

Communal Institution “Vinnytsia lyceum №31”

*Providing communicative and
activity approaches
by means of internet resources in
NUS*

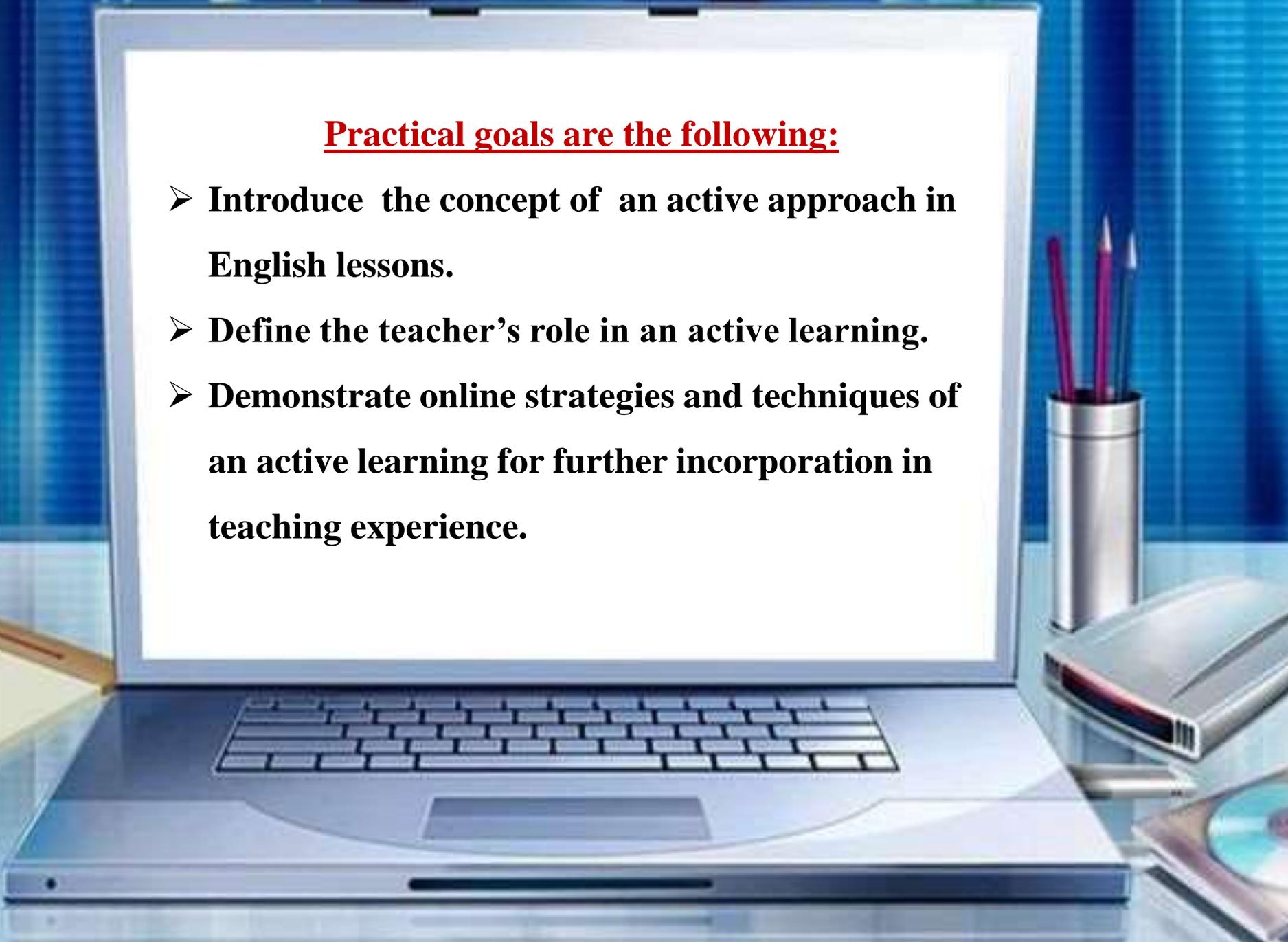


Prepared by:

