

CALICO



ONLINE WORKSHOPS PROGRAM

JULY 12-16, 2021

Developing Online Language Skills for the Post-pandemic Classroom

9:00 am - 12:00 pm CDT

Leaders: Ursula Stickler and Martina Emke

In the workshop we will discuss your (training) needs as teachers/teacher trainers regarding the use of ICTs (Information and Communication Technologies) in the language classroom. We will also explore activities that you can use in your classroom, reflect on techniques for achieving sustainability of results related to the integration of ICT tools in language teaching, and share experiences and ideas for teachers and teacher trainers. Participants will be encouraged to work together on interactive and collaborative tasks. The workshop is linked to the work of the ICT-REV project (<http://ict-rev.ecml.at/>) and based on the Developing Online Teaching Skills project (DOTS, <http://dots.ecml.at/>).

Exploring Instructional Possibilities of Immersive VR with Oculus Quest 2/GO and WANDER

9:00 am – 12:00 pm CDT

Leaders: Kazumi Hatasa and Samet Baydar

The objective of this workshop is to explore instructional possibilities of Immersive VR, using Oculus Quest2 (or GO) and app called WANDER. WANDER is a commercial app (\$10) designed to provide virtual travel by converting Google Street View in 360 degree VR images. You will first learn basic operations of Oculus VR headset and how to navigate in WANDER. Then, several instructional applications (group travel, local presentations) are presented to help participants develop their own task-based activities. Participants must have an access to Oculus Quest2 (or GO) and WANDER. No computer programming skills are necessary.

How to Gamify A Classroom Activity

8:30 am - 11:30 am CDT

Leaders: Yaniv Oded and Ilknur Oded

The use of games is rapidly growing in education. According to Johnson et. al. (2014), the average age of today's gamers is 30 and over 68% of these gamers are 18 years or older indicating that learners in this age group are more receptive to gamified activities in the classroom. This workshop will introduce strategies to gamify classroom activities that can help us enhance learner engagement. Presenters will demonstrate how to integrate elements of the Gamification Design Model (GAFCC) using Challenge Board, Quizziz, and SmartBoard Games. Participants will be provided with a step-by step guide and plenty of hand-on practice.

Bridging Activities with Reddit for L2 Writers: Vocabulary, Genre Knowledge and Rhetorical Awareness

1:00 pm - 4:00 pm CDT

Leader: **Eva Jin**

This workshop introduces Reddit, an interest-driven platform as a site for bridging activities (Thorne & Reinhardt, 2008) to happen, invites participants to re-envision how to tap into intermediate-advanced English language learners' personal interest to promote language learning in the digital wilds (Sauro & Zourou, 2019). I will show how a language classroom can be re-conceptualized as a "workshop" to promote students' vocabulary development, nurture students' genre knowledge and rhetorical awareness, support and mentor students' participation in their self-chosen digital wilds. Participants will develop an initial, experimental lesson plan with Reddit that could be implemented in their own contexts based on the bridging activity model.

Thursday, July 15

Virtual Reality: Immersion, Exploration, and Creation of VR Spaces

9:00 am - 12:00 pm CDT

Leaders: Tricia Thrasher and Randall Sadler

This workshop will begin with a short overview of 7 VR spaces that the workshop leaders examined in a research study involving 30 future and current language educators. These spaces range from ones that are aimed at younger users (e.g. VRChat) to those aimed at a wider audience (e.g. Altspace) to one aimed at the elderly (e.g. Alcove). After an overview by the workshop leaders, participants will explore a subset of the VR spaces with partners via guided exploration with questions and tasks to complete. Participants will then share their experiences and pedagogical suggestions.

Designing a Digital Escape Room for Education

1:00 pm - 4:00 pm CDT

Leader: Jendra Elbek

Imagine being immersed in a forest, a submarine, or a museum while you hunt for clues and solve puzzles with a team of interesting characters to learn a new language. With a digital escape room for education (DERE), you can! Learn how to use an immersive web application where you can upload 360 degree imagery, create hidden puzzles and locks, and deliver an engaging experience for your language learning students.

Friday, July 16

Ludic Language Pedagogy (or: How to Teach with Games and Play)

4:00 pm - 7:00 pm CDT

Leader: James York

This workshop focuses on the practical application of ludic activities (games and play) in language teaching contexts. The presenters will introduce many ludic activities. However, rather than hyping games, the workshop will focus more importantly on pedagogy and teacher roles. What methodology will you choose? What materials will you create? And how will you mediate when teaching? Practical teaching models will be presented including worksheets, photos, and student-created products. Finally, attendees will work together to design a ludic language pedagogy teaching plan that they can use in their own context with ongoing guidance from the presenters.