

Techniques & Principles in Language Teaching in the 21st Century

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EEC 3317 English Language Learning Management for
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Key Features of Project-Based Learning (PBL) and Its Application in ELT

- Enhancing Language Skills Through Real-World Projects

What is Project-Based Learning?

- PBL is a student-centered approach where learners gain knowledge by actively engaging in real-world and meaningful projects.

Core Components

- Focus on a real-world challenge or problem.
- Learners take charge of their learning process.
- Integrate multiple skills and knowledge areas.

Key Features of PBL in ELT

- Real-World Relevance
- Collaborative Learning
- Process-Oriented

How to Apply PBL in ELT

Applying Project-Based Learning to Perform a Play for School Academic Day

- **Define the Project Goal:**
- **Objective:** Perform an engaging and educational play that showcases students' English language skills on Academic Day.

How to Apply PBL in ELT

- **Driving Question:**
- “How can we create a play that entertains and educates the audience?”
- **Plan and Divide Roles:**
- **Tasks:**
- Scriptwriting: Students collaboratively write or adapt a script.
- Acting: Assign characters to students based on interest and strengths.

How to Apply PBL in ELT

- Set Design: Design and create props and backdrops.
- Costumes: Plan and prepare costumes that match the theme of the play.
- Promotion: Create posters and invitations for the event.

How to Apply PBL in ELT

Practice:

- Rehearsals: Conduct regular rehearsals to refine dialogue, pronunciation, and stage movements.
- Peer Feedback: Students provide constructive feedback on performances.
- Language Support: Focus on correct pronunciation, intonation, and fluency.

How to Apply PBL in ELT

Performance and Reflection

Performance Day:

- Ensure smooth coordination of actors, props, and technical support (lights, sound).
- Encourage students to engage with the audience confidently.

How to Apply PBL in ELT

Reflection:

Post-performance discussion:

What went well? What could improve?

- Feedback forms from the audience.
- Celebrate students' achievements with certificates or recognition.

Integrating Digital Tools in ELT

- What are digital options for ELT?
- Please provide your practical experience of using digital tools in ELT classes.

Applying Cooperative Learning in ELT

- Cooperative learning involves students working together in structured groups to achieve shared learning goals.
- CL enhances communication skills.
- CL builds social and teamwork skills.
- CL encourages peer support and motivation.

Key Principles of Cooperative Learning

- **Positive Interdependence:** Group success depends on each member's contribution.
- **Individual Accountability:** Each learner is responsible for their part.
- **Face-to-Face Interaction:** Direct communication promotes engagement.
- **Interpersonal Skills:** Develops teamwork and conflict resolution.
- **Group Processing:** Reflect on group performance to improve.

Creating Effective Groups

- **Group Size:** 3-5 students for optimal interaction.
- **Composition:**
 - Mixed proficiency levels.
 - Diverse cultural and linguistic backgrounds.
- **Roles:**
 - Assign roles such as leader, recorder, timekeeper, and encourager.

Activity 1: Think-Pair-Share

Process:

- **Think:** Students individually think about a question or prompt.
- **Pair:** Discuss ideas with a partner.
- **Share:** Present ideas to the whole class.

Activity 2: Jigsaw Reading

- **Process:**
- Divide a text into sections.
- Each group member reads and becomes an "expert" on one section.
- Share summaries with the group.

Activity 3: Role-Plays

Process:

- Assign roles (e.g., buyer and seller, interviewer and interviewee).
- Provide a scenario or dialogue prompt.
- Groups practice and perform for the class.

Activity 4: Collaborative Writing

Process:

- Assign a writing task (e.g., writing a story or essay).
- Break the task into sections for group members.
- Combine sections and revise collaboratively.

Applying Gamification in English Language Teaching (ELT)

- Gamification integrates game elements into non-game contexts, like language learning, to boost engagement and motivation.

Game Elements in ELT

1. Points and Rewards:

Earn points for completing tasks (e.g., speaking activities, quizzes).

Exchange points for rewards (e.g., free-choice activity).

Game Elements in ELT

2. Levels and Challenges:

Progress through levels as students master skills.

Example: Beginner → Intermediate → Advanced.

Game Elements in ELT

3. Leaderboards:

Display progress to foster friendly competition.

Can be individual or team-based.

How to Apply Gamification in ELT

Vocabulary Quizzes with Rewards:

Use platforms like Quizlet or Kahoot, etc. to create fun, competitive quizzes.

Award points for correct answers and speed.