LIUDMYLA YAREMKO

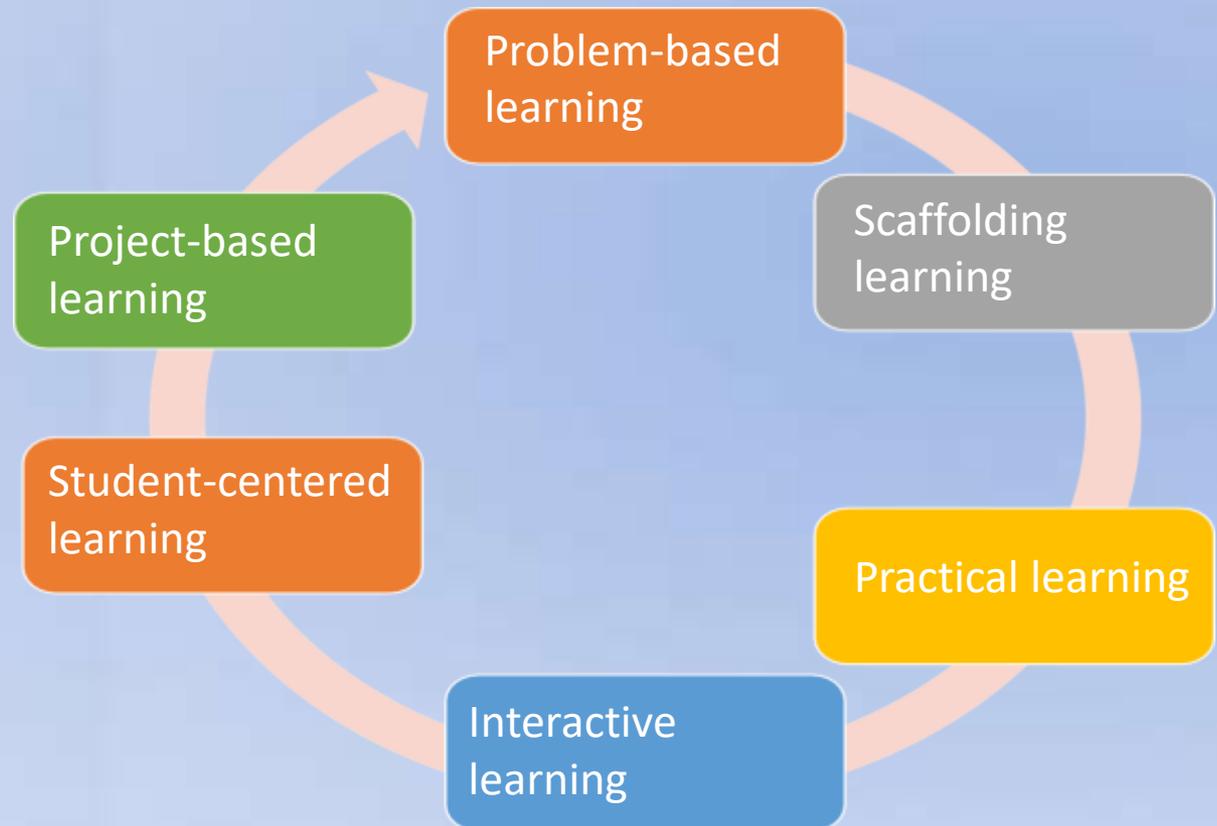
Practical goals are the following:

- **Introduce the concept of an active approach in English lessons.**
- **Define the teacher's role in an active learning.**
- **Demonstrate online strategies and techniques of an active learning for further incorporation in teaching experience.**



An active approach

is a methodological basis on which various learning systems are built with their specific technologies, techniques as well as theoretical features.



Online tools are the requirements of nowadays

In other words, so they will go from this

Teaching the alphabet in the 21st century



to this



What is an active learning?

Active learning is always student-oriented.

