 May	1	5	2
1. Countable and uncountable nouns English entrance exam practice • Due 19 May	2	5	1
6. phrasal verbs in writing English entrance exam practice • Due 17 May	1	7	0
5. Phrasal verbs exercises English entrance exam practice • Due 17 May	1	6	1

No due date	19 May	19 May	17 May	17 May
4. Passives out of 100	2. Articles gap fill	1. Countable	6. phrasal verbs in	5. Phrasal verbs
	✓	Handed in Done late	Missing	Missing
	Missing	Missing	Missing	Missing
	Handed in	Handed in	Handed in Done late	Handed in Done late

### OTHER GOOGLE APPS

Use other google apps within Classroom to let learners experience places and cultures for themselves

- **Google Arts and Culture** lets you visit museums and other special places in the target country
- Use **Google maps**, to travel virtually through many places: give directions, look at street views, spot the language on signs...
- With **My Maps**, learners can add their own markings and comments to maps. Beginners could label their own locality: more advanced learners could carry out research and add notes to project work.





## COLLECTION OF

# Good Practices and useful resources

## KAHOOT

### Brief introduction

Kahoot is an online platform (and App) which lets you create fun quiz show games for your lessons that your students will absolutely love, and you can even use other teacher's games and share yours!

- **Target audience:** Perfect for teachers that want to introduce some fun in their lessons
- **Languages available:** Any, you can create your own games
- **Language level required:** Suits all levels
- **Because students participate with their own devices, you need to connect to the internet**
- **Cost:** free of charge + paid options
- **Geographical coverage:** Worldwide



### GETTING STARTED

Kahoot is a website where you can find thousands of differently themed games that can help your students review what they have learnt in class in a fun and engaging way.

Anyone can create their own game, so you can create one adapted to your lessons or use any that you find in the site. They even have collaborations with partners such as Merriam-Webster, National Geographic and even Disney to provide with their own contents you can use for free.

Kahoot was first launched 2013, and since then it has grown to reach millions of active users



### OBJECTIVES & RESULTS



The main goal was to create a **new** and **contemporary** social learning **tool** to allow people to learn not only English, but any subject in an interactive way using technology but being connected to each other.

As permanent results, learners are able to:

- review what has been taught in class
- learn to avoid writing mistakes
- gain awareness and self-confidence in their target language

This example of Good Practice is highly replicable and may inspire foreign language teachers to be **more innovative** and **effective**.



### WHAT'S NEEDED

- a device
- Internet connection
- email address
- Willingness to learn and have fun



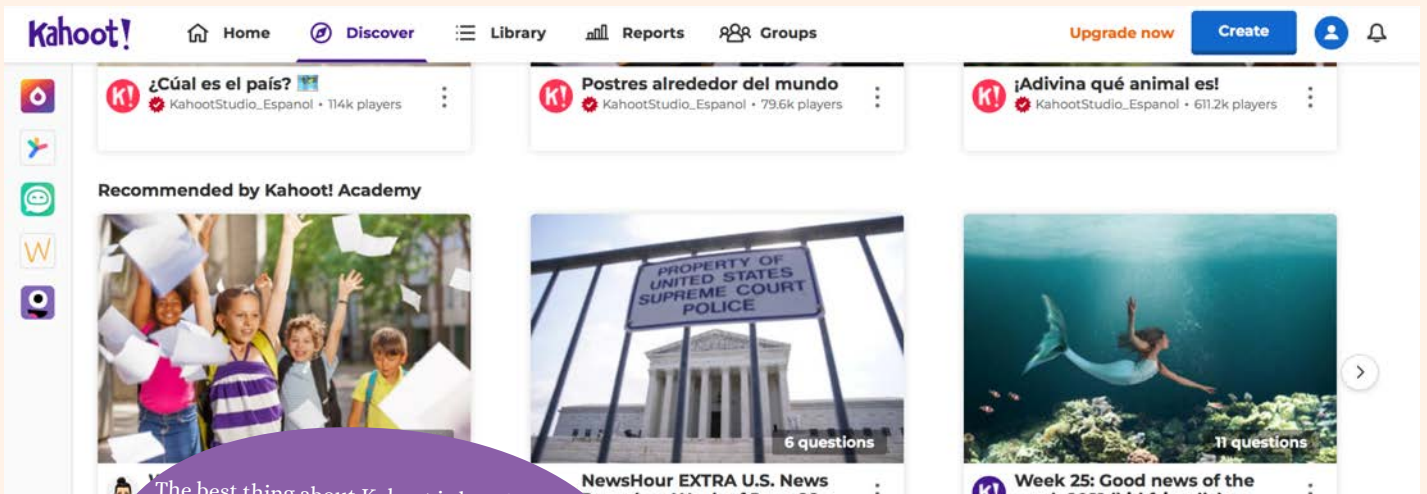
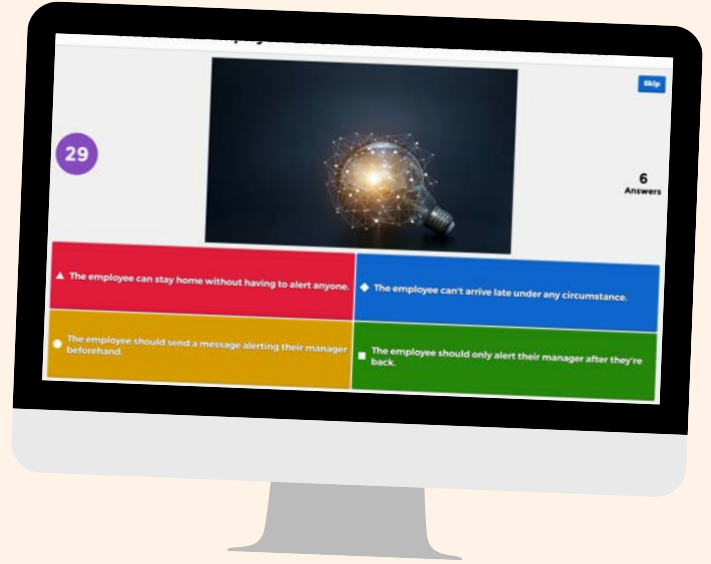
### RESOURCES

1. <https://create.kahoot.it/discover>
2. <https://kahoot.it>



# Good Practices

## KAHOOT



The best thing about Kahoot is how it engages the students. They answer questions and can see what their peers are answering. Additionally, they compete with each other but in a way that is friendly. The students are then motivated and engaged in the class content. Other teachers also have created Kahoots that I can publically view and adapt to my class' lessons, which makes it a little easier.

Kahoot is a very fun way to engage students as they review material. The previously made ones on the Kahoot! Discover page are such a great resource for teachers in a hurry. It also lets you have in-person and virtual people participate. I like that you can pause the game to have time to cover questions that students may have struggled with.



Materials, pictures, and feedback have been taken from the Kahoot and G2 website.



## COLLECTION OF

# Good Practices and useful resources

## LEARNING ACTIVITY MANAGEMENT SYSTEM

### Brief introduction

LAMS is a system for designing, managing and delivering collaborative learning activities. It provides teachers with a visual and monitoring environment.

- **Target audience:** Teachers interested in improving their pedagogical methodology
- **Languages available:** English. Translated in Italian, Greek, Spanish, German & 30 more
- **Language level required:** Best for B1 and up (teachers) and A1/A2 and up (students)
- **Suitability for use online**
- **Cost:** free and open source
- **Geographical coverage:** Worldwide



### GETTING STARTED

Teachers use LAMS to design a sequence of learning activities for students that includes content (Learning Objects) and collaborative tasks. LAMS then 'runs' the sequence of tasks for students, and provides teachers with a monitoring environment to track student progress. Teachers design and create learning sequences from a list of building blocks of individual or collective activities.

LAMS includes environments for user administration, student run-time delivery of sequences, teacher run-time monitoring of student sequences and, most importantly, teacher authoring/adaptation of sequences.

LAMS is being released as freely available 'open source' software and the authoring interface is fairly easy to learn.



### WHAT'S NEEDED

- Any device (pc, laptop, tablet, smartphone)
- Internet connection
- Willingness to learn the use of the platform from teachers and students
- Time of 15 minutes for designing an activity



### OBJECTIVES & RESULTS

LAMS  
FOUNDATION

LAMS is a perfect tool to teach activity-based course design, i.e. good online pedagogy.

According to Krann (2003), "By dragging and dropping acts like synchronous discussion (chat), web polls, students posting material and structured debates, a series of online lessons can be planned much like a conventional lesson. The player part of the system then allows a group of students to take part in all these activities, and presents the right tools at the right time, and divides the group into smaller groups, if that's what the teacher designed."

Modern pedagogical principles can be implemented like flipped classroom, learning analytics and differentiated instruction.

### RESOURCES

1. <https://lamsfoundation.org/>
2. <https://lamscommunity.org/>





LEARNING ACTIVITY MANAGEMENT SYSTEM

Available tools and an example of a workflow of a sequence in LAMS in **AUTHOR mode**.

- Assessment
- Chat
- Chat and Scribe
- Data Collection
- doKu
- Forum
- Forum & Scribe
- Image Gallery
- Leader Selection
- Mindmap
- Multiple Choice
- Notebook
- Noticeboard
- Peer Review



- Q & A
- Resources&Forum
- Scratchie
- Scribe
- Share Resources
- Spreadsheet
- Submit Files
- Survey
- Task List
- Voting
- Whiteboard
- Wiki



**Authors** can **drag and drop** activity tools into the authoring interface and **join** them together in order to create a learning activity.

