Using E-Learning tools to arouse students' interest in English Learning

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Why E-Tools

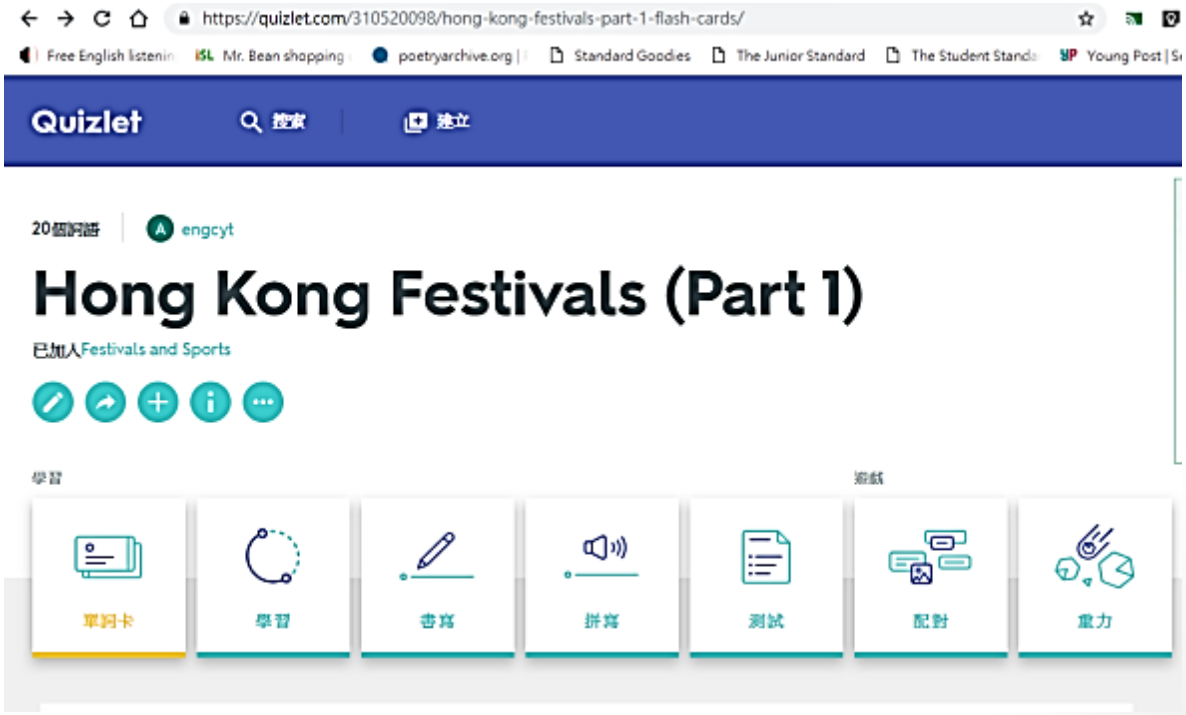
- Teaching & Learning has to be inside a community
- Tools are representations of communities
- Teenagers' community = electronic devices
- E-Tools provide a common platform to "bridge" teachers and students to the same community
- Teenagers are far more used to layout (colour and light intensity) of E-Tools than traditional devices like visualizers

Teachers' usual concern

- User friendliness (how challenging it is to get used to it?)
- Effectiveness (the degree of motivation aroused)
- The following E-Tools introduced will be based on a spectrum according to their user friendliness

