

English and Digital Literacies

Unit 7.1: Introduction to the Digital School Project

Bessie Mitsikopoulou

School of Philosophy

Faculty of English Language and Literature

The Digital School Project

The project **«Digital Educational Platform, Interactive textbooks and Repository of Learning Objects»** of the Greek Ministry of
Education is co-funded by the European Union
and the Greek State. It is implemented by the
Computer Technology Institute & Press Diofantus (2010-2015).



General Aims of the Digital School Project

- The use of digital technologies in education.
- The creation of a digital culture in Greek schools.



Development of a digital educational platform





լ1յ

The development of interactive textbooks





[2]

The daisy metaphor



Every petal includes a different layer of information/material.



Interactive textbooks in two formats

Textbooks in .pdf format

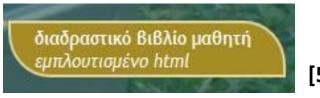
Print mode.



[4]

Textbooks in .html format

 Textbooks are turned into websites upon which digital enrichment is added through hyperlinks.



[5]

Development of digital enrichment for the digital textbooks

- February 2011: Groups for all school subjects are formed.
- Aim: To develop digital educational material to enrich school textbooks used in Greek primary and lower secondary schools.
- The English Group (Feb. 2011 Aug. 2014): Development of learning objects for the teaching of English as a foreign language.



The English Group

Sophia Mysirlaki



Katerina Makri



CO-ORDINATION Bessie Mitsikopoulou



Giannis Bitros



Dimitris Paras



E-LEARNING EXPERTS

Eleni Argyriou



Susan Moutsouroufis







COMPUTER **ENGINEERS**

Vasilis Hartzoulaikis





Mary Frentzou Chrysanthi Sotiriou Katerina Nikolaki Antigoni Bratsoli









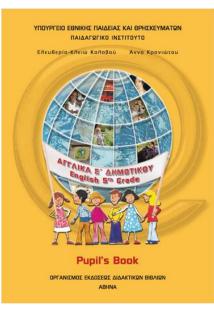


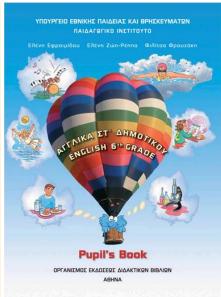


The EFL textbooks for Primary School





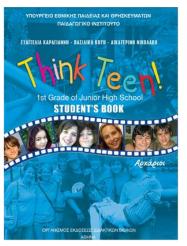


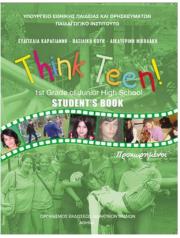


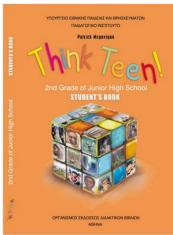
[6]

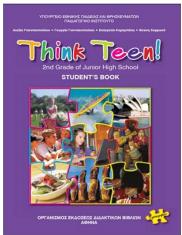


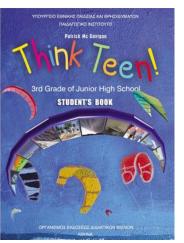
The EFL textbooks for Gymnasium











[7]



Basic Questions

- What is enrichment?
- What kind of enrichment?
- To what extent do we enrich a textbook?
- How do we select enrichment?
- Which parts of a textbook to enrich?
- What is the aim of enrichment?



The notion of enrichment (1/2)

Enrichment: making richer, fuller, more meaningful or more rewarding and to 'improving the quality of something by adding something else to it' (Cambridge Dictionary).

Synonyms: enhancement, refinement, upgrading, augmentation.



The notion of enrichment (2/2)

Enrichment as an add-on quality, something attached to something else, a quality that cannot stand on its own, but that it requires the existence of what it qualifies.

In educational contexts: enrichment of a textbook, a curriculum, a lesson or a skill (e.g. vocabulary building).



Different conceptions of enrichment: three main trends (1/2)

First trend: enrichment as acceleration or curriculum compaction exposing only the brighter and gifted students to more advanced subject matter ('individualized' enrichment acting as additional support for a few gifted students)(Feng, 2005).