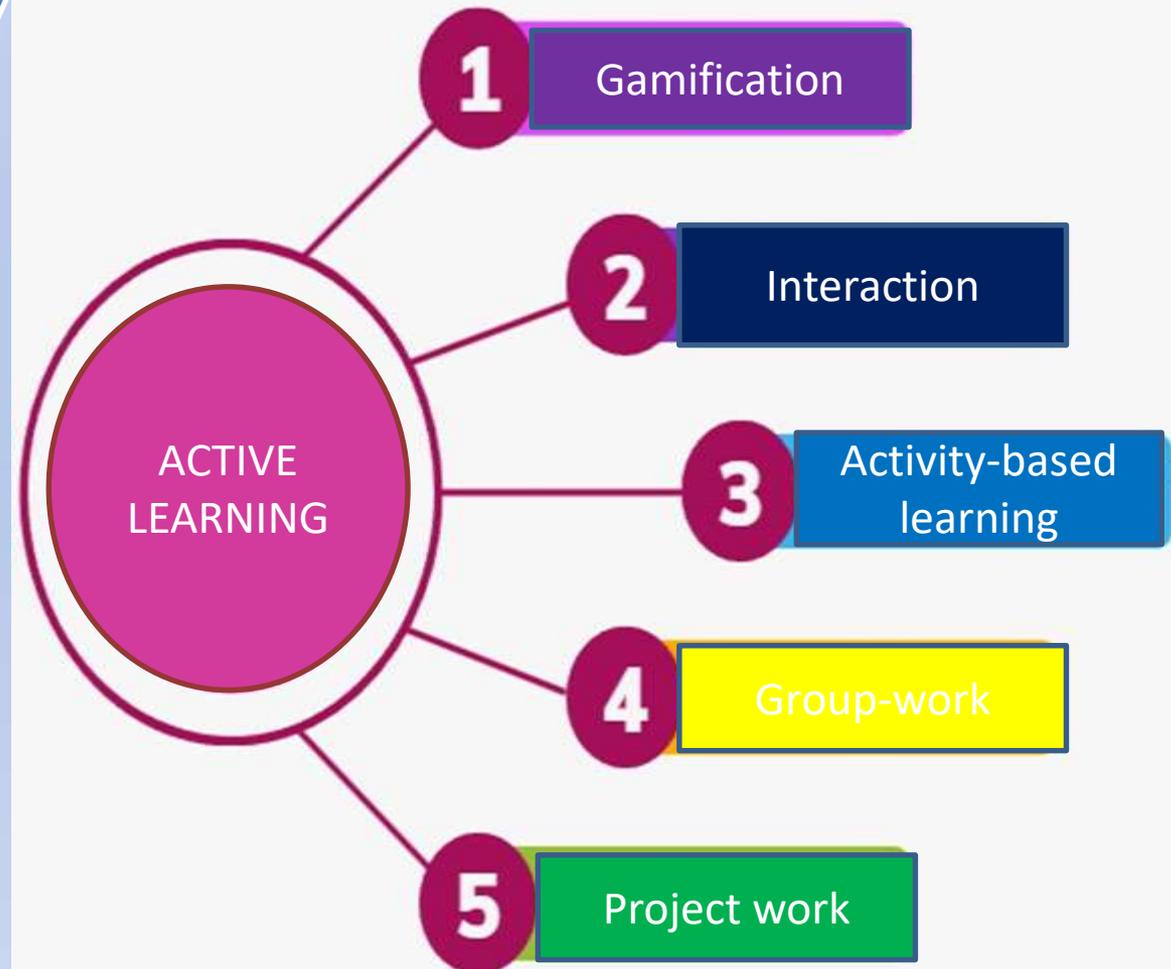
That is the main focus in an active learning is on the student, rather than the teacher.

It engages children and gives them the tools to work things out for themselves. It's more fun for everyone.

Using games and activities is a guaranteed way to bring some fun into the classroom!



Alternatives
to the
concept of
“active
learning”



Components of an active learning (European requirements)



Educational online tools

Information and communication technology has a major impact on the world in which young people live. Similarly, e-resources and online tools have considerable potential to support effective teaching approaches.

Online resources can enhance students' opportunities to learn by offering students virtual experiences and tools that save them time, allowing them to take their learning further.