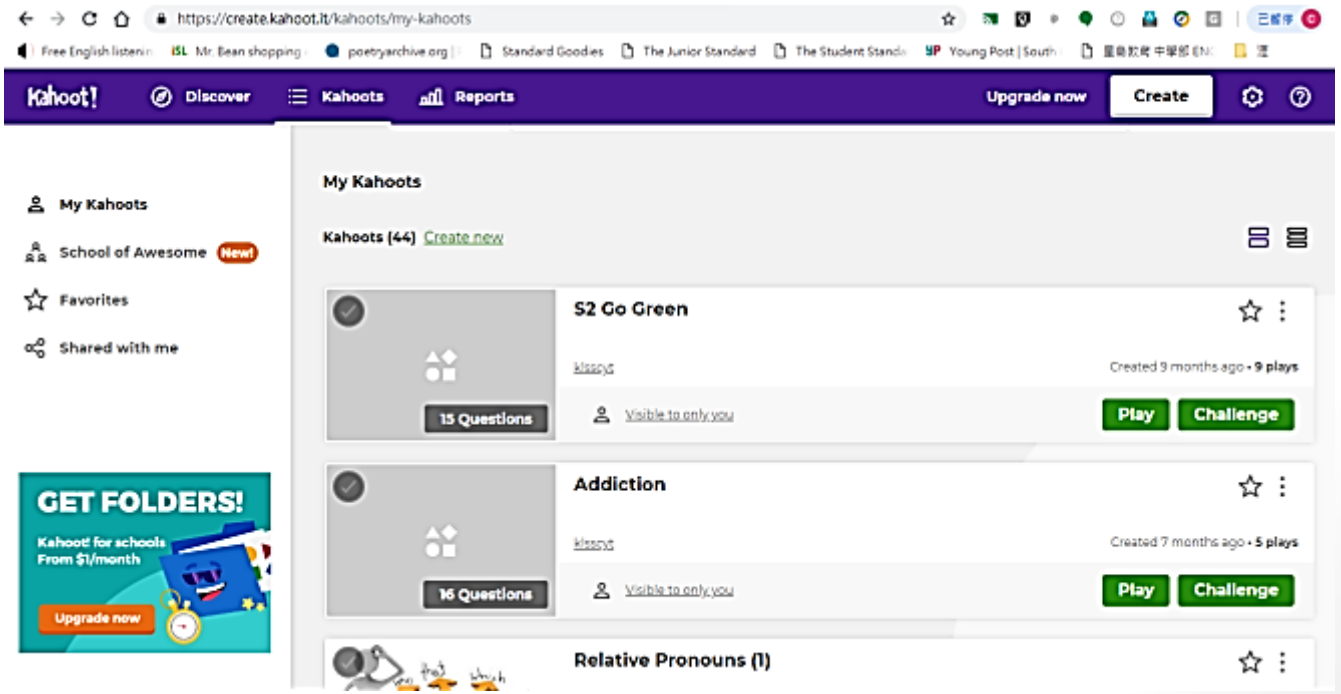
Quizlet

- Vocabulary flash cards
- Matching (e.g. Chinese and English meanings)
- Limitation: Extended functions (e.g. pictures) not free of charge



