PEDAGOGICAL INNOVATION

***ENGLISH with ICT -***

***the use of information and communication technologies***

***in English classes***

NATALIA WOLANIN

 Primary School No 1

 of Władysław Szafer

 in Brzozów

**INNOVATION PROJECT**

**School name**: Primary School No 1 of Władysław Szafer in Brzozów

**Author**: Natalia Wolanin

**Title**: *ENGLISH with ICT - the use of information and communication technologies in English classes.*

**Subject**: English

**Type of innovation**: methodical

**Duration**: September 2018 - June 2019

PROJECT DESCRIPTION

1. Purposefulness of introducing the innovation

It is common that the 21st century is the era of the English language, which has achieved an extremely high status in the international arena. It is almost
a necessity today to be fluent in this language as it makes the world open to us. Therefore, both parents and students are aware of the fact that expanding knowledge of English is an indispensable element of the education of a modern European. Moreover, we can observe a variety of information technologies at all levels of the modern world. Currently, owning and using a computer or
a smartphone is part of everyday life. Young people use many ICT programmes and services (Information and Computer Technology Tools) in a completely natural way. Taking advantage of these natural behaviours and habits should be one of the main purposes of using ICT in working with students, including learning English. So as the students could find learning of English interesting, it is also necessary to introduce the latest technological achievements to the teaching process, especially the Internet, as well as various computer programmes and applications.

Language and IT competences have also found their place in the Recommendations of the European Parliament and the EU Council (Recommendation of 18 December 2006 on key competences for lifelong learning). - *Good mastery of basic language, literacy, numeracy and information and communication technology (ICT) skills is an essential basis for learning; learning to learn is conducive to all other learning activities* - included in the recommendations.

In relation to the above recommendations of the European Parliament and the EU Council, the European School Development Plan also assumes the implementation of young people to use information and communication technologies and learning to use various sources of information, which will increase the motivation of students to learn and make it easier for them to acquire new skills.

The following innovation is therefore a response to the requirements of the modern world, contemporary education, effective teaching / learning of
a foreign language and school development.

1. Description of innovation

The innovation will apply to 5th grade students who are willing to participate in extracurricular classes in the English language and expand their knowledge of this language. The innovation programme is designed to be implemented during one teaching hour per week as part of additional extracurricular classes. The innovation will last for the 2018/2019 school year. Classes will be held in the school's computer lab and in a classroom equipped with an interactive board.

The aim of this innovation is to propose new didactic solutions that have not been used in school so far. Its creation was preceded by a diagnosis of the existing situation and the needs resulting from this diagnosis, which are related to the adaptation of education to changes resulting from scientific and technical progress. It is assumed that during the implementation of the innovation, the interactive board, a computer,a tablet and a smartphone will be tools supporting the student and the teacher in the process of teaching / learning English.

The innovation programme is based on the assumption that learning English will not be associated with the obligation for the students to sit at the school desk

and a long list of words to remember. On the contrary - an attractive form of classes will contribute to a significant deepening of the knowledge of the English language and motivate students to learn independently by showing the ubiquity of the English language in the modern world.

The primary task of the teacher will be to stimulate the activity of students and develop their linguistic interests through the selection of activating methods of working with students as well as the use of appropriate ICT tools - various applications used to learn coding and learning English, and other programmes necessary for communication with peers from abroad. In addition, the innovation will enable students to develop their potential.

1. Objectives of the programme

Main objectives:

- popularizing the English language among students,

- increasing motivation to learn English,

- making the language teaching and learning more attractive,

- development of students’ linguistic and communication skills,

- preparation for active and responsible life in the information society,

- improving the quality of school work.

Detailed objectives:

- using ICT tools to facilitate learning English,

- motivating students to learn a foreign language, take creative actions by using modern teaching methods using information and communication technology,

- creating the possibility of using the language in real situations, e.g. by establishing contact with peers abroad via e-mail and communication programmes,

- developing linguistic competences in the field of using English with particular emphasis on developing speaking skills,

- using modern information technologies in teaching and learning for searching, collecting and developing materials (including projects),

- using all available methods, techniques, materials and teaching aids in order to make the teaching process more attractive (e.g. developing multimedia projects and presentations)

- developing vocabulary, reading, writing and listening skills through the use of Internet resources,

- developing the ability to use the Internet effectively as a valuable source of information about the language,

- learning respect and tolerance towards other nationalities and cultures.

1. Programme content

1. Learning the basics of coding with the use of multimedia courses and games available on the website www.studio.code.org (using a multimedia board).

2. Learning to code with the use of Scratch Junior (using tablets).

3. Working with interesting applications that facilitate learning English:

- language quizzes created using the Kahoot! platform,

- learning vocabulary with QR codes,

- language games using the learningapps.org platform.

4. Using a variety of tools:

- using such tools as: Voki, Prezi, Padlet, Movie Maker, jigsawplanet.com, makebeliefscomix.com, tuxpi.com, picturetrial.com.

The content of classes is not a fixed structure, it can be changed to allow students to propose their own ideas and suggestions. The priority is that each classes creates the possibility of comprehensive development of language skills of students and building their motivation to learn the language through an attractive form of work.

1. Methods and forms of work

During the classes, students will work individually, in pairs and collectively, depending on the issues carried out, using various activating methods.

Examples of teaching methods and techniques:

- communication method,

- audiolingual method,

- multimedia techniques (Internet, computer programmes, DVD, multimedia board, Power Point presentations),

- working with a computer, a tablet and a smartphone,

- didactic games and activities,

- learning by singing songs,

- demonstration method,

- brainstorming,

- project work.

Students will use a variety of materials and teaching aids in class:

- computers,

- tablets,

- smartphones,

- a printer,

- free applications,

- DVD movies or videos available on the Internet,

- computer educational programmes,

- multimedia board,

- Internet materials.

1. Expected results

As a result of the innovation, the student will:

- know and use various methods of learning a foreign language,

- independently use ICT tools,

- be highly motivated to learn English,

- use a rich vocabulary,

- easily make interpersonal contacts in English,

- be able to use various sources of information,

- be able to work in a group,

- have an intercultural awareness.

1. Evaluation

The following aspects will be evaluated:

- a degree of implementation of the innovative programme;

- effectiveness of methods, techniques and forms of work in the classroom;

- attractiveness of the programme for students;

- the usefulness of the programme for its participants.

Tools for conducting the evaluation:

- observation of students' work, their involvement and level of interest;

- conversations with students;

- analysis of students' progress and achievements;

- a survey for students.

The evaluation will allow to draw significant conclusions regarding the methods, techniques and forms of work used and the purposefulness of carrying out similar projects in the future.