Different conceptions of enrichment: three main trends (2/2)

Second trend: enrichment as a means of offering all students more opportunities for personal and social development, greater fulfilment and intellectual satisfaction than the basic curriculum (e.g. through problem solving).

Third trend: enrichment as a set of techniques that can be used flexibly for students' educational needs. (Feng, 2005).



Defining enrichment

How we define enrichment will have significant implications for the issues related to it (Feng, 2005):

- for whom enrichment is meant and why,
- where and when enrichment should take place,
- which parts of the curriculum should be enriched and whether all students could benefit from enrichment.



EFL Textbook Enrichment

Enrichment: (realia) objects of everyday life from the target culture, e.g. photographs, maps, diaries, posters, foreign currency music, newspapers and magazines, radio programmes (Peacock, 1939).



In ELT: Enrichment as materials adaptation (1/2)

Enrichment in ELT has often been conceived in terms of materials adaptation. Various forms of this adaptation include:

- Adding materials to address specific needs (e.g. an examination requirement).
- Extending materials to provide additional practice for a specific aspect of a textbook or to provide opportunities for more personalized practice.



In ELT: Enrichment as materials adaptation (2/2)

- Modifying materials to give them an additional or an alternative focus in order to address the needs of a particular group of students (e.g. because of their age, gender, occupation, social or cultural background).
- Localizing materials (by adapting or supplementing them) to make them relevant to a specific target group.

Principles of textbook enrichment (1/2)

- Enrichment must be within the grasp of the students.
- Concern must be taken as to the amount of enrichment to an already crowded syllabus.
- Enrichment materials should not develop into ends in themselves but they should be kept 'subservient' to the purposes of a specific textbook.
- Enrichment materials should be taught, not simply presented to students in order for learning to take place (Peacock, 1939).



Principles of textbook enrichment (2/2)

- Enrichment materials should not be introduced "without first establishing some kind of connection with the pupils' lives".
- Which enrichment materials are to be chosen and how they are to be introduced are matters that cannot be established for all situations but they should be related to specific textbooks. (Peacock, 1939).

Digital enrichment

Digital enrichment: multimedia applications, interactive maps from Google Earth, videos, visual dictionaries, interactive games, etc. (Digital School, 2014).



[8]



Principles of digital enrichment (1/2)

- Enrichment should be systematic, targeted and running throughout the book.
- Enrichment is based on applications developed by Group not on external links that may be inactive in the future.

Principles of digital enrichment (2/2)

- Emphasis on the development of re-usable learning objects that may be used in other contexts as well.
- Enrichment should be supportive not subversive of textbook's teaching philosophy.

Preparatory Activities for Enrichment Plan

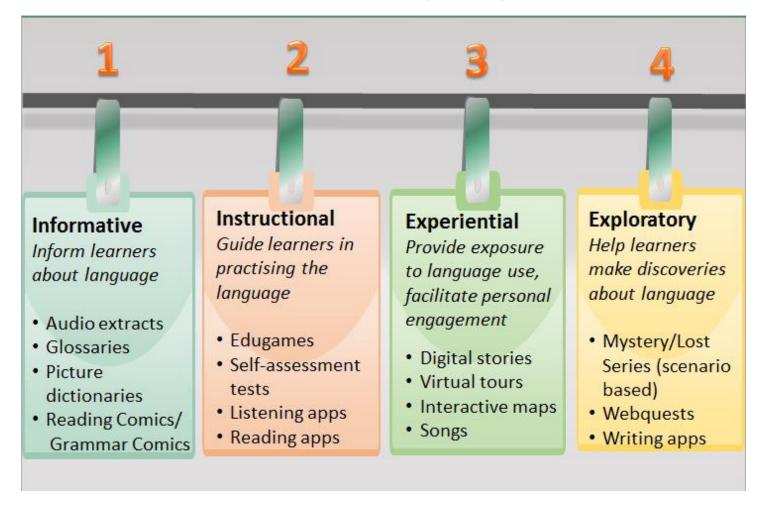
Textbook analysis: Teacher's Book (for textbook philosophy)
Student's Book (for unit structure), Workbook (for types of activities)

Interviews with textbook **authors**, **EFL teachers** who use the books and **students**

Analysis of technical solutions for each type of application



Digital Enrichment for the Greek EFL textbooks (Primary-Gymnasium)





Where digital enrichment is placed on interactive textbooks (Gymnasium)

At the beginning of each new lesson.

