

NEAS 2024
MANAGEMENT CONFERENCE

QUALITY REVOLUTION:

RETHINKING, RESHAPING, AND
REDEFINING EXCELLENCE IN ELT



NEAS

QUALITY ASSURANCE
IN EDUCATION AND
TRAINING

Technology and Digital Innovation in ELT: Exploring alternative approaches to curriculum design

Charlene Blackshaw-Bennett

Welcome

'I begin today by acknowledging the Traditional Custodians of the land on which we meet today, and pay my respects to their Elders past and present. I extend that respect to Aboriginal and Torres Strait Islander peoples here today.'







ENGLISH UNLIMITED

BRISBANE: English Unlimited Brisbane Pty Ltd (ABN 11 144 773 188)
trading as English Unlimited | CRICOS Provider Code: 03296K

SYDNEY/MELBOURNE/GOLD COAST/ADELAIDE: Young Rabbit Pty Ltd
(ABN 28 003 381 182) trading as English Unlimited Sydney, English Unlimited Melbourne,
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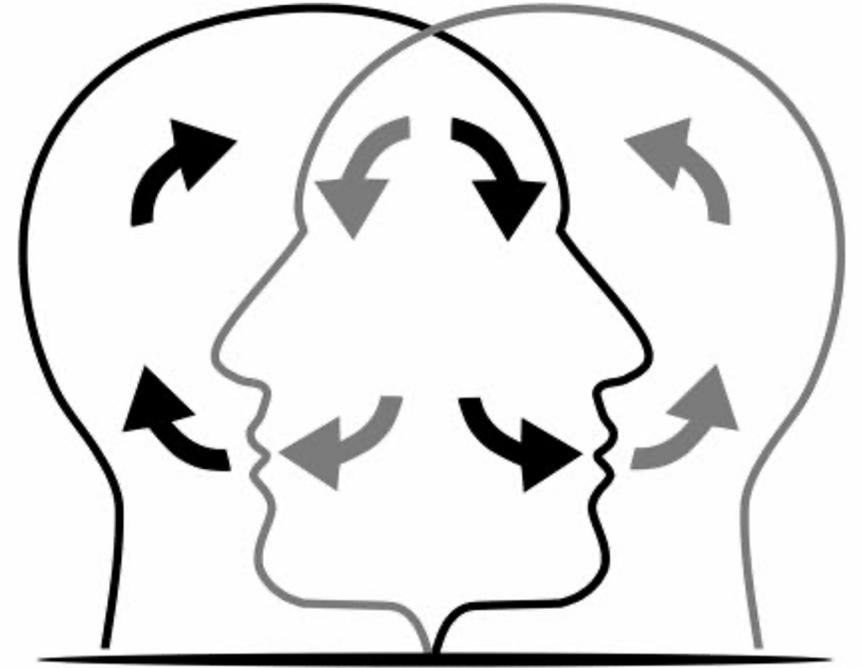
Objectives

- Introduce participants to alternative approaches to curriculum design in ELT
- Explore how technology and digital innovation can enhance these approaches
- Engage participants in interactive activities to apply new concepts



Introductions

- Name & Job Title
- Name of language centre



- What does 'technology and innovation in ELT' mean to you?



Inclusive Practices
Personalized Learning
Adaptive Learning
Data-Driven Decisions
Interactive
Online Platforms
Virtual Classrooms
E-Learning
EdTech Solutions
Technology Integration
Language Learning
Digital Resources
21st Century Skills
Multimodal Approach
Innovation
Engagement
Collaborative Tools
Flipped Classroom
Interactive Content
Global Communication

Curriculum

Curriculum



Curriculum vs. Syllabus

Curriculum = The curriculum is the overall plan or framework that guides the educational program.

Syllabus = A syllabus is a detailed plan or outline of a specific course or instructional unit within the curriculum

Lexical

Structural

Task-Based

Functional

Direct

Audio-Lingual



Curriculum



Curriculum

'I can show you the world'



Is this from:

- 1) a structural curriculum? (S + model V + base form to express ability/ possibility)
- 2) a functional curriculum? (expressing plans)
- 3) a lexical curriculum? (make/ refuse an offer)
- 4) a task-based curriculum? (Planning a trip, itinerary etc)
- 5) a process curriculum? (negotiating what happens next)



Traditional Vs. Alternative Approaches to Curriculum Design

Traditional

e.g. Structural Approach

- Emphasises mastery of grammar rules, vocabulary, and language structure
- Structured approach
- Materials include textbooks, worksheets.
- Tasks not prioritised