**Sequences** can then be added into a **lesson** which can be added into a **course**.

How a learning activity looks like from the **learners** profile.



Each learner's progress is recorded and can be viewed **individually or as a whole** in a class of learners.

There are three main environments in LAMS

**AUTHOR:** Where teachers create the sequences of learning material

**LEARNER:** where students run the learning activity sequences

**MONITOR:** where tutors monitor their students progress in the sequences

LAMS provides tools that support various learning activities, such as:

- presentation
  - asking and answering of questions
  - forum communication
  - supervision
  - branching
  - sharing resources
- And more!



## COLLECTION OF

# Good Practices and useful resources

## LYRICS TRAINING

### Brief introduction

LyricsTraining is an easy and fun way to learn and improve foreign languages skills, through music videos and the lyrics of popular songs.

- **Target audience:** People interested in improving their pronunciation and language skills
- **Languages available:** English/Italian/Spanish/Portuguese/French/Italian/German/Dutch/Japanese (Romaji)/Turkish/Polish/Swedish/Finnish/Catalan
- **Language level required:** from A1/A2
- **Suitability for use online**
- **Cost:** free of charge
- **Geographical coverage:** Worldwide

The site is only for personal use and for educational purposes.

### GETTING STARTED

LyricsTraining is an online tool (website+app) to **improve learners' listening skills** by requiring learners to **listen attentively to the lyrics** of well-known songs and fill in missing information.

While watching the video of the song one has chosen, the lyrics will be displayed in one of three different ways underneath:

1. in karaoke style - one can **read along** or **sing along**.
2. with gaps where one can **type in the missing words**
3. with gaps from which users can choose from "multiple choice" options.

Within the app, **teachers can create their own exercises** by selecting the gaps to fill and sharing them with their students.

### BE AWARE

- The videos are not filtered, so there is some content that **may be unsuitable** for younger learners.
- Only **users 14 and older** can register on the site.
- The website and the app are currently free, but that means there are **ads** on both sites, and some of them might be inappropriate for younger learners.

### OBJECTIVES & RESULTS

The main goal is to teach new words and to help student to improve their listening skills with a fun and entertaining way.

As permanent results, learners are able to:

- improve and expand their vocabulary
- improve their listening skills

### WHAT'S NEEDED

- a device
- Internet connection
- creation of a (free) account

### RESOURCES

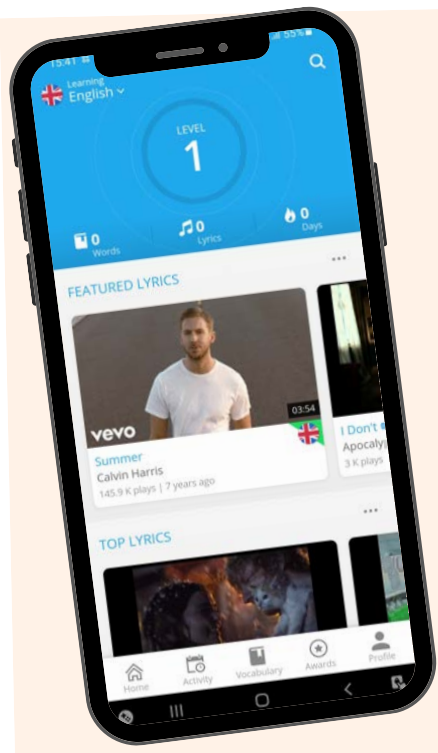
1. <https://lyricstraining.com/>
2. **Google Play Store:** <https://play.google.com/store/apps/details?id=com.elasthink.lyricstraining>
3. **Apple Store:** <https://apps.apple.com/us/app/lyricstraining/id1192698323>



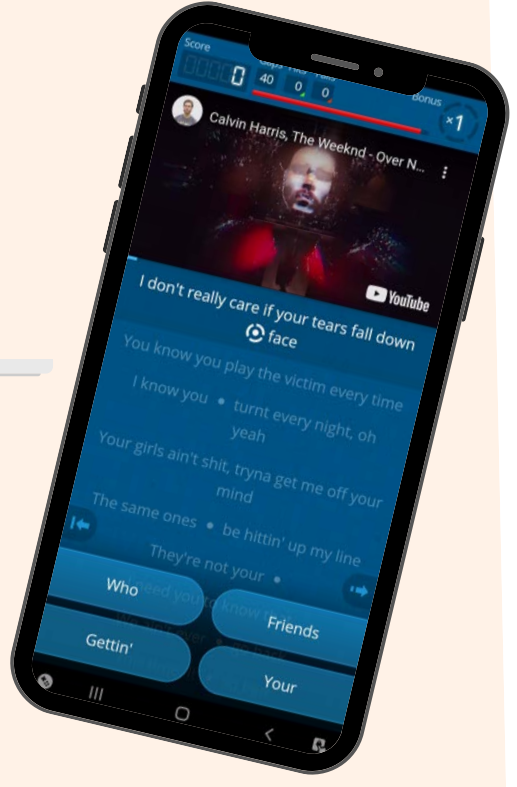
COLLECTION OF

Good Practices

LYRICS TRAINING



Pop	Rock	Hard Rock
Heavy Metal	Hip-Hop/Rap	Dance
Electronica	Alternative	Indie
Punk	Rhythm & Blues	Soul
Disco	Funk	Latin
Country	Reggae	Blues
Folk	Jazz	Classical
Opera	Christian/Gospel	Children's M
Christmas	World	Soundtrack
Movie Scene	TV Show	Others



- Compete with other users**  
Overcome yourself and compete with users from all over the world, from your country or just with friends to get the best score.
- Upload your favorite lyrics**  
Join our growing community and upload the lyrics you can not find.
- Save your favorites**  
Add the lyrics you like the most to your favorites list.
- And if you are a teacher...**  
Create your own custom exercises by selecting the blanks to fill and share them with your students.

Improve and practise your listening skills with the best music videos. Fill in the gaps to the lyrics as you listen and sing Karaoke to your favourites

Thousands of teachers, all over the world, are already using LyricsTraining to teach languages and motivate their students through this unique immersion process

LyricsTraining is the new way to learn English and other languages through music and the lyrics of your favourite songs

Materials, pictures, and feedback have been taken from Lyricstraining's website and social media channels (© Copyright 2020 LyricsTraining.com)





## COLLECTION OF

# Good Practices and useful resources

## LYRIKLINE - LISTEN TO THE POET

### Brief introduction

Lyrikline is an international website for contemporary poetry. Here you can listen to international poetry, recited by the authors themselves, and read the poems both in their original languages and translations.

- **Target audience:** students with interest in people and culture of their target language
- **Languages available:** The webpage is available in 9 languages; poems can be found in over 80 languages (original & translation).
- **Language level required:** starting from A2
- **Suitability for use online**
- **Cost:** free of charge
- **Geographical coverage:** Worldwide

### GETTING STARTED

Lyrikline was created to **give access to contemporary poetry** and is an internationally comprehensible archive of poetry and languages, which has been around since 1999. Up to now you can find almost **1500 poets, 13500 poems, and more than 21000 translations.**

It is simple to find suitable poems for students thanks to **helpful filters like author, language, thematic and formal categories.** With the chosen poem you also see the available translations. This makes it great to switch languages and compare or help in understanding. Poems are **available as audio files and displayed with their written texts.**

Since 2002 Lyrikline has been **under the auspices of the German Commission for UNESCO.**



### WHAT'S NEEDED

- a device with Internet connection
- speakers, if in front of a class



### OBJECTIVES & RESULTS



The platform's aim is to **promote poetry** in general. It also serves as a point **reference for poets and translators.** Besides this use, Lyrikline is great for integrating poetry in your teaching classes which has **multiple benefits for your language learners.**

The great advantage of Lyrikline is the good quality recordings of the **poems recited from the poets** themselves. Not only pronunciation but intonation too can be improved easily with these powerful readings.



**Other benefits may be:**

- relevant **texts evoke emotions that help memorize new vocabulary**
- **target language really serves** to access the full experience of the poem, so the student's **motivation increases;**
- along with language benefits, students **acquire useful information about people, culture and history**

