



Teaching 21st Century Skills Without Technology

Renée García-Tolson

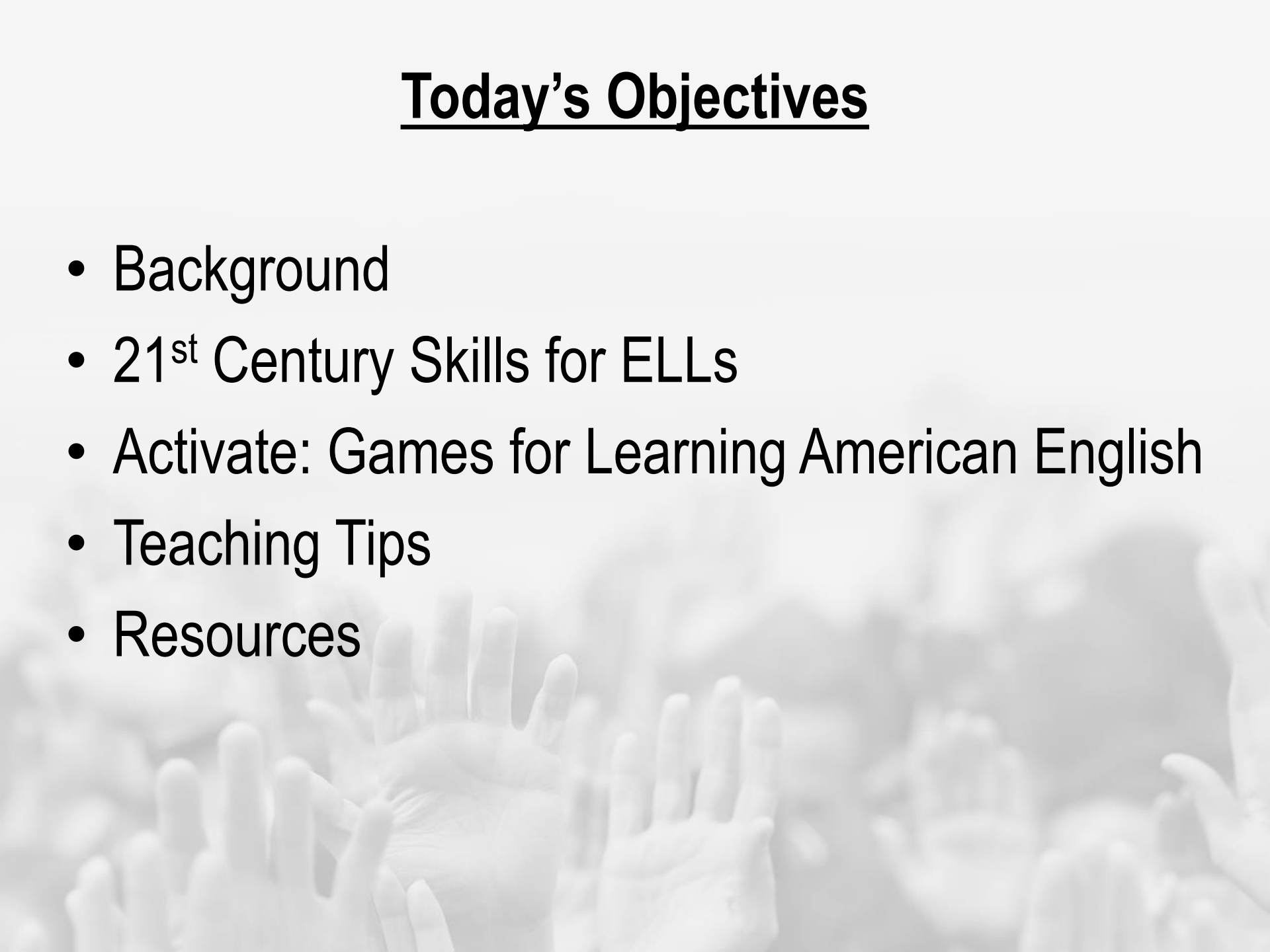
ESL/English Specialist

Hartnell College

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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.

