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Welcome to the third part of **A potted history of technology in teaching – past, present and future!** In this Newsletter we look at the **future** - in our last two Newsletters (October and November 2007) we looked at the **past** and the **present**. If you missed the last two Newsletters, these can be downloaded in pdf format from our website at:
<http://www.theconsultants-e.com/newsletter/>

We hope that taken together, these three Newsletters this will give you an idea of how we got from paper to pixel over the past decade or so, of what kinds of technologies are being used, and how, as well as what might be waiting around the online corner for us.

You'll find the following sections in this newsletter:

- **A POTTED HISTORY OF TECHNOLOGY IN TEACHING – FUTURE**
- **COMPANY NEWS & UPDATE**
- **UPCOMING AND NEW ONLINE COURSES**

We hope you'll enjoy this newsletter.

STOP PRESS! STOP PRESS! STOP PRESS! STOP PRESS!

January 2008 courses! Our popular 'ICT in the Classroom' and 'Moodle Starter' courses both start on 9 January 2008. We still have some places left on these, so if you'd like to join us online in January, please sign up via our website at
<http://www.theconsultants-e.com/courses/shortcourses/> or email Nicky Hockly (nicky.hockly@theconsultants-e.com). Each course has a limit of 15 participants.

Education@EduNation seminars!

We are offering a series of **free seminars and workshops** which are held every month on one of our virtual training islands in Second Life - EduNation III. Our first seminar, held in December, was very well attended with 43 participants from 19 countries, and in which Gavin Dudeney showed us some useful teaching tools which can be used with learners in Second Life. You can catch up with that seminar in the archive section in EduNation II.

If you'd like to attend our **January seminar**, visit EduNation III in Second Life and use the automatic sign-up boards there (<http://tinyurl.com/3awkys>) . Note that 184 people have joined the group for this series of seminars, so please sign-up early...

A POTTED HISTORY OF TECHNOLOGY IN TEACHING – FUTURE

Introduction

One of the main starting points with technology for a lot of teachers has been their own experience of it in the form of distance training, with more and more busy professionals finding themselves only having the time and resources to develop professionally by taking advantage of online courses in teacher education – from short skills-based courses to the longer in-service training like the distance learning version of the DELTA. Courses like these have obliged many teachers to engage more with technology, which has resulted in a change of attitude. Rather than learning technology skills in isolation, they have seen at first hand how technology can enhance training, and these experiences have permeated their own professional practice.

The Future: Web 3-D

One of the real growth areas over the next few years will undoubtedly be in the area of distributed learning and training. This is particularly relevant in contexts where the costs of a few computers and a good Internet connection are far lower than the more traditional approach of transporting participants and tutors to a location for face-to-face training. What we would expect to see happening is more online training, but combining VLEs with the social tools

mentioned in the Web 2.0 section above and other virtual reality environments which add the feeling of actually 'being there' to what can otherwise be perceived to be a lonely experience for the trainee.

We would also expect to see a change in the way people learn languages, and the way they continue with their professional development or lifelong learning as time constraints put more strain on their everyday lives. This can already be seen on a small scale in many language centres around the world, with students no longer attending timetabled classes for a certain number of hours per week, but preferring to undertake a lot of the repetitive work in self-access mode, and meeting colleagues and a tutor for tutorial-based sessions on an ad hoc basis. These so-called hybrid courses are not only a reaction to the market and to the frantic pace of life of many people, but they also exist to cater for a changing clientele, a more 'wired' community – the Net generation, or Prensky's 'digital natives'.

Online learning will probably also adopt different forms to how it is currently delivered. Currently organisations tend to use a virtual learning environment to deliver online learning, but these services can often be sterile in terms of providing the kind of communication opportunities we usually consider vital to the language learning process. It is highly likely that the more static material which can be offered in a VLE will be complemented by some of the social sites we mentioned in our last Newsletter (**A Potted History: the present**), and better synchronous tools such as peer-to-peer voice chat via Skype or similar software. This integration of services will allow for a more rounded user experience, and significantly improve the uptake in the area of language learning and teaching online. It will also probably be the case that these will be combined with software that more actively encourages the development of communities of practice to further enhance the social constructivist nature of the learning taking place there. These may be tools as simple as wikis and blogs, but may also be something along the lines of Elgg Learning Landscape, a '*Web publishing application combining the elements of weblogging, e-portfolios and social networking designed to promote learning through sharing of knowledge, conversation and reflection in a social/academic setting*'.

m-learning - or mobile learning – will also play an increasing part in our lives as wireless connections become more ubiquitous and mobile phones and similar devices become more powerful. M-learning includes the use of mobile phones, MP3 players, Personal Digital Assistants (PDAs) such as Palm hand-held computers and devices using Windows Mobile Computing platforms such as the IPAQ.

