

Interactive Whiteboards in the EFL Classroom: Findings of the European Project iTILT **June 18th, 2013** Leuphana Universität Lüneburg

Prof. Dr. Euline Cutrim Schmid (Pädagogische Hochschule Schwäbisch Gmünd) Prof. Dr. Shona Whyte (University of Nice)

Overview

#### **The Current Situation**

- IWBs in education
- IWBs in language teaching

#### iTILT – Interactive Technologies in Language Teaching

• Aim of the project, Partners, Duration

#### **Development of the Project**

• IWB training, Data collection, Website

#### **Analyzing Classroom Interaction**

- Theoretical introduction
- The analytical framework
- Analysis of four video clips

#### Conclusions

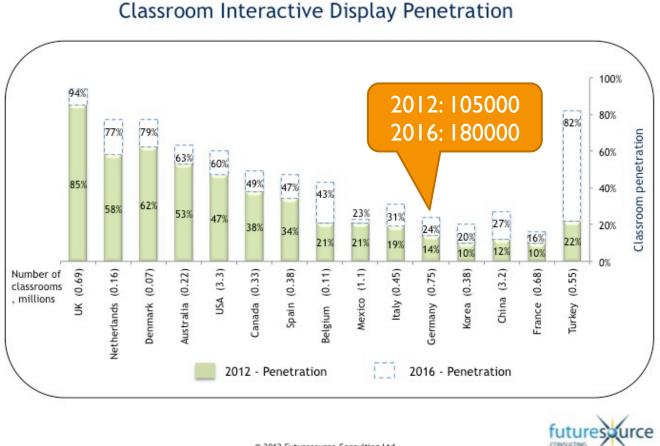


#### The Current Situation



### **IWBs in Education**

#### General trend towards more ICT in schools across Europe



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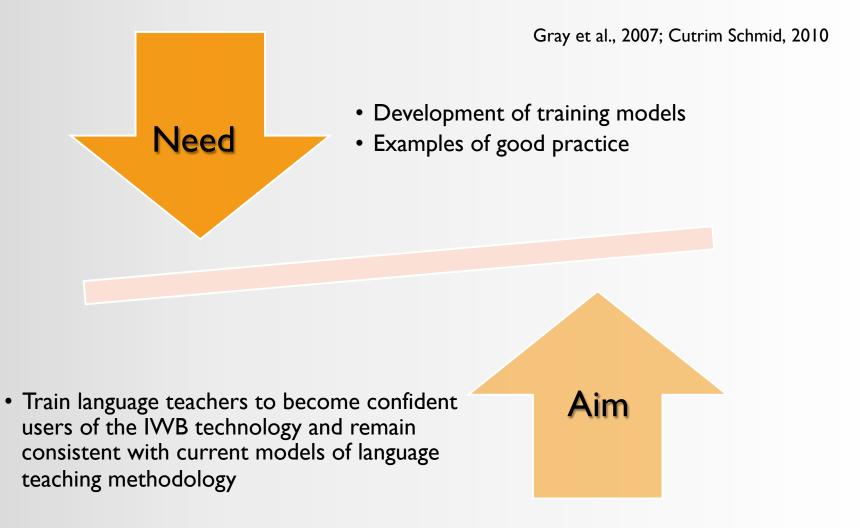
### **IWBs in Language Teaching**

# Rapid increase of IWBs in Germany

Limited teacher training materials and support for the design, evaluation and implementation of IWB-based materials for the FL classroom



# **IWBs in Language Teaching**





# Benefits and Challenges of Using the IWB in Language Teaching



# **Main Pedagogical Benefits**

- Facilitating the integration of new media in language classroom (Gray et al., 2007)
- Enhancing the scope of interactivity and learner engagement (Miller & Glover, 2009)
- Supporting the development of "electronic literacies" (Cutrim Schmid, 2009)
- Meeting the needs of learners with diverse learning styles (aural, visual and kinesthetic) through the use of multiple media (Wall et al., 2004)



# **Challenges of Using the IWB**

#### For the teacher:

Insecurity and additional challenges lead to return to a teachercentered whole-class teaching instead of a communicative taskbased or project-based teaching approach (Cutrim Schmid 2009, Gray et al. 2007)

#### For the students:

- Cognitive overload (Cutrim Schmid, 2008)
- "Spoon-feeding" with pre-designed presentation materials (Cutrim Schmid, 2008)



Clear need for professional training and pedagogical resources to assist teachers in exploiting IWBs in the foreign language classroom