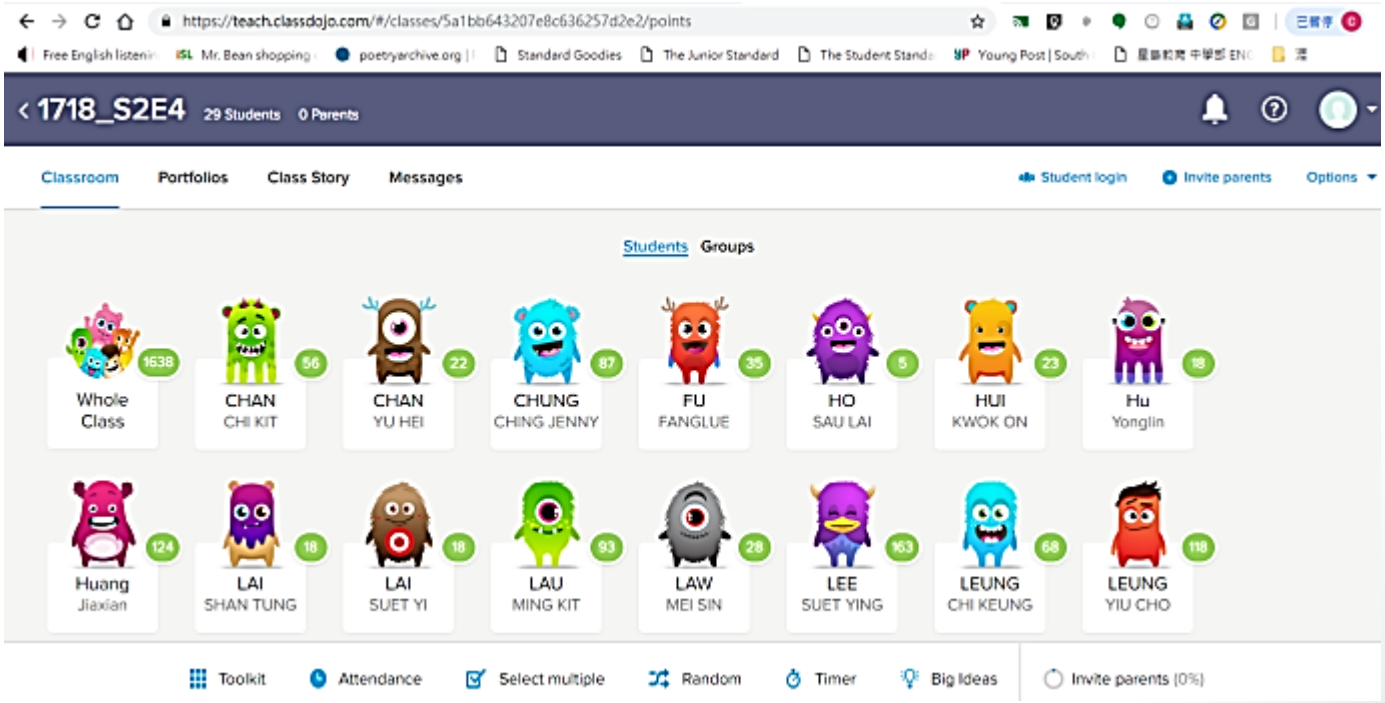
Kahoot

- MC Questions
- Spontaneous Feedback
- Analysis of answers
- Accumulate scores



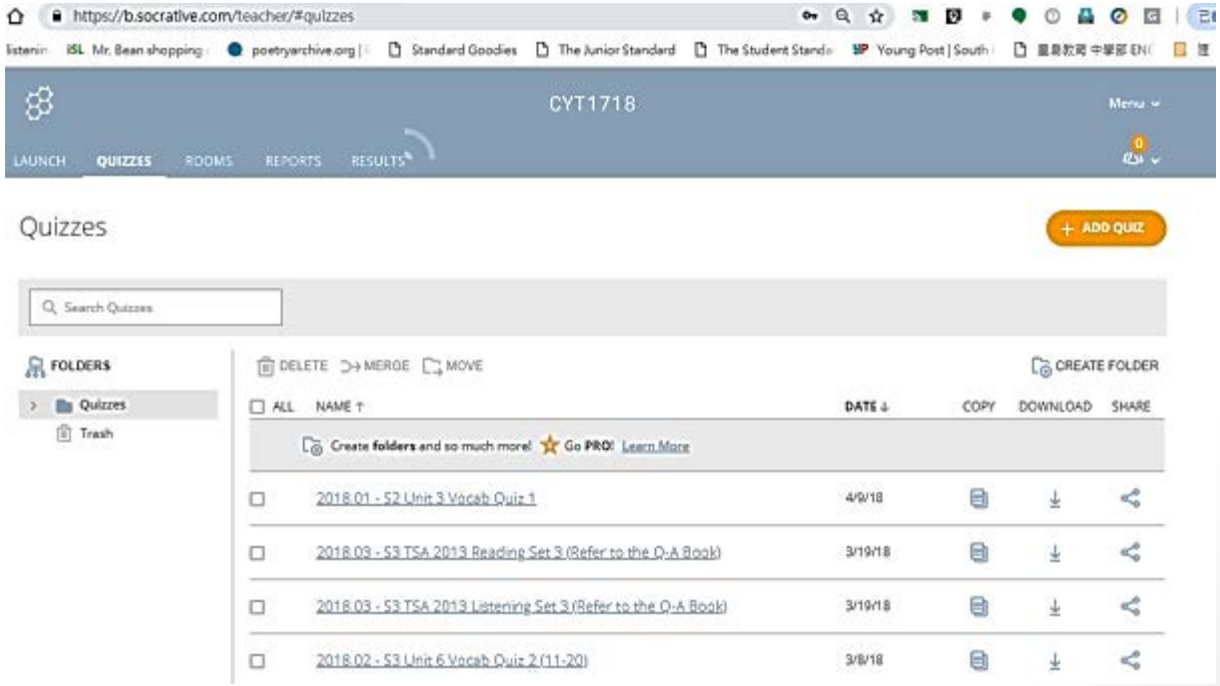
ClassDojo

- Avatar for each student
- Teachers set criteria of scores
- Accumulation of scores according to performance