Types of digital educational resources:



Game tools (gamification)



Research work tools



Project tools (resources for creating your own projects)



Chronological tools



Tools developed on the basis of AI

Teacher`s role in activity teaching

- **In activity teaching, a teacher serves the function of facilitator, assisting students through the learning process and providing them with guidance.**
- **A teacher uses different methods to draw the students into the lesson and make them a partner in their own education.**

Benefits to school learners with implementation of activity approach on a bases of digital tools include

- ✓ *Motivation and engagement*
- ✓ *Independence and personalised learning*
- ✓ *Critical thinking and multiliteracies*
- ✓ *Access to information, resources and experts*

Basic Elements of Active Learning

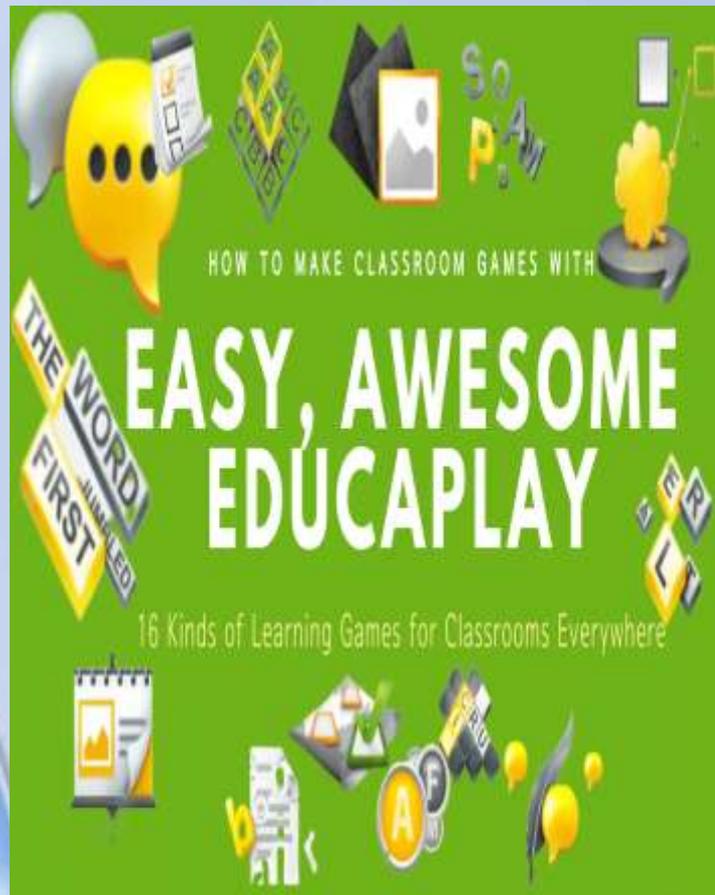
Active learning strategies use one or more of these elements:

- **Listening**
- **Speaking**
- **Writing**
- **Reading**
- **Reflecting**



EDUCAPLAY

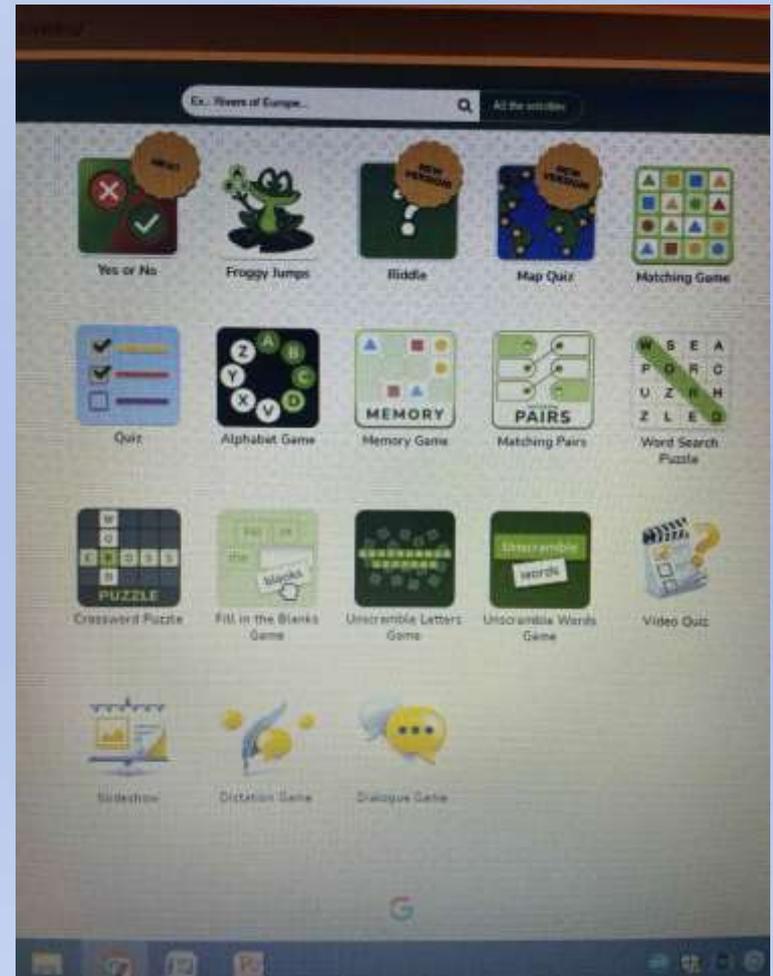
is an online platform for creating and sharing educational activities and games



