

WEB 2.0 FOR LANGUAGE TEACHING

This course is for practicing high school teachers of English as a foreign language, seeking to create a digitally-equipped, blended classroom.

Minimum English Level Required: B1 on the CEFR

Accommodation Options: Host family or self-catering apartment/ residence ([More information](#))

SCHEDULE

Dates: Courses are **scheduled monthly** ([see calendar](#))

Location: Atlantic Language School, Galway

Timetable: Courses run for 5 days (**Monday to Friday**), consisting of **25 hours** of seminar, workshop and cultural activity hours.

Tuition Price: €445 per person, including **Registration fee and end of course certificate**. (accommodation costs are extra)

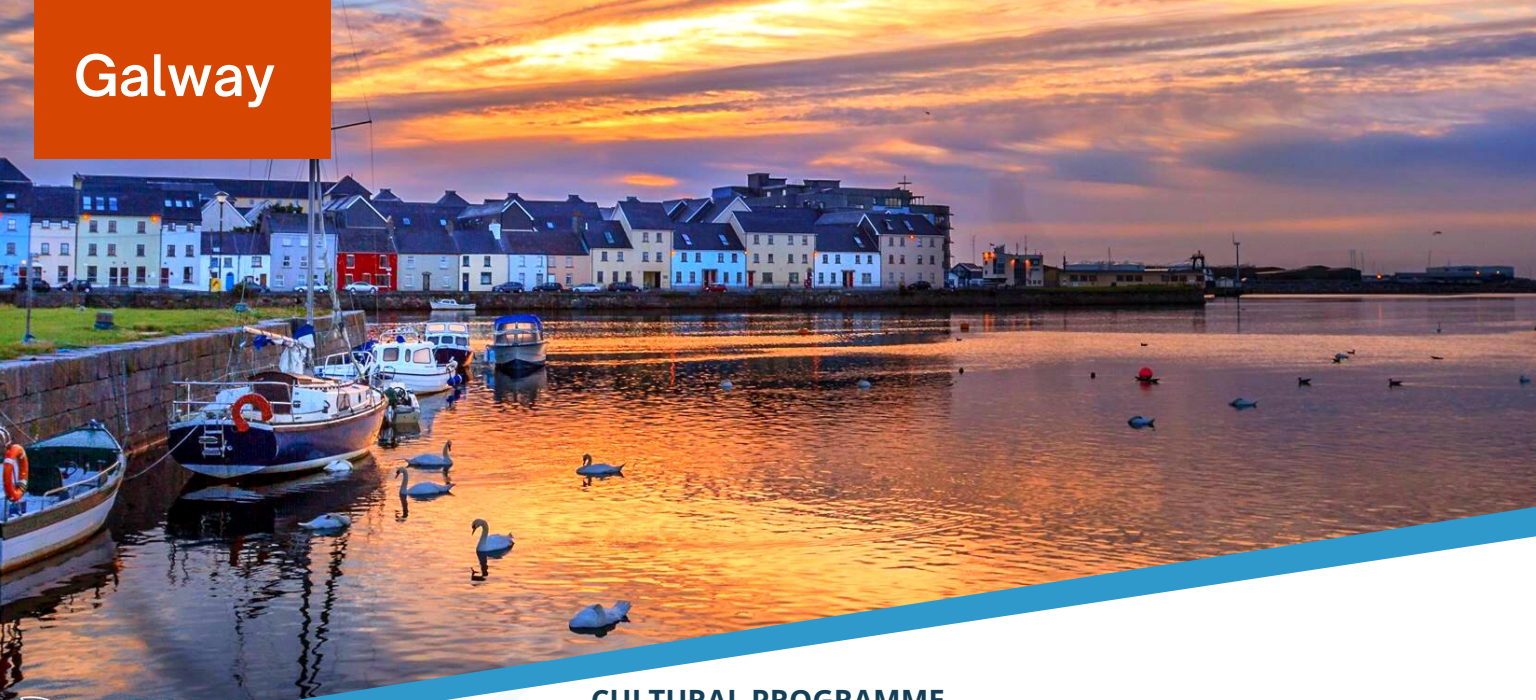


COURSE OUTLINE

With 'digital native' students becoming ever more naturalised and expressive online, it is a challenge for their teachers to remain informed and confidently apply the digital tech available to learning. This course employs up-to-date data-driven content relevant to modern teaching and instils teachers with knowledge, ability and confidence to include technology and online resources and practices to maximise their students' learning opportunities.

