AIBU - FACULTY OF EDUCATION
DEPARTMENT OF FOREIGN LANGUAGE EDUCATION

MEB0110518 Instructional Technologies

FALL TERM COURSE SYLLABUS

Course Schedule   Assist. Prof. Dr. Sedat Akayoğlu
Tuesday Group I: 8.30-10.20   e-mail: sakayoglu@gmail.com
      Group II: 10.30-12.20   URL: http://sedatakayoglu.com
Edmodo Code: f2ve72   Office: 307

Description of the Course:

This course introduces pre-service teachers of English to Computer-Assisted Language Learning (CALL) tools. In addition to giving an overview of the uses of CALL tools in teaching/learning, the course will cover a review of interactive instructional technologies in language teaching/learning, the Internet in English language teaching, and evaluation of English language teaching software and use of Web 2.0 tools in the language classroom. Implications of CALL in language classrooms will also be discussed. Students will be provided with hands-on experience, and they will also develop their multimedia CALL materials (e.g., podcasts, websites, blogs, digital stories, movies etc.). Students will also review and evaluate current research in CALL.

Objectives:

Students will be able to

- Review interactive instructional technologies in language teaching/learning.
- Learn terminology related to computer-assisted foreign language learning.
- Experiment with and evaluate current computer applications in foreign language learning.
- Learn how to design and integrate computers into foreign language courses.
- Review and evaluate selected current research in CALL.
- Develop their multimedia CALL materials.

Course Outline:		
WEEKS	**TOPIC**	**READING MATERIAL OR** **RELATED WEB PAGE**
Week 1 **Oct. 1**	Introduction	Introduction to the course. The Syllabus will be given, and the details of the course will be presented.
Week 2 **Oct. 8**	Creating and Using Blogs in Teaching -Blogger -Wordpress Using RSS Reader	**Article 1:** Chun, D., Smith, B., & Kern, R. (2016). Technology in Language Use, Language Teaching, and Language Learning. *Modern Language Journal*, *100*, 64–80. https://doi.org/10.1111/modl.12302
Week 3 **Oct. 15**	Video Editing for Designing ELT Materials	Camtasia Software Program will be used. **Reflection Due for the Article #1 (Oct. 13)**
Week 4 **Oct. 22**	Digital Storytelling	http://www.storyjumper.com http://www.storynory.com **Article 2:** Nishioka, H. (2016). Analysing language development in a collaborative digital storytelling project: Sociocultural perspectives. *System, 62*, 39–52. https://doi.org/10.1016/j.system.2016.07.001
Week 5 **Oct. 29**	National Holiday	
Week 6 **Nov. 5**	Creating Online Quizzes Kahoot Socrative Plickers	https://kahoot.it https://www.socrative.com https://get.plickers.com **Reflection Due for the Article #2 (Nov. 3)**
Week 7 **Nov. 12**	Mobile Learning Augmented Reality	https://www.aurasma.com http://www.quivervision.com **Article 3:**

		Kukulska-Hulme, A., & Shield, L. (2008). An overview of mobile assisted language learning: From content delivery to supported collaboration and interaction. *ReCALL*, *20*(3), 271–289. https://doi.org/10.1017/S0958344008000335
Week 8 **Nov. 19**	Midtem Week	
Week 9 **Nov. 26**	Designing Animations	https://scratch.mit.edu **Reflection Due for the Article #3 (Nov. 24)**
Week 10 **Dec. 3**	Designing Animations	https://scratch.mit.edu **Article 4:** Lund, A. (2008). Wikis: a collective approach to language production. *ReCALL*, *20*(January 2008), 35–54. https://doi.org/10.1017/S0958344008000414
Week 11 **Dec. 10**	Online Collaborative Tools	https://docs.google.com https://padlet.com/ **Reflection Due for the Article #4 (Dec. 8)**
Week 12 **Dec. 17**	- Social Media in Language Learning and Teaching - 3D Virtual Worlds	**Article 5:** Childs, M., Schnieders, H. L., & Williams, G. (2012). "This above all: to thine own self be true": ethical considerations and risks in conducting Higher Education learning activities in the virtual world Second Life [TM]. *Interactive Learning Environments*, *20*(September 2013), 253–269. https://doi.org/10.1080/10494820.2011.641679
Week 13 **Dec. 24**	Website Design	Wix
Week 14 **Dec. 31**	Website Design	Wix **Reflection Due for the Article #5 (Apr. Dec. 29)**
Week 15 **Jan. 7**	Revision of the Semester	

Evaluation

Website Design 20%:

Students will design a website integrating all tasks completed throughout the semester. The content of these websites will be announced before the due date.

Reflection Papers for the Articles 30%:

Students are expected to write a reflection paper for each assigned article. The students are expected to write a summary of the article and then add their own opinions about the content of the article. As the course is on Tuesday, you are expected to write your reflection papers by Sunday evening. Please pay attention to the due dates.

Tasks 30%:

There will be tasks related to the topic of the week, and you have to complete them before the deadline. These tasks will be announced on Edmodo.

Scratch Animation 20%:

You are expected to design an animation on Scratch. This project will be in groups, and each group will have three students.

Classroom Participation and Interest:

More than 8 hours of absence will result in failure. Moreover, students should actively take part in classroom & online discussions and tasks.

Plagiarism

Plagiarism is representing someone else's writing as your own. If you copy from any source without reference, in other words, if you commit plagiarism, you will receive zero (0) or FF as your final grade.