Using Tech to Enhance Learning At Home

Jake Whiddon

studycat

What will we do today?

- Define Technology
- A History Lesson
- Language Learning Apps
- In the home

studycat

duolingo

studycat

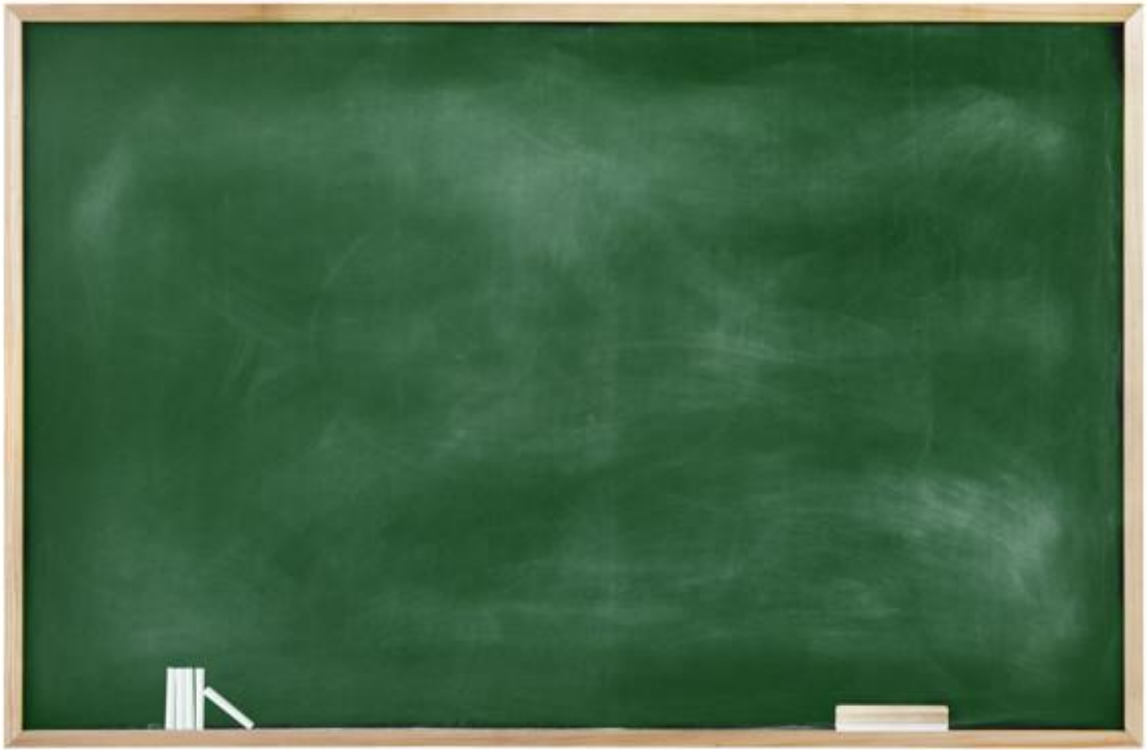
purple

What is **tech**nology?

the **tools** we use

studycat

What **tech** do you have in your **classroom?**



PORTABLE RECORDER & CASSETTE PLAYER

APOLLO
HORIZON

PLAY
0695
12:00
03

groov-e

DELL

Planetary Rotation
Place planets in their location and label.

Focus
Keystone

AUTO CAPTURE
CAPTURE
© Disney
Disney Research

The biggest change in a century?

The same thing on a different mode

hardware vs software

studycat

What is ed**tech**?

studycat

Educational Technology

studycat

edtech

/ˈedˌtek/

studycat

EdTech refers to **software** designed to **enhance** teacher-led learning in classrooms and **improve students' education outcomes.**

EdTech refers to **software** designed to **enhance learning** and **improve outcomes**.

What **tech** do your students have at home?

studycat

SAMSUNG
12:45
Sun, 1 March
09:41
Mittwoch, 9. September
10:10 AM
NEW YORK, 72°
htc

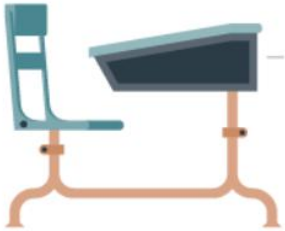
studycat

We can now connect learning from the home to the class room
studycat

but before that....

A history lesson

studycat

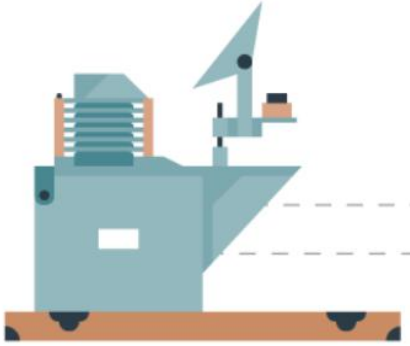


1900 - 1920

The one-room schoolhouse

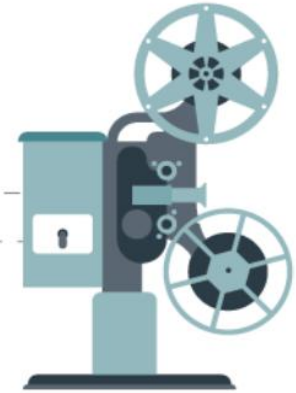
1923

Classrooms begin incorporating radios into penmanship, accounting, history and arithmetic lessons



