

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

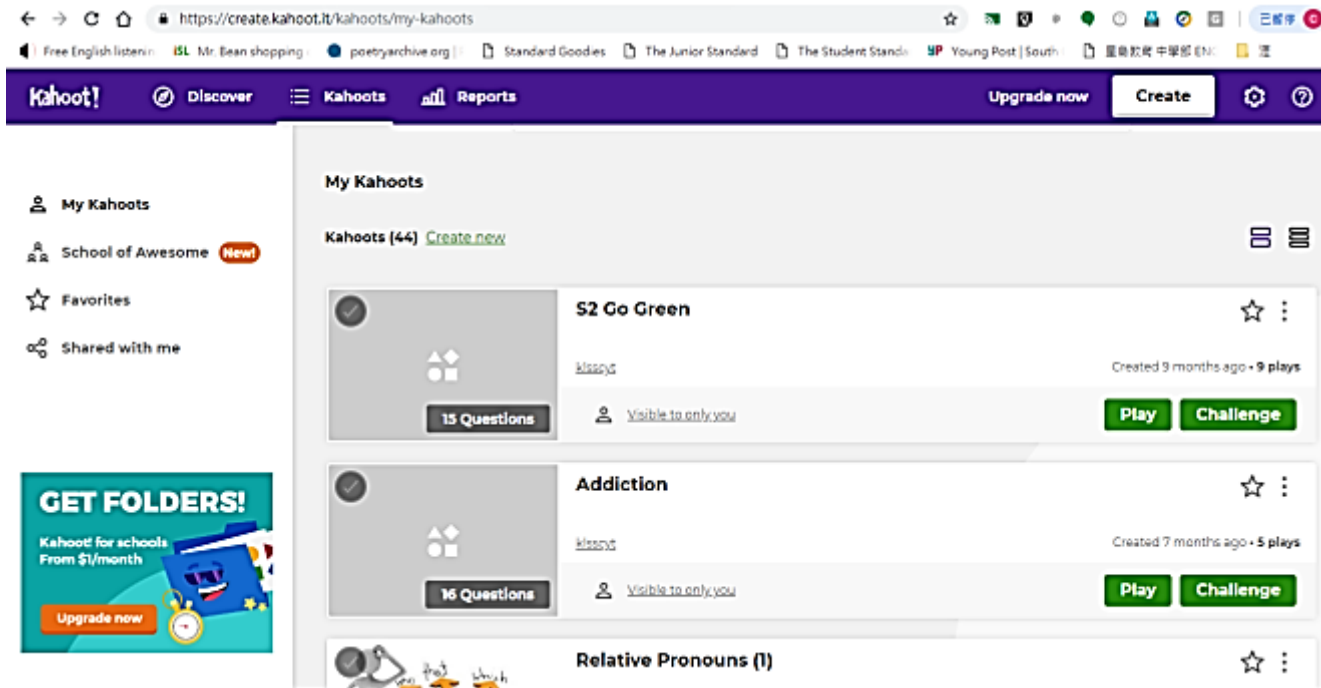
Quizlet

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

The screenshot shows a web browser window with the URL <https://quizlet.com/310520098/hong-kong-festivals-part-1-flash-cards/>. The page header includes the Quizlet logo, a search bar with the text '搜索', and a '建立' (Create) button. Below the header, the user 'engcyt' is identified, and the title 'Hong Kong Festivals (Part 1)' is displayed. Underneath the title, it says '已加入 Festivals and Sports'. A row of five circular icons (edit, share, add, info, and more) is visible. At the bottom, there are two columns of study and game options. The '學習' (Study) column includes '單詞卡' (Flashcards), '學習' (Study), '書寫' (Write), and '拼寫' (Spelling). The '遊戲' (Games) column includes '測試' (Test), '配對' (Match), and '重力' (Gravity).

