



Course Syllabus

Student as prosumer: Creativity and ICTs in the EFL classroom.

COURSE INFORMATION

30h Blended learning (20 contact hours + 10h online – Moodle platform)

Dates and times:

May 8,9,15 and 16, 2020.

Friday from 16:00h to 21:00h

Saturday from 09:00h to 14:00h.

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DESCRIPTION

The course is aimed at teachers of English as a foreign language who wish to explore new activities and tasks that will include the students' creative abilities in the learning process in the EFL Classroom.

From subtitling to social media, from critical literacy applied to youtube videos to transmedia storytelling and games, the course aims to fully understand the latest views on multimodal learning, creativity and multiliteracy as key factors in the success of the language learning process and Education as a whole, paying special attention to Information and Communication Technology.

OUTLINE

- Tools and resources for the EFL class: ICTs and audiovisual resources.
- Methodological problems and paradoxes of some ICT materials and resources: the absurdity of using new technology to convey outdated structural materials.
- Student as prosumer: the role of creativity in student engagement. Creativity as the key element of audiovisual and ICT content in the language classroom.
- Critical literacy and its role in the action-oriented EFL classroom. Critical thinking and intercultural competence as a requirement for successful ICT practice.

- The importance of multimodal learning in the development of intercultural communicative competence.
- ICT and games in the FL classroom.
- Audiovisual literacy. Film as a teaching resource. Trailers and commercials in the foreign language classroom.
- Dubbing and subtitling in the foreign language classroom.
- Image and art as a resource in the FL classroom. Enhancing interaction and production.

LEARNING OUTCOMES

Teachers participating in the course will be able to:

- acquire an understanding of the possibilities to boost student production and interaction through tools, ideas and resources that ICT can offer the foreign language teacher.
- demonstrate an understanding of the importance of student involvement, critical and intercultural competencies in successful ICT practice in EFL.
- demonstrate an understanding of the potential and drawbacks of ICT and audiovisual materials to develop communicative competence.
- demonstrate an understanding of the importance of audiovisual and digital literacy in the EFL class

COURSE MATERIALS

- Students will have access to a Moodle course with texts and activities. All class materials will also be uploaded to the platform.
- Additional materials
Required:
Previous registration to Padlet, Canva and QR code reader in cellphone. Instructions / a tutorial will be available on Moodle course.

Recommended:
Registration to Clipflair, Amara.

Bibliography

- Arnold, J, Puchta, H and Rinvolucrí, M (2007) *Imagine That! Mental Imagery in the EFL Classroom*. Innsbruck: Helbling.
- Giurgiu, L. & Bârsan, G. (2008). "The prosumer – core and consequence of the Web 2.0 era". *Journal of Social Informatics*, año V, nº 9, 53-59.

- Lasagabaster, David, Aintzane Doiz, & Juan Manuel Sierra, 2014. Motivation and Foreign Language Learning: From Theory to Practice. Amsterdam/Philadelphia: *John Benjamins*
- Pennycook, A 2018, *Posthumanist Applied Linguistics*, Routledge, USA.
- Werbach, K I Hunter, D. (2015) *The Gamification Toolkit. Dynamics, Mechanics, and Components for the Win*. Filadelfia: Wharton Digital Press.
- Wright, A (2014) *Creativity in the Classroom*. Godollo: International Languages Institute.

ASSESSMENT

Assessment criteria:

Teachers must complete the activities included in the online part of the course and submit a lesson plan according to the guidelines provided in the Moodle materials.

Course schedule (TBC)

<u>Friday 8, May</u>	
16-18:30h	ICTs in the EFL classroom
18:30h	Dubbing and subtitling in the English as a Foreign language class. Available free /easy to navigate resources for any context.
<u>Saturday 9, May</u>	
9-11:30h	Student as prosumer. The role of creativity and critical literacy in ICT's successful practice.
11:30h-14h	ICTs and games in the classroom. Resources for the EFL teacher.
<u>Friday 15, May</u>	
16-18:30h	Affective factors in the English classroom. How to enhance student motivation. Tools and resources.
18:30h – 21h	Skills development and student motivation. The use of authentic material in the EFL class in Spain. The role of Literature.
<u>Saturday 16, May</u>	
9:00h -11:30h	Multimodal learning in the English as a Foreign language classroom.
11:30h-14h	Art, image and creativity in the teaching of oral and written production and mediation.