1930s

Overhead projectors, initially used for US military training, quickly spreads to schools

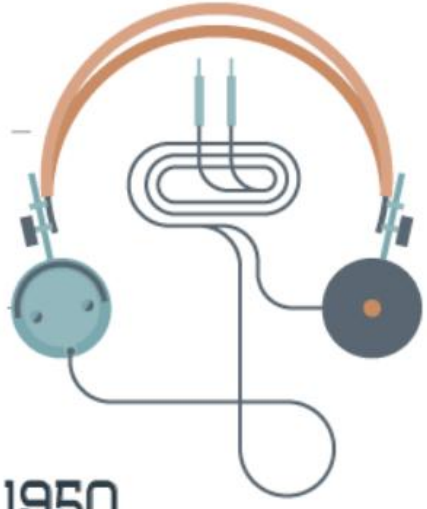


1933

52% of schools are using silent films and 3% are using films with

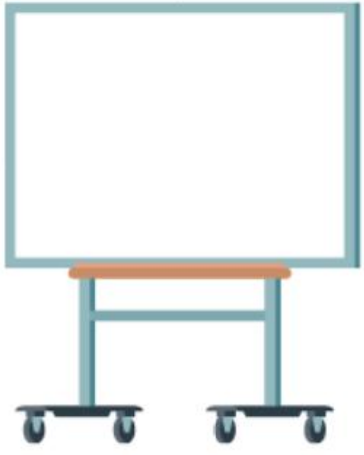
1939

The first TV appears in a classroom in LA



1950

Headphones become popular in school language labs



1960s

Whiteboards are invented to replace the Chalkboard

1964

BASIC is developed at Dartmouth College with the intent of giving students a simple programming language that is easy-to-learn

1967

Texas Instruments develops the handheld calculator

1972

Scantrons are used to automatically grade multiple choice tests

1973

The Minnesota Educational Computing Consortium is founded. The organization popularizes school software such as Oregon Trail ('74) and Lemonade Stand ('73)

1985

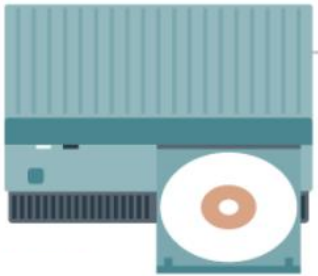
Touch typing software ***Mavis Beacon Teaches Typing*** *is developed and popularized in schools*

1984

Apple Macintosh computer is introduced. The ratio of computers to students in US schools is ***1-92***

1988

Laptops are introduced and are eventually utilized as teaching tools



1990

CD-ROMs become a predominant form of storage

1991

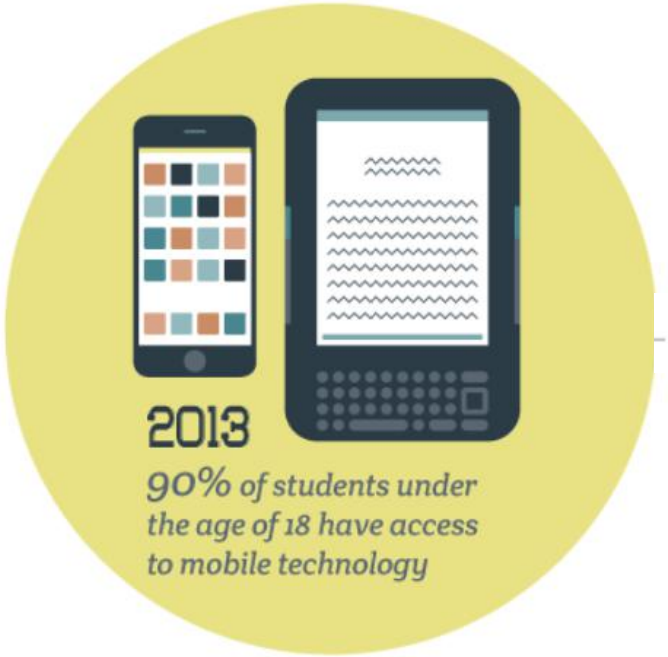
SMART boards are introduced in schools

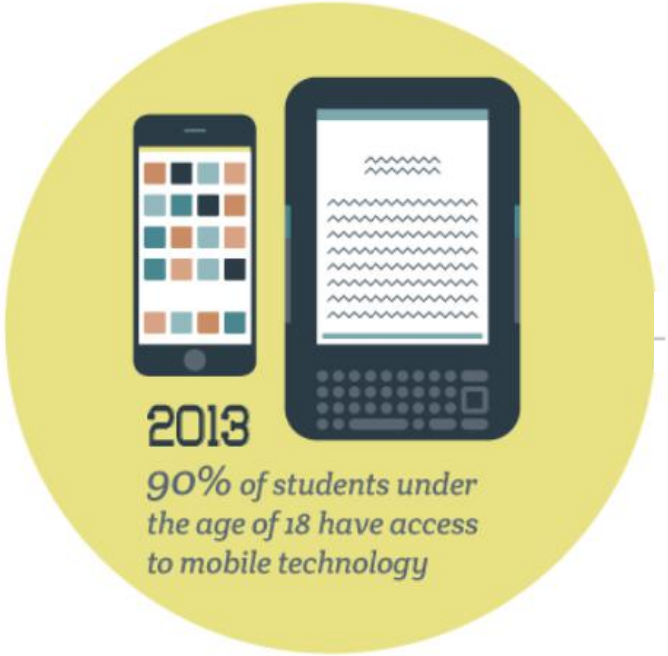
2002

According to the National Center for Education Statistics (NCES), about 99% of American public schools have Internet access. About 35% had Internet access in 1994

