



Teaching 21st Century Skills Without Technology

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Today's Objectives

- Background
- 21st Century Skills for ELLs
- Activate: Games for Learning American English
- Teaching Tips
- Resources



ابي في بيتي القيم



Las calles de Egipto

美国女人



Who I Am

Fresno, Bloomington, Mexico, Saudi Arabia, Costa Rica, Egypt....China!



Who I Am

English Language Fellow, Egypt 2015-2016

Background

Teachers who do not have access to electricity and/or technology in their classroom

*Estimated 1.4 billion people in the world have no access to electricity—The United Nations
Half of all primary school students in developing countries attend schools without electricity*

Teachers who unplug on purpose and go back to the basics

The Waldorf School of the Peninsula believes that computers inhibit creative thinking, movement, human interaction, and attention spans. Teachers use blackboards, colorful chalk, bookshelves with encyclopedias, wooden desks, pencils.

No computers, no screens!

Teachers who want to prepare themselves for any situation

“We lived in an electric world. We relied on it for everything. And then the power went out. Everything stopped working. We weren’t prepared.”

*—NBC show Revolution that takes place in a post-apocalyptic world
Budget cuts, unreliable technology, wasting valuable class time trying to fix...*

...can you teach 21st century skills without technology?

- Creativity
- Collaboration
- Communication
- Critical Thinking



21st Century Skills

Four critical elements of learning



Creativity

Original ideas, problem solving skills, innovation



Collaboration

Working in groups, sharing ideas, students have team roles



Communication

Expressing thoughts/feelings in verbal (or non-verbal) ways



Critical Thinking

- **Think:** By yourself, what is the definition of **critical thinking**?
- **Pair:** Stand up and find a partner.
- **Share:** With your partner, create a new definition together
- **Square:** Now join a partner group. Share your definitions and create a final definition.

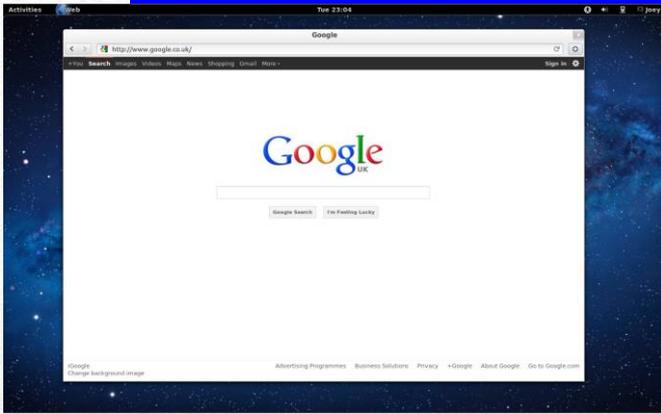


Think-Pair-Share-Square

- 1. T moves focus from ‘learning about’ language to ‘using’ language (*Freire*)
-students connect to real experiences, opinions
- 2. T creates a *communicative language classroom* for improved language development (*Vygotsky*)
-social process, learning is active
- 3. T prepares Ss for the 21st century experience (*Hughes*)
-collaborate, activities that help students question

3 Simple Ideas:

Critical Thinking and Language Learning



**Can/Do you teach without
technology in your classroom?**

Activate:

Games for Learning American English



A E AMERICAN ENGLISH

Name Your Favorite



ACTIVATE

Games for Learning American English

BOARD GAMES

*The board games offer interactive English language practice in a learner-centered, low-stress environment.
For learners of ALL ages/skill level!*

- Each game shows the path students must follow and the English phrases that the players must produce orally.
- Each board game has a theme that requires the students to produce certain types of expressions.
- Practice a variety of vocabulary, grammatical patterns, and functional meanings.



Name Your Favorite



- In a small group, use an **Activate Board Game** for 4 minutes.
- How can you use this activity in the class?
- What do you like about the activity?
- Which 21st century skills does this activity target?

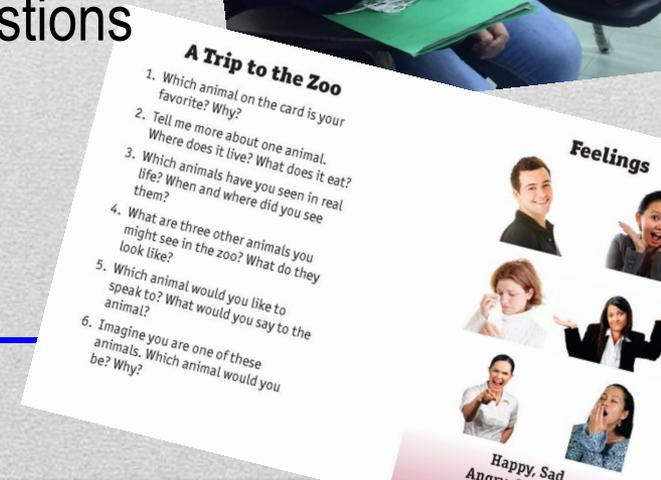


Learn about Activate Materials

Picture This CHAT CARDS

Picture This cards are a set of cards that can be used for a variety of conversation and word games in English classes.

- Give students the opportunity to practice speaking with each other about a variety of topics.
- Stimulate conversation, engage students, activate background knowledge, and help match vocabulary words with concrete objects
- Each card contains questions at a range of difficulty levels, usually beginning with less challenging questions and moving to more difficult ones.