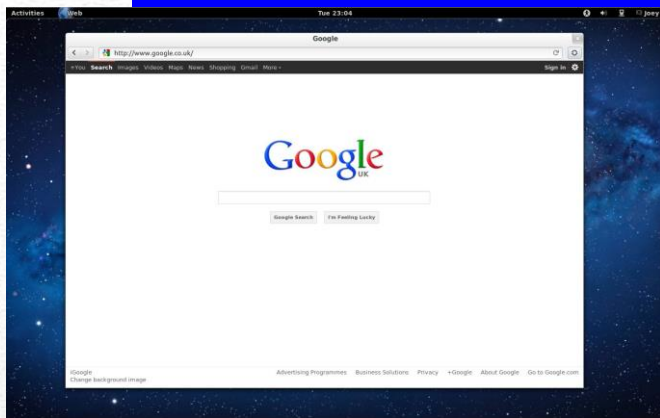


Think-Pair-Share-Square

- 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



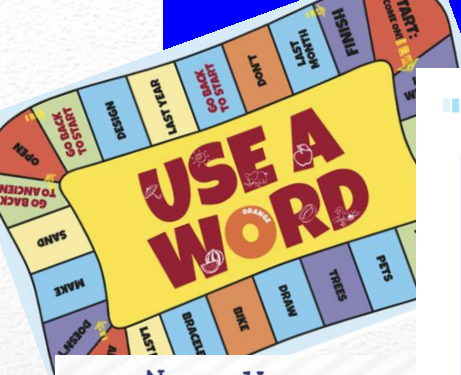
AMERICAN ENGLISH

Name Your Favorite



ACTIVATE

Games for Learning American English



USE A WORD

Name Your Favorite



Guess What?

At the zoo	In the sky	At the beach
1. lions 2. elephants 3. monkeys 4. zebras 5. capes 6. bears	clouds birds the sun the moon airplanes rainbow	sand seashells umbrellas towels bathing suits waves

In the sky

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

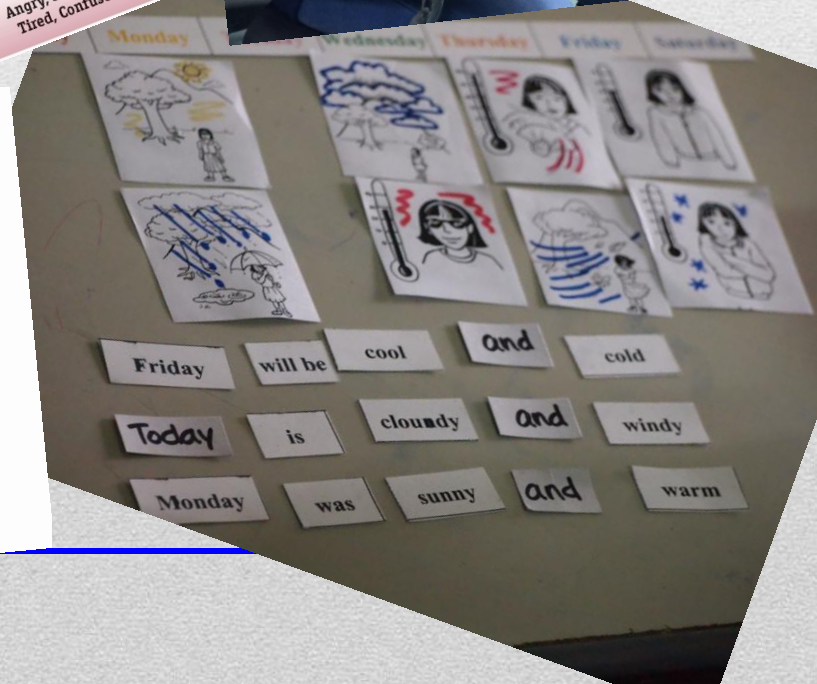
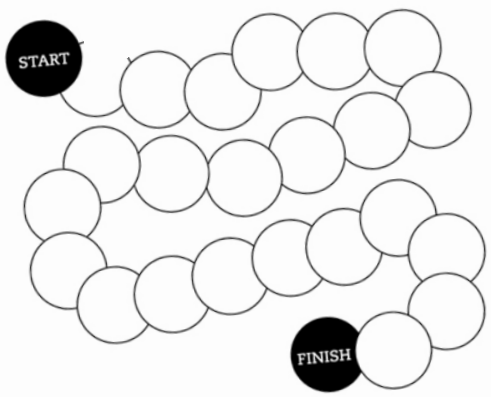
Feelings



Happy, Sad,
Angry, Surprised,
Tired, Confused

A Trip to the Zoo

1. Which animal on the card is your favorite? Why?
2. Tell me more about one animal. Where does it live? What does it eat?
3. Which animals have you seen in real life? When and where did you see them?
4. What are three other animals you might see in the zoo? What do they look like?
5. Which animal would you like to speak to? What would you say to the animal?
6. Imagine you are one of these animals. Which animal would you be? Why?