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

https://teach.classdojo.com/#/classes/5a1bb643207e8c636257d2e2/points

< 1718_S2E4 29 Students 0 Parents

Classroom Portfolios Class Story Messages Student login Invite parents Options

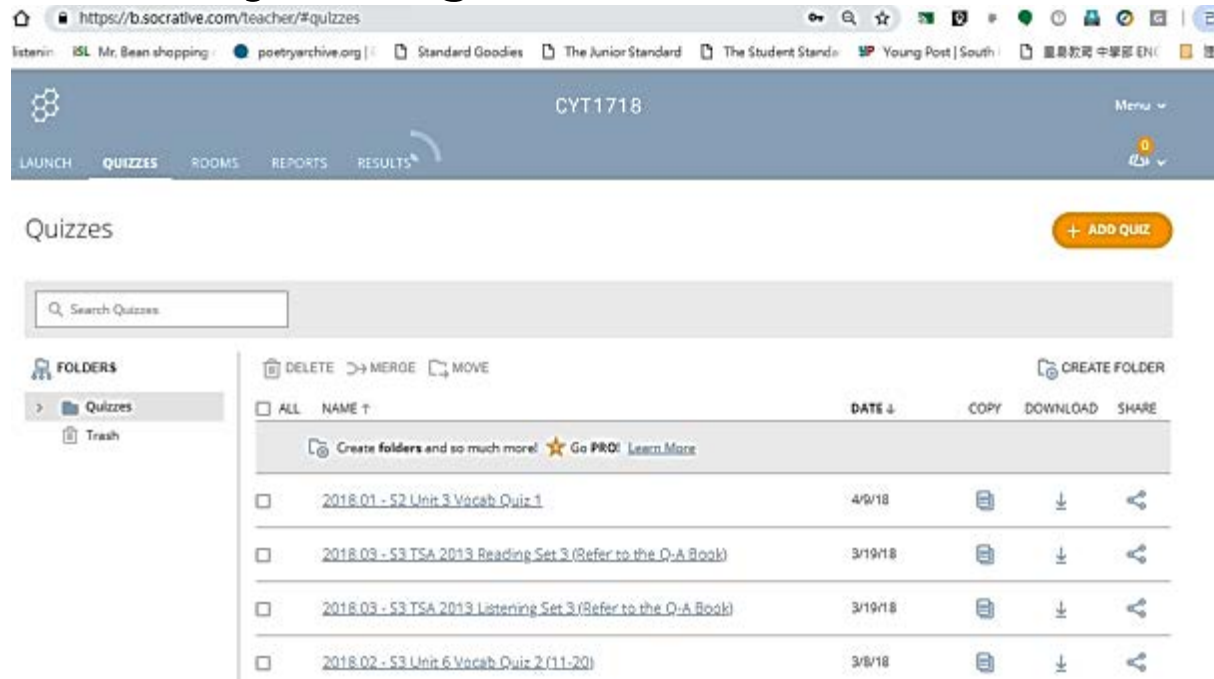
Students Groups

Avatar	Name	Score
Whole Class	Whole Class	1638
Green monster	CHAN CHI KIT	56
Brown monster	CHAN YU HEI	22
Blue monster	CHUNG CHING JENNY	87
Red monster	FU FANGLUE	35
Purple monster	HO SAU LAI	5
Yellow monster	HUI KWOK ON	23
Pink monster	Hu Yonglin	18
Pink monster	Huang Jiaxian	124
Purple monster	LAI SHAN TUNG	18
Brown monster	LAI SUET YI	18
Green monster	LAU MING KIT	93
Grey monster	LAW MEI SIN	28
Purple monster	LEE SUET YING	93
Blue monster	LEUNG CHI KEUNG	68
Red monster	LEUNG YIU CHO	118

Toolkit Attendance Select multiple Random Timer Big Ideas Invite parents (0%)