Pressing each one of the grey buttons will take you to a learning object which is related to the specific lesson.





Where digital enrichment is placed on interactive textbooks (Primary)

At the beginning of each new lesson.
Pressing each one of the round coloured buttons will take you to a learning object which is related to the specific lesson.



[10]

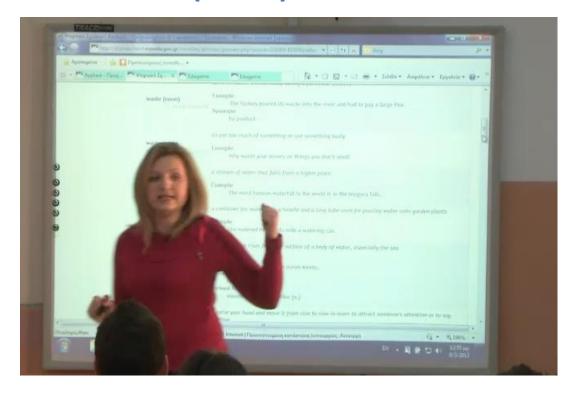


Using interactive textbooks in an EFL classroom (1/5)

An example of implementation

Classroom profile:

- Gymnasium of Aliartos,
- 21 students,
- CERF level (B1+).





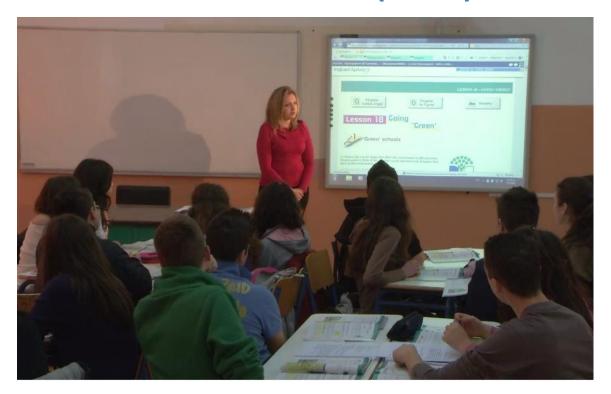
Using interactive textbooks in an EFL classroom (2/5)



Students working in groups



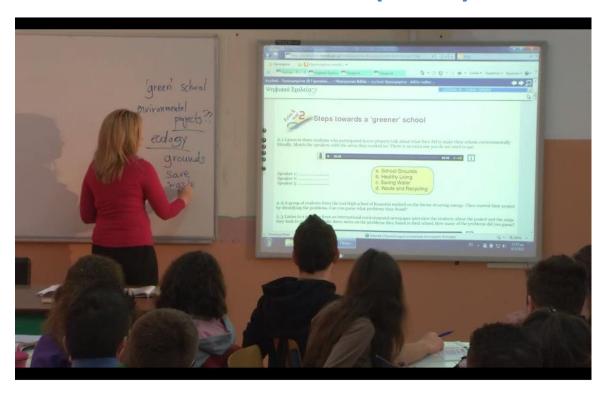
Using interactive textbooks in an EFL classroom (3/5)



Digital enrichment material on the interactive whiteboard.



Using interactive textbooks in an EFL classroom (4/5)



Use of traditional whiteboard and the interactive whiteboard together.



Using interactive textbooks in an EFL classroom (5/5)



Use of three different "technologies" in the classoom: the traditional whiteboard, the interactive whiteboard and the books.