A colorful board game titled "USE A WORD" in the center. The board is shaped like a spiral and contains various phrases and words in different colored sections. The phrases include: "GO BACK TO SINK", "GO BACK TO ANCHOR", "SAND", "MAKE", "POWERS", "LAST", "BROTHER", "DINT", "DARK", "TREES", "PLTS", "YESTERDAY", "MUSEUM", "STARS", "HAVE A GOOD TIME", "LAST WEEKEND", "LAST MONTH", "POOR", "GO BACK TO START", "LAST YEAR", "DESIGN", "HISSE", "LAST: GO BACK TO START", and "GO BACK TO SINK".

Name Your Favorite

Hot drink

Person in the world

FINISH

Music

Sport or hobby

Subject at school

Word in English

Flavor of

Kind of weather

Place to spend a day

Film or TV Show

Season

Dessert or Sweet

Fruit

Time of day

Room in your home

Cold drink

City you have visited

Have You

-
- Let's rock!**
- Book**
- flavor of**
- English**
- # Have You Ever...? Oh, When?
- Start: we're so ready!**
- Have you ever swum in a river?
 - Have you ever watched a baseball game?
 - Have you ever traveled by train?
 - Have you ever traveled to another country?
 - Have you ever been to another continent?
 - Have you ever cooked dinner for someone?
 - Have you ever killed an animal?
 - Have you ever worn a hat?
 - Have you ever sung a song in a car?
 - Have you ever missed an English lesson?
 - Have you ever read a novel in English?
 - Have you ever slept outside under the stars?
 - Have you ever eaten really spicy food?
 - Have you ever eaten sushi?
 - Have you ever borrowed something from someone?
 - Have you ever played a piano?
 - Have you ever seen a ghost?
 - Have you ever climbed a mountain?
 - Have you ever lost your cell phone?
- Red luck! Go back 10 spaces.**

- 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



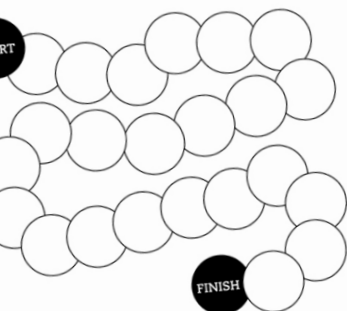
BOARD GAMES

The board games offer interactive English language practice in a learner-centered, low-stress environment.

- 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.

TEACHING TIPS

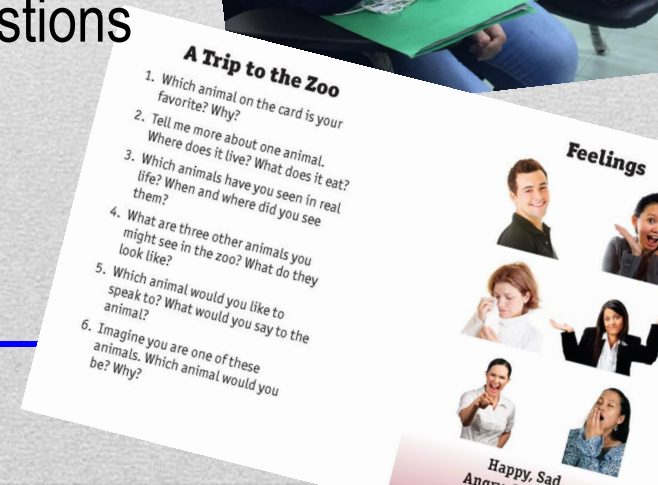
- Be creative with game pieces
- Rotate game boards
- Have students create their own!



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?



