VoiceThread, Flip Cameras and More! Engaging Lessons Using Technology

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Why use technology?

- Engages students and differentiates instruction
- Learning is three-dimensional
- Students develop 21st-century skills

Standards-based lessons can be enhanced by incorporating a variety of technologies, such as VoiceThread, Flip Cameras, and digital recorders.

How does technology enhance learning?



By allowing multiple means of participation and engagement, technology makes learning three-dimensional.

In addition to enhancing instruction, it also helps the English language learner (ELL) develop the 21st century skills all students need to succeed in educational settings and function in society (Lopez, 2010). The convergence of technology tools and classroom instruction for the ELL presents unique and creative ways to enhance the ESL classroom (Hanson-Smith, 2007).

To explore new ways of integrating technology into language teaching, we used digital recorders, Flip Cameras, VoiceThread, PowerPoint Jeopardy games and iPods. We found that technology greatly enriched student learning and enabled us to differentiate instruction for various proficiency levels (Kurshan, 1997).

Technology presentation with no technology?

Use QR codes! If you scan the codes with a smart phone QR reader, you will see examples of the technology we have used with our students.

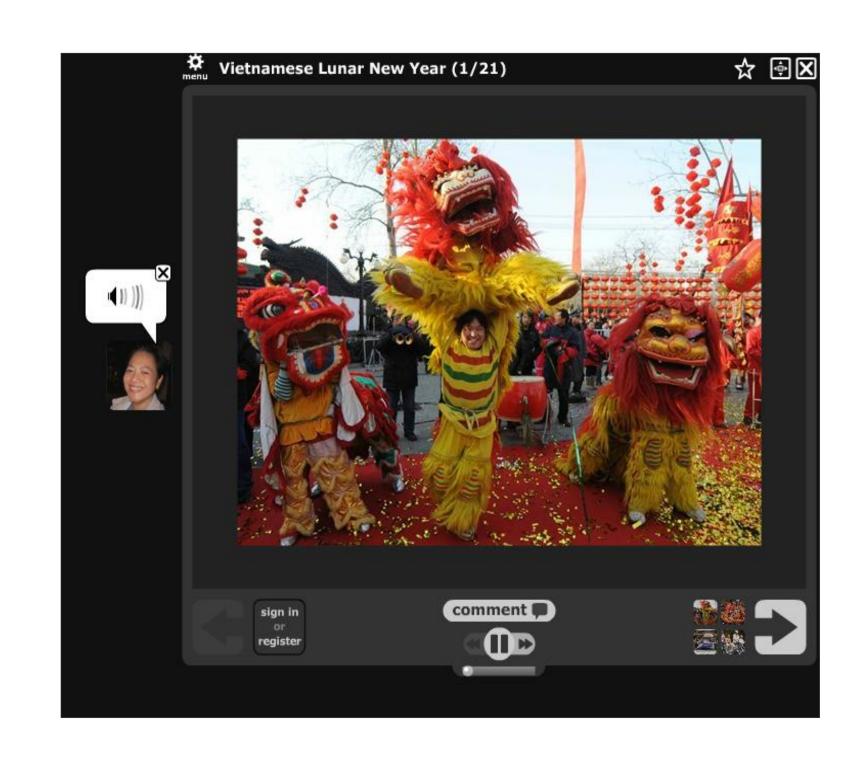


http://www.qurify.com

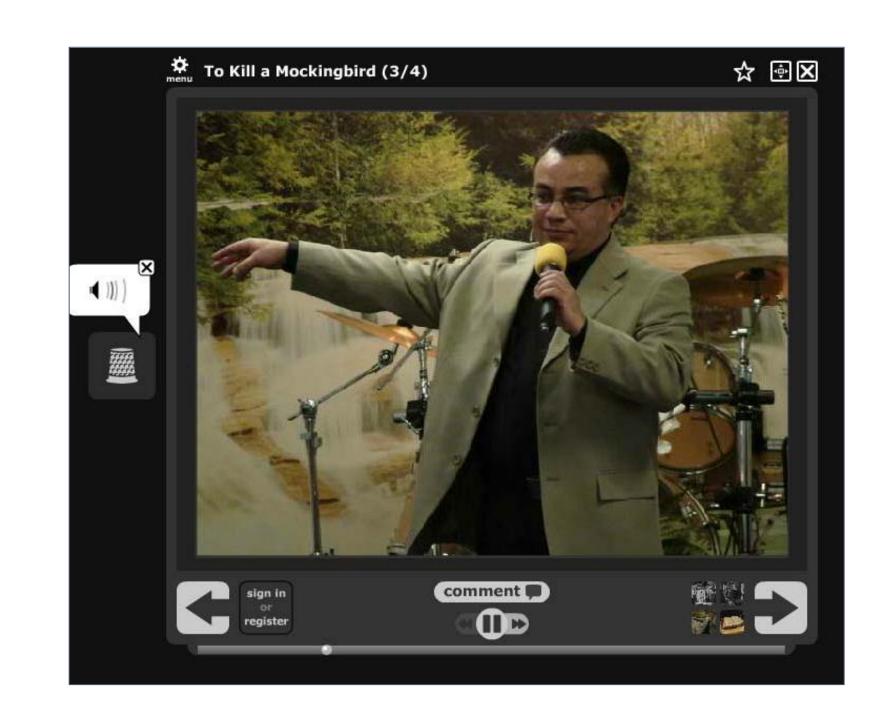
Go to "applications" on your smart phone and search for QR reader. Some are free, others are \$.99.

VoiceThread

- http://voicethread.com/
- Little or no cost
- Students write script, upload pictures and record narrative
- Share project and receive comments from other students, teachers, administrators, family and people around the world
- Easily differentiated, all levels can participate
- Students develop technological proficiency and 21st century skills



Adult English language learner using VoiceThread for a project about her favorite holiday. The student chose her subject, found and uploaded photos, wrote the script, and then narrated the project.



Level 4 post secondary students in an Intensive English Language Program (IELP) English Literature course. The students incorporated character traits and symbolism related to the novel *To Kill a* Mockingbird. Then, they wrote about heroism, connecting this theme to their lives.