# **The Project**

### iTILT – Interactive Technologies in Language Teaching

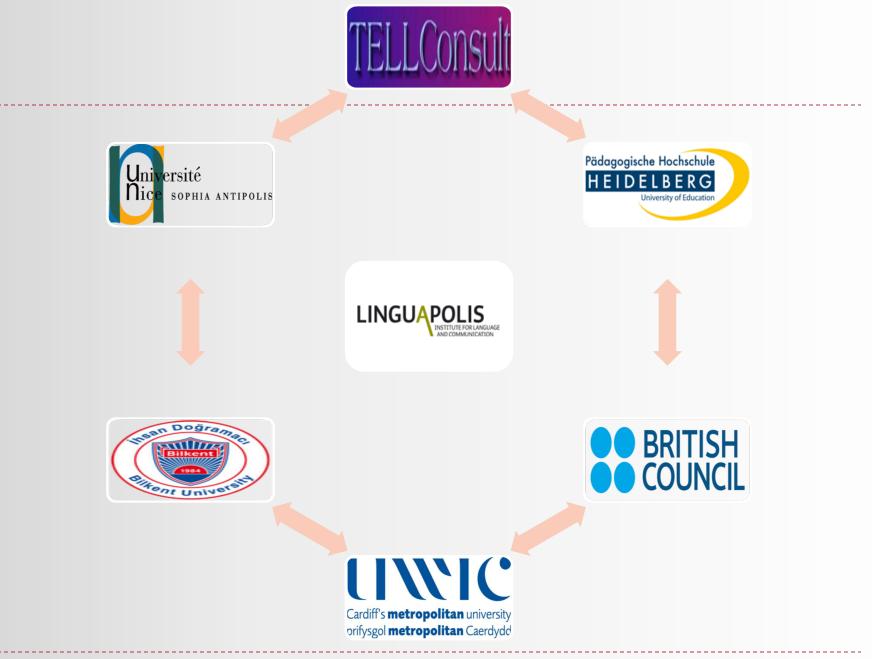


# Aim of the iTILT Project

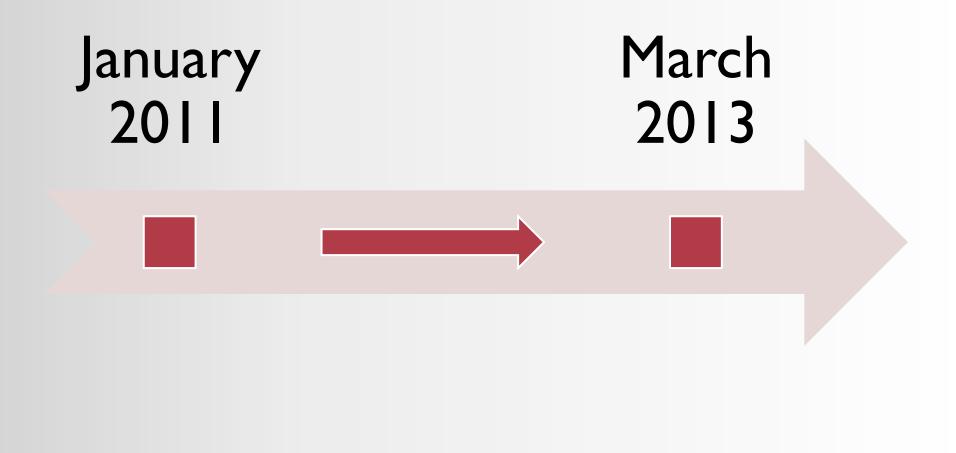
# Helping language teachers make the most of interactive whiteboards

- produce effective IWB training materials for language teachers
- inform teachers of IWB best practice based on research
- provide a support network for teachers and schools
- bring together teachers from all sectors of education (primary, secondary, tertiary, vocational)
- encourage the sharing of example lesson plans
- promote reflective practice with IWBs

