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Cambridge ESOL Virtual Conference
22 July 2011

Nigel Pike
Head of Assessment,
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Cambridge ESOL

- Online assessment and support products
- Online and face to face
- Providing a choice for teachers and students
- Recognising accessibility to technology
- Adding value through collaboration

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Anna Stanton
Learning Innovation Manager, Kaplan International Colleges

KAPLAN INTERNATIONAL COLLEGES

Digital games for learning

Anna Stanton
Learning Innovation Manager

Scope

- Why are games important?
- Using existing games for language learning - modding, monitoring, middleware
- Using games and platforms for context - games as authentic communication
- The good ones – what makes a good game

Why games?

Existing games or game types

- **The Sims**

Existing games - motivation

- Simple extrinsic motivation
- Earn to play - Credit, tickets, time, access
- A two-layer system - games within games
- Competition

Context and situation

- Knowledge Transfer
- Immersion in L2 world
- Authentic input and output (user-created content etc)
- Demonstration of Can Do

Context and Situation - platform

- **Second Life**

Existing Games – authentic language use

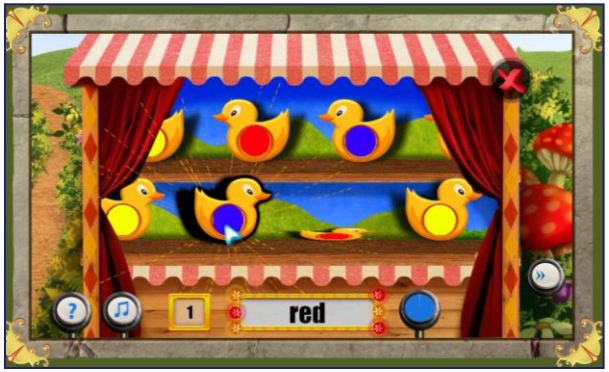
- **MMORPG**

Real tasks and communication

Authentic communication

Games for language learning

- Minigames
- Metagames



PICARO
The Online English Adventure
www.picaroworld.com

Making it good

1. Maintain genuine player need

2. Don’t break the flow

3. Don’t break to fit – learning goals and game play should be considered together

4. Don’t re-invent the wheel

5. Real consequence – positive and negative

6. Content to context – a natural fit, a real need

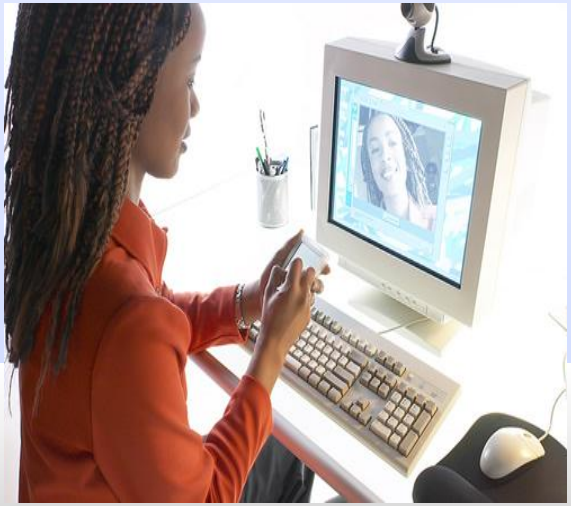
Any questions?

Using Blended Learning

to

Improve Speaking Skills

When you think of blended learning, do you think …?



When you think of blended learning, do you ever think …?

Maximize classroom time

Identify learner need
✓speaking skills

Identify activities to do
✓online before class
✓in class
✓online after class

A Case Study

"I've seen that students are not afraid to speak up in class and participate compared to the first week of face to face classes."

Blended Learning & Social Web

bell

Bell Teacher Training

Blended Learning & Social Web

Topic outline

bell

Blended Learning

Welcome

Welcome to the online environment for the Blended Learning course.

We hope that it proves to be an exciting and successful experience for you.

Getting Started

1 **Course Content**

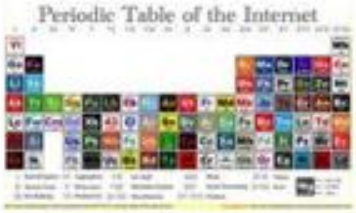
Here you can access the main content for the course.

