

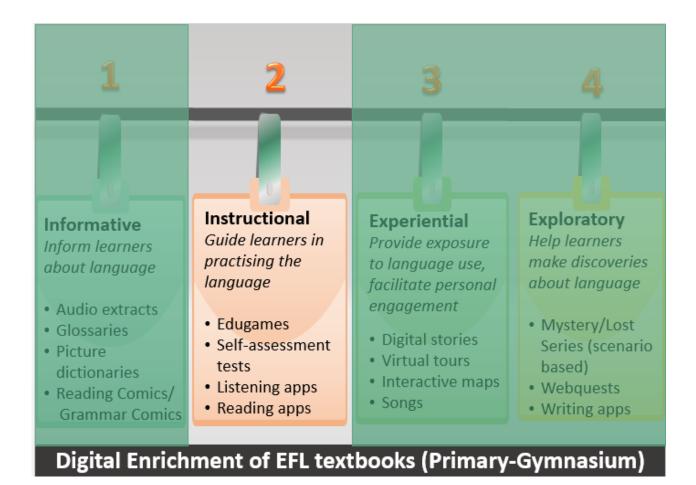
HELLENIC REPUBLIC National and Kapodistrian University of Athens

English and Digital Literacies

Unit 7.3: Instructional Materials for the Digital Enrichment of Greek EFL Textbooks

Bessie Mitsikopoulou School of Philosophy Faculty of English Language and Literature

Instructional Materials





1. Edugames

Edugames

- **Purpose:** For consolidation and self-evaluation of the vocabulary and or grammatical structures presented in a lesson.
- Technical solution: use of flash engines that have several items (e.g. 40-50 different items) saved in the engine and present only some each time (e.g. 4-5 items each time). Result: the same game may be played several times with different content each time.



Number of Edugames per Textbook

Textbook	Edugames	Textbook	Edugames
3rd Grade	26	A Gymnasium -	24
4th Grade	58	Beginners	
5th Grade	60	A Gymnasium -	25
6th Grade	48	Advanced	
		B Gymnasium - Beginners	40
		B Gymnasium - Advanced	48
		C Gymnasium	24



10 Different Edugames

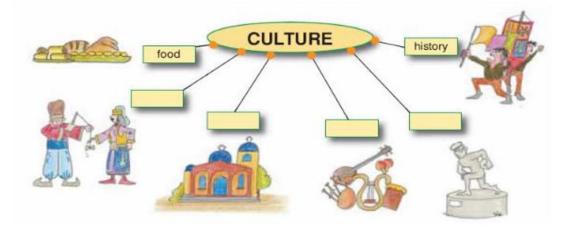
Game Type	Game Name
Crossword	Crossword
Hidden words	Wordmine
Hangman	Hangman
Anagram	Anagram
Matching words	EZ match
Cloze Test	Blank Tank
Jumble sentences	Jumble Jungle
Jumble words	Go figure!
Multiple Choice 2 answers	Double Jeopardy
Multiple Choice 3 answers	Triple Jeopardy



Edugames on the Textbook html

	LESSON 2 •	JOINED IN OUR DIFFERENCES
Eg Edugame Anagram	Edugame Blank Tank	Aa Glossary
	n 2 <mark>Joined in</mark> our Differe	ences
D	ifferent but alike	

1.1 What is "culture"? Every country has its own, but the elements that make up "culture" are common for all people. Work in groups to complete the spider diagram below. Add your own ideas.

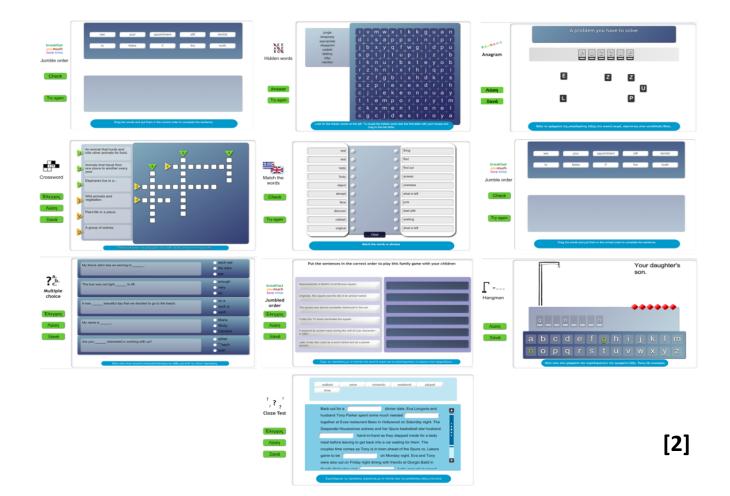




[1]