TILT



# Duration





# **Development of the Project**

# IWB Training

# Data Collection

# Website



# **IWB Training**

# Aimed for Language Teachers

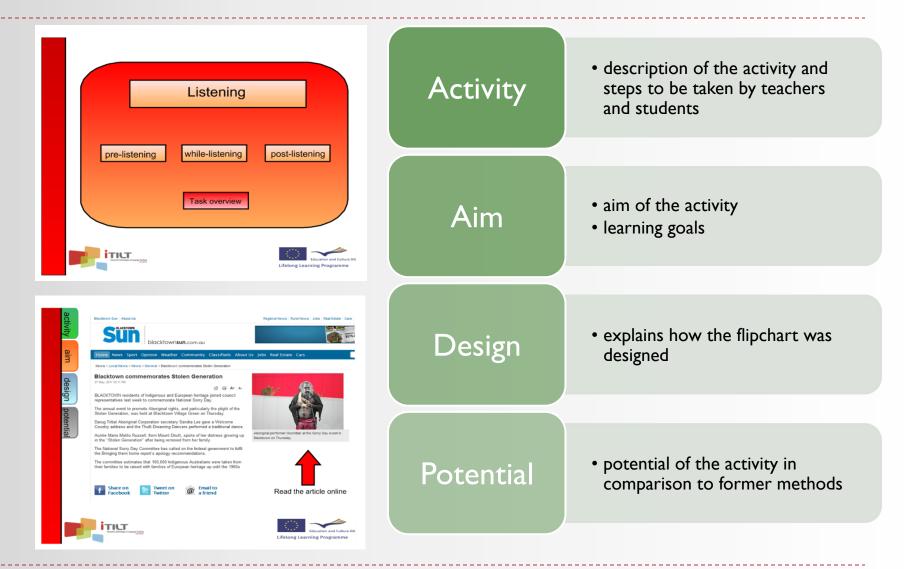
- emphasis on communicative language teaching
- explanation of strategies and procedures for designing effective IWB materials
- opportunity to reflect on their own practice

# Training Materials

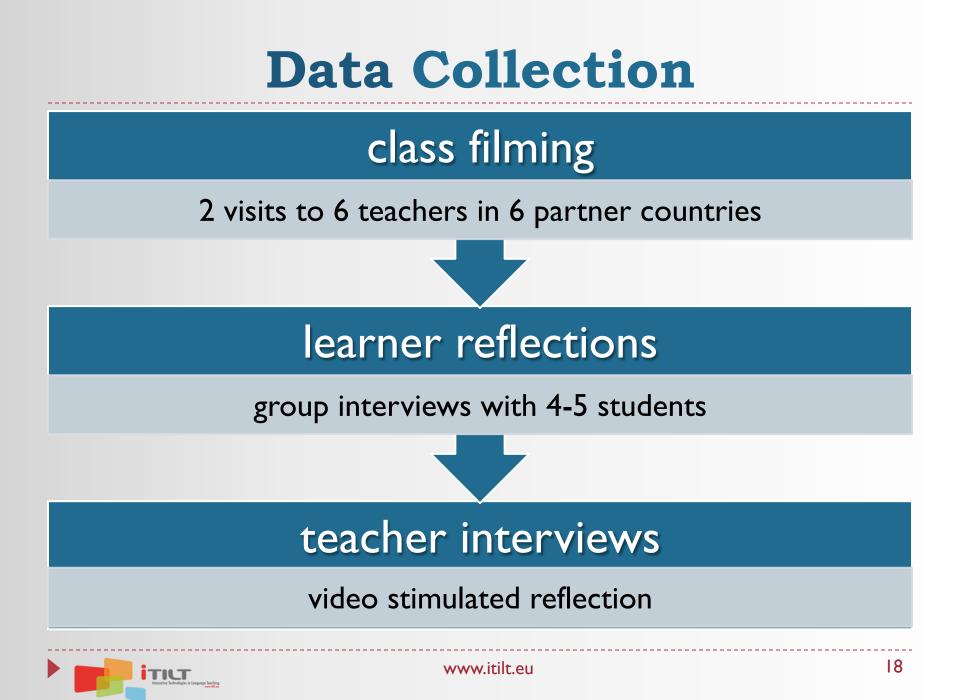
- various educational contexts (primary, secondary, vocational and higher education)
- organized around the four skills: speaking, listening, reading and writing, as well as vocabulary and grammar teaching