- Getting to Know Each Other
- Getting to Know Each Other Forum
- You and Your Classroom
- Developing Reading Skills
- Developing Listening Skills
- Developing Writing Skills

Course Structure

Open Content

Web 2.0 Tools


Periodic Table of the Internet

Google
digg
YouTube

Making all schools "smart"

The Design Cycle

GO2WEB20

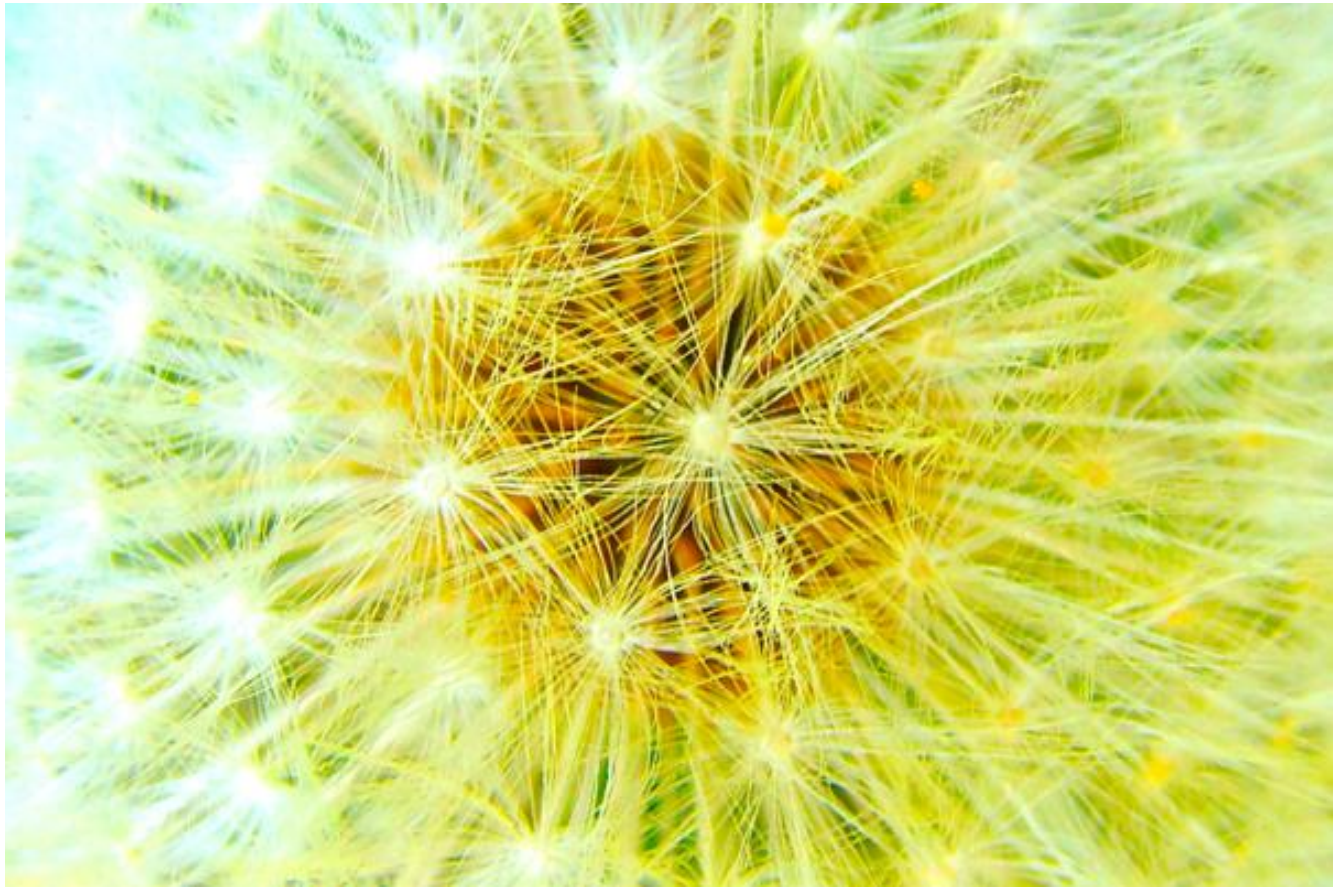
Project / Task Orientated

- Explore web based resources
- Compare sources and resources
- Apply to context
- Reflect on experience
- Digital skills development

Built Around Community

- Share
- Compare
- Collaborate

Towards Autonomous Learning

- Critical independent thinking
- Continued self development

Knowledge is socially constructed