Edugames for Gymnasium

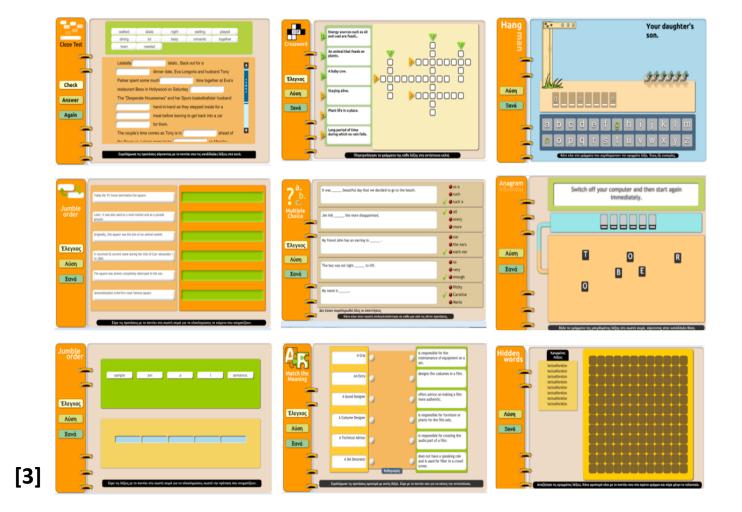
Colour cohesion – simple lines and design.





Edugames for Primary School (5th and 6th Grade)

Colour cohesion – different design.





Edugames for Primary School (3rd and 4th Grade)

Elaborate design and animation.





2. Self-Assessment Tests

Self-Assessment Tests for Gymnasium (1/3)

These are the revision tests included in the Teacher's Books which have been digitized in order to:

- be used by students as self-assessment tests and enable them to evaluate their progress.
- be used by teachers as evaluation tools instead of the traditional class tests.



Self-Assessment Tests for Gymnasium (2/3)

Digitization of revision tests found in the Teachers' Book.

Grade	Tests
A Gymnasium - Beginners	3
A Gymnasium - Advanced	3
B Gymnasium - Beginners	5
B Gymnasium - Advanced	7
C Gymnasium	5

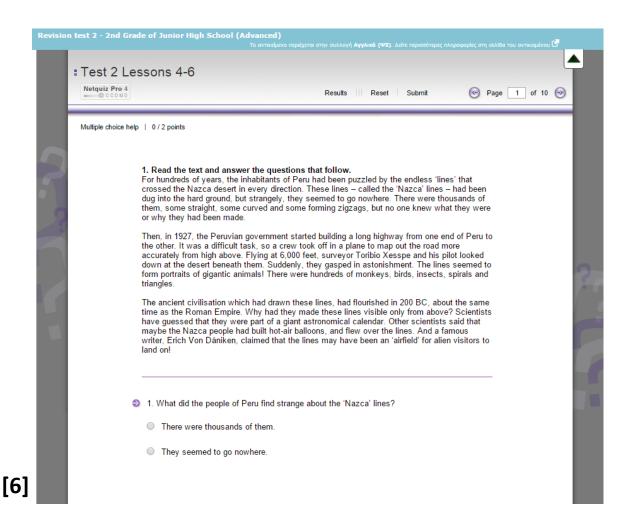


Self-Assessment Tests on the html

		SELF-ASSESSMENT
	Unit 2 Review	1.3 React to the news in 1.2 using an appropriate expression.
	 Vocabulary Read the sentences and try to find the words in the puzzle. 	1. 2. 3.
	C B R O D Y F P R O V E H V E C I V Z G E S D G A G M O S P J R E W R T L Y A M C O L L A P S E L Q R A O T K N V I K O E W K R V E A T T O L P N S A D E R U P T I O N G O B F R G E R V A N E E X L T Y X L A N C M X P	 4. 2. Language focus 2.1 MEMORY TEST: Match the questions to the answers to check how much you can
[5]	L O C A T I O N P A A Z A C M C O N S T R U C T	remember about the ancient civilisations you have come across in this Unit.

