Computer Assisted Language Learning

Procedure for the 24 slide seminar

Short notes follow the 24 slides in the exact order of the presentation.

01 Computer-Assisted Language Learning (CALL)

Creating Interactive Multimedia Resources

02 Workshop aims

Identify a learning need; Plan an interactive resource; Evaluate learner participation

03 My multimedia archive

Teacher-created resources; Listening and speaking materials; Interactive lessons and games

04 CALL in the classroom

Technology supports; presentation and practice; Learners respond and receive feedback

05 The learner's role

Predict; Respond; Explain; Check and try again

06 A resource for this class

Learner level and interests; One clear language aim; A manageable task

07 Multimedia choices

A picture gives context; Audio provides a spoken model; Text offers support when needed

08 Meaningful interaction

Time to think; A response before feedback; A reason to explain

09 Demonstration; Telling the time

It is 7:30.; It is 8:00.; It is 8:30.

10 A listening sequence

Before listening: predict; During listening: respond; After listening: check and speak

11 Interactive dictation

First listening: understand; Second listening: pause and write; Third listening: check

12 Pictures for speaking

Notice details; Ask a question; Give a reason; Connect with experience

13 Coursebook adaptations

One activity at a time; Additional learner practice; A clear checking stage

14 Listening and recall

Listen for meaning; Retain a short utterance; Reproduce it orally

15 Games and competitions

Clear rules; Shared participation; Feedback after each round

16 Learners create content

Choose a familiar topic; Prepare a short contribution; Ask classmates to respond

17 Independent practice

Clear instructions; Accessible files; A useful way to check

18 Preparing a resource

Choose the language aim; Build a short sequence; Test it as a learner

19 Evaluating a resource

Does it match the aim?; Who participates?; What does feedback explain?

20 Access and participation

Readable text; Clear audio and alternatives; A pace the class can follow

21 Reliable teaching files

Keep related files together; Check media and links; Prepare a simple backup

22 Teacher planning task

One learner group; One language aim; An interactive sequence; A checking stage

23 Sharing and revision

Describe the learner's actions; Explain the checking stage; Suggest one improvement

24 Computer-Assisted Language Learning

A clear aim; Active learner participation; Materials shaped by the teacher; bereketeltarchive.com