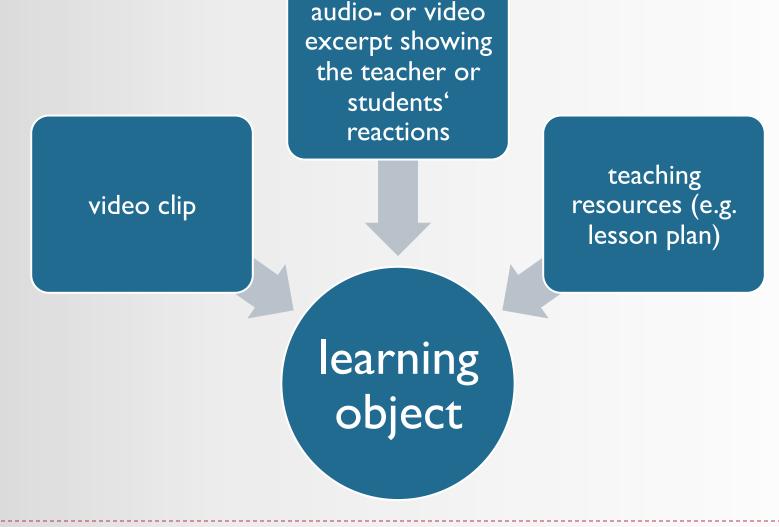
### **Training Materials**



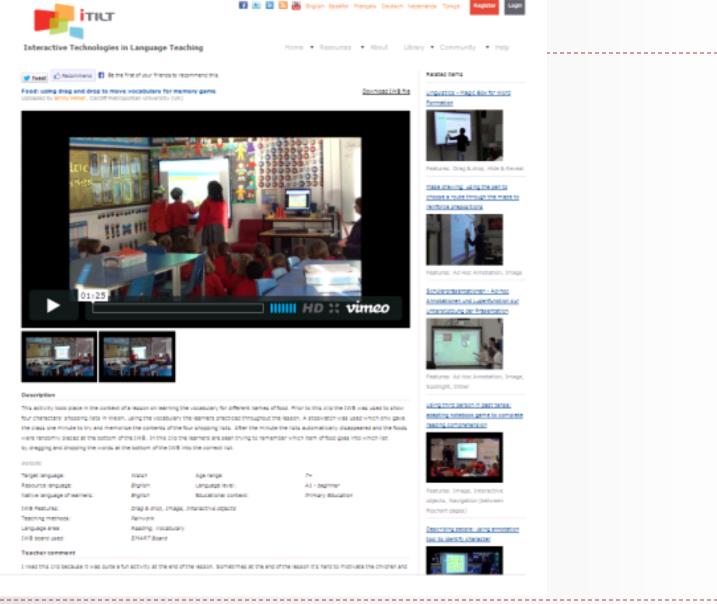




# **Website – Learning Objects**









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# Website

- 108 144 learning objects
- 5 languages
- Different educational sectors



### Analyzing IWB-mediated Interaction:

Can the use of an interactive whiteboard support interaction and negotiation of meaning in the foreign language classroom?



# Why should we focus on interaction?

Second language acquisition research has shown that:

- language learning development depends crucially on input (Krashen, 1985) and output (Swain, 1995)
- input is the term used for samples of the target language which learners see and hear, while output refers to the language they produce themselves
- interaction involves both input and output, and when interaction involves learners in the negotiation of meaning, learning occurs and language proficiency develops (Long, 1996)
- Current foreign language teaching methodologies emphasize the need for:
  - focusing on real-world, meaningful and authentic language use
  - leaving space for unplanned and even unpredictable learner contribution
  - designing pedagogical materials and classroom activities that create opportunities for enhanced interaction, collaboration and negotiation of meaning



## **Levels of IWB-mediated Interaction**

	Language	Context	Planning (task-as-plan)	Control (task- as-process)
Drill				
Display				
Simulation				
Communication				