<https://www.educaplay.com/>

Types of activities

- ✓ *Riddle*
- ✓ *Fill in the Blanks Game*
- ✓ *Crossword Puzzle*
- ✓ *Dialogue Game*
- ✓ *Dictation Game*
- ✓ *Unscramble Letters Game*
- ✓ *Unscramble Words Game*
- ✓ *Matching Game*
- ✓ *Word Search Puzzle*
- ✓ *Quiz*
- ✓ *Map Quiz*
- ✓ *Videoquiz*
- ✓ *Matching Columns Game*
- ✓ *Memory Game*
- ✓ *ABC Game*



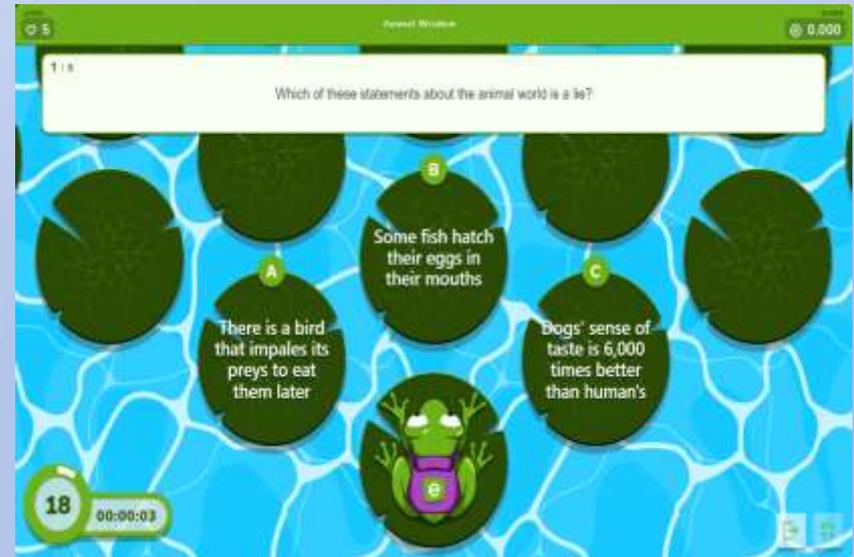
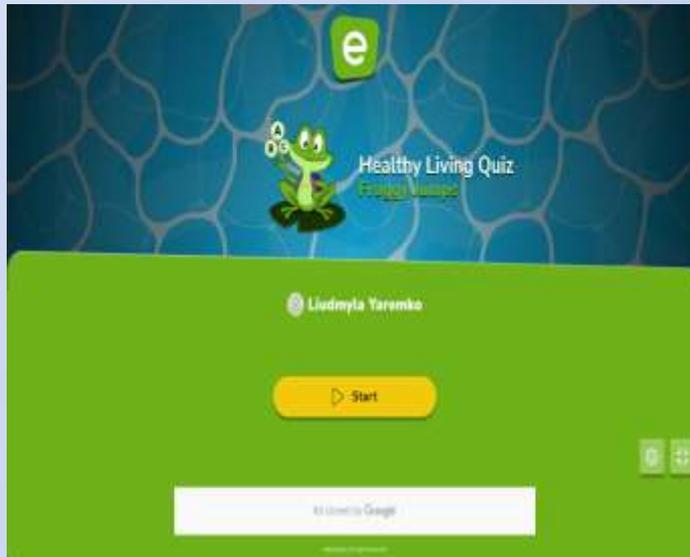
EducaPlay tools for Warming-up activities