- In a small group, use **Activate Chat Cards** for 4 minutes.
 - How can you use this activity in the class?
 - What do you like about the activity?
 - Which 21st century skills does this activity target?



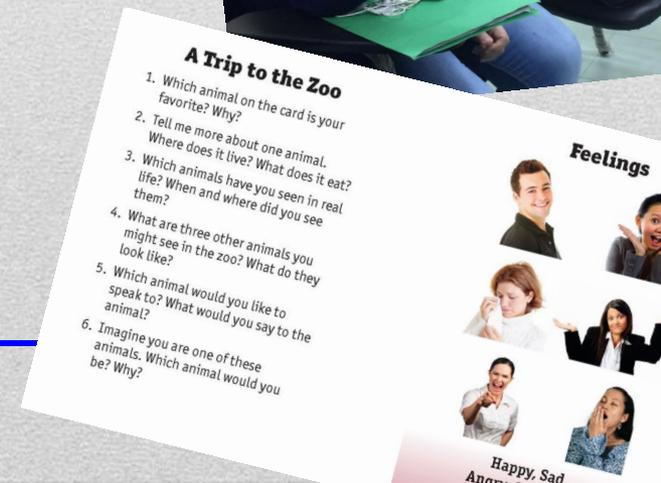
Learn about Activate Materials

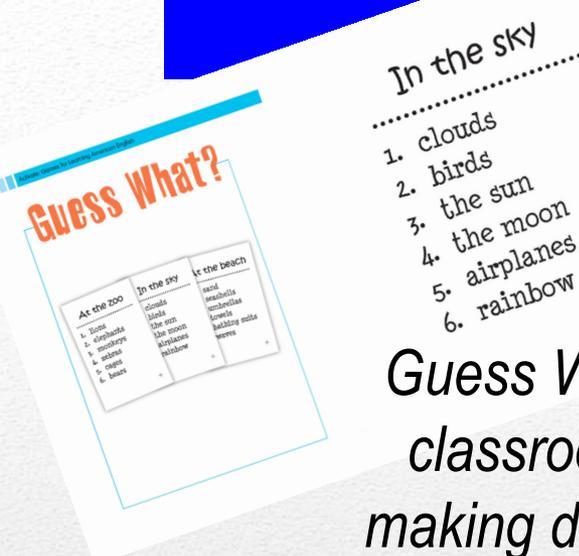
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TEACHING TIPS

- Have less-confident students work in pairs
- Encourage students to carry on the conversation, only using the cards as a starting tool
- Have students create their own, using items from their culture or home country.
- Have students rotate their cards around





- In the sky
1. clouds
 2. birds
 3. the sun
 4. the moon
 5. airplanes
 6. rainbow

GUESS WHAT?

Guess What? cards can be used for a variety of games in the classroom to provide an opportunity for students to practice making descriptions in English and to learn English vocabulary.



“Player Talk” in Guess What? At the zoo

Describer: Okay, the topic is “At the zoo.” The first word is an animal. It’s a kind of big cat.

Guesser 1: Tiger?

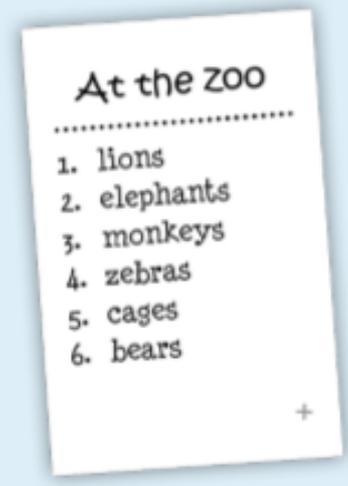
Describer: No, it doesn’t have stripes. It’s all brown, and it has long fur around the face, and it is scary.

Guesser 2: Lion.

Describer: Right. Lion. Okay number two. Well, this is a big animal. It’s very big, and it’s gray.

Guesser 3: Elephant.

Describer: Right. Elephant. Okay the next word...



- In a small group, use **Activate Guess What?** for 4 minutes.
 - How can you use this activity in the class?
 - What do you like about the activity?
 - Which 21st century skills does this activity target?



Learn about Activate Materials

GUESS WHAT?

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Guess What? cards can be used for a variety of games in the classroom to provide an opportunity for students to practice making descriptions in English and to learn English vocabulary.

TEACHING TIPS

- Instructions can vary; giving/not giving category
- There are two levels, but you can make more!
- Have a pair of students be the describers, foster teamwork and build confidence

Teacher reviews vocab/grammar that the students produced

Have students create their own; write translations



Teaching Without Technology

Pair Chat

One thing I would like to try with my students and why...



An advertisement for "Activate: Games for Learning American English". The top part features the word "Activate:" in large, blue, hand-drawn letters, with "Games for Learning American English" written below it in a smaller, blue, serif font. Below the text is a collage of three photographs showing students in a classroom setting. The main photo shows a student in a yellow shirt smiling while playing a card game. Two smaller photos on the right show other students engaged in similar activities. At the bottom, there is a logo consisting of an orange square, a white square with the letters "A" and "E" in blue and orange, and the text "AMERICAN ENGLISH" in orange and blue.

Download

Activate: Games for Learning American English

materials and teacher's manual for free at

www.AmericanEnglish.state.gov

More resources in the brochure

Student centered activities, tips, flashcards, teacher blogs, reading/pronunciation activities and materials!

Resources



Questions?



THANK YOU!

Contact Me!
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