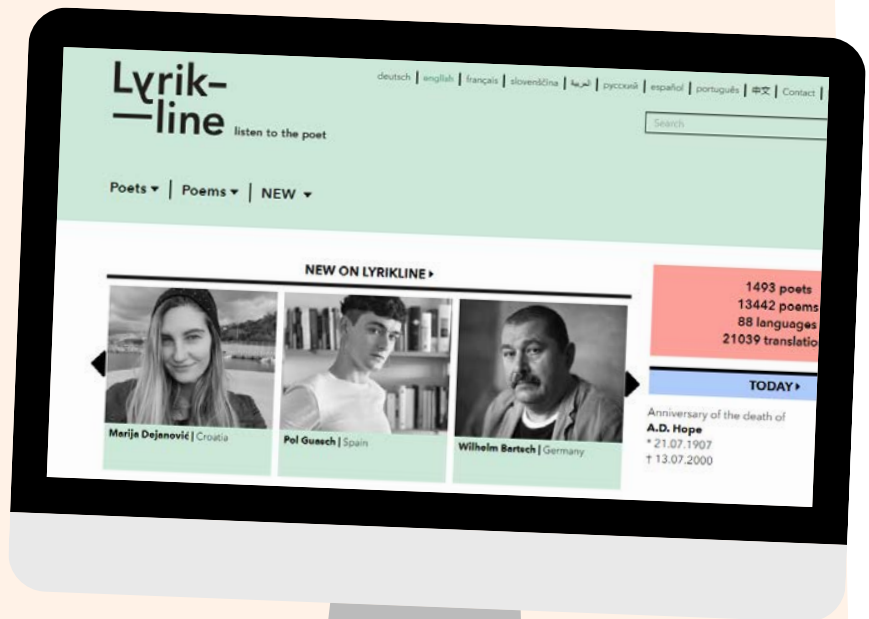
### RESOURCES

<https://www.lyrikline.org/en/home/>

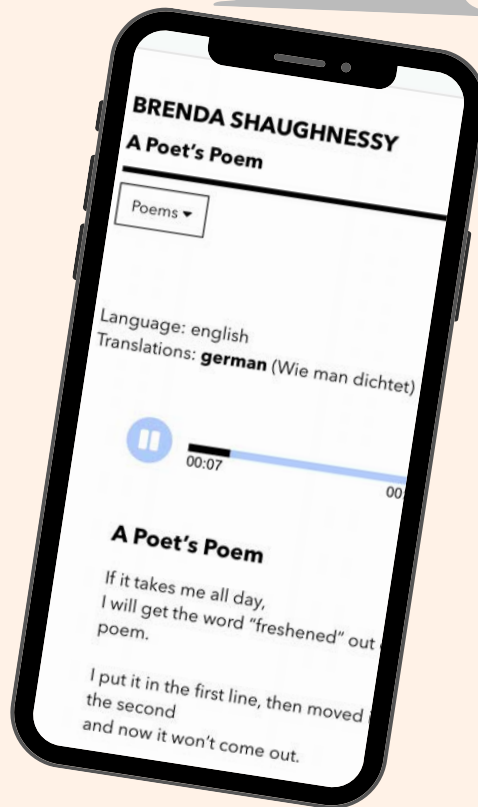




Lyrik-  
—line  
listen to the poet



People make regular use of Lyrikline  
in schools and universities across  
the world,  
in poetry classes  
as well as in language schools.



Materials, pictures, and feedback have been taken from Lyrikline.org (© Copyright 2021)

## COLLECTION OF

# Good Practices and useful resources

## NORMA'S TEACHING

### Brief introduction

Norma is an English teacher from Italy who is well known for her innovative teaching methodology that is recognized as Fun, Fast, and Fantastic. She delivers all her courses online through Instagram and Tik Tok.

- **Target audience:** People interested in improving their pronunciation and language skills
- **Languages available:** English/Italian
- **Language level required:** from A1/A2
- **Suitability for use online and offline**
- **Cost:** free of charge on social media + fee-based courses
- **Geographical coverage:** Worldwide



### GETTING STARTED

Norma is an English teacher who resigned from the school where she was working and started using *Instagram* and *Tik Tok* to provide **free English lessons**, gathering in a very short time about six hundred thousand followers.

From Monday to Friday, users have access to mini-lessons free of charge, followed by a Saturday revision and a Sunday final quiz to test what they have learned during the week.

Her community started roughly one year ago during the pandemic. In a time where the standard teaching system was showing all its weaknesses, Norma became an **inspiration** creating **her own innovative methodology** by seizing the chance she was given and making the best out of it.



### WHAT'S NEEDED

- a device
- Internet connection
- Instagram and/or Tik Tok account
- Willingness to learn and have fun
- Optional subscription to the *Pronunci-YAY-tion!* course



### OBJECTIVES & RESULTS



The main goal was to create a **new** and **contemporary** teaching methodology by exploiting the **digital tools** to allow people to learn English in a short time while having fun.

As permanent results, learners are able to:

- understand and be understood better in everyday conversations
- speak English more fluently and naturally
- gain awareness and self-confidence in their target language


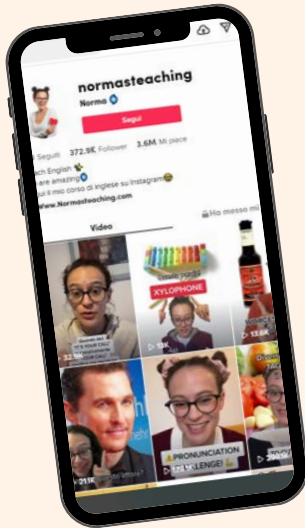
This example of Good Practice is highly replicable and may inspire foreign language teachers to be **more innovative** and **effective**.

### RESOURCES



1. <https://normasteaching.com>
2. <https://www.instagram.com/normasteaching>
3. <https://www.tiktok.com/@normasteaching>





**Ciao, sono Norma**

Sono un'insegnante di inglese e sono conosciuta per il mio metodo innovativo che è

**Fast, Fun and Fantastic**

Start now with this free video:

[DOWNLOAD NOW](#)

Although I have attended many courses, Norma's method has really changed my approach to foreign languages. Thanks to the games, daily dialogues and brainstorming activities, I have never learned so much in such a short time. She is an inspiring, pioneering and effective teacher.



I met Norma on Instagram in August and fell in love with her methodology! I have attended her free mini-lessons and then started individual lessons. From the very first moment, I was enthusiastic about the teaching method and her engaging personality. Her approach is new, direct, easy-to-learn, completely different from what we are used to in schools!



Materials, pictures, and feedback have been taken from Norma's website and social media channels (© Copyright 2021 Norma's Teaching S.r.l.)



## COLLECTION OF

# Good Practices and useful resources

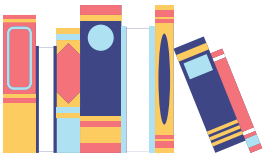
## ONLINE BOOKS

### Brief introduction

Online books give learners the chance to read a variety of original texts in the target language.

- **Target audience:** Pretty much anybody (younger learners may need to be read to)
- **Languages available:** many: most resources in the major languages, especially English
- **Language level required:** Best for A1/A2 up
- **Suitable for use:** **online;** some sites allow download for **offline** use too
- **Cost:** examples given are free: premium services also available
- **Geographical coverage:** Anywhere with an internet connection

### GETTING STARTED



Reading in the target language is a great way for learners to practice their language skills and to build up their vocabulary and comprehension skills. Texts by local authors can also give an insight into the culture of a place.

Online book collections offer a wide variety of texts, and good search tools, so that it is usually easy for teachers or learners to find books that are of interest to them, and at a suitable level.

Although some texts may be more challenging, children's books are especially good for those who are just starting out.

On the back, you will find links and information about some useful online resources, but there are many more out there.

### WHAT'S NEEDED

- internet connected device
- a free account is also needed for some of the services listed over
- for some services: a local library card



### SOME SUGGESTED ACTIVITIES



#### Guided work: for a short book or an extract of a longer one:

- write comprehension questions for learners to answer - or ask them to write questions for their fellow learners
- ask learners to make a list of new vocabulary – or give them a list of vocabulary to search for
- give learners certain grammar points to look out for (eg verb tenses, plurals, adjectives)
- ask learners to read the text aloud / record themselves reading

#### For more independent work:

- learners choose a book to read and report back to the rest of the class: give a standard format, or let learners decide for themselves how to report
- keep a reading diary
- collect new vocabulary encountered while reading
- add a book club element to the class: learners discuss a text they have all read, either live or on a discussion forum
- or simply enjoy reading!

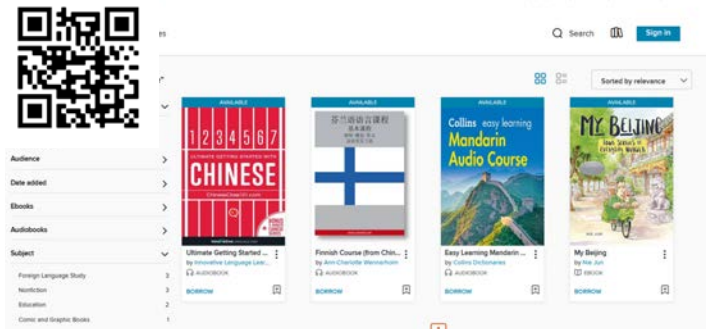




# Good Practices and useful resources

## SOME ONLINE BOOK RESOURCES

Check to see if your school or local library has a subscription to **Overdrive / Libby** services. These allow you to read a range of books and magazines in different languages free of charge, with just your library card. <https://www.overdrive.com/>

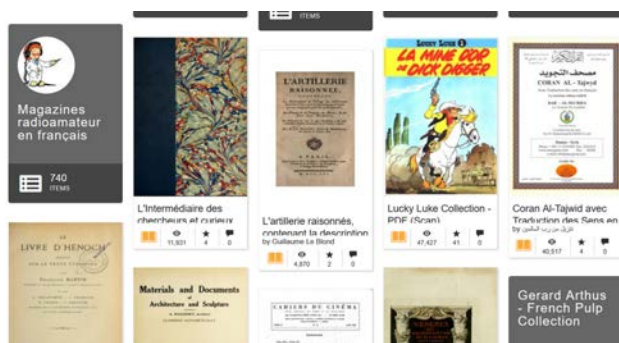


**Project Gutenberg** contains more than 60 000 scanned books in many different languages. Most are older texts which are now out of copyright. No sign-in needed. Suitable for more advanced learners.