The screenshot shows the EducaPlay user profile for Ludmyla Yaremko. The page features a search bar with the text "The French Revolution...", a navigation menu with "Reports", "Challenges", and "New Activity", and a "My favorites" section. Under "My favorites", there are two items: "Fill in the blanks Game: Understanding language skills" and "Matching flash: Phrasal verbs about travelling". The page also includes sections for "My activities", "My challenges", and "My guests".

The screenshot displays the EducaPlay challenge selection interface. It shows a grid of challenge cards, each with a title, a difficulty level, and a "Play" button. The challenges include "The Seven Wonders of the world", "Understanding language skills", "Tomb Raider Challenge 1", "Tomb Raider Challenge 2", "Healthy Living Quiz 1", "My best friend 1", "The Seven Wonders of the world", "Understanding language skills", "The Seven Wonders of the world", "My best friend 1", "Healthy Living Quiz 1", "My best friend 1", "Educational Engines 1", "Healthy Living Quiz 1", "Healthy Living Quiz 2", "Healthy Living Quiz 3", and "Musical instruments and Sports".

The screenshot shows the content of a challenge, which is a list of ten items, each with a play button and a small image. The items are: "Great Wall of China", "Largest amphitheater in the Roman Empire", "Colosseum", "Extensive pyramid of Mayan architecture", "Pala", "Ruins from Rome in the Ohio State", "Chichen Itza", "Carved in the very rock of the mountain", "Christ the Redeemer", "40 meters tall (130 ft) dominating the", "Machu Picchu", "The amazing hot city of the Inca Empire", "Teotihuacan", and "Hauksmunk built for Alvarado Raso Raso". A timer at the bottom left shows "00:15".