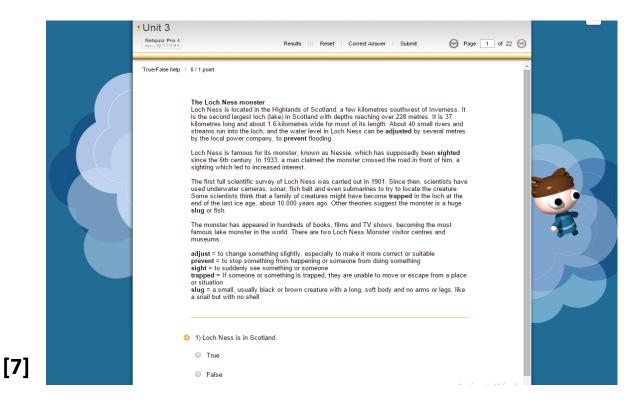


Example of a Self-Assessment Test





Revision self-assessment tests for primary school



For each one of the units for the 5th and 6th grade textbooks.



Development of Self-Assessment Tests

NetQuiz Pro 4: free quizmaker software that integrates images, texts, sounds, video sequences or Web hyperlinks.





Types of activities

- True/False,
- Matching (the halves, picturewords),
- Gap filling.

n test 10 - 5th Grade of Primary School : Unit 10 Netquiz Pro 4 	Το αντικείμενο περιέχεται στην συλλογή Αγγλικά (ΨΣ). Δείτε περισσότερες πληροφορίες στη σελίδα του αντικειμένου 🤇 Results Reset Correct Answer Submit 📀 Page 10 of 14 📀
Fill in the blanks help 0 / 15 poi	s
 Fill in the 1. Joseph 	aps with the appropriate verbal tense.
2. My cat	
4. Police	(look) for the missing child.
5. Today i 6. Margare	my mother's birthday, so I (buy) her a good present.
7. The chi rain.	Iren (swim) in the sea when it (start) to
8 9. The ton	you dob the project yet?
9. The ton 10. I	(give) you a prescription for your sore throat.
11. They of 12. Raym	nose a name for the dog while they (walk) in the park. nd just (come) home.



[9]

3. Listening Applications

Listening applications

Textbook	Apps
A Gymnasium - Beginners	12
A Gymnasium - Advanced	16
B Gymnasium - Beginners	-
B Gymnasium - Advanced	18
C Gymnasium	13

59 applications, each based on an audio extract used in the gymnasium textbooks for listening comprehension.



Structure of listening apps (1/2)

- 1. Introduction.
- **Before you listen:** 2. introduces students to the theme and the type of oral text they will work with in this application, while familiarizing them with related vocabulary.
- 3. While listening activities: includes one or more tasks on listening comprehension. Students listen to the audio extract as many times as they wish in order to complete the activities.
- 4. Post-listening activity: an activity that wraps-up the application.



Structure of listening apps (2/2)

- Player with the audio extract which is readily available to students and they can repeat several times.
- **Glossary** (visual) useful vocabulary which is necessary for the successful completion of the activities.
- **Transcript** of the audio extract. Students may choose to listen to the extract and read it at the same time for practice.



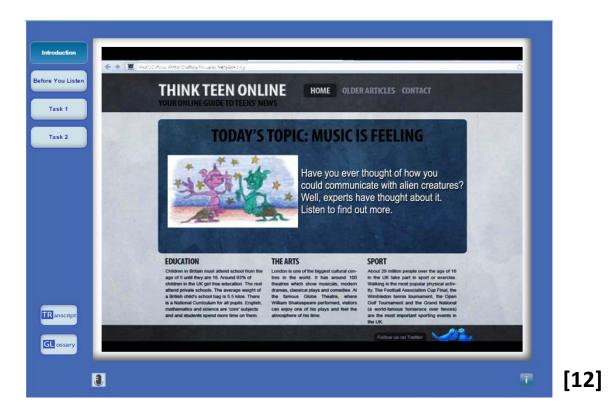
Types of listening apps

Magazine: Think Teen Weekly

Website: Think Teen Online



Example of a listening app



Listening activity - Music is feeling (Link)



4. Reading Applications

Reading applications (1/2)

Interactive applications that are based on a reading text each time. They include a storyline and are often accompanied by activities that illustrate specific aspects of the texts. Aim: to make readings more accessible to students through the use of pictures and to enrich them with additional reading activities.