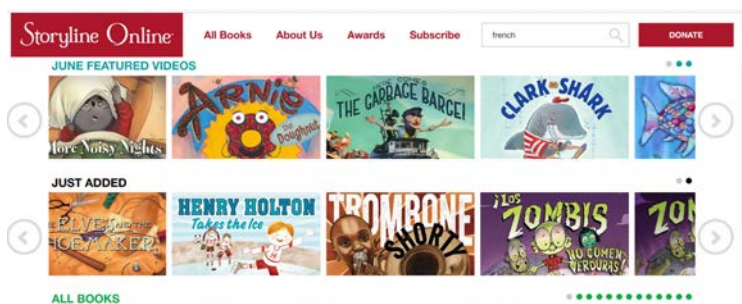


<https://www.gutenberg.org/>

**Internet Archive** has a wide range of digital material in different languages.. A free account is needed to borrow some of the books. <https://archive.org/>



**Oxford Owls** eBooks (English only) start at a very basic level, so are excellent for beginners. Free account needed. <https://home.oxfordowl.co.uk/>



**Storyline online** has videos of famous people reading children's books. This gives learners the chance to hear the language as well as read it. Most books are in English, but there are some in Spanish too. <https://storylineonline.net/>





## COLLECTION OF

# Good Practices and useful resources

## PADAGOGY WHEEL

### Brief introduction

The **Padagogy Wheel** was designed to help teachers to understand how they can use mobile apps in their teaching. It is a device that can be applied every day on every lesson and shows how apps can be used with educational reasons.

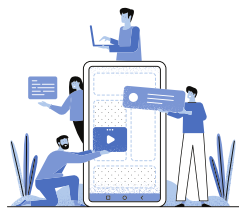
- **Target audience:** Teachers that are interested in app-based teaching and learning
- **Languages available:** 21 languages
- **Suitability for use online**
- **Cost:** free of charge
- **Geographical coverage:** Worldwide



### GETTING STARTED

The Padagogy Wheel is a device for teachers who want to **move forward** and to use apps in their teaching. The Wheel serves as an orientation that can be used in every step from planning until the review of the lesson.

The five parts of the grid can be seen as filters through which the main objective of the lesson can be filtered. The apps on the Wheel are linked to **specific learning outcomes** based on modern pedagogies and theories. It is a tool supporting teachers willing to embrace the digital-age education towards a specific 21st-century skill or content area.



### WHAT'S NEEDED

- a device
- Internet connection
- Willingness to implement apps for learning and have fun



### OBJECTIVES & RESULTS

The goal of the Padagogy wheel is to help teachers to **include apps and digital devices** in their teaching. It helps to search for an app starting from the pedagogic reason and the skills that should be provided.

It can be used as an **orientation** to make sure the apps are supporting the objectives of the lesson, together with the pedagogic goal.

Presenting a great variety of apps, the Wheel is built on the *5 Bloom's Cognitive Domain categories* (Create, Remember/Understand, Apply, Analyse and Evaluate), supported by a list of Action verbs and activities to be implemented during the lesson.

### RESOURCES



1. <https://www.teachthought.com/technology/the-padagogy-wheel/>



# App Selection Criteria

**Remembering Criteria:** Apps that fit into the "remembering" stage improve the user's ability to define terms, identify facts, and recall and locate information. Many educational apps fall into the "remembering" phase of learning. They ask users to select an answer out of a line-up, find matches, and sequence content or input answers

**Understanding Criteria:** Apps that fit into this "understanding" stage provide opportunities for students to explain ideas or concepts. Understanding apps step away from the selection of a "right" answer and introduce a more open-ended format for students to summarise content and translate meaning.

**Applying Criteria:** Apps that fit into the applying stage provide opportunities for students to demonstrate their ability to implement learned procedures and methods. They also highlight the ability to apply concepts in unfamiliar circumstances.

**Analysing Criteria:** Apps that fit into the "analysing" stage improve the user's ability to differentiate between the relevant and irrelevant, determine relationships, and recognise the organisation of content...

**Evaluating Criteria:** Apps that fit into the "evaluating" stage improve the user's ability to judge material or methods based on criteria set by themselves or external sources. They help students judge content reliability, accuracy, quality, effectiveness, and reach informed decisions.

**Creating:** Apps that fit into the "creating" stage provide opportunities for students generate ideas, design plans, and produce products.



## The Padagogy Wheel First Language Project

25 languages are planned for 2016. For the latest languages see [bit.ly/languageproject](http://bit.ly/languageproject)

### Standing on the Shoulders of Giants

This taxonomy wheel, without the apps, was first discovered at Paul Hopkin's educational consultancy website [mmwweb.org.uk](http://mmwweb.org.uk). That wheel was produced by Sharon Arley and was an adaptation of Kathwohl and Anderson's (2001) adoption of Bloom (1956). The idea to further adapt for the iPad in V2.0 and V3.0, I want to acknowledge Kathy Schrock on her website [BloominApps.com](http://BloominApps.com). The App Selection Criteria is based on an excellent 5 part article in *Eduopia* by Diane Darrow. V5.0 of the Padagogy Wheel has a comprehensive list of Action Verbs which are from the infographic 'Bloom's Digital Taxonomy Verbs' published by GlobalDigitalCitizen.org, first viewed at [Bloom5.DigitalTaxonomyVerbsfor21stCenturyStudents](http://Bloom5.DigitalTaxonomyVerbsfor21stCenturyStudents) on the Teachthought blog.

Developed by Allan Carrington  
Outcomes Adelaide South Australia  
Email: [allan@designingoutcomes.net](mailto:allan@designingoutcomes.net)



The Padagogy Wheel by Allan Carrington is licensed under a Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International License. Based on a work at <http://bit.ly/languageproject>

# SAMR MODEL

**Substitution: Substitute and no functional change**

**Augmentation: Substitute with functional improvement**

**Modification: Significant task redesign**

**Redefinition: New tasks previously inconceivable**

**Remember: 34 apps**

**Understand: 32 apps**

**Apply: 32 apps**

**Analyze: 29 apps**

**Evaluate: 30 apps**

**Create: 31 apps**

**Action Verbs**

**Graduate Attributes & Capabilities**

# The Padagogy Wheel ENG V5.0 Android <http://bit.ly/PWENGv5>

The Apple iOS version can be downloaded from the 'In Support of Excellence' website linked above



## Getting the best use out of the Padagogy Wheel

Use it as a series of prompts or interconnected gears to check your teaching from planning to implementation

**The Attributes Gear:** This is the core of learning design. You must constantly revisit things like ethics, responsibility and citizenship. Ask yourself the question what will a graduate from this learning experience 'look like' i.e. What is it that makes others see them as successful? Ask 'how does everything I do support these attributes and capabilities?'

**The Motivation Gear:** Ask yourself: How does everything I build and teach give the learner autonomy, mastery and purpose?

**The Blooms Gear:** Helps you design learning objectives that achieve higher order thinking. Try to get at least one learning objective from each category. Only after this are you ready for technology enhancement.

**The Technology Gear:** Ask: How can this serve your pedagogy? Apps are only suggestions, look for better ones & combine more than one in a learning sequence.

**The SAMR Model Gear:** This is "How are you going to use the technologies you have chosen?"

I would like to thank [Tobias Rodemerick](http://bit.ly/Tobias.Rodemerick) for the idea of the gears.

## Acknowledgement and Thank You

Team Mexico for the Android V5.  
Colleagues from Centro Regional de Formación Docente e Investigación Educativa del Estado de Sonora and the Instituto Tecnológico de Sonora.

Please visit the [CRFDES](http://bit.ly/aboutpedagogy) website For more resources in Spanish

For the best use of the Padagogy Wheel Model please visit the TeachThought Blog Post: ["The Padagogy Wheel – It's Not About The Apps, It's About The Pedagogy"](http://teachthought.com/pedagogy-wheel/)

<http://bit.ly/aboutpedagogy>



## COLLECTION OF

# Good Practices and useful resources

## PADLET

### Brief introduction

Padlet is an online notice board tool that can help digitize the classroom by creating an online post-it board that allows you to insert ideas anonymously or with your name in an easy to use and handy way.

- **Target audience:** Teachers and students
- **Languages available:** Available in 29 languages, with more being added
- **Language level required:** from A1/A2
- **Suitability for use online**
- **Cost:** free
- **Geographical coverage:** Worldwide

### GETTING STARTED



You can install the **Padlet app** for Apple or for Android on your phone or just go to the **Padlet website**.

You can create an account and make your first board. To get the board to your students you can share it by choosing for a **QR code**, a **link** or more sharing options.

The students then insert the link in the browser or in the Padlet app. They can 'continue as guest' so they just have to scan the qr code with the Padlet app or type in the URL, without creating an account.

Posting things is easy and changes are autosaved. More specifically:

- with a double **click** anywhere on the board
- with **drag and drop** files in or **paste** from clipboard
- save as **bookmark** with Padlet mini
- or just click the **'+' button** in the lower right corner.

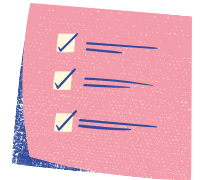


### WHAT'S NEEDED

- Any device (pc, laptop, tablet, smartphone)
- Internet connection
- Willingness to learn and have fun



### TEACHING SUGGESTIONS



Padlet is typically used as a means for allowing students the opportunity to interact and share information or opinions about a topic when they are unable to meet face to face or should work asynchronously in an online assignment because we want to facilitate their contributions to be come and go on their own schedule.