The development of a Learning Objects Repository (LOR)



[11]



Photodentro LOR



http://photodentro.edu.gr/lor/

[12]



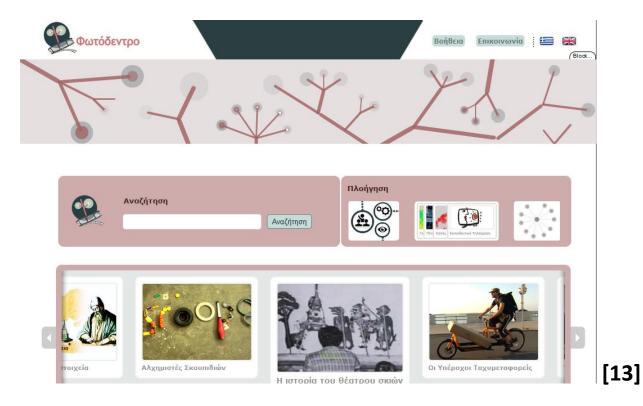
What is a Learning Objects Repository?

A digital space which hosts Learning Objects, that is digital content in small units of learning, typically ranging from 2 to 15 minutes, that can be used and reused to support learning.

Examples of learning objects include a digital story on Christmas colours, a crosswords game on colours, a mystery game, a virtual tour of Trafalgar Square, a webquest application.



Photodentro Video



http://photodentro.edu.gr/video/



Photodentro Video

It includes short videos (up to 10 mins.) which can be used for educational purposes to support classsroom learning and teaching.



References

Feng, W. Y. (2005). <u>Conceptions of Enrichment</u>. Paper presented at the Cambridge Education Research Annual Conference (CamERA) at the University of Cambridge, 21 April 2005, in Cambridge.

Peacock, V. L. (1939). Effective enrichment of the textbook in foreign language. *The School Review*, 24-31.



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. Introduction to the Digital School Project". 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.



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 (1/3)

This work makes use of the following works:

Image 1 & 2: Homepage of the <u>Digital School Project</u>, Copyright Computer Technology Institute, Digital School Project.

Image 3, 4 & 5: <u>Screenshot</u> of Digital School Project Website, Copyright Computer Technology Institute, Digital School Project.

Image 6: Cover pages of the EFL textbooks for Primary School, Copyright Computer Technology Institute, Digital School Project.

Image 7: Cover pages of EFL textbooks for Gymnasium, Copyright Computer Technology Institute, Digital School Project.

Image 8: Screenshots of learning objects from enriched EFL textbooks, Copyright Computer Technology Institute, Digital School Project.



Note of use of third parties work (2/3)

Image 9: <u>Unit 1, Lesson 2</u>, from Think Teen Enriched Digital Textbook (B Gymnasium – Advanced), Copyright Computer Technology Institute, Digital School Project.

Image 10: <u>Unit 2 – Lesson 1</u> from the 6th Grade of Primary School, Copyright Computer Technology Institute, Digital School Project.

Image 11: Homepage of the <u>Digital School Project</u>, Copyright Computer Technology Institute, Digital School Project.

Image 12: <u>Photodentro LOR Homepage</u>, Copyright Computer Technology Institute, <u>Creative Commons Attribution-NonCommercial-ShareAlike Greece</u> 3.0, Photodentro.

Image 13: <u>Photodentro Video Homepage</u>, Copyright Computer Technology Institute, <u>Creative Commons Attribution-NonCommercial-ShareAlike Greece</u> 3.0, Photodentro.



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

Image 14: <u>Photodentro E-yliko Homepage</u>, Copyright Computer Technology Institute, <u>Creative Commons Attribution-NonCommercial-ShareAlike Greece</u> 3.0, Photodentro.

Image 15: <u>Photodentro Open Educational Practices</u>, Copyright Computer Technology Institute, <u>Creative Commons Attribution-NonCommercial-ShareAlike Greece 3.0</u>, Photodentro.

Image 16: Homepage of the <u>Digital School Project</u>, Copyright Computer Technology Institute, Digital School Project.

Image 17: <u>E-me Platform Homepage</u>, Copyright Computer Technology Institute, Digital School Project.