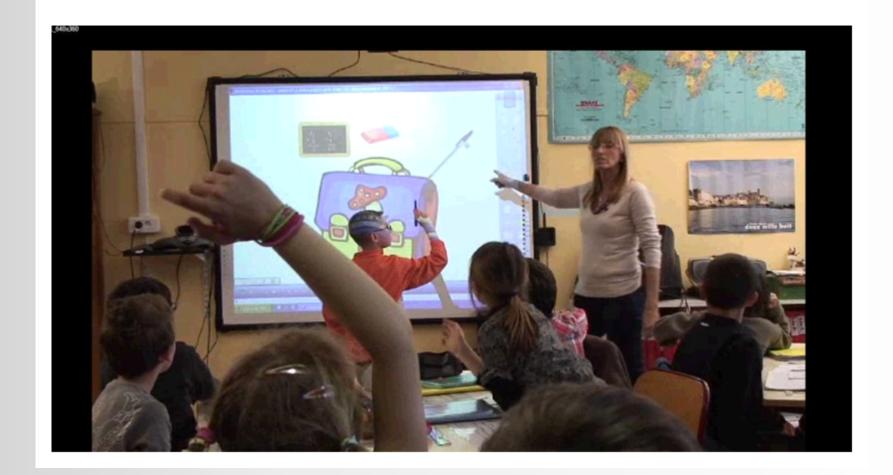


## Level 1: Drill

	Language	Context	Planning	Control
Drill	<ul> <li>pre-planned language</li> <li>closed questions</li> <li>repetition, choral repetition</li> <li>teacher feedback on form</li> </ul>	<ul> <li>limited attempt to contextualize language</li> <li>focus on linguistic form</li> </ul>	<ul> <li>opportunities for language production are entirely pre- planned by teacher</li> </ul>	<ul> <li>entirely controlled by teacher</li> <li>language pre- selected for presentation and practice</li> <li>teacher controls access to board and turn-taking</li> </ul>



# Video Clip 1





# Level 2: Display

	Language	Context	Planning	Control
Display	<ul> <li>pre-planned language elements but some learner choice in language to be produced</li> <li>input/output goes beyond minimum target items</li> <li>closed questions but also some open questions</li> <li>teacher feedback mainly on language form</li> </ul>	<ul> <li>limited attempt to contextualize language</li> <li>effort to extend input and output</li> <li>no simulation of real-world activity</li> </ul>	<ul> <li>opportunities for language production are mainly pre- planned by teacher</li> <li>board elements support some unplanned production from teacher and/or learners</li> </ul>	<ul> <li>mainly controlled by teacher with some space for learner choice provided</li> <li>main objective is to practice pre- selected language elements</li> </ul>



# Video Clip 2





### **Level 3: Simulation**

	Language	Context	Planning	Control
Simulation	<ul> <li>some focus on meaning</li> <li>teacher feedback on form but also on content</li> <li>interaction based on communication rather than language form</li> </ul>	<ul> <li>meaningful context</li> <li>role-play: pretending to be someone in a real-life activity</li> </ul>	<ul> <li>activity includes some space for learner choice</li> <li>teacher expands on minimal requirements of activity to allow more communication</li> </ul>	<ul> <li>learner-oriented activity</li> <li>voluntary participation</li> <li>learner choice in how to participate</li> </ul>



# Video Clip 3



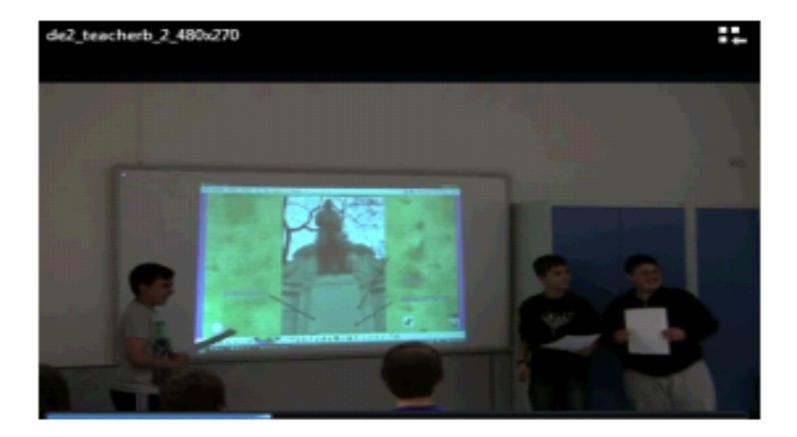


### **Level 4: Communication**

	Language	Context	Planning	Control
Communication	<ul> <li>focus on meaning</li> <li>teacher feedback on content</li> <li>interaction based on genuine communication rather than language form</li> <li>learner choice of language forms and shaping of communicative event</li> </ul>	<ul> <li>authentic context</li> <li>activity worth doing in L1</li> <li>interaction represents real- life activity</li> <li>exchange of participants' own opinions or reactions</li> </ul>	<ul> <li>open activity with space for learner choice</li> <li>advance planning/ preparation by learners</li> </ul>	<ul> <li>learner-centred activity leading to learner controlled activities</li> <li>space for spontaneous interaction</li> </ul>



# Video Clip 4





# Conclusions

- Our data reveal considerable variety, both in the ways in which the IWB was exploited pedagogically by the teachers, and in the degree to which they changed their classroom teaching practices.
- The data analysed so far indicate that most of the participating teachers used the IWB in ways that did not reflect clear pedagogical transformation towards communicative language teaching.
- Language teachers need ongoing professional training and pedagogical resources that can assist them in exploiting the IWB in ways that are consistent with current theories of foreign language teaching methodology.



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