Among the best practices with Padlet are:

- **Brainstorming** on a topic, project or idea
- Creating a **live question bank**
- **Exit ticket** .
- Interactive **storytelling**
- Classroom **communication and updates**
- Field trip **documentation**
- Gather teacher **feedback**
- Event **planning**

### RESOURCES

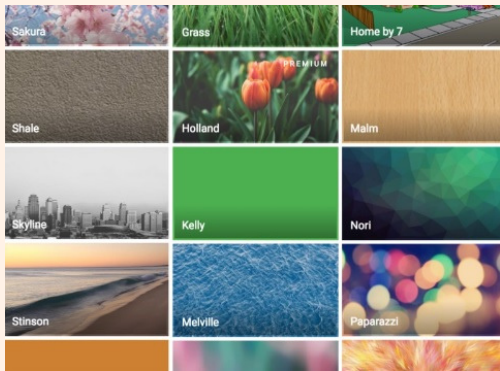
<https://padlet.com/>



# Good Practices

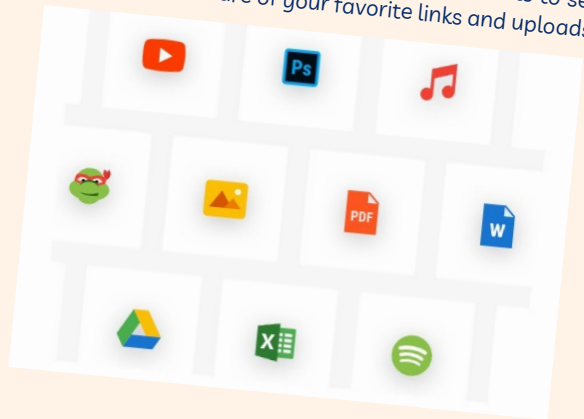
## PADLET

Colorful wallpaper choices range from cute animations to professional wood, cork, or chalkboard



Utilize wallpapers as organization tools from a Venn-Diagram, to KWL chart, to a calendar, to a To-Do list

Supports (almost) every file type from spreadsheets to selfies to Spotify, we'll take care of your favorite links and uploads.

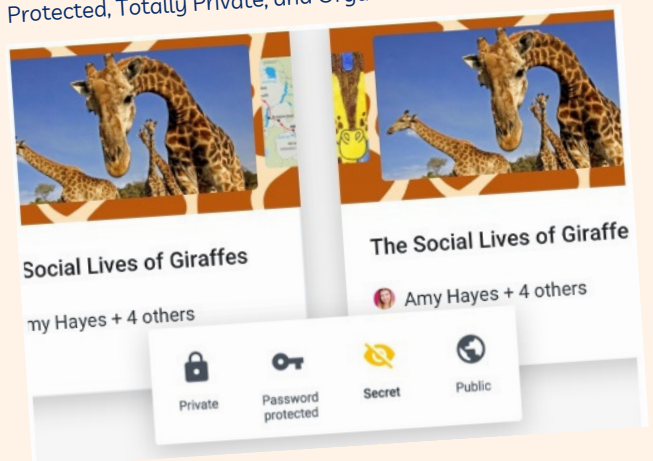


Integrate Padlet with other apps, or go old-school with paper.

- Just copy and paste!
- Export as PDF, CSV, Image, or Excel File
- Gorgeous social previews for Twitter, Facebook, Slack, and Padlet itself
- Embed padlets on your website or blog



One can choose from five options: Public, Secret, Password Protected, Totally Private, and Organization-Wide



Padlet is a great place for gathering ideas, sharing them and modifying them later. It's like a living, breathing webpage. Users can add links, YouTube videos, files and images to Padlet notes. They can move and arrange them. A link to a Padlet can be shared and Padlets can be embedded into blogs or webpages.

There is no limit on how many users can work on a Padlet at the same time. Students can view in the document viewer without having to download, or they can save or print documents as well. Students can leave feedback in comments surrounding the uploaded document without anyone having to download or save a copy of the work.





## COLLECTION OF

# Good Practices and useful resources

## PIXTON

### Brief introduction

Pixton is a cartoon creation tool that allows its users to create awesome comics. Educators and students can both make and share their comic strips.

- **Target audience:** Teachers and students
- **Languages available:** English, Spanish, French
- **Language level required:** from A1/A2
- **Suitability for use online**
- **Cost:** free limited content & paid accounts that give more features and functions
- **Geographical coverage:** Worldwide



### GETTING STARTED

Students and educators can then start using Pixton by signing in with a **Google, Facebook, or Microsoft account**.

Students can create **an avatar** that looks like them, or not. The important thing is that they can choose an outfit, facial expression, and pose for any occasion. What a better way of connecting to a story by placing yourself and your peers inside your comic narrative.

Then, they can begin their comic stories slide by slide. Within each slide, users can choose backgrounds and characters and write speech bubbles or thoughts. There is a varied cast of preset characters and outfits that come in different ages, ethnicities, and genders. Once a character is selected you can choose a clothing style and an appropriate pose.



### PIXTON FEATURES

Besides the free individual accounts, Pixton offers a service designed specifically for schools called Pixton for Schools which is not free. Pixton aims to cure classroom boredom and empower every student, by unleashing their artistic and writing potential.

This service enables teachers to create private rooms for their students in which they can collaboratively create and share their comics. It is easy to use as it only needed to share with students a link.

Pixton provides also a filter to show only age-appropriate content to younger students.

On the other hand some students might also feel overwhelmed when digging into the menus.

### WHAT`S NEEDED

- Any device (pc, laptop, tablet, smartphone)
- Internet connection
- Willingness to learn and have fun



### RESOURCES

<https://www.pixton.com/>



# Good Practices

## PIXTON

Explore new dimensions of literacy  
Idea Library will help you get ideas to challenge your students to create a comic, storyboard, or graphic novel to show what they know.



No-brainer access for students  
Multiple login methods. Just give them their join link and they're in. Pixton plays nice with Google Classroom.

When kids put themselves and their classmates at the center of their comic adventures, they discover a personal connection with the topic at hand.



Make your own comics  
Ridiculously easy, super powerful. It is an award-winning comic builder and storyboard creator that comes packed with content to create - almost- anything you can imagine.

Make a class photo  
In the style of a cartoon. Take the avatars you and your students have made and automatically assemble them into a unique snapshot of your classroom.





## COLLECTION OF

# Good Practices and useful resources

## PREZI

### Brief introduction

Prezi is a web-based tool for creating presentations that works like a visual storytelling software alternative to traditional slide-based presentation formats.

- **Target audience:** Teachers and students
- **Languages available:** English, Portuguese, Spanish, Korean, Japanese, German, Italian, French, Hungarian
- **Language level required:** from A1/A2
- **Suitability for use online**
- **Cost:** free
- **Geographical coverage:** Worldwide



### GETTING STARTED

Most types of presentation software use a slide-based approach, where you move back and forth between individual slides, kind of like pages in a book. Prezi, however, uses a **canvas-based approach**. Instead of using slides, Prezi has one very large canvas that your presentation moves around on, zooming in and out to view various frames.

Prezi creates more inspiring, fun, and meaningful remote or classroom learning experiences. It is completely **free** to use. However there are upgrades you can pay for in order to unlock additional features.

Prezi is run entirely through your web browser, meaning there it will **always look the same**, no matter what computer you're viewing it on.

It requires to **create an account** but it's easy to sign up for one.

### WHAT'S NEEDED

- Any device (pc, laptop, tablet, smartphone)
- Internet connection
- Willingness to learn and have fun



### PREZI FEATURES



Prezi helps you create more effective and engaging presentations and its tools are used to engage students in a variety of ways, including flipping the classroom from traditional direct instruction, providing study guides, and facilitating online learning.

Prezi in the Classroom will feature lesson plans that are standards-aligned, sources cited, and include creative assignments that encourage students to demonstrate and show their skills as creators

You can also use your **mobile device** or **clicker** to present your prezi. This way the presenter is not stuck behind a computer while giving a presentation, has more mobility, and is able to see the presentation the same way the audience does. However, this feature is only available if you have a Pro account.

### RESOURCES

<https://prezi.com/>

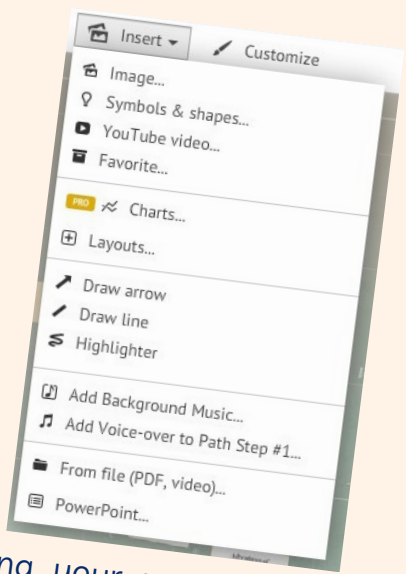
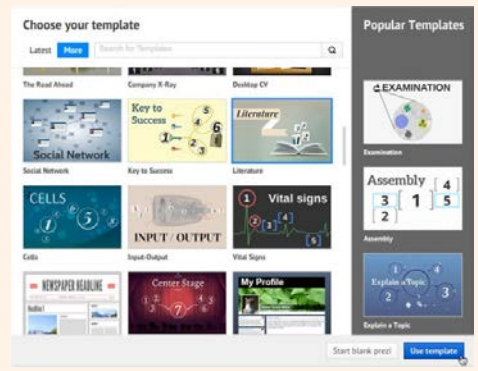




# Good Practices

## PREZI

Prezi has more than 1000 templates, 210+ of them being free.  
Prezi uses things called frames instead of slides.  
Frames can be resized to the shape one wants



There are more than 24 themes to choose from, and you always have the option of clicking Revert to original if you don't like the changes you've made.

When creating your prezi, you may want to include more than just words to get your point across. Prezi has an Insert button that allows you to insert pictures, videos, shapes, and background music



Prezi is an endless canvas in front of you on which you can create. As soon as you see a presentation made with Prezi one can realize how fluent, vibrant and generally more impressive than PowerPoint it is.