COURSE OBJECTIVES

Overall objectives of the mobility	<ul style="list-style-type: none"> • Provide a methodological foundation for incorporation of modern online and digital tools into the classroom • Equip teachers with confidence to implement peer and expert-reviewed set of resources and procedures • Provide teachers with expert and data-driven guidance on best practice for engagement of their learners • Prepare teachers for promoting healthy online practices to aid learning • Accelerate identification and incorporation of tools, resources and content suitable to teen language learning
Added value of the mobility	The course equips participants to build confidence in using technology and online resources in the classroom.
Activities to be carried out	<ul style="list-style-type: none"> • Interactive teaching with input sessions, individual and group work • Skills focused workshops to develop your own teaching materials. • Feedback sessions in which participants reflect on their own practice, while also sharing their own knowledge and skills. • Participants are directed towards online resources to further develop their understanding of web 2.0 and its use in the language classroom. • Cultural and heritage trips as part of a chaperoned group
Expected outcomes and impact	This course provides a professional development opportunity for participants which aims to enhance their ability to utilize web 2.0 in the language classroom. Through inbuilt dissemination activities, participants are invited to share knowledge and skills acquired with their colleagues. The opportunity to experience new cultural contexts and network with international colleagues is a further positive outcome.



CULTURAL PROGRAMME

The seminar programmes are delivered in Atlantic Language School in Galway on Ireland's Wild Atlantic Coast, and participants will have ample opportunity to learn about the cultural heritage of both Ireland and the local area. The week-long programme includes a professional walking tour, a cultural outing, networking lunch, and a heritage trip, all integrated with course objectives.

The seminar also includes opportunities for ongoing networking and a cultural immersion in activities such as Irish Dance. Day trips are available to the splendid Aran Islands on Europe's edge or the Cliffs of Moher.

CERTIFICATION

The Organiser, Atlantic Language, will provide required documents including:

- STT invitation
- EUROPASS
- Work Plan (on request)
- Certificate of Participation and Attendance
- CEFR level certificate (on request)

ORGANISATION ID: EI0256058

SAMPLE TIMETABLE

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
09:00 – 12:30	09:00 – 12:30	09:00 – 12:30	09:00 – 12:30	09:00 – 12:30
Setting Objectives Orientation <ul style="list-style-type: none"> Communicative Icebreakers Needs Analysis Setting of Learning Outcomes Digital Natives: An Overview Safeguarding: Overview of Classroom Best Practice	In the classroom <ul style="list-style-type: none"> To BYOD or not to BYOD Choose your VLE 	Gamification <ul style="list-style-type: none"> Time for Gaming: Gamification techniques, benefits and resources Beyond Gamification: Maintaining Engagement 	The best apps out there <ul style="list-style-type: none"> Supplementary Learning Apps; Critical Overview Stimulating Language Production 	The Beginning and the End-Review <ul style="list-style-type: none"> Participant Presentation presenting your work Peer and Trainer Feedback Assessment of Learning
13:30 – 15:00	13:30 – 15:00	13:30 – 15:00	13:30 – 15:00	13:30 – 15:00
Cultural outing Walking Tour	Material design workshop	Organised group visit to a site of cultural significance	Material design workshop	Review of Learning Objectives <ul style="list-style-type: none"> 1 to 1 Feedback Dissemination activities Course Feedback Certificate Presentation