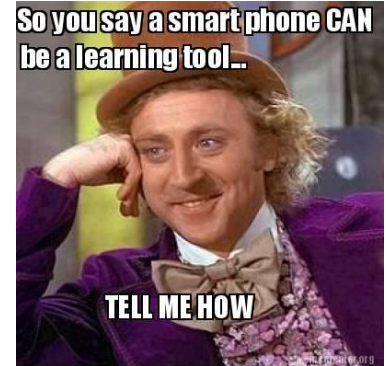


## “Millennials, Technology, and You: How to Meaningfully Engage Learners”

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### Viral media in the classroom

Engage students by turning reports, projects, and review materials into [Buzz Feeds](#). Students can create text with Google Doc and embed original memes.

Meme Generator: <http://memecreator.org/create>

Meme Generator: <https://imgflip.com/memegenerator>

### Interactive Technology – Live Audience Participation

<http://www.polleverywhere.com/> - Use a computer projector to create a live, in class discussion poll to which students respond by texting or using smartphones to type responses on the website.

Options include open ended, multiple choice, or clickable image questions. Scales of agreement can also be used to generate equal opportunities to participate in discussion or scales of understanding for informal assessment.

<https://getkahoot.com/> - Create multiple choice questions and project the live results like a game show in class. Students access your Kahoot games via the website (smartphone, tablet, or computer) and a class pin. Once the time is up for each question, the results are displayed in real time along with a scoreboard of top point scorers. There is no log-in required for students, but respondents can enter username so that the results can be identified.

<https://www.surveymonkey.com/> - Instructors can create an online survey that can be used as a quiz about video, audio, or text input. Instructors can project the real time results as a guide for reteaching commonly missed questions.

<https://todaysmeet.com/> - Instructors can post a question and students respond with the website while answers display real time. Prompts generate discussion and students who finish engage in reading classmates responses.

<http://socrative.com/> -Socrative allows real time responses in class. Options include polls, quizzes, and races. Questions can be multiple choice, T/F, or open-ended. Generate, save, and share your assessments. Anonymous or students enter usernames.

## Google Apps

Google Docs- Like a Microsoft Word Document, but it can be edited by up to 50 people simultaneously.

Google Slides- Like a Microsoft Word PowerPoint, but it can be edited by multiple people simultaneously and it can be presented without downloading it.

Google Forms- Allows you to create quizzes with a variety of item types, then automatically presents the results with graphs and in a Google Spreadsheet.

Google Hangouts- Free, live video calls can be used for meetings and training sessions and for online classes and cultural exchanges between countries.

Google Classroom- Designed as an alternative to platforms such as Blackboard and Canvas, Google Classroom is available to any teacher with an official educational email address (e.g. @colostate.edu), though it may need to be set up by the school's IT Department. You can share announcements, assignments, and feedback with students. Google Classroom connects all Google Apps for classroom use, allows you to view student work in one organized location, and allows you to monitor student progress.

**Wikis** Wikis are websites that allow multiple people to use and edit, such as Wikipedia articles. Wikis can be made public, accessible by small groups or private. Great for reports and projects.

<http://www.pbsworks.com>

<https://www.wikispaces.com>

**Weebly** <http://www.weebly.com/> This website allows you to create your own website or blog online for free. Weebly is easy to use and can facilitate portfolios or learning modules for students. Your Weebly website can be private or public. A variety of tools allow you to display documents, videos, and pictures.

## Games

<http://quizlet.com/> use to generate vocabulary games and flashcards

<http://www.quia.com>

[www.gamesforchange.org](http://www.gamesforchange.org)- These free educational video and computer games provide context and life-like scenarios for language learning and practice.

- <http://ncase.me/polygons/> - social bias
- <http://playspent.org/> - live in poverty for one month and budget money

- <http://www.gamesforchange.org/play/trace-effects/>- science, environmental, and business scenarios about women
- <http://www.mission-us.org/pages/landing-mission-4/>- American history
- [http://gameslearningsociety.org/fairplay\\_microsite/](http://gameslearningsociety.org/fairplay_microsite/)- US racial bias
- <http://www.gamesforchange.org/play/peacemaker/>- work for Palestinian- Israeli peace

### **Facebook Groups**

Use private facebook groups and events to create assignments on Facebook. Assignments can include selfie videos, website links, pictures, written posts, and responses to classmates posts. Instructors can also use the poll option to spur conversation.

### **Youtube** <https://www.youtube.com/>

Teachers can find or assign students to find and share a video and share with the class for good listening practice. Teachers can post a video for students to watch and comment on. Students can make their own Selfie Video and post to YouTube as public, private, or only viewable with link. Teachers can create their own class Youtube channels to facilitate sharing.

### **Recorded Presentations**

<http://www.authorstream.com> Upload a powerpoint and speak your presentation into your microphone. Allows recordings and live presentations. Download, post to Youtube, make private or public.

[present.me](http://present.me) and [vcasmo.com](http://vcasmo.com) create a video of yourself explaining your slides.

iMovie – use on iPads. Students or teachers can create and edit videos to play in class or post on Youtube

### **Video/ Multimedia Presentations**

<http://voicethread.com> Users create and illustrate voice recordings. Other users can respond with text or audio comments. Creates a platform for class discussion where everyone can have an opportunity to contribute.

