

Contents

	Tha	nnks	ix
	Acknowledgements		x
	Intr	oduction	1
1	Integrating technology		9
	1.1	Getting to know you	12
	1.2	Technological survey	13
	1.3	Visual class list	14
	1.4	Favourite websites	15
	1.5	Plan B	16
	1.6	Our VLE	17
	1.7	Dictionary race	18
	1.8	Class audio recording	19
	1.9	Unlocked achievements	21
	1.10	Flip your classroom	23
2	Building a learning community		25
	2.1	Learning together online	27
	2.2	Who are my classmates?	29
	2.3	Personal learning online	30
	2.4	Class blog	32
	2.5	Mystery guest	33
	2.6	Blog exchange	34
	2.7	Language wiki	35
	2.8	What we need English for	36
	2.9	Safety online	37
3	Vocabulary		
	3.1	In context	40
	3.2	Digital camera scavenger hunt	41
	3.3	Online word-game tournament	43
	3.4	Word puzzles	44
	3.5	Learner-generated quizzes	45
	3.6	Memory posters	46
	3.7	Alien vocabulary	48
	3.8	Word associations	50
	3.9	Making word games	52
	3.10	Words and phrases	53



Language Learning with Technology

	3.11	Synonym swap	54
	3.12	Experimenting with antonyms	5 5
	3.13	Slang, register and style	56
	3.14		57
	3.15	Noticing collocations	58
4	Grai	mmar	61
	4.1	Audio gap-fills	63
	4.2	Grammar check	64
	4.3	Automatic cloze tests	65
	4.4	Questioning infographics	66
	4.5	Grammar fight	68
	4.6	Grammar-reference sites	70
	4.7	Common grammatical errors	71
	4.8	Real-world grammar	72
	4.9	Grammar safari	74
	4.10	Authentic word clouds	75
	4.11	If only	77
	4.12	Grammar in context	79
5	Listening		81
	5.1	Guess what I'm talking about	83
	5.2	Other people's interests	84
	5.3	Search the tube	86
	5.4	Reordered video story	87
	5.5	Talk-radio listening	88
	5.6	Guided tours	89
	5.7	Recorded poetry	90
	5.8	Online classroom guest	91
	5.9	Recorded stories	92
	5.10	Voice-recorder dictation	93
	5.11	Interview bingo	94
	5.12	Someone I know	95
	5.13	Altered interviews	96
6	Reading		99
	6.1	Word-cloud warmer	101
	6.2	Video pre-reading warmer	102
	6.3	Quick-response reading race	103
	6.4	IWB skimming and scanning	104
	6.5	Pre-reading presentation	105
	6.6	Readathon	106
	6.7	Comparative texts	107
	6.8	Reviewer role play	109
	6.9	Coded message trail	110
	6.10	Ask the Internet	112

vi



			Contents
	6.11	Identifying text-types	113
	6.12	Big events	114
	6.13	9	116
	6.14	Interactive fiction	117
	6.15	Fan fiction	119
7	Writ	ing	121
	7.1	Social-networking writing group	123
	7.2	Writing on a class wiki	125
	7.3	Using learner blogs	126
	7.4	Blogging summary	127
	7.5	Myths and legends	128
	7.6	Five-sentence photo story	129
	7.7	Speed writing	130
	7.8	Interactive story	131
	7.9	Developing a story	133
	7.10	Crazy stories or poems	134
	7.11	Art stories	136
	7.12	Do you dream?	137
	7.13	Message from the past	138
	7.14	Report writing	139
	7.15	Sensationalist reporting	140
	7.16	Biographies	141
	7.17	Translate to SMS	143
	7.18		144
	7.19		145
	7.20	Academic writing	146
8	Spea	king	147
	8.1	Spoken journals	149
	8.2	Speaking pictures	151
	8.3	Reading aloud	153
	8.4	Unscripted and scripted dialogues	154
	8.5	Mobile circle game	155
	8.6		156
	8.7	Virtual-world tourists	158
	8.8	Talk-radio speaking	160
	8.9	Current affairs	161
	8.10	Train or coach?	163
	8.11	Discussions of interest	165
	8.12	Animated film	167
	8.13	World issues	168
9	Pron	nunciation	171
	9.1	Class-vocabulary audio notebook	173
	9.2	Phonemic dialogues	174
			vii



Language Learning with Technology

	9.3	Howdjasayit?	175
	9.4	Schwa what?	176
	9.5	Phonetic games	177
	9.6	Minimal-pair poems	178
	9.7	Newsreader	179
	9.8	Tongue twisters	18
	9.9	Voice recognition	182
	9.10	Smartphone app	183
	9.11	What's the intonation?	184
	9.12	Different accents	185
	9.13	Guess the language	186
	9.14	Re-recording speeches and scenes	187
10	Proje	ect work	189
	10.1	Our e-book	19
	10.2	Class magazine	192
	10.3	Culture capsule	193
	10.4	Class weekly learning podcast	194
	10.5	TV magazine programme	195
	10.6	Short film	196
	10.7	Film festival	197
	10.8	Our cookbook	198
	10.9	Make your own webquest	199
	10.10	IWB island	20
11	Assessment and evaluation		
	11.1	E-portfolio archive and showcase	205
	11.2	Awarding badges	206
	11.3	Comparing placement tests	207
	11.4	Testing you	208
	11.5	Testing me	209
	11.6	Screen-capture video feedback	210
	11.7	Self-assessing presentations	21
	11.8	Evaluating classroom activities	212
	11.9	Levelling up	213
	Appendix A: Learning technologies guide		217
	App	endix B: Technical notes and suggested software/websites by chapter	22
	Inde	x	239

viii