Prezi is telling an effective story and helps you emphasize each step of it from the beginning, to middle, and the end. The information is arranged spatially and with the help of the zoom effect, it illustrates the different points of your story and the relation between them





## COLLECTION OF

# Good Practices and useful resources

## RADIO GARDEN

### Brief introduction

With "radio.garden" one can listen to LIVE Radio of thousands of different radio stations worldwide..

- **Target audience:** People interested in improving their pronunciation & language skills and other countries & cultures
- **Languages available:** worldwide
- **Language level required:** from A1/A2
- **Suitability for online use**
- **Cost:** free of charge
- **Geographical coverage:** Worldwide



### GETTING STARTED

Radio Garden is a non-profit Dutch radio and digital research project developed from 2013 to 2016, by the Netherlands Institute for Sound and Vision, the Transnational Radio Knowledge Platform and five other European universities.

By bringing distant voices close, **radio connects people and places**. From its very beginning, radio signals have crossed borders. Radio makers and listeners have imagined both connecting with distant cultures, as well as re-connecting with people from 'home' from thousands of miles away.

Radio Garden allows you to **listen to over 25.000 live radio stations across the globe**.

### WHAT'S NEEDED

- a device
- Internet connection
- Interest in other languages and cultures



### OBJECTIVES & RESULTS



The main goal of the global radio station is to **connect people to other countries, communities and cultures**.

As permanent results, learners are able to:

- learn about different languages
- learn about different slangs
- connect the location to different languages
- to listen to up-to-date information from the respective radio station
- connect to distant cultures and local communities

### RESOURCES

1. <http://radio.garden/>
2. **Google Play Store:** <https://play.google.com/store/apps/details?id=com.jonathanpuckey.radiogarden&hl=en&gl=US>
3. **Apple Store:** <https://apps.apple.com/us/app/radio-garden-live/id1339670993>



# Good Practices

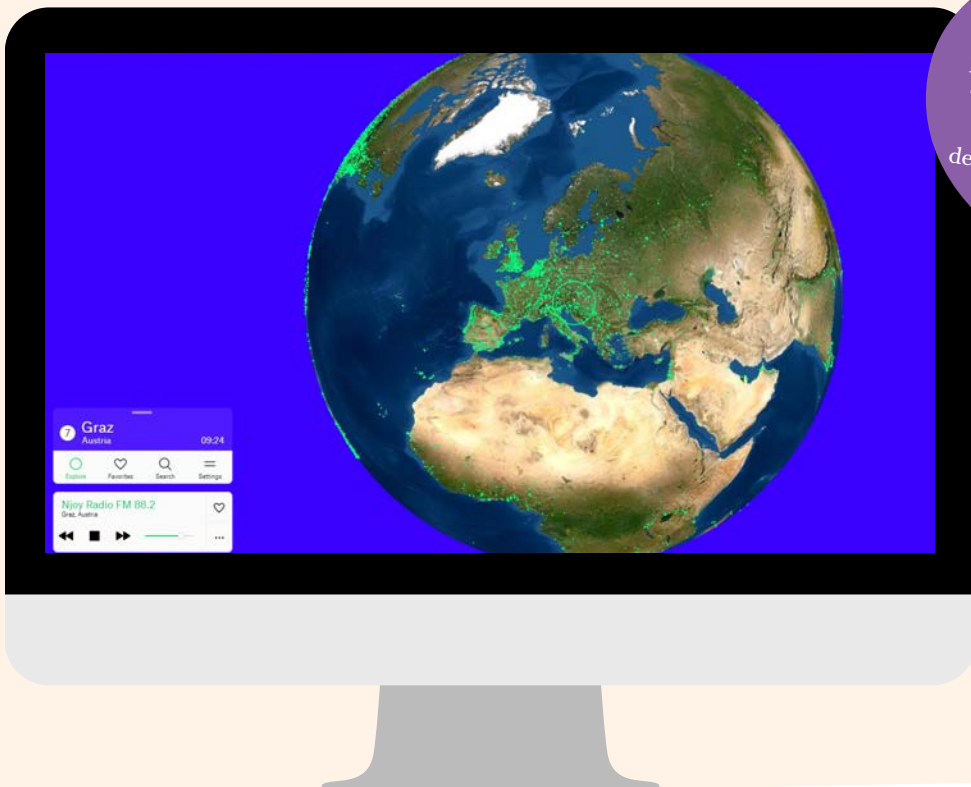
## RADIO GARDEN



If you feel like wanting to listen to radio stations placed anywhere in the world, this is one go to app. The best I have ever come across. Nobody can beat it. The visual treat of a globe and actually rotating it to search for stations is in itself an exhilarating experience. Amazing work Radio Garden.



Quite lovely. I like how they made it so the user can look for stations with a virtual Earth instead of a wall of texts and menus. The app works as how it is intended and is definitely a must-have for people who desire to listen to the radio stations of other foreign countries.



Materials, pictures, and feedback have been taken from Radio.Garden's website (© Copyright 2021 Radio Garden)



## COLLECTION OF

# Good Practices and useful resources

## SANAKO CONNECT - ONLINE LANGUAGE LAB

### Brief introduction

Sanako Connect is an online language laboratory where learners can practice their language skills - especially speaking and listening - either independently or in scheduled sessions.

- **Target audience:** People interested in improving their speaking, listening and pronunciation skills
- **Languages available:** English interface: teachers can upload material in any language
- **Language level required:** suitable for all levels
- **Suitable for use:** **online**; some materials can also be downloaded for use **offline** later
- **Cost:** licence needed, cost varies
- **Geographical coverage:** Anywhere with an internet connection



### GETTING STARTED

The Sanako Connect platform has all the features of a real-world language laboratory. Students can practice listening skills and can also record and listen back to themselves as they practice speaking. As well as individual work, students can also be put to discuss in pairs and groups.

The teacher can broadcast to the whole class or listen in to and discuss with individual students. The **main session dashboard** allows teachers to easily keep track of students' progress throughout the session.

Teachers need a license to access the system: students join sessions directly through a link. The sessions remain active until the teacher chooses to close them, so it is also possible for students to return to the session or to practice independently, outside of fixed lesson times.

### WHAT'S NEEDED

- Internet connected tablet/computer
- (headphones/ separate microphone)
- Chrome/Safari browsers recommended
- Teachers: Sanako Connect license
- Students: link to join the session



### GOING FURTHER



**Inputs.** Teachers can upload a variety of materials to be used in sessions, including audio files, written material, videos and web links. Pictures can be used to add interest or as the stimulus for an exercise.

**Tools.** The simple recorder allows students to record themselves speaking or reading. With the advanced recorder, they can listen to a model text and record themselves repeating what they hear. They can also be asked to respond to recordings through various exercise formats, including multiple choice, gap fill or short written response. Pairs and groups can also record and listen back to themselves speaking.

Students can upload their recordings or other responses, and get audio or written feedback from the teacher on their work. The **submissions dashboard** allows the teacher to keep track of progress and to give online feedback.

### RESOURCES

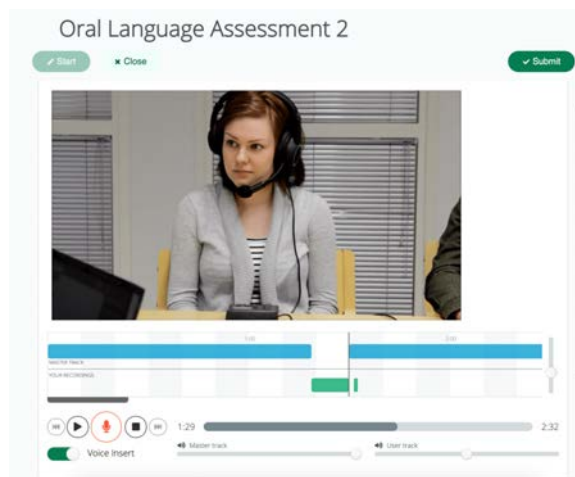
1. **Main product page:**  
<https://sanako.com/connect/>
2. **Video guides:**  
<https://youtube.com/playlist?list=PLnzTZiSzo0-Hal77KNqCWy2zX-LRqQgWU>



SANAKO CONNECT - ONLINE LANGUAGE LAB

Content	Tasks
Add text and HTML	Simple recorder
Record audio	Advanced recorder
Embed file	File upload area
Embed content	Writing space
Embed YouTube	Multiple choice
Embed web page	Q&A
	Gapfill

Teachers can upload a variety of inputs and set a range of different exercises.



Welcome to Sanako Connect

Class Files Exercises Submissions Speak to class

Show offline students (28)

Anthony Arden Daniel David Dennis Elena Garry JP

James Jeanette Jenny Juho Kristina Mike

Student 11 Student 12 Student 13 Student 14 Student 15 Student 16 Student 17 Student 18

Student 4 Student 6 Student 7 Student 8 Student 9

Exercise Group recording is open.

The main dashboard (above) allows teachers to organise student groupings and to keep track of student progress. Below: the student view of a session.

Unit 17: more use of the fall-rise tone

Teacher

Select an exercise or file

Listen and repeat

Reading aloud: Chinese new year

Pairs dialogue

playscripts 1.pdf

CHINESE NEW YEAR 2021.docx

### Reading aloud: Chinese new year

Start Close Submit

Start this exercise to enable all exercise content, like input fields and audio and video controls.

This passage includes plenty of practice at using the different tones we have encountered recently. Try reading it aloud: it's pretty long, so I recommend reading it a few sections at a time and listening back regularly. Don't worry about pronouncing the Chinese words correctly; just do your best with them. One word that crops up a lot is nian - say that one nee-an.