<http://littlebirdtales.com> use audio, images and text to create videos. Would be useful for a project that incorporates all language skills.

[www.pixorial.com](http://www.pixorial.com) Easy way to share and store videos and multimedia materials generated by class.

**Selfie Videos** Students record themselves on their Smart Phone or iPad. Most students already use this function on their phones, making this an easy way to get individual speaking samples from your students. Once recorded, students can email the file or upload them to your electronic grade book. Selfie videos can be an enhancement or alternative to interviews, presentations, and graded in-class discussions. They can also serve as a self- and peer- evaluative tool since students can watch themselves speaking after the fact.

### Interactive Timelines

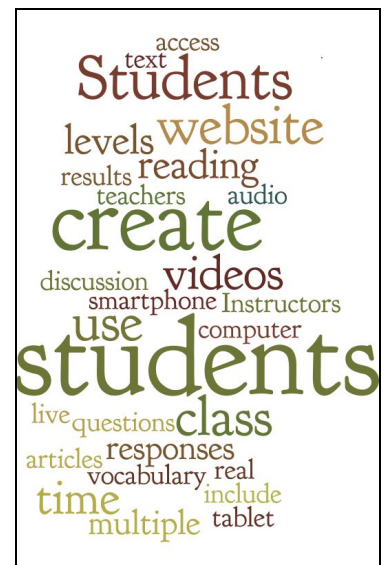
[www.capzles.com](http://www.capzles.com) Use a chronological layout to present information in clusters or timelines. Presentations can include images, blogs, albums, music, videos, etc. A variety of templates and themes are available.

<http://www.readwritethink.org/classroom-resources/student-interactives/timeline-30007.html>

Allows students to create multimedia timelines and diagrams. The website includes lessons and suggestions for teachers.

### Word Clouds

[www.wordle.net](http://www.wordle.net) – Students or teachers can use class texts to create a word cloud. Word clouds present key words graphically and could be helpful for pre-reading, summarizing, or vocabulary teaching. (See example to the right created with the text from this document)



**Infographics-** can be used to create charts and graphics from data. Many professional templates available.

<https://bubbl.us/> - create graphic organizers and outlines with colors and graphics to indicate hierarchy. Example: a family tree that looks like a tree.

<http://www.easel.ly/>

<http://infogr.am>

<http://www.coggle.it> Create graphic representations of brainstorm, idea webs or tree diagrams.

**Online Reading**

<https://www.dogonews.com/> Graded levels of current news articles. Can be combined with an independent reading log report to hold students accountable for self-selected reading; more geared for kids, but contains many articles that would be appropriate for adults.

<http://marshalladulthoodeducation.org/reading-skills-for-todays-adult> Readings about a variety of topics geared toward adult learning. Includes Levels 0.7-4.5 and 5.0-8.0. Readings are scaffolded with vocabulary and preview items. Includes the option to read silently or listen to the audio while reading.

<http://www.booksthatgrow.com/> 5 levels of graded readers. Students can self select levels and reading topics or instructors can create classes within the website and assign readings.

<https://newsela.com/> Recent news articles adapted from major news sources to 5 levels and translated into Spanish. Teachers can set up a free account to assign readings or students can self-select readings and levels.

<http://tarheelreader.org> Online graded readers that cater to both adult and child friendly topics.

<http://www.clarkness.com/> Includes beginner level stories at 38 levels in progression. Vocabulary is introduced and reviewed throughout the levels.

<http://breakingnewsenglish.com/> ESL news website that includes 6 levels and a variety of reading speed options.

Choose your own adventure stories:

Journey to Mars <https://youtu.be/rnVJBeIW-gQ>

Zombies in Tokyo [https://youtu.be/px\\_vnU8WZHo](https://youtu.be/px_vnU8WZHo)

Five print books available: <http://www.atama-ii.com/>

**Free Online Reading Placement Tests**

Penguin Readers <http://penguinreaders.com/pr/teachers/the-right-reader.html>

Oxford Bookworms <https://elt.oup.com/student/bookwormsleveltest/?cc=us&selLanguage=en>

Extensive Reading Central Placement Test <https://erfpt.ealps.shinshu-u.ac.jp/>

**Student friendly Corpus Searches**

<http://fraise.it/> This searchabel corpus generates examples from news sources and provides definitions, collocations, context, pronunciation, and translations. Can open links to whole sources of phrases.

**Cell Phone Apps for Learning**

<https://padlet.com/>- students can use to create and upload projects and portfolios. Prevents students from using inappropriate language and helps teachers to monitor usage. Facilitates collaboration on creation of reports and projects. \$5/month for teachers and unlimited number of students.

<https://www.duolingo.com/> - Video game style language learning. Includes entire courses of English in translation from 22 languages or learn 22 languages from English. Free.

**Image Editing Software**

<http://www.irfanview.com/>

<http://www.gimp.org>

**QR Codes**

<http://www.qr-code-generator.com/> Project QR codes on the screen as a way for students to quickly access a website, song, reading, assignment, etc. Students can also generate QR codes as a quick way for you to see their online work.