Textbook	Reading Apps
4th Grade	13
5th Grade	14
6th Grade	18



Reading applications (2/2)

Reading Activity (Textbook)

Lesson 1 Diaries Tuesday, November 5, 1968 1. Reading I am very happy today! I bought a nice mini skirt and a pair of high heeled Sunday, November 10, 1968 shoes to wear at Angle's Angie's party last night! It was fantastic! We all Party on Saturday. A. Anastasia's danced rock and roll and grandmother was a I also bought her a present: sang The Beatles' song young girl in the 1960's a record of The Beatles! and lived in the UK with her parents. Angie was beautiful in her These are a few pages new pair of bell bottomed from her diary Pants and everyone seemed Anastasia found. to admire my mini skirt! I met Andreas, her cousin. He wore his hair in a pony Read the pages tail. It was really cute! quickly to find out The food was delicious and how her the drinks, too. I had a lot grandmother used to F canapés and fruit punch! spend her weekends Wednesday, November 13, 1968 Monday, November 11, 1968 I learned very interesting It's too bad I can't wear things during the history lesson my new mini skirt at school today. Our teacher explained but it's Catherine's name . Ancient Greece both

Reading App (Enriched Digital Book)



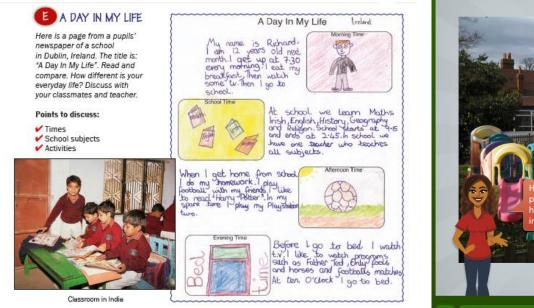
[13]

[14]

Structure of reading apps (1/4)

Reading Activity (Textbook)

Reading App (Enriched Digital Book)





[15]

[16]

Structure of reading apps (2/4)

A Day In My Life Indeed My name is Ruhard, i dh iz years old not moth-l get up at 730 gray moturg 1 eat my some tw. liven I go to school. Stool The	Read the text and do the activities	When I get home from school I do my homework. I play football with my friends. I like to read "Harry Potter". In my spare time I play my Playstation two.
At school we learn Maths in the English History Geography ind pros at 2115. In school we have not leader in the two leaders who leaders when I get home from school is any instruction f		 Doing Organ Studyi Correct That's right! You selected the correct response. Continue
This is from a newspaper of a school in Dublin, Ireland.	O (PREV NEXT)	I SUBMIT

[16]



Structure of reading apps (3/4)

Alg name is Lydia and I am 10 years shall get up every morning at 7:50	Lydia's project	Richard's project
At night 1 go to bed. Hile to read a book before T sleep. At 200 my eyes are closed lose month This is from "A Day in my life project" from a school in Attens.	My name's Lydia and I am 10 years old. I get up every morning at 7.30 and I have breakfast. Then I go to school. School starts at 8.10 and ends at 1.15. We are learning Maths, Geography, Physics, English and History. We have different teachers for some subjects. I like school very much. When I get home I do my homework, Then I go swimming or dancing. I like reading books and watching TV. I also play computer games! At night I go to bed. I like to read a book before I sleep. At 10.00 my eyes are closed! Good night!	My name is Richard. I am 12 years old next month. I get up at 7.30 every morning! I eat my breakfast. Then I watch some TV. Then I go to school. At school we learn Maths, Irish, English, History, Geography and Religion. School starts at 9.15 and ends at 2.45. In school we have one teacher who teaches all subjects. When I get home from school I do my homework, I play football with my friends. I like to read "Harry Potter". In my spare time I play my Playstation two. Before I go to bed I watch TV. I like to watch programs such as Father Ted, Only fools and horses and football matches. At ten o' clock, I go to bed.

[16]



Structure of reading apps (4/4)

What is the same or different in the lives of the two pupils?	Results
The time they get up in the morning	Your Score: 40% (40 points)
 Same Different 	Passing Score:
	Result: × Please try again
	Review Quiz Retry Quiz
 II SUBMIT 	PREV NEXT >

[16]



Example of a reading app



Reading activity - Air traffic controller (Link)



Financing

- The present educational material has been developed as part of the educational work of the instructor.
- The project "Open Academic Courses of the University of Athens" has only financed the reform of the educational material.
- The project is implemented under the operational program "Education and Lifelong Learning" and funded by the European Union (European Social Fund) and National Resources.





Notes

Note on History of Published Version

The present work is the edition 1.0.



Reference Note

Copyright National and Kapodistrian University of Athens, Bessie Mitsikopoulou 2014. Bessie Mitsikopoulou. "English and Digital Literacies. Instructional Materials for the Digital Enrichment of Greek EFL textbooks". Edition: 1.0. Athens 2014. Available at:

http://opencourses.uoa.gr/courses/ENL10/.



Licensing Note

The current material is available under the Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International license or later International Edition. The individual works of third parties are excluded, e.g. photographs, diagrams etc. They are contained therein and covered under their conditions of use in the section «Use of Third Parties Work Note».