Alternative approach

e.g. Task-Based

- Prioritises meaningful communication
- Learner autonomy, student focused
- Digital tools, multimedia resources, online platforms



Benefits of a task-based curriculum

- 1) Increased learner engagement and motivation (focus on authentic and meaningful tasks)
- 1) Development of practical language skills that learners can use in real-life situations
- 1) Opportunities for collaborative learning and peer interaction
- 1) Development of both fluency and accuracy in language use, leading to more effective communication skills

Task-Based: Develop course around tasks

Week 1

Week 2

Week 3

Week 4

Week 5

Week 6

Topic:
Space

Task:
Write a song about zero gravity

Topic: Film

Task:
Interview with an actor

Topic: Art

Task:
Create statement art and write an artist statement

Topic:
Health

Task:
Prepare a breaking news story related to health

Topic:
Business

Task:
Product Pitch

Topic:
Technology

Task: Write a personal response to an article

Structural: Develop course around language (grammar structure)

Week 1

Week 2

Week 3

Week 4

Week 5

Week 6

Topic:
Space

Topic: Film

Topic: Art

Topic:
Health

Topic:
Business

Topic:
Crime

Grammar:
Degrees of
certainty

Grammar:
Comparatives

Grammar:
Superlatives

Grammar:
Modal verbs

Grammar:
2nd
conditional

Grammar:
3rd
Conditional

Multi-Strand Curriculum

TASK-Based

Lexical/ Notional-Functional

Structural

Technology in ELT

Discuss: how technology is currently implemented in your college? - pros/cons



Technology in Alternative Curriculums

- Access to Authentic Materials: real-world language (videos, podcasts, articles, social media)
- Interactive Learning Platforms (gamified activities)
- Collaborative Tools (shared docs, virtual classrooms)
- Personalised Learning Paths (Adaptive learning technologies, feedback based on their performance)
- Blended Learning Environments (promotes learner autonomy)
- Virtual Reality and Simulations (simulations - cultural immersion, virtual scenarios)
- Digital Storytelling and Creation (multimedia presentations, podcasts, videos etc)
- Formative Assessment Tools (quizzes, surveys, learning analytics)



Virtual Reality/ Augmented Reality





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- EDE Project began in 2019 - readers
- Response to Teacher and Student feedback:
 - Limitations of globalised textbook
 - 'Death by worksheets'
 - Personalised/ interactive experience



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Moodle

Course content

Weekly tests

Student Feedback

Surveys

Evaluations (Tomlinson)

Short Courses

[EU/APC](#)

[Shortcourse hospitality](#)

[-fundamentals](#)

Teacher feedback

Flipped classroom

Workshops

Communicative

Interactive

Student-centred

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Need help with product ideas?

Dumb, but brilliant!



Student gadgets



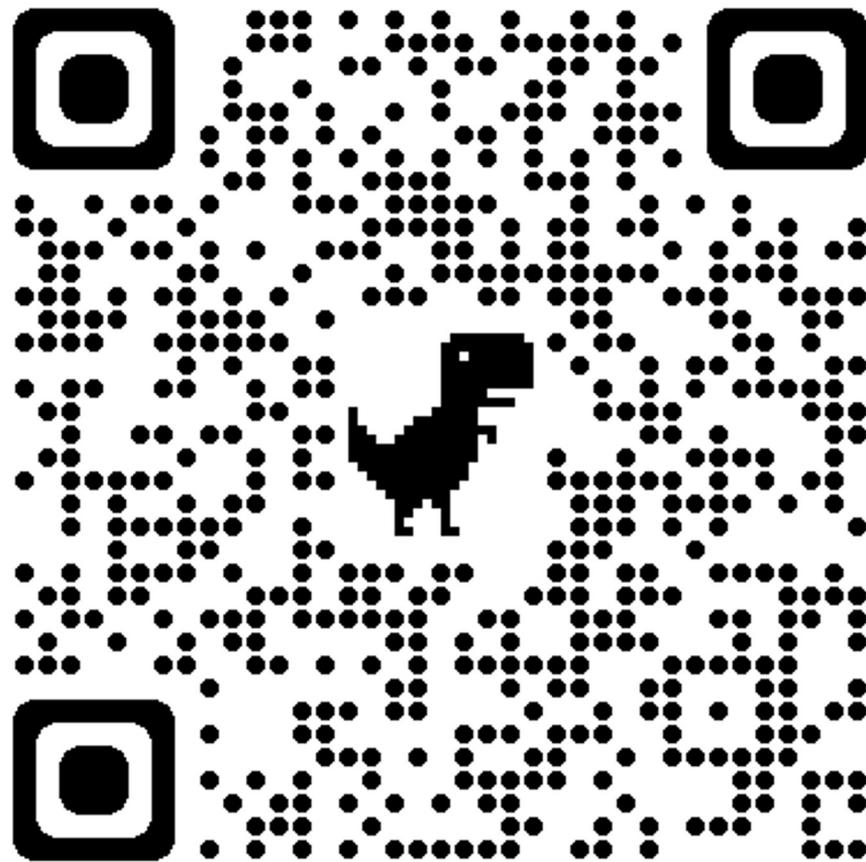
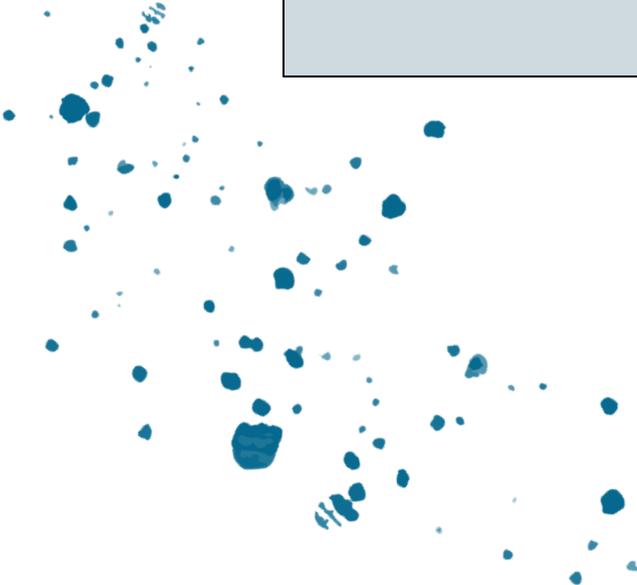
For busy people



