

Technology in the Classroom

The aims of the course are to increase participants' knowledge and awareness of how technology can be used in English language teaching, and to develop the practical know-how to enable them to successfully integrate technology into their daily teaching practice.

Available in [Oxford](#)

Course code TECH

Entry level Upper-Intermediate (B2)

Start dates [Oxford](#)

Course duration 2 weeks

Total input 41.6 hours

Objectives

This programme is aimed at teachers, teacher trainers and educational inspectors. The aim of the course is to raise participants' awareness of the principles and practice of the use of technology in language teaching. By the end of the course we aim to build participants confidence in their own technology skills and to increase their knowledge and awareness of how technology can be applied in and out of the classroom. Above all, this is a practical course designed to equip participants with ideas, skills and materials which they can use and adapt to their own contexts.

Methodology

During the course, you will be exposed to a wide range of technology and given instruction on how to make the most of these tools to support a range of teaching styles and contexts. By the end of the course, participants will be able to, for example, create and exploit audio podcasts, produce and edit digital video, use digital storytelling apps, develop a PLN (personal learning network), set up and manage blogs, integrate digital games and mobile learning strategies, use a VLE (virtual learning environment) and create augmented reality content. Please [see here for an example](#). Participants will also be better equipped to select, critically evaluate and apply these skills and technologies according to sound methodological principles.

Follow-Up

Teachers who have taken this course in the past have left with a wealth of new ideas and activities to try out in their own classrooms. All teachers who take the course are encouraged to stay in touch with each other in order to share ideas and resources.

Sample Timetable

Please note that this is the outline of a typical course. Some units may alter in content.

Week 1

	Monday	Tuesday	Wednesday	Thursday	Friday
09:10-10:25	Orientation and Introduction	Mobile Learning and Technology Integration Frameworks	Exploring the Hardware (Cameras, Interface, Audio Recording, Sharing Content between Apps)	Blogging 1. Digital Content Curation Tools and CPD	Digital Games Theory. GBL vs Gamification
10:45-12:00	Needs Analysis. Feedback and Comments	Digital Literacies and Digital Skills Development	Web Tools. Platforms (Android / iOS / Windows)	Adapting Authentic Digital Materials to Create Teaching Resources	Digital Games Hands-on
12:20-13:10	Tech Tools. Hardware Choices	Blended / Flipped Learning	Designing and Sharing Learning Resources Using Online Tools	Creating a Digital Presentation	Blogging 2. QR Codes. Augmented reality
14:15-16:30		Social programme with tutor		Social programme with tutor	

Week 2

	Monday	Tuesday	Wednesday	Thursday	Friday
09:10-10:25	Consolidation Challenge 1	Video Editing Interfaces	Podcasting 1. Introduction to Software and Hardware	Geolocation and Multimedia 1. Project Design	Consolidation Challenge 2
10:45-12:00		Introduction to Online Video Editing	Podcasting 2. Creating Audio Podcasts	Geolocation and Multimedia 2 (Hands-on)	
12:20-13:10	Feedback and Problem Solving	Hands-on Video Production	Managing Multimedia Projects in the Classroom	Digital Storytelling	Course Review and Ideas for Future Study
14:15-16:30		Social programme with tutor		Social programme with tutor	