Get Free VoiceThread App for iPad or iPhone

After you download the app, set up a free account, then search for "Lunar New Year", "Rowan IELP" or "Sterling ESL" for the sample VoiceThreads in this presentation.



Pocket Camcorders (Flip Cameras)

- Video is uploaded directly to computer
- Edit movie with software such as iMovie (MAC) or MovieMaker (PC)
- Poetry, skits, books, cultural events
- Easy to use for teachers and students
- Set up YouTube station for parents to view

about manners













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Digital Recorders

- Listening and speaking exercises
- Used in assessment and tracking progress
- Practice for presentations (VoiceThread, other school assignments)
- Practice pronunciation and inflection
- Teacher can use it to prepare listening exercises
- Saves as an .mp3 file on your computer



Internet Resources



- YouTube Videos
- ESL Podcasts
- ESL WebPages with links and lesson plans
- Interactive games and activities
- See links on our wiki site

iPod and iPad

- Listening practice (books, music, videos)
- Games (vocabulary, grammar, culture)
- Translators, dictionaries
- Ebooks (electronic books)

PowerPoint and Other Games

- Fun for review
- Students work collaboratively
- Learn by doing
- Material can be presented in a different way for deeper understanding
- Introduce realia with sound and video



For more information and links to all the technology demonstrated here, please visit our wiki - ESL Technology Ideas



The Manners Game

http://esltechlinks.wikispaces.com

Lesson Learned

- You may have to modify or simplify directions
- Plan back-up activities in case technology is not working
- It may take much longer than you think
- Students may be shy or hesitant at first
- May take more time and preparation, but the students are engaged, develop a deeper understanding of the subject, and they become familiar with technology
- Other benefits include developing new 21st century skills with an emphasis on subject content

References

Handson-Smith, E. (2008). Trends in digital media 2007. TESL-EJ. 11 (4), 1-13.

Kurshan, B. (1997). The ESL electronic classroom. Multimedia Schools. 4 (2), 46-50.

Lopez, O.S. (2010). The digital learning classroom: Improving ELLs' academic success in mathematics and reading using interactive whiteboard technology. Computers & Education. 54, 901-915.