2012

1.5 million iPads are used in US schools


2013
90% of students under the age of 18 have access to mobile technology



2020-2025

Adaptive Learning
Personalized Learning
Augmented Reality
Game Based Learning
Machine Learning
Learning Data
Ai

studycat

For the **first time in 100 years** we have a real **opportunity to change** education

studycat

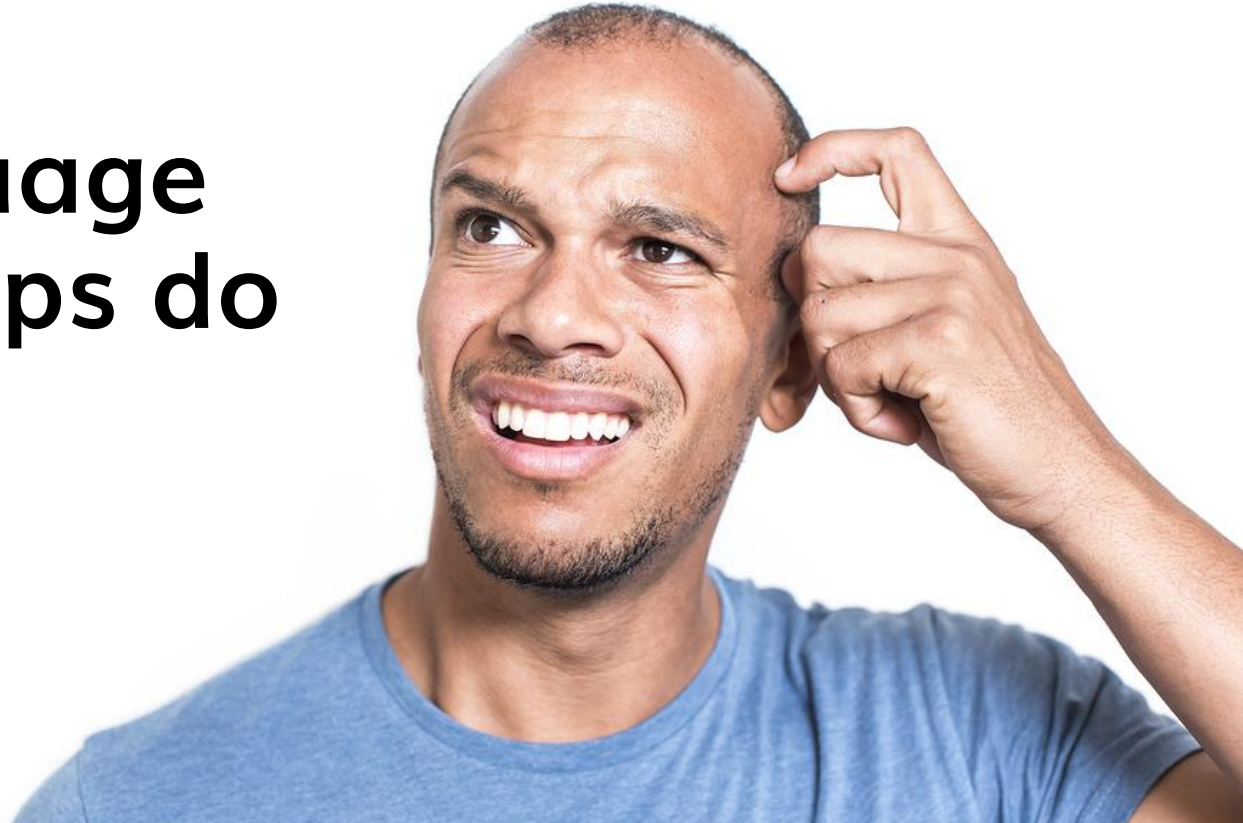
this will happen on apps & online

*it will be **software***

but....

Can you **learn** a **language** on an app?

What language learning apps do you know?