Examples from Everyday English Workshops



And again!!!
Choose a new story to
read

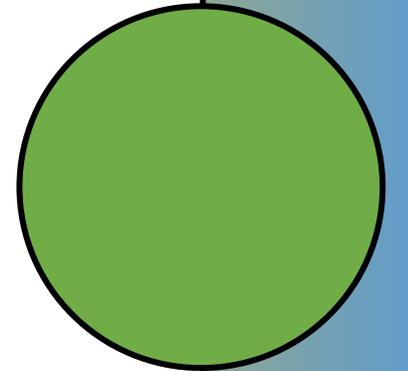


Checkpoint 2 : final 10 minutes

Form a new group and show them your art. Do not explain.

Listeners:

1. What is the meaning of this altered art?
2. How could it be clearer?
3. How does it make you feel?



Technology in ELT (I can show you the world)

Task: *Plan a trip to an English-Speaking Country*

- Use online travel websites/apps to research destinations, compare prices, book accommodation
- Participate in virtual reality simulation/ online role-playing
- Collaborate with classmates using shared docs/ project management platforms
- Receive feedback through peer review activities/ online discussion/ digital communication



Benefits

- Streamlines student experience
- Learner-centred
- Reduces teacher cognitive load
- Efficiency: logistics (e.g. marking, distributing tasks, surveys)
- Promotes out of classroom learning (Krashen)



Challenges and considerations



Challenges identified by English Unlimited

- 1) Student access to devices
- 1) Student technology literacy level
- 1) Teacher training (focus on individual and device)
- 1) Teacher tendency to be over reliant on presentation format
- 1) Quality control



Strategies for overcoming challenges

1) Student access to devices/ hardware

Orientation email to clearly state BYD

1) Student technology literacy level

Induction day - demo and interactive workshop, weekly follow-up workshops

1) Teacher training (focus on individual and device)

Regular interactive PD sessions, Staff Meetings, Buddy system, Mentorship system

1) Teacher tendency to be over reliant on presentation format

Training, training, training

1) Quality control

Guidelines (content & aesthetics), Evaluation criteria (Tomlinson), Validation schedule, Classroom observations, Peer observations, Performance Reviews,

Student Surveys, Self-assessment, Teacher Surveys, training



Group Activity: Designing a Technology-Enhanced Curriculum

- 1) Small groups of 3-4
- 1) Create a 2-min visual representation of an effective ELT curriculum (e.g. a mind map, diagram, timeline etc.
- 1) Brainstorm key components: learner needs, language skills, assessment methods, materials, technology integration
- 1) Present to group

Closing Remarks

"Language learning is a process of interaction." - *Jeremy Harmer*

Implementation: 1) Alternative Curriculum approach

2) Incorporate technology

3) Curriculum statements can be undermined (consciously or otherwise) - training, monitoring, and a validation schedule are crucial



Q & A



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