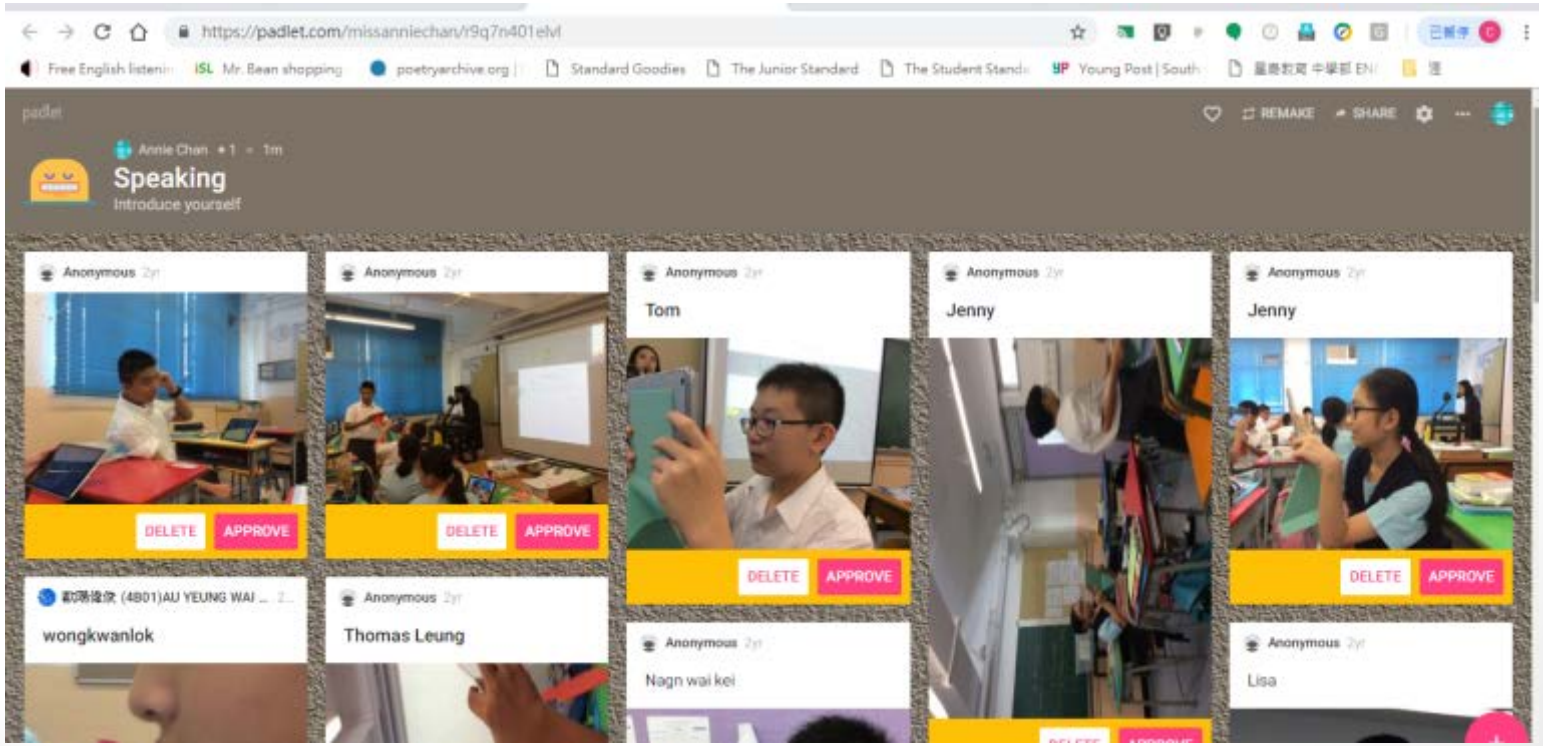
Socrative

- MC questions
- Analysis (E.g. TSA Reading Practice)
- Advantage: Significant in analysis as it consists mainly of figures



Padlet

- Platform for students to share opinion
- Instant feedback
- Spontaneous reactions from students



Google Classroom

- Require cooperation among all colleagues
- Serve as a database with different materials for revision or preparation
- Comparatively challenging

Summary

User Friendliness	Degree of motivation aroused
Quizlet	3rd
Kahoot	1st
ClassDojo	2nd
Socrative	4th
Padlet	5th
Google Classroom	6th