Apps are changing how we access language learning around the world

studycat

LANGUAGE COURSES

Duolingo

Busuu

Babbel

FLASHCARDS AND SRS

Memrise

AnkiApp

Tinycards

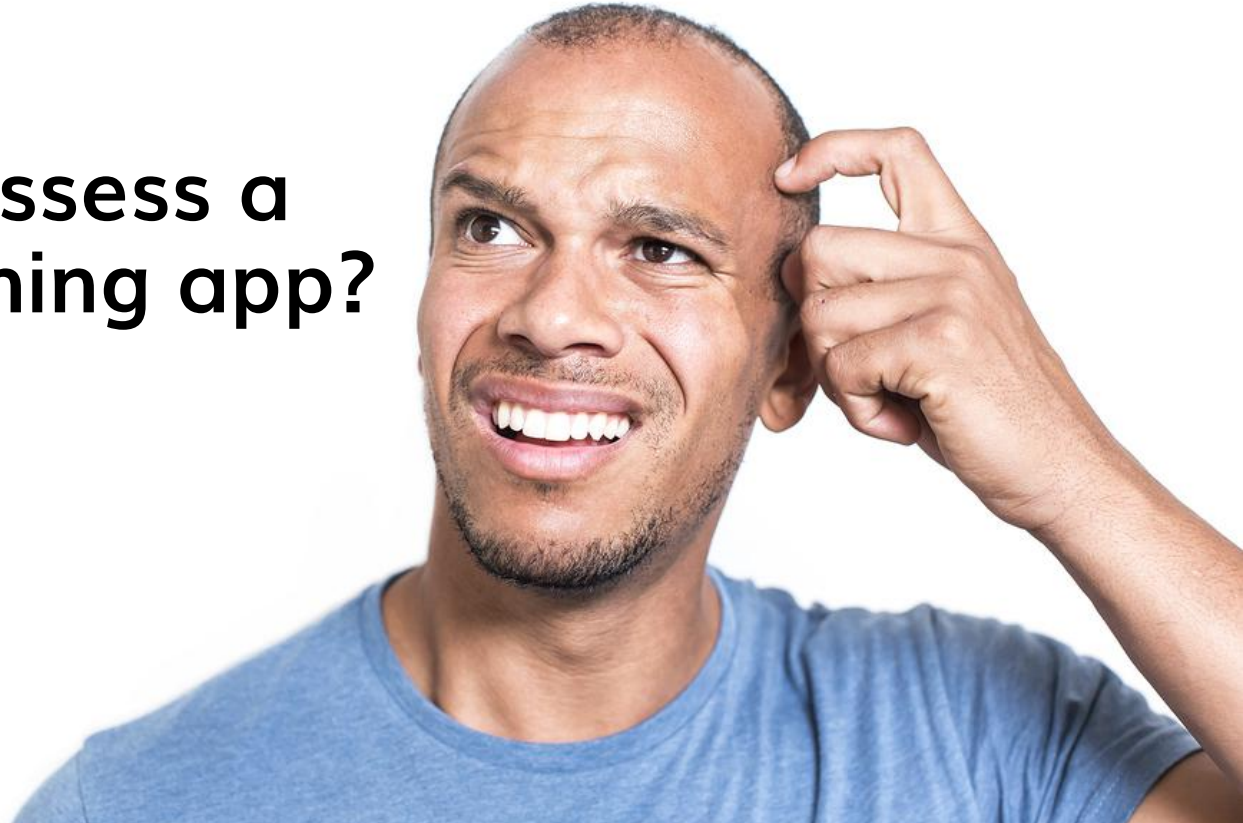
Q&A, CHAT AND SOCIAL

HelloTalk

HiNative

TripLingo

How can we assess a language learning app?



Is it free or subscription?

Will it work with my learning management system (LMS)?

Is it easy to install and set up?

http://neatoday.org/2019/07/24/how-to-evaluate-tech-tools-youve-never-used-in-less-than-seven-minutes/

Is it engaging?

Does it show progress?

Does it develop the 4Cs?

Does it increase in difficulty?

How much content does it have?

http://neatoday.org/2019/07/24/how-to-evaluate-tech-tools-youve-never-used-in-less-than-seven-minutes/

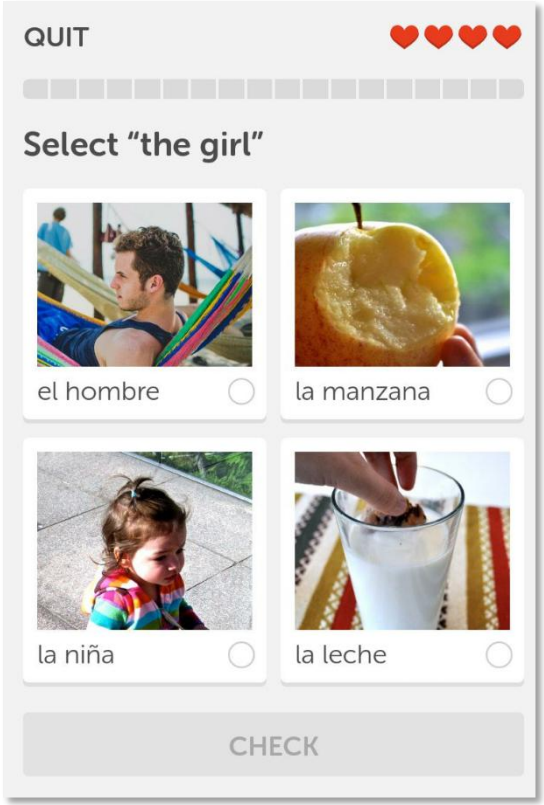
Let's look at two apps

Engaging game play		
Stages & Levels		
Progress Reporting		
Rewards		
Adaptive Learning		
Develops 4Cs		
Content		
Cost		