## COLLECTION OF

# Good Practices and useful resources

## TED TALK

### Brief introduction

TED began in 1984 as a conference where Technology, Entertainment and Design converged. Today TED talks cover almost all topics from science to business to global issues. They are short, powerful talks and exist in more than 110 languages. There are different initiatives with different goals and ideas that can be followed.

- **Target audience:** People interested in improving their skills and want to be inspired by different ideas
- **Languages available:** more than 110 languages
- **Language level required:** from A1/A2
- **Suitability for use online and offline**
- **Cost:** free
- **Geographical coverage:** Worldwide

### GETTING STARTED

The mission of **TED Talks** is to spread ideas and knowledge everywhere. You can find short videos about almost every topic you are searching for. For each video, there are subtitles available in all the offered languages and it is a great way for learners to practice the languages they are studying. The platform is made for everyone who is interested in learning more about specific topics, initiatives and programmes. For example, **TEDx Events** brings the spirit of TED to local communities around the globe by inviting experts and speakers from all around the world.

Another initiative promoted by TED is **TED-Ed** which is a youth and education initiative. It is made for knowledge sharing of students and teachers all around the globe and it is a way for them to connect. There are lesson plans that can be attended and there is even a category to track the progress of your skills.

### WHAT'S NEEDED

- a device
- Internet connection
- Willingness to learn and have fun
- Optional registration to TED website



### OBJECTIVES & RESULTS

TED talks are an opportunity for learners to watch videos about **different topics and learning or practicing a foreign language** thanks to the fact that all the videos are supported by **subtitles**. TED Talks can help the learners to *improve*:

- listening and comprehension skills;
- vocabulary
- pronunciation and grammar



**TED Talks** may play an important role within the educational field as they can be easily integrated into traditional language lessons. Teachers may exploit TED's archives to show their students the **"real-world" language** and to fuel a debate.

### RESOURCES

1. <https://www.ted.com/>




2. <https://ed.ted.com/>

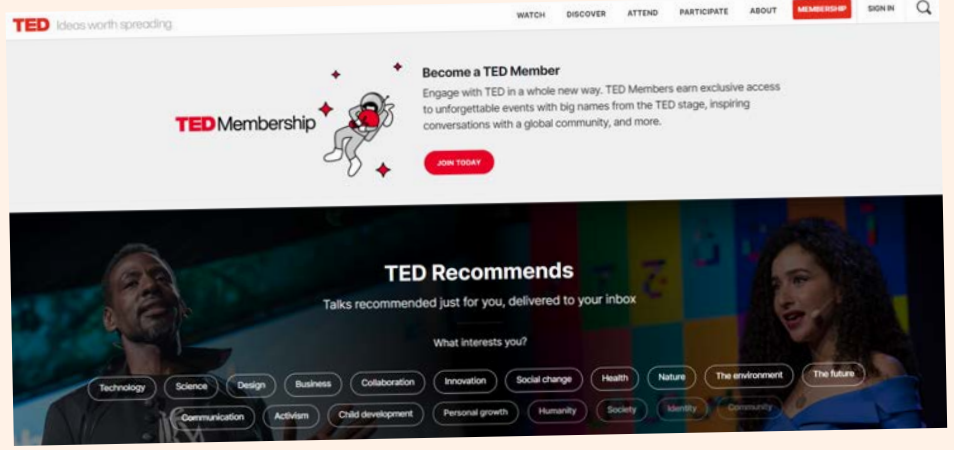


# Good Practices

## TED TALK



*Ideas worth spreading* 



### Language

A collection of TED Talks (and more) on the topic of Language.

*inspire*

#### Video playlists about Language

- 8 TALKS**  
**The pursuit of curiosity and understanding**  
Curious about the world? These fascinating talks will encourage you to seek and experience the endless delight and intrigue it offers. (Curated in partnership with the Qatar Foundation.)
- 25 TALKS**  
**The most popular TED Talks of 2018**  
What, A. Year. These 25 TED Talks helped us make better decisions, taught us some fascinating science, gave us some hope for humanity and showed us what it's like to climb 3,000 feet ... without a rope.
- 25 TALKS**  
**The most translated TED Talks**  
A thoughtful selection of engaging TED Talks, translated into 40+ languages thanks to our wonderful TED Translators community!
- 11 TALKS**  
**Great TED Talks for language practice**  
Learning another language? A collection of TED Talks to indulge in your linguistic desires. (Pro tip: Select subtitles in your preferred language to read along, too.)

#### Talks about Language

- ILAN STAVANS**  
**Who decides what's in the dictionary?**
- JOHN MARSHALL**  
**3 strategies for effectively talking about climate change**
- DAVID SHUBER**  
**Can we learn to talk to sperm whales?**
- KALKA BALI**  
**The giant leaps in language technology -- and who's left behind**
- KATE LISTER**  
**An honest history of an ancient and "nasty" word**
- ARCHIE CROWLEY**  
**Language around gender and identity evolves (and always has)**
- LORENZO GARCIA-AMAYA**  
**Why do we, like, hesitate when we, um, speak?**
- ANNA BABEL**  
**Who counts as a speaker of a language?**
- LEWIS CARROLL**  
**"Jabberwocky": One of literature's best bits of nonsense**
- IRAL KATYAL**  
**How to win an argument (at the US Supreme Court, or anywhere)**
- MICHAEL CORBALLIS**  
**Evolution's great mystery: Language**
- GARETH GASKELL**  
**How do our brains process speech?**



*By having this amazing content be available, we would be able to learn something new every time we wanted, whether it's just to expand our minds or it's to change our lives.*  
- Dr. Daphne Koller

*"You learn how to put together a sentence in the context of real issues and ideas going on in our world, it's a different way of learning."*  
- Content Distribution Editor, Janet Lee.



Materials, pictures, and feedback have been taken from TED Talks website (© TED Conferences, LLC. All rights reserved)





## COLLECTION OF

# Good Practices and useful resources

## VOCAROO.COM

### Brief introduction

Vocaroo.com is a very simple yet effective web-based learning tool for recording (or uploading) audio with lots of options for sharing and saving the recordings.

- **Target audience:** people interested in improving their pronunciation and fluency
- **Languages available:** The webpage is available in multiple languages (bottom right); recordings can be made in any language.
- **Language level required:** A1-C2
- **Suitability for use online**
- **Cost:** free of charge
- **Geographical coverage:** Worldwide

### GETTING STARTED

Vocaroo.com allows teachers and learners to fully exploit the advantages of speaking exercises and **improve fluency playfully**. Whether you are into flipped classroom or want to enhance pair or single work - with this easy to use audio tool it is simple to **create shareable and great quality audio recordings**.

There is **no account or log in required** and as there are only two buttons ("Record" and "Listen") getting your first audio is really very intuitive and simple.

After recording you can listen to it and either record it once again or choose from the **multiple options of sharing and saving**. To name a few of these options: share via link, embed on your website/blog, create a qr-code, download, share in a mail, on WhatsApp, Facebook...



### WHAT'S NEEDED

- a device with Internet connection
- an internal OR external microphone
- clear instructions or a task
- a time limit



### OBJECTIVES & RESULTS

The platform makes it easy to **find creative ways of enhancing speaking (and listening)** during language learning.

Here are some ideas how to use Vocaroo.com: Teachers can **create quick and personalized listening comprehensions**. Learners can **recite poetry, hold a speech, make interviews, or record their own narratives**. The audios can be sent individually to the teacher via mail or be put on padlet.com so the whole group has access.

It also offers a great **possibility in creating a group project composing a story, a class-podcast**, or other. Vocaroo.com can also be used for feedback.

### Results and benefits may be:

- more confidence in oral expression
- improved fluency through focused work
- focus on listening and speaking

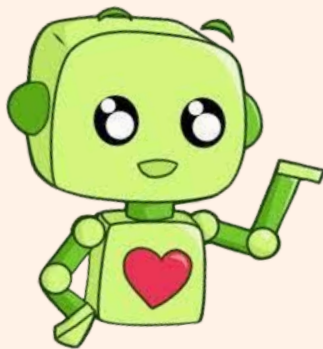


### RESOURCES

<https://vocaroo.com/>







## BE AWARE

- Your browser needs to be up to date.
- Give a time limit of max. 2 minutes per recording to keep it concise and easy to give feedback on.

I really like this tool, mainly because of its ease of use. I like that students can record their performance, listen to it, and decide if they are happy with the recording or if they want to re-record it.

I have used Vocaroo in my Spanish classes as a way to assess speaking. Students go to the website and click record. After recording, students can share, email, embed, or download their recording. I have students typically email me their speaking assessments for grading. I have never had problems with it, nor have my students to my knowledge.



Materials, pictures, and feedback have been taken from the official website [vocaaroo.com](https://voca.ro) and [www.commonsense.org](https://www.commonsense.org) (© Copyright 2021)



## COLLECTION OF

# Good Practices and useful resources

## WORDWALL

### Brief introduction

Wordwall allows you to create a range of interactive resources to encourage learners to practice language in a fun and gamified way. There is also a huge collection of resources by other users.

- **Target audience:** Suitable for learners of all ages
- **Languages available:** Whatever you want to input; ready resources in many languages/scripts
- **Language level required:** Suitable for all levels
- **Suitable for use:** online. **Offline printables** are part of the premium packages
- **Cost:** *Basic account* is free. *Premium Standard/Pro accounts* give more features and functions.
- **Geographical coverage:** Anywhere with internet access



### GETTING STARTED

Wordwall activities are created using ready-made templates. They include random cards, spinner, mix and match activities, anagrams, wordsearches, and various quiz formats. (The screenshot on the next page shows more.) It is also possible to change the style and design of some activities: for example, changing the look of the random cards.