This has tended to be viewed as somewhat of a fad to date, but recent research has suggested that m-learning works well in environments where access to these kind of technologies is more normal and accepted or where lifestyles demand more flexible solutions to training and learning. A good example would be Japan, where it is not uncommon to see commuters on long train journeys use hand-held devices containing downloaded content to practise for the TOEIC test.

This is one example, but increasingly one can see websites appearing which offer this 'just in time, bite-sized' training. Just as television addicts are now being catered for by tailor-made six-minute mobile phone soap operas, so information addicts are also finding more and more chunked resources available to them in a variety of media.

Perhaps the most exciting innovation – and certainly a fitting way to wrap up a general overview of technology in teaching and training – is the predicted transformation of Web 2.0 into **Web 3D**, the truly 3-dimensional immersive experience.

'Virtual reality' is a term which has been around for so long with so few tangible results that those who had heard of it may have been led to thinking that it was a fanciful idea of the late twentieth century that never really caught on. Yet things have developed considerably in the past few years, and products are now starting to appear which make use of this 'other world' for training and education. You may see virtual reality environments referred to as MOOs (Multi-User Dimension Object Oriented) or simply as MUDs (Multi-User Dimension/Dungeon/Dialogue). MOOs sprang up out of online gaming, hence the dungeon reference in the name. Basically, this means that they are networked environments which allow interaction between several people, and also interaction with virtual objects. You may also see them referred to as MUVes (Multi-User Virtual Environments). For many years these were purely text-based places in which people text chatted and described objects and actions, but recent developments in computing and video speeds, as well as faster access to the Internet, have allowed for richer, graphically-based environments.

The most popular of the virtual reality worlds is currently Second Life. Set up by the former chief technical officer of Real Networks (the people who make Real Player), it is described on their website as "*a 3-D virtual world entirely built and owned by its residents. Since opening to the public in 2003, it has grown explosively and today is inhabited by over ten million people*

from around the globe. From the moment you enter the World you'll discover a vast digital continent, teeming with people, entertainment, experiences and opportunity."

For educational purposes, Second Life provides an ideal and safe environment in which to work. Objects which react as they do in real life can be created, and – wandering around – one can come across plenty of training scenarios including Japanese classes, disaster relief training, first aid training and a heart murmur treatment simulation, among many others. We have already dedicated two past Newsletters to Second Life, so if you'd like to learn more about it, we suggest you take a look at those here: <http://www.theconsultants-e.com/newsletter/>

These are some of the innovations that we think we will be faced with in the next few years. It is highly likely that the Internet we know at the moment, with different pages for blogs and wikis and all the other online applications we currently use, will be incorporated into a much more immersive environment such as Second Life and that we will have to re-learn how to interact with these spaces as we work with the technology. What is certain, however, is that technology will not wait for teachers to catch up – if we want to engage with our learners, with their new learning styles and their preferred methods of communication and information exchange then we will have to learn how to operate in these areas.

Webliography

The following references relating to the history of CALL have kindly been provided by Graham Davies [Educational Software Consultant, Camsoft
<http://www.camsoftpartners.co.uk/cvqd.htm>]

- **Lessons from the past, lessons for the future: 20 years of CALL.** In Korsvold A-K. & Rüschoff B. (eds.) *New technologies in language learning and teaching*, Council of Europe, Strasbourg, France
<http://www.camsoftpartners.co.uk/coeqdd1.htm>
- **Computer Assisted Language Learning: Where are we now and where are we going?** Keynote paper first presented at the UCALL Conference, University of Ulster, Coleraine, June 2005. Revised October 2007:
http://www.camsoftpartners.co.uk/docs/UCALL_Keynote.htm
- Philippe Delcloque's comprehensive **History of CALL**, a downloadable PDF document, linked from Section 2, Module 1.4, headed **History of CALL**, at the **ICT4LT website**:
http://www.ict4lt.org/en/en_mod1-4.htm#anchor180463
- **What is Web 2.0?**
http://www.ict4lt.org/en/en_mod1-5.htm#WEB2
- **Second Life:**
http://www.ict4lt.org/en/en_mod1-5.htm#secondlife
- **Total Cloze text reconstruction programs: a brief history** - available in Word DOC format at the ICT4LT website:
<http://www.ict4lt.org/en/FWTHistory.doc>

Note: Previous Newsletters here: <http://www.theconsultants-e.com/newsletter/>

Past issues include...