Socrative

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

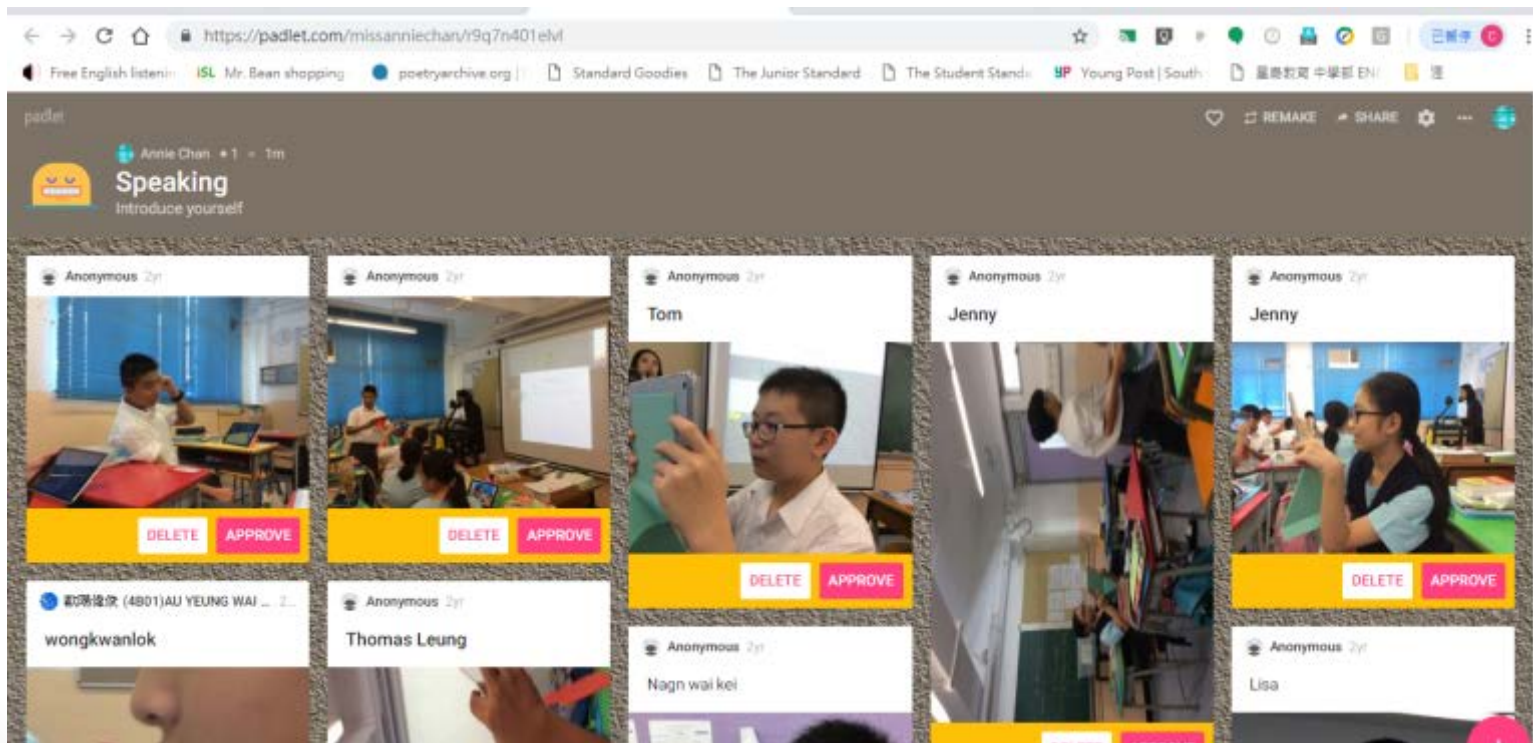


The screenshot shows the Socrative teacher interface. At the top, there's a navigation bar with 'LAUNCH', 'QUIZZES', 'ROOMS', 'REPORTS', and 'RESULTS'. The 'QUIZZES' tab is active. Below the navigation bar, there's a search bar for quizzes and a '+ ADD QUIZ' button. A sidebar on the left shows 'FOLDERS' with 'Quizzes' and 'Trash'. The main area displays a table of quizzes with columns for 'ALL', 'NAME', 'DATE', 'COPY', 'DOWNLOAD', and 'SHARE'. The table contains four rows of quiz entries.

ALL	NAME ↑	DATE ↓	COPY	DOWNLOAD	SHARE
<input type="checkbox"/>	2018.01 - 52 Unit 3 Vocab Quiz 1	4/9/18			
<input type="checkbox"/>	2018.03 - 53 TSA 2013 Reading Set 3 (Refer to the O.A Book)	3/19/18			
<input type="checkbox"/>	2018.03 - 53 TSA 2013 Listening Set 3 (Refer to the O.A Book)	3/19/18			
<input type="checkbox"/>	2018.02 - 53 Unit 6 Vocab Quiz 2 (11-20)	3/8/18			

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	3 rd
Kahoot	1 st
ClassDojo	2 nd
Socrative	4 th
Padlet	5 th
Google Classroom	6 th