duoLingo

Activities are multiple choice

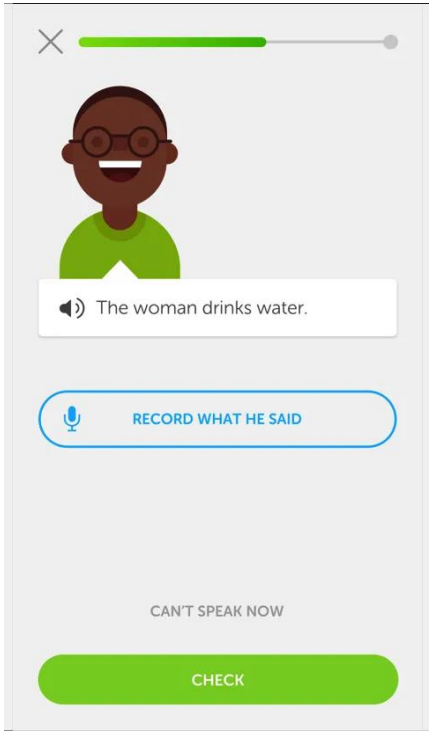
Simple, easy to use

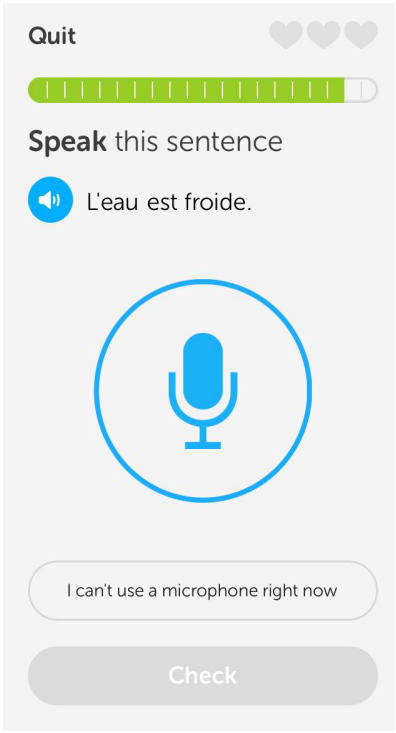


Activities scaffold
Gradually increasing in difficulty

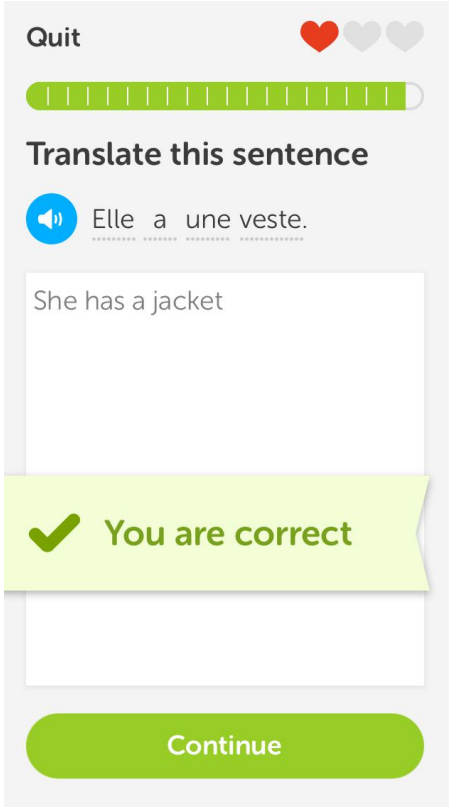
Progress monitoring

Adaptive learning





Voice recognition activities



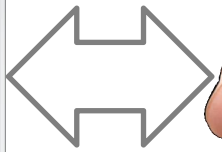
translation activities

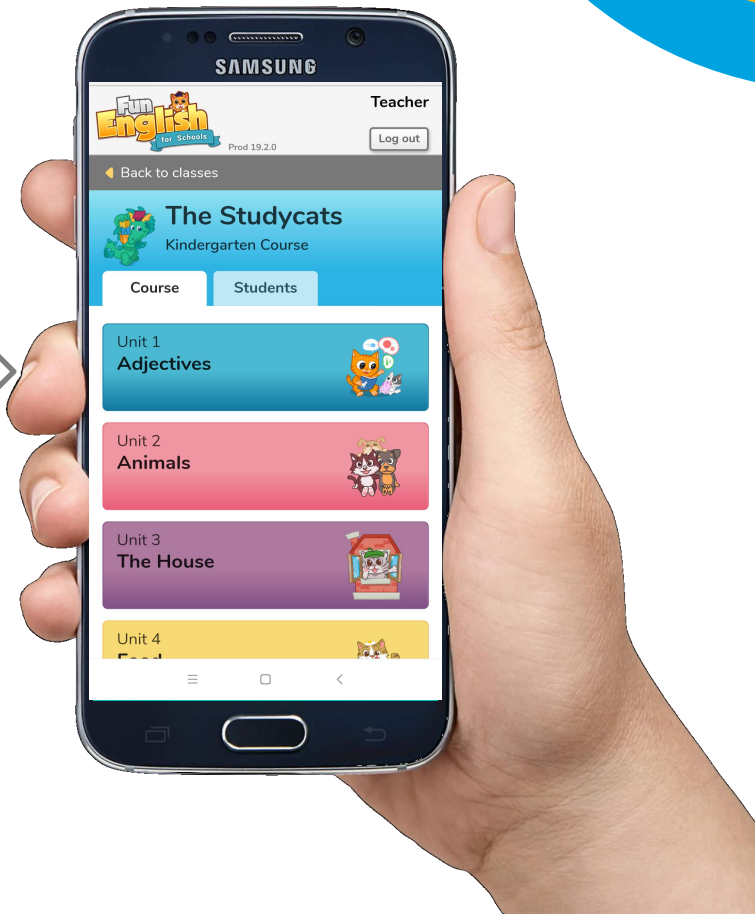
You earn XP points
and can track your time on app over days