- **A Potted History of Technology in Teaching: The Present** (November 2007)
- **A Potted History of Technology in Teaching: The Past** (October 2007)
- **Information Overload** (June 2007)
- **Second Life II** (February 2007)
- **Second Life I** (November 2006)
- **Interactive Whiteboards** (June 2006)
- **Tools for teaching a language online** (January 2006)
- **ICT Skills for educators** (October 2005)
- **VLEs: Virtual Learning Environments** (May 2005)

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COMPANY NEWS & UPDATE

- **New Courses**
- **Second Life Projects**

- **EduCation@EduNation**
- **BBC World Service**

New Courses

As well as the recent additions of our short (two-week courses) on podcasting, wikis and Second Life we have added a couple of innovations to the main suite of courses for this autumn:

1) Moodle Smarter

To complement our basic Moodle training course for teachers (Moodle Starter) we have added a more advanced course which delves deeper into Moodle, and looks at the more complex teaching tools Moodle has to offer. This new course (Moodle Smarter) is ideal for those people who have already taken the Starter course, or for those with some experience of Moodle or other VLEs.

2) Teaching Business English

The Teaching Business English course is aimed at teachers who are new to Business English (BE) teaching, and at those with experience. The course looks at a range of useful techniques, tools and resources for teaching BE to learners and considers a variety of contexts for BE teaching, covering issues of course and materials design, needs analysis, and performance-driven learning based on the workplace. It also looks at how to teach business skills such as presenting, negotiating, as well as written and spoken business communication skills, and intercultural competence and considers how new technologies may be integrated into BE teaching. Participants also have the opportunity to brush up on their subject knowledge of key business concepts in areas such marketing, leadership skills and management.

This course additionally offers an **optional add-on week** (7-8 hours) on how to use the virtual world **Second Life** in teaching and training BE learners. More Information here:

<http://www.theconsultants-e.com/courses/be/index.asp>

3) eNetworks

A short 10-hour course for educators interested in how to set up online communities and online training events / conferences. Watch our website for more on these!

Second Life Projects

In the past month we have been collaborating on an island build with this US-based project called [The Partnership for 21st Century Skills](#). The island terraforming and division is now all done and we're moving on to advise on tools and environments to bring the vision of this organisation to life in the virtual world. More information on their website...

BBC World Service

Gavin has recently been commissioned by the BBC to write and record series four of the popular 'Keep your English up to date' series from the World Service. You can find the first three series - written by Professor David Crystal - here:

http://www.bbc.co.uk/worldservice/learningenglish/radio/specials/1728_uptodate/

Stay tuned for more information on what words and phrases he'll be covering in a future newsletter. Chances are a few of them will be technology-related!

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OUR NEXT ONLINE COURSES

Teaching Business English: 1 - 30 March 2008
30 hours over four weeks. [optional one-week add-on about Second Life]
The Teaching Business English course looks at a range of useful techniques, tools and resources for teaching Business English to learners. We consider a variety of contexts for Business English teaching, and cover issues of course and materials design, needs analysis, and performance-driven learning based on the workplace. We also look at how to teach business skills such as presenting, negotiating, as well as written and spoken communication skills, and intercultural competence. Participants also have the opportunity to brush up on their subject knowledge of key business concepts in areas such marketing, leadership skills and management. [more...]

Short courses: Podcasting, Wikis, Second Life - February 2008
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10 hours over two weeks (each course).

Podcasts, wikis, and Second Life are ICT tools which are being used by increasingly numbers of teachers in the classroom – these separate short courses will teach you how to use them with your own learners! Each of these short two weeks courses looks at one ICT tool (podcasts, wikis or Second life) in depth. You will learn not only how the tool works, but how to set up projects with and for your own learners. Each course is hands-on and practical. With plenty of tutor guidance and support, you will learn to set up a project with these free Internet-based tools for your own learners. You will leave each course ready to try out the tool with your own classes. [[more...](#)]

ICT in the Classroom: 9 January – 26 March 2008**50 hours over ten weeks.**

The ICT in the Classroom course looks at a range of useful technology-related skills which are immediately applicable in the classroom. You will learn about various approaches to using technology in the classroom and have the opportunity to put them into practice over the duration of the course itself. Areas covered in the course include: lesson planning for using the Internet, using chat and blogs with learners, and WebQuests. Participants will be required to produce a final ICT-based lesson to use with their own learners. [[more...](#)]

in collaboration with [Trinity College London](#)



WINNER – British Council ELTONs Award 2007

**E-Moderation: A Training Course For Online Tutors: 1 – 30 March 2008****30 hours over four weeks.**

This course is aimed at teachers, trainers, tutors, facilitators, lecturers and mentors from any discipline and any level of education, who are interested in developing the skills necessary to become an effective e-moderator in online courses. [[more...](#)]

Moodle Starter: learn how to use Moodle: 9 January – 12 March 2008**40 hours over eight weeks.**

This course is aimed at teachers, trainers, tutors, facilitators, lecturers and mentors from any discipline and any level of education, who are interested in learning how to set up and use Moodle to offer online courses. The course is run entirely online, in Moodle itself. [[more...](#)]

That's it for this edition. We hope you've enjoyed the newsletter and would be happy to hear any comments or feedback from you, or any suggestions for topics you'd like to see in future newsletters.

December, 2007
The Consultants-E Team