[1] http://creativecommons.org/licenses/by-nc-sa/4.0/

As Non-Commercial is defined the use that:

- Does not involve direct or indirect financial benefits from the use of the work for the distributor of the work and the license holder.
- Does not include financial transaction as a condition for the use or access to the work.
- Does not confer to the distributor and license holder of the work indirect financial benefit (e.g. advertisements) from the viewing of the work on website .

The copyright holder may give to the license holder a separate license to use the work for commercial use, if requested.



Instructional Materials for the Digital Enrichment of Greek EFL Textbooks

Preservation Notices

Any reproduction or adaptation of the material should include:

- the Reference Note,
- the Licensing Note,
- the declaration of Notices Preservation,
- the Use of Third Parties Work Note (if available),

together with the accompanied URLs.



Note of use of third parties work (1/4)

This work makes use of the following works:

Image 1: <u>Unit 1 – Lesson 2</u> from Think Teen Enriched Digital Textbook (B Gymnasium – Advanced), Copyright Computer Technology Institute, Digital School Project.

Image 2: <u>Edugames</u> for Gymnasium, Copyright Computer Technology Institute, <u>Creative Commons Attribution-NonCommercial-ShareAlike Greece</u> <u>3.0</u>, Photodentro.

Image 3: <u>Edugames</u> for Primary School, Copyright Computer Technology Institute, <u>Creative Commons Attribution-NonCommercial-ShareAlike Greece</u> <u>3.0</u>, Photodentro.

Image 4: <u>Edugames</u> for Primary School, Copyright Computer Technology Institute, <u>Creative Commons Attribution-NonCommercial-ShareAlike Greece</u> <u>3.0</u>, Photodentro.



Note of use of third parties work (2/4)

Image 5: <u>Unit 2 – Lesson 6</u> from Think Teen Enriched Digital Textbook (B Gymnasium – Beginners), Copyright Computer Technology Institute, Digital School Project.

Image 6: <u>Revision test 2 - 2nd Grade of Junior High School (Advanced)</u>, Copyright Computer Technology Institute, <u>Creative Commons Attribution</u>-<u>NonCommercial-ShareAlike Greece 3.0</u>, Photodentro.

Image 7: <u>Revision test 3 - 6th Grade of Primary School</u>, Copyright Computer Technology Institute, <u>Creative Commons Attribution-NonCommercial-</u> <u>ShareAlike Greece 3.0</u>, Photodentro.

Image 8: <u>Revision test 2 - 5th Grade of Primary School</u>, <u>Copyright Computer</u> <u>Technology Institute</u>, <u>Creative Commons Attribution-NonCommercial</u>-<u>ShareAlike Greece 3.0</u>, Photodentro.



Note of use of third parties work (3/4)

Image 9: <u>Revision test 10 - 5th Grade of Primary School</u>, Copyright Computer Technology Institute, <u>Creative Commons Attribution-NonCommercial-</u> <u>ShareAlike Greece 3.0</u>, Photodentro.

Image 10: <u>Listening activity - Are you superstitious?</u>, <u>Copyright Computer</u> <u>Technology Institute, Creative Commons Attribution-NonCommercial-</u> <u>ShareAlike Greece 3.0</u>, Photodentro.

Image 11: <u>Listening activity - Our friends the animals</u>, Copyright Computer Technology Institute , <u>Creative Commons Attribution-NonCommercial-</u> <u>ShareAlike Greece 3.0</u>, Photodentro.

Image 12: <u>Listening activity - Music is feeling</u>, Copyright Computer Technology Institute, <u>Creative Commons Attribution-NonCommercial-ShareAlike Greece</u> <u>3.0</u>, Photodentro.



Note of use of third parties work (4/4)

Image 13: <u>Unit 5 – Lesson 1</u> from the 6th Grade Greek EFL Textbook, Copyright Computer Technology Institute, Digital School Project.

Image 14: <u>Reading activity - Back to the 60's</u>, Copyright Computer Technology Institute, <u>Creative Commons Attribution-NonCommercial-ShareAlike Greece</u> <u>3.0</u>, Photodentro.

Image 15: <u>Unit 1 – Lesson 2</u> from the 5th Grade Greek EFL Textbook, Copyright Computer Technology Institute, Digital School Project.

Image 16: <u>Reading activity - A day in my life</u>, Copyright Computer Technology Institute, <u>Creative Commons Attribution-NonCommercial-ShareAlike Greece</u> <u>3.0</u>, Photodentro.

Image 17: <u>Reading activity - Air traffic controller</u>, Copyright Computer Technology Institute, <u>Creative Commons Attribution-NonCommercial-</u> <u>ShareAlike Greece 3.0</u>, Photodentro.