★★★★★	duolingo	Fun English for Schools
Engaging game play	★★	
Stages & Levels	★★★★★	
Progress Reporting	★★★★★	
Rewards	★★½	
Adaptive Learning	★★★★	
Develops 4Cs	★½	
Variety of Content	★★½	
Language Production	★★	
Cost	★★★★★	

Fun
English
for Schools

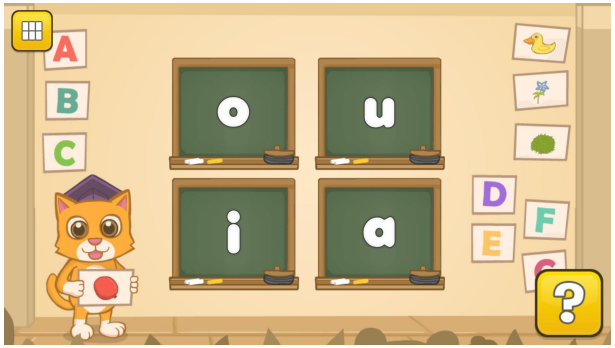
Hayley
Fun English for Schools
Face Pairs
Remember feelings.
Parents




SAMSUNG
Fun English for Schools
Prod 19.2.0
Teacher
Log out
Back to classes
The Studycats
Kindergarten Course
Course
Students
Unit 1
Adjectives
Unit 2
Animals
Unit 3
The House
Unit 4