EducaPlay activities for lexical actualization



https://www.educaplay.com/learning-resources/19080820-healthy_living_quiz.html

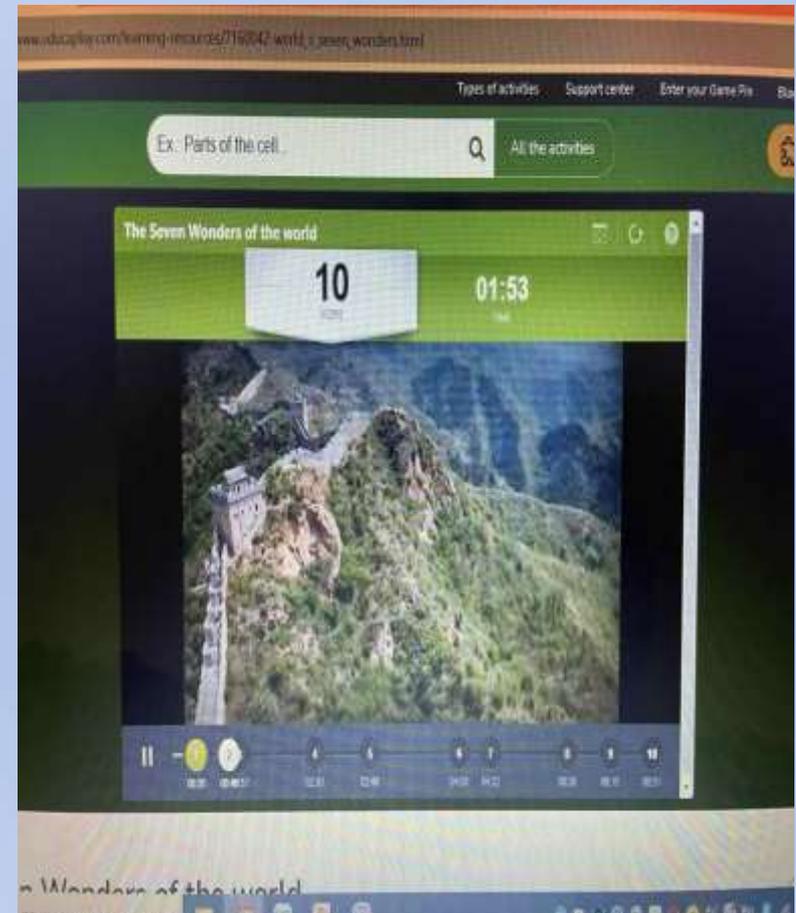
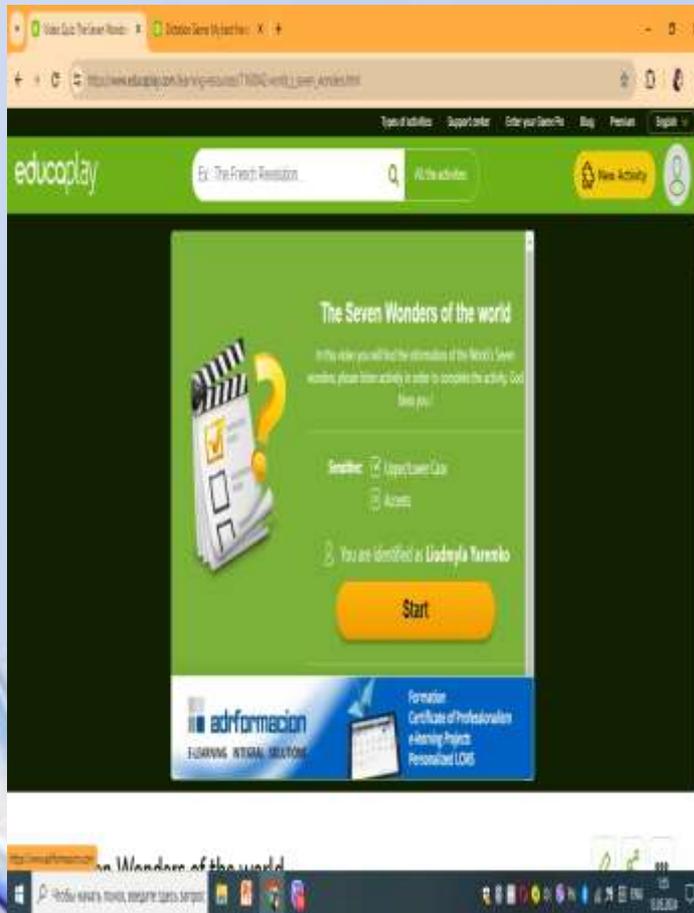
Writing. Dictations

The screenshot shows the Educaplay website interface. The browser address bar displays the URL: https://www.educaplay.com/learning-resources/19084103-talking_about_weather.html. The website header includes the Educaplay logo, a search bar with the text "Ex: Parts of the cell.", and navigation links for "Types of activities", "Support center", "Enter your Game Pin", "Blog", "Premium", and "English". A "New Activity" button is visible in the top right. The main content area features a "My best friend" section with a score of 100 and a time of 07:19. Below this is a "Post Answer" text input field and a "Check" button. The Windows taskbar at the bottom shows the time as 11:03 AM on 11/20/2024.

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https://www.educaplay.com/learning-resources/19084103-talking_about_weather.html