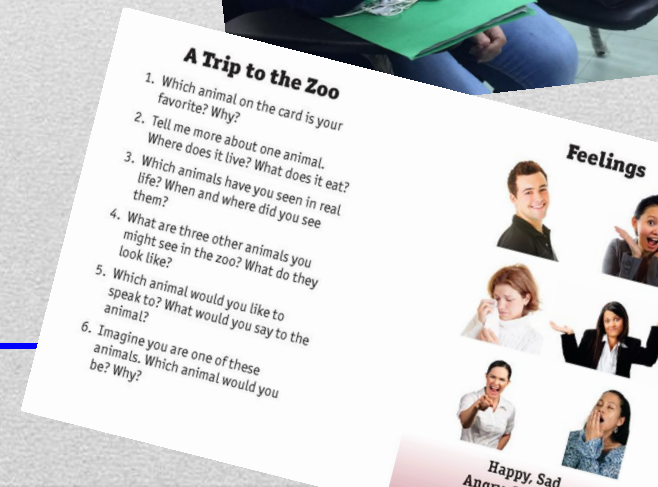
Learn about Activate Materials

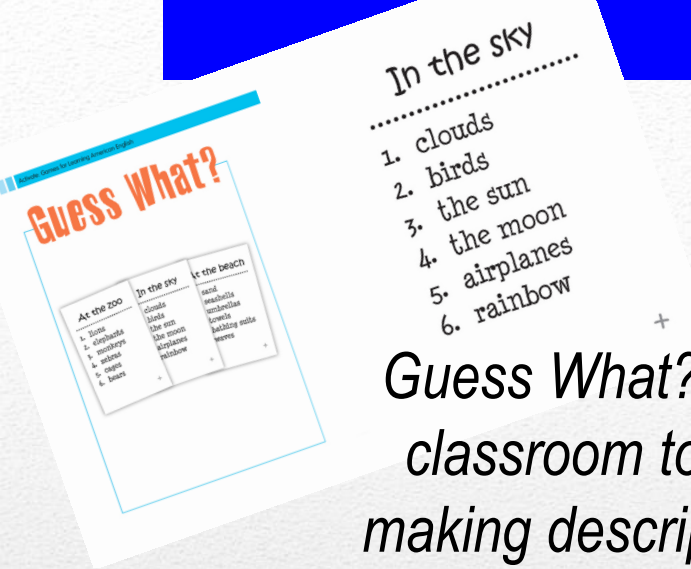
Picture This CHAT CARDS

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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





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?

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

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

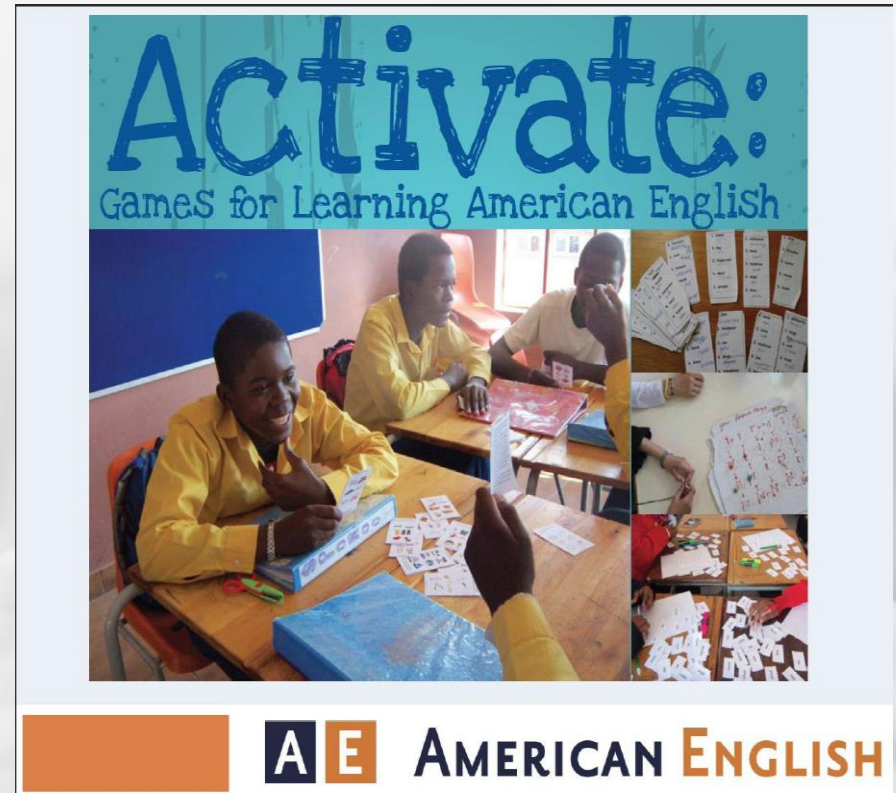
Have students create their own; write translations



Teaching Without Technology

Pair Chat

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



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!
Renee Garcia-Tolson
regarcia@hartnell.edu