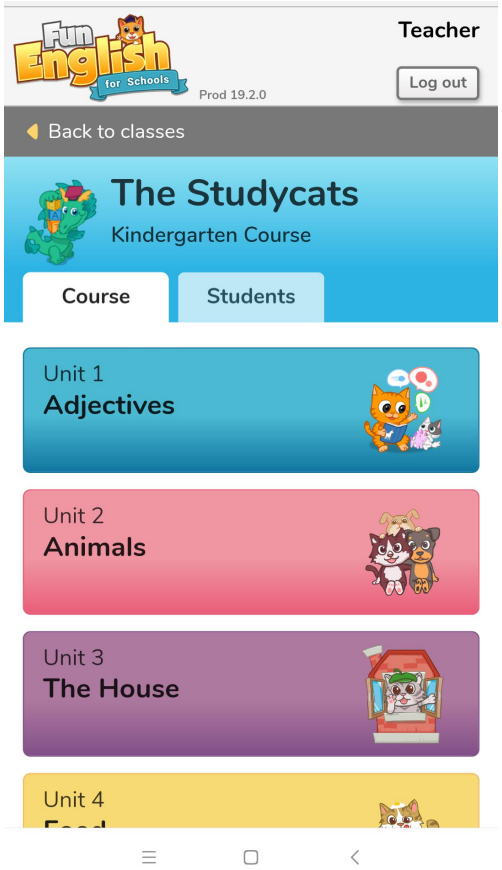
Comprehensive Content

studycat



Game play is scaffolded and encourages some critical thinking

studycat



Has a linear curriculum
3 levels, 24 units per level

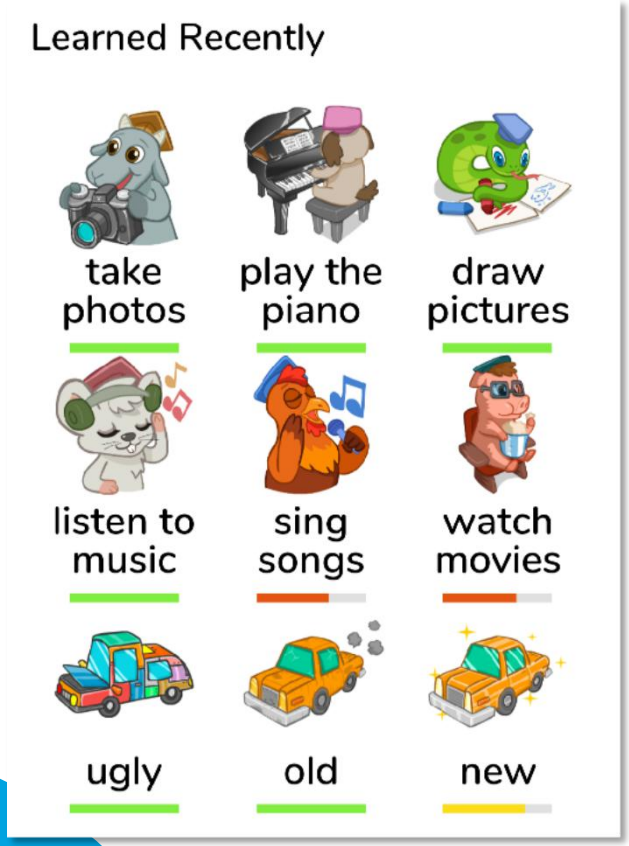
studycat

Simple rewards for students

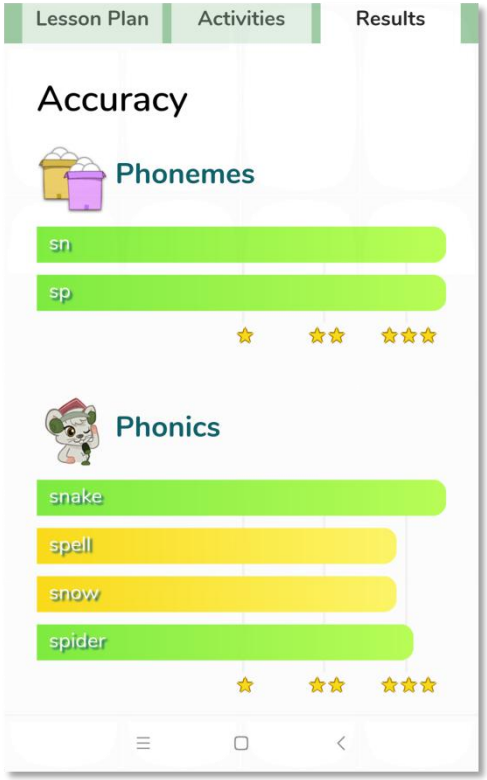
studycat

Parents & teachers can track child progress on the app

studycat

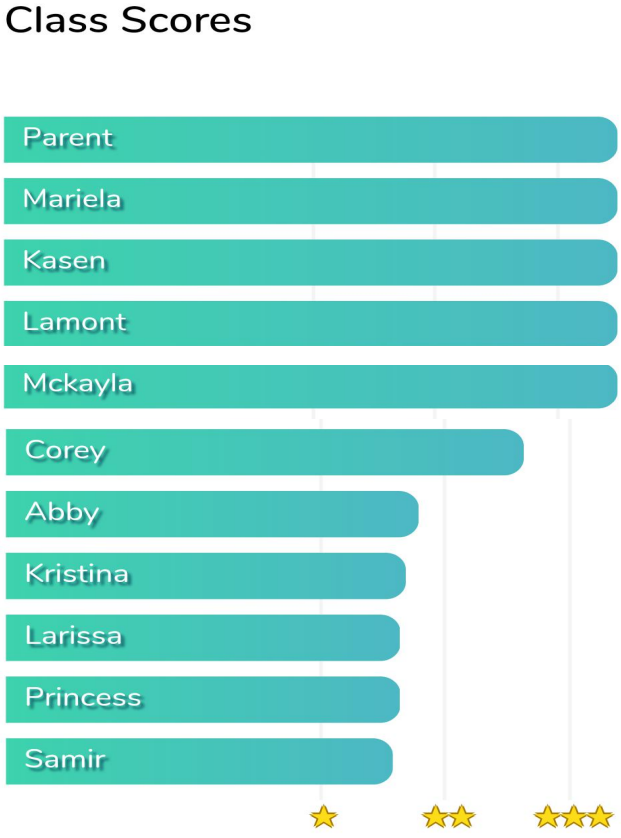


Parents and teachers can see specific lexical items that each individual student needs more focus on.



Teachers can see which lexical items their whole class is doing well with or needs work on.

studycat



Teachers can see which an overview of all their students current progress

studycat

★★★★★	duolingo	Fun English for Schools
Engaging game play	★★	★★★★★
Stages & Levels	★★★★★	★★★★
Progress Reporting	★★★★★	★★★★★
Rewards	★★½	★½
Adaptive Learning	★★★★	★★½
Develops 4Cs	★½	★★★
Variety of Content	★★½	★★★★★
Language Production	★★	★★★½
Cost	★★★★★	★★★½

Expanding on the tech

Provide further **learning opportunities** at home

studycat

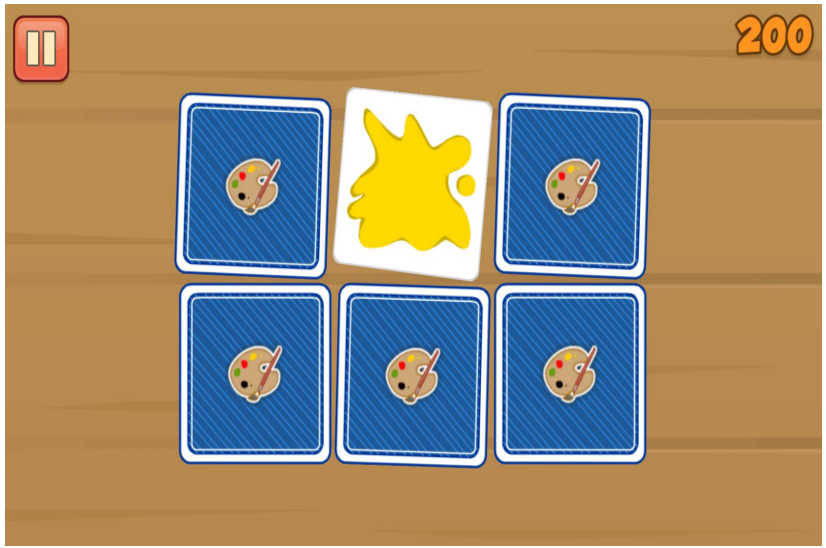
What can you do right now!