#### To use Wordwall:

1. Create a Wordwall account
2. Choose a template.
3. Input content: you can either type or copy-paste from e.g. Word
4. Choose the format/design that you want to use.
5. Get a link to share with learners.
6. Play and enjoy!



### WHAT'S NEEDED

- Internet connected device (works on computers, tablets, smartphones)
- A teacher account to access/create material
- A link to share with learners
- Don't forget a sense of fun!



### GOING FURTHER



**Ready made resources.** The *Community* tab holds more than 17 million ready-made resources, which can also be modified. Searches tend to give a lot of results; try using one target key word for the best hits.

**Accounts.** The free *Basic* account allows you to create max. 5 online activities. NB! deleting an activity does not allow you to create a new one, but you can edit existing ones freely. *Standard* and *Pro* accounts give access to more templates and allow download of some activities as printables. Pricing (06/2021) is on the back.

**Sharing with learners.** You can simply share the activity link with your learners or embed it in your webpage; no account is needed to play. You can also set the activity as an **assignment** for your learners to complete. Their results are shown in the *My Results* tab.

### RESOURCES





















- **sign up at:** <https://wordwall.net/>
- **quick overview:** <https://wordwall.net/features>
- **list of templates:** <https://wordwall.net/#templates>



# Good Practices and useful resources

## WORDWALL

**Free templates:** more available with premium subscriptions













 <b>Match up</b> Drag and drop each keyword next to its definition.	 <b>Quiz</b> A series of multiple choice questions. Tap the correct answer to proceed.	 <b>Random wheel</b> Spin the wheel to see which item comes up next.
 <b>Group sort</b> Drag and drop each item into its correct group.	 <b>Find the match</b> Tap the matching answer to eliminate it. Repeat until all answers are gone.	 <b>Missing word</b> A cloze activity where you drag and drop words into blank spaces within a text.
 <b>Unjumble</b> Drag and drop words to rearrange each sentence into its correct order.	 <b>Matching pairs</b> Tap a pair of tiles at a time to reveal if they are a match.	 <b>Labelled diagram</b> Drag and drop the pins to their correct place on the image.
 <b>Open the box</b> Tap each box in turn to open them up and reveal the item inside.	 <b>Wordsearch</b> Words are hidden in a letter grid. Find them as fast as you can.	 <b>Rank order</b> Drag and drop the items into their correct order.
 <b>Random cards</b> Deal out cards at random from a shuffled deck.	 <b>Anagram</b> Drag the letters into their correct positions to unscramble the word or phrase.	 <b>Gameshow quiz</b> A multiple choice quiz with time pressure, lifelines and a bonus round.
 <b>True or false</b> Items fly by at speed. See how many you can get right before the time runs out.	 <b>Maze chase</b> Run to the correct answer zone, whilst avoiding the enemies.	 <b>Flip tiles</b> Explore a series of two sided tiles by tapping to zoom and swiping to flip.

**Changing formats.** Once you have added material to a template, you can convert it automatically into different activity formats through the “Switch Template” function. Choose a range of templates when you create your first activities, so that you can access as many linked templates as possible.

**Published resources** are colourful and engaging.

Visit the **Community** page for millions of ready made resources or to get inspiration for your own creations.



 <b>Who? What? When?</b> by Fage Match up	 <b>On the Go 1 Unit 4</b> by Hanne1 Random wheel	 <b>SANAPOLKU R-sanan ke...</b> by Anu14 Matching pairs	 <b>S2 - helppo hirsipuu</b> by Eila20 Hangman
 <b>Adjektiivit</b> by Saana2 Quiz	 <b>Laske allekkain vihkoon ...</b> by JenniPeturku Random wheel	 <b>Ammatit</b> by Hochtö Match up	 <b>Turenki Go for it 3 have/...</b> by Turenkiopet Missing word
			

Pay Monthly  Pay Annually (Save 10%)

	Basic Free	Standard € 5 / month EUR	Pro € 7,50 / month EUR
Interactives	18 ▾	18 ▾	34 ▾
Printables	0 ▾	13 ▾	21 ▾
Number of resources you can create	5	Unlimited	Unlimited
		<a href="#">Upgrade</a>	<a href="#">Upgrade</a>

### Pricing plans 06/2021

<https://wordwall.net/price-plans>





## COLLECTION OF

# Good Practices and useful resources

## ZOOM

### Brief introduction

Zoom is a popular meeting tool which allows live teaching to go ahead regardless of where teachers and learners are located. The platform offers a variety of different tools for interaction and collaboration.

- **Target audience:** All language learners
- **Languages available:** English interface: communication in all languages possible
- **Language level required:** Suitable for all levels
- **Suitability for use online:** sessions may be recorded and saved for **offline** use later.
- **Cost:** *Free account*; max 100 people, 40 minutes. *Premium accounts*: longer meetings, more features.
- **Geographical coverage:** anywhere with an internet connection



### GETTING STARTED

The teacher sets up the meeting and then shares the link (or the meeting code and password) to participants. For extra security it is also possible to enable a waiting room, where the teacher can screen those wishing to join.

The teacher can control interactions by enabling functions in the meeting settings. Usually students are able to see and hear one another; they can also write comments into the group chat.

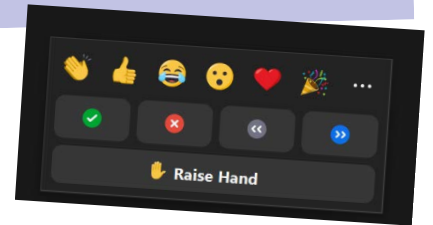
**Screen share** allows participants to see what is on the screen of teacher or peers. It is also possible to share videos: remember to enable sound on the sharing tool so that participants can hear the soundtrack too.

### WHAT'S NEEDED

- Internet connected devices: computer/tablets are usually better as the shared screen can be hard to read on a smartphone
- Microphone and camera
- A teacher zoom account:
- Joining link/code for students



### PROMOTING INTERACTION



Students can give quick visual feedback through emojis on the **reactions** tab; choose from a small range or from the whole menu. They can also raise a digital hand to signal that they have something to say.

The **chat box** allows brief comments and sharing of materials and links. (NB: participants can only see things posted after they joined the session.) Ask students for short answers to questions, or to post their own comments and questions. Share links to webpages, videos, collaborative documents...

Use **polls** for speedy collection of opinions or to check understanding.

### RESOURCES



1. **Zoom homepage:** <https://zoom.us/>
2. **Training resources:** <https://zoom.us/docs/en-us/covid19.html#training-resources>
3. **Hints for making sessions more learner centred**



# Good Practices and useful resources

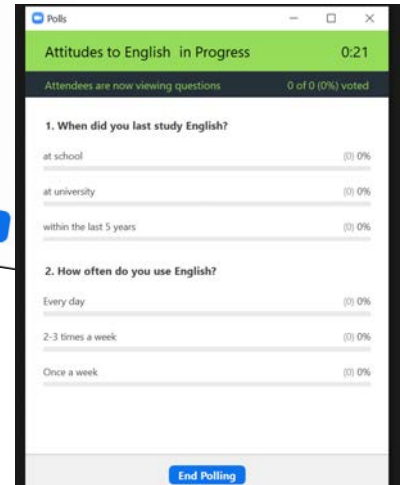
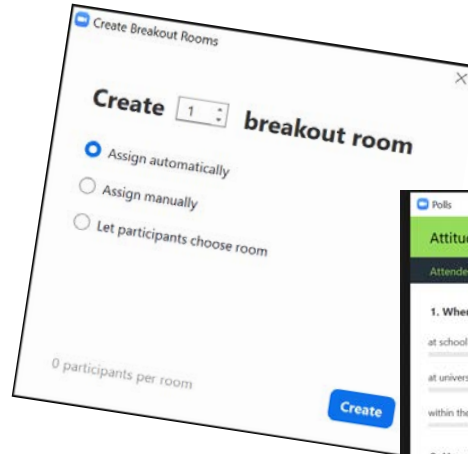
## ZOOM

### ENCOURAGING COLLABORATION

With Zoom **breakout rooms**, you can put learners to work in groups of different sizes. Zoom makes it easy to vary the groups, to maintain interest and maximize interactions.

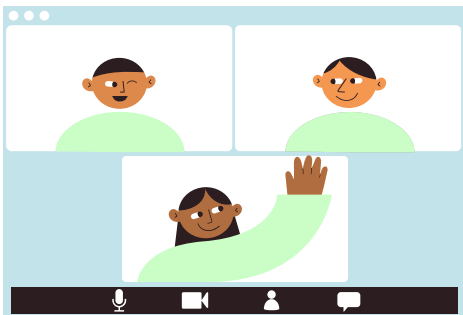
You can also allow learners to **choose their own breakout room**: when giving choice in collaborative activities to be done there, for example.

Allocate students to **individual breakout rooms** when they are working on their own; they can call for support, or you can discuss with them individually without disturbing the rest of the class.



The **annotate tool** allows participants to make markings on whatever is on the shared screen. Teachers can highlight important points or instructions; or ask students to write in their answers or to mark vocabulary or grammar points. NB: it is not possible to edit or move markings once they have been made. Save a screenshot before ending sharing if you want to come back to it later.

The **shared Whiteboard** allows students to brainstorm and to collect ideas.



When **sharing a video** on screen, be sure to click the "Share sound" and "Optimize" boxes at bottom left. This will ensure that participants can hear the sound track and get the best possible experience.