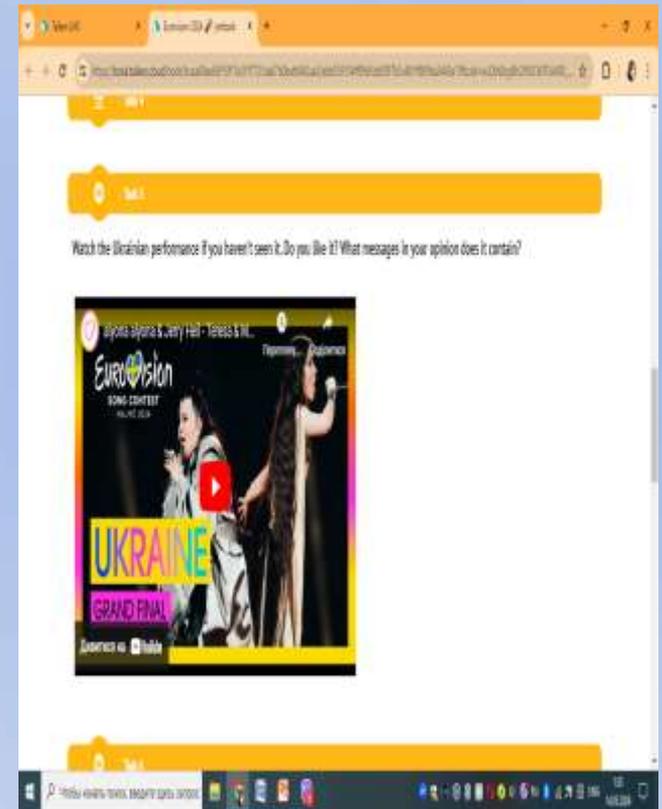
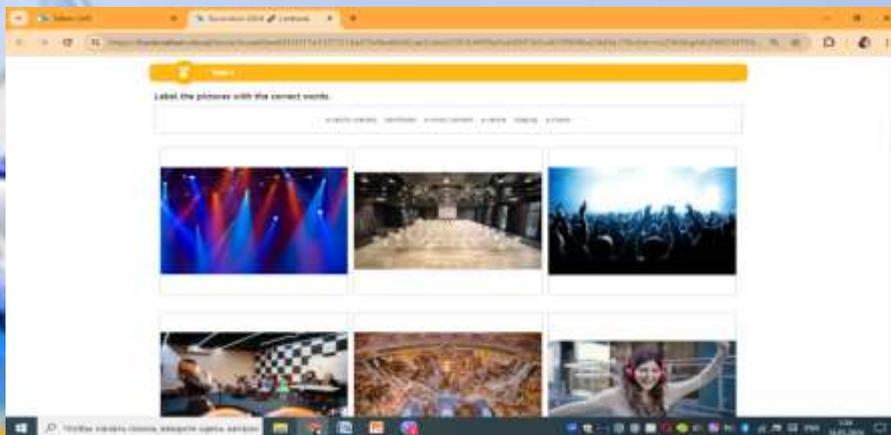
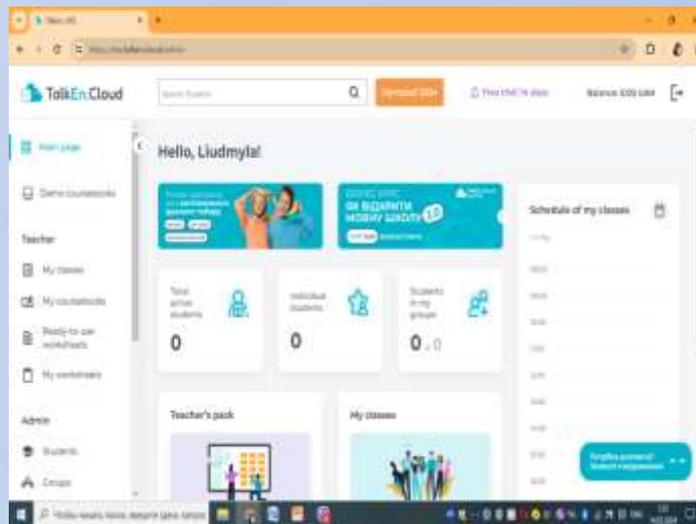
Speaking. Video discussions



[https://www.educaplay.com/learning-resources/7160042-world s seven wonders.html](https://www.educaplay.com/learning-resources/7160042-world-s-seven-wonders.html)

TalkEn Cloud

is an online platform for teaching and learning English, useful for both teachers and students.



[LINK](#)

Evaluation

- *EducaPlay is a helpful resource for creating engaging classroom activities.*
- *It can be used to enhance learning, assess knowledge, and reinforce vocabulary acquisition.*
- *Students do not need to provide any personal data since they can access the learning activities through a code.*
- *TalkEn.Cloud is an online educational platform for teachers of English with lots of ready-to-use materials.*

A magnifying glass with a black handle and silver rim is positioned over a stack of colorful sticky notes (yellow, orange, pink, green) on a light blue background. A black pen with a silver tip is visible in the bottom right corner. The text 'Thank you For your Attention' is written in a black cursive font on the top yellow sticky note. A faint 'dreamstime.' watermark is visible behind the text.

*Thank you
For your
Attention*