Using Internet Resources & Web-based Tools to Support Project-based English Language Learning & Teaching

Session 3

Preparation for Session 4

- 3 in a group, prepare an English lesson plan. Teachers can bring in materials they have from their schools or from previous lessons or look for resources from this site:
  - Teacher can adopt / modify one of the lesson plans in the resource net

Project Work Samples

- contains a lot of good lesson plans and ideas on project-based learning using I.T.

http://www.resources.ed.gov.hk/project_work/

Hands On:

Visit some Sample Projects:

- http://resources.ed.gov.hk/project_work/animals.htm
- http://wcs.hkcampus.net/~wcs-ddd/Cyber_zoo_opening.html

Meaning, Advantages and Application of Project Learning as Applied in English Language Learning

Highlights:
- theme-based investigation
- integrative use of language
- planning, information search, note-taking, interviewing, data analysis, discussion, drafting, presentation, etc.
- develop independence and a sense of responsibility in learning
- go into the community, life-long and life-wide learning
- teacher as co-ordinator, facilitator, counsellor, language consultant, assessor, etc.

Project Work & I.T.

References:

- http://ericps.ed.uiuc.edu/eece/pubs/books/projapp1/initial.html
- http://www.project-approach.com
- http://www.edna.edu.au
- http://www.education-world.com/a_tech/
- http://www.mcps.k12.md.us/curriculum/littlekids/
Locating theme based resources:
www.hkedcity.net/english/english-centre/project-learning/archive

Web-based Resources and Tools:
Student Internet Projects:
- http://www/ruthvilmi.net/hut/Project (Collaborative Writing Projects on the Internet)
- http://www.otan.dni.us/webfarm/emailproject/email.htm (Email Projects Home Page)
- http://www.wfi.fr/volterre/inetpro.html (Internet Projects for Learners and Teachers of English)

Discussion:
- Did you encounter any difficulties when searching for information on the internet?
  - Research / information gathering through websites can be an exciting but also frustrating experience. Persistence and imagination are often required to find material that is relevant to research needs.

Is there anything that you need to pay attention to when your students are surfing the net?
- Students are easily distracted by interesting information that is not relevant to the project and spend too much time on it.
- Students may become frustrated and give up because they are not able to find anything relevant easily.
- Therefore, teachers' guidance is important.
- Teachers should also monitor ethical issues that may arise during the course of IT application, e.g. sending irresponsible replies to websites

Preparation For the Project:
(from English Lang. Curriculum Guide A16-17)

1. Identify the Students' Level
2. Choose a Theme / Topic, e.g.
   - Food
   - School
   - Nature
   - Myself and My Family
   - Animals
   - Chinese & Western Festivals
   - Jobs
   - Transportation

3. Find Related Module(s)/Unit(s) in Textbooks
4. Identify the Learning Targets
   - Knowledge Strand
   - Interpersonal Strand
   - Experience Strand

5. Identify Learning Objectives
   - Text types
   - Vocabulary
   - Language items & communicative functions
   - Language skills
   - Language development strategies
6. Generic Skills
- Communication Skills
- Collaboration Skills
- Creativity
- Critical Thinking

7. Values & Attitudes
- Responsibility
- Open-mindedness
- Cooperativeness
- etc.

8. Time Allocation
- Number of lessons
- Learners' time outside class
  required to prepare & present the project

9. Resources
- Textbooks, Newspapers
- Web resources, Multimedia resources
- Pamphlets, Posters, etc.

10. Parties Involved & Their Roles
- Parents
- Community members
  - Nurses
  - Doctors
  - Police
  - Public Librarians
  - etc.
  - School head & other teachers
  - Guest speaker(s)

11. Products
- An oral presentation
- A written report
- A booklet
- A pamphlet
- A debate
- An exhibition
- Web materials
- A short play or role-play
- A variety show
- A 3-D model
- A video tape / An audio tape
- A newspaper
- A party
- etc.

Design A Lesson Plan
- includes activities that:
  - match your learning objectives
  - are stimulating and motivating for students
  - support the learning process (i.e. helps students' learning)
  - are age appropriate
  - determine the subjects covered
  - determine the use of I.T.

Introduce an Education Resources Net where digital Photos, Comics, Statistical Figures, Short Stories, News rewrites and Lesson Plans relevant to "Moral and Civic Education" can be found:
http://resources.emb.gov.hk/mce (English)

Possible English learning activities from this site:
- Creating captions for Photos
- Creating dialogues for Cartoons
- Covering photos or comics and letting the class figure out the content of the graphics by means of talking aloud or group discussions.
Talking about what they observe and feel about a certain photo or comic.

Conducting classroom survey and plotting the results on the given excel files to compare with the given results by other organisations.

Reading a short story with the students and creating follow-up activities from there.

Reading a selected newspaper report and create follow up activities eg. Comment, write a short letter etc.)

Using various IT/software tools to facilitate project learning (e.g. searching information, organizing project materials and presenting the final product)

- Using IT in Project Work - Initial Plan

Depending on the students' age and level.

- KS1 - can focus on Listening, Speaking and graded Reading. Spoken form of presentation integrates with real photos cut & paste, hand-drawn pictures and hand-written captions. Students can use IT tools with teachers’ guidance.

- KS2 - can bring in more IT tools in the research, info gathering, concept formation, data analysis, info presentation etc.

Software skills on using the following tools can be helpful and can enhance the process as well:

- Word
- Excel
- Paintbrush
- Powerpoint
- Electronic Storybooks
- CD ROM
- Search Engines / visit and navigate within websites

Search for Useful Information on the Websites

- those suggested above
- http://www.yahoo.com/
- http://www.google.com/

The web is not only useful in providing information. It is also valuable in cataloging information. The typical application is an on-line library catalog where you will be guided to look for useful books, journals and media products. This was introduced under item 2.2. Does your school have an electronic library catalog system?

- search function in Windows: Edit >> Find (for long text)

Organize Project Materials

- Store and classify information downloaded from websites in folders and files.

- Drawing mind-map on Word files for development of the theme / topic, generating sub-topics by logical association. For example:

Chalk & board can be equally good for younger children. The key is to base on sth. that they know & to find out more on things that they want to know within the topic.

Presenting the Final Product

Depending on students' levels:

- Presenting text : editing text in Microsoft Word, including basic functions such as spell and grammar check, word count, track changes, merge documents, etc.

- Presenting pictures and photos: draw and colour in Word file, download pictures and copy them into files (with permission), & transfer photos from digital camera
Presenting table: insert tables in Word files or use Excel files

Presenting statistics: use Excel file to create bar chart, pie chart, etc.

Using PowerPoint for presentation

Using a web community to facilitate collaborative learning, exchanging ideas/giving feedback on projects

Communication / Exchange of ideas through email and web-based message board (intranet)

Can introduce the concept of Intranet as a means of exchanging ideas among population of a community (e.g. a school community).

Using password, with limited access

File sharing on Intranet

Announcement on Intranet

Message board on Intranet

Evaluation

- Teacher's Assessment
- Peer Assessment
- Self Assessment

Discussion

1. What are the real problems in classroom setting in working on projects with regard to:
   - IT related issues
   - Resources
   - Collaboration, independence, etc. as learning targets

2. What are your experiences of "good practice"?