

EPISODE 2

Best Practices and Resources for Online Language Education

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KEY TERMS

Citizen Journalism – news and information that is collected and shared by any public citizen, often over the public web

Creative Literacy – habits of mind that allow you to skillfully and confidently generate, process, and implement new ideas

Constructivism – learning theory that states that people build their own knowledge by engaging in active processes and then reflecting on them

Digital Literacy – ability to use technology to source, assess, curate, and create information

Multimodal – multiple methods of input and output; within communication, this could include text, audio, and visual media (images, video)

Responsive Design – content (like a web page or software) that can be displayed on any device and resizes itself automatically based on where it is displayed (a monitor, a cell phone, a tablet)

Universal Design for Learning (UDL) – framework that acknowledges differentiation of skills and preferences across groups of learners and supports the design of learning environments that meet the needs of all learners present

SYNCHRONOUS AND ASYNCHRONOUS TOOLS

Google Hangouts

A tool that allows you or your students to make group video calls for free. It can be used across computers, Android, and Apple devices. <https://hangouts.google.com/>

Skype

A free online call and messaging tool that can also be extended to include affordable international calling to mobiles or landlines. <https://www.skype.com/en/>

Appear.In

A free, one click video meeting tool with no special software to download. <https://appear.in/>

VoiceThread

A video discussion board tool that turns media (PPT slides, images, video) into a collaborative environment with video, voice, and text commenting. <https://voicethread.com/>

FlipGrid

A simple and free video discussion board tool that helps you to inspire rich student discussion and engagement. <https://info.flipgrid.com/>

Socrative

A classroom app for fun, effective classroom engagement with formative assessments like quizzes and polls, Socrative works similarly to a clicker. <https://www.socrative.com/>

Kahoot

A game-based platform that allows you to create in-class quizzes with a leaderboard and points. <https://kahoot.it/>

Kaizana

A voice recording tool for Google Docs, Kaizana helps students hear your voice, embed videos to explain complex concepts, and track skills. <https://kaizena.com/>

Screencast-o-matic

Free tool to record content displayed on your desktop, as well as your voice, video, and annotations. <https://screencast-o-matic.com/>

THREE TYPES OF INTERACTION

A key facet of a well-designed online course is the presence of three different types of interaction – student to content, student to faculty, and student to student. Students may engage with content in readings, media, and supplemental resources. They may engage with faculty by watching lectures and receiving feedback and instruction in text, audio, and video. Students interact with fellow students through discussions, peer reviewed work, and group projects. Having all three forms of interaction in an online course helps to ensure that students are motivated throughout the learning process.

Michael G. Moore. (1989) [Editorial: Three types of interaction](#). *American Journal of Distance Education* 3:2, pages 1-7, DOI: [10.1080/08923648909526659](https://doi.org/10.1080/08923648909526659)

ONLINE TRAINING FOR INSTRUCTORS

MERLOT (Multimedia Educational Resource for Learning and Online Teaching)

A database of free, curated online learning and support materials for multiple disciplines and levels. There are resources, books, and tools for online educations, including teacher education.

<https://www.merlot.org/>

Coursera

A platform for free courses called MOOCs (Massively Open Online Courses) covering a wide variety of topics. Several courses cover best practices for online teaching. <https://www.coursera.org/>

Online Learning Consortium

An organization dedicated to advancing quality online teaching and learning. They offer workshops, research, and conferences for those wanting to learn more about online teaching.

<https://onlinelearningconsortium.org/>

SECTIONS Model for Assessing Technology

A framework for selecting and implementing technology in the classroom – SECTIONS stands for students, ease of use, cost, teaching function, interaction, organizational issues, networking, and security and privacy. <https://opentextbc.ca/teachinginadigitalage/part/9-pedagogical-differences-between-media/>

www.worldlanguages21.com

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