studycat

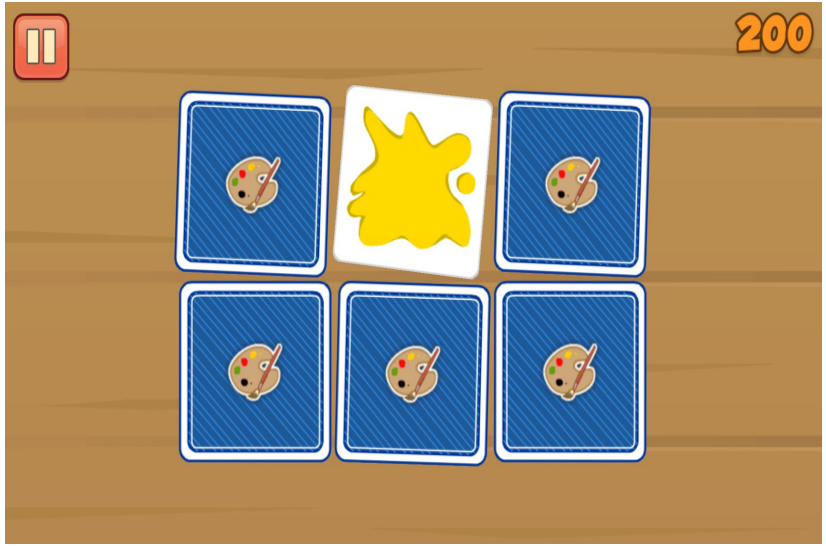
App games & offline extras

studycat

studycat



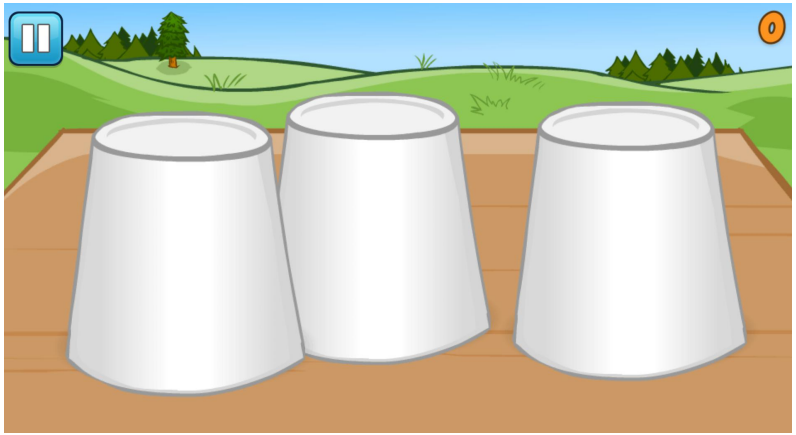
studycat



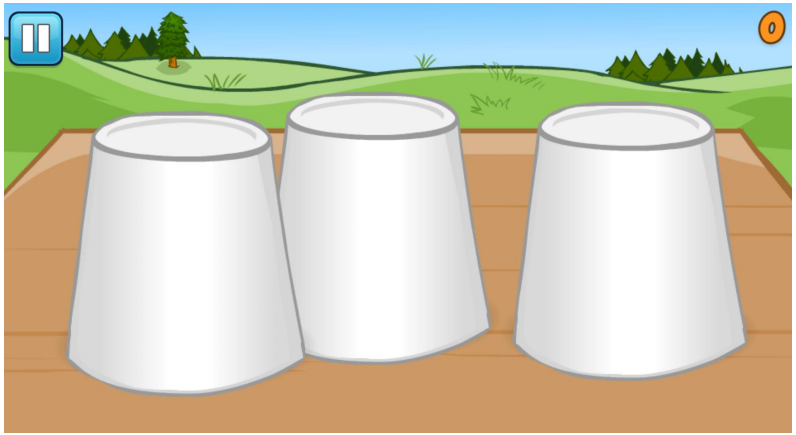
studycat

purple
studycat

studycat



studycat



studycat

studycat

studycat

studycat

studycat

There is a
that
1112

Benefits

Engaging & Motivating

Self Learning

Personalized Learning

Increases Exposure

studycat

Integrate apps into learning
Take online offline
Experiment where possible
Opportunities to enhance learning

studycat

Looking for help while your school is closed?

Studycat is supporting teachers and parents globally by providing access to language learning apps and online classroom content.

Get in touch

Easy to use

A rich resource for your classroom that is simple to use on your Interactive White Board, tablet or smartphone. Your complete classroom at your fingertips.

Take the classroom trial »

An app based option

Fun English for Schools

Studycat Club

Welcome to our club for parents and teachers who want to make language learning fun! Studycat Club members have exclusive access to our library of over 100 worksheets and our webinars archive.

Sign In

Email/Username

Password

Sign In

Forgotten your password?

Join the club today

- Over 100 printable worksheets to download
- Archive of webinar videos and presentations
- Songs, expert articles and teacher videos coming soon...

Register now!

#25 Helping Kids Take Control of Learning at Home

by Jake Whiddon

30 Apr 2020 4:00pm

China Standard Time (CST), UTC +8

With current school closures around the world, our **students** need practical ideas to help them with their language learning at home.

How in control are you students?
How much choice do they have?
Are they learning to learn?

More details

Add profile section More...

Jake Whiddon

Head of Academic Experience at Studycat Limited

Minhang District, Shanghai, China · 306 connections · Contact info

Studycat Limited

University of Chichester

studycat.com