Language learning through mobile technologies:
A photography project in a Greek Supplementary School

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Overview

- Motivation
- Language Learning through mobile technologies
- Learning design
- Project Development
- Lessons learnt

Project: ‘It’s All Greek To Us’
Learning through mobile technologies

Learning beyond the school

Learning in the classroom

Teacher, Grade 3, preparing for film showing, 1954
Brunswick East Primary School

Mobile learning to bridge formal and informal learning (Unesco, 2013)
• Mobile learning can deliver, supplement and extend formal language learning

• Mobile learning can be a way for learners to explore the language informally and direct their own development (Kukulska-Hulme, 2015)

How to design for connections between informal and formal language learning?
• How to create a learning environment and designs to incorporate effective use of mobile technologies within Greek language learning?
Observations

A. Popular classroom practice:
   • Emphasise derivatives with an origin in Greek

B. Students: Limited awareness
#ItsAllGreekToUs project

- Participants:
  - Pre-GCSE class (N=14 students, 12-13yrs old)
  - School: North London

- Duration: February 2014 - July 2014
‘Language loans’: words derived from another or from a root in the same or another language (derivatives) (e.g. technology - τεχνολογία)

- Raise awareness
- Bridge mother language (English) with heritage language (Greek)
- Develop vocabulary
Learning Design

Design around practices

• create and share content i.e. take photographs
• create for an audience
• allow ‘visibility’ of content
• curate content (i.e. exhibition)
• allow different representations of words (visual)
Learning Design

• Design with an end-product in mind BUT Value the process

– exhibition
– video
Learning design

Design around technology

• ‘Bring Your Own Device’ (BYOD) (Song, 2014)
• use features of the mobile phones i.e. camera
• Tools:
  • Mobile phones
  • Pinterest (www.pinterest.com)
  • Flip camera/HD camera
  • iMovie

Represent the word visually

Star - Αστέρι
Represent the word visually

Technology - Τεχνολογία

Museum - Μουσείο
Represent the word visually
‘Show’ the word visually
ΑΣΤΕΡΙ

= STAR

# It's all Greek to us

Στάδιο

# It's all Greek to us
Visibility within the classroom
Visibility within the school
Integrate project work within regular activities (e.g. writing)
Curate content and set-up an exhibition
Engage ‘an audience’
#It'sAllGreekToUs video
Lessons Learnt

• Work with your students - value their contributions
• Integrate the project work into regular classroom activities (e.g. reading and comprehension activities)
• Maintain a structure, but allow choice - trust students
• Reward (e.g. best photograph)
• Engage parents (acknowledge e-safety issues)
• Engage the school community

• students not as familiar with technologies as assumed
• Time, time, time!
Design Language Learning for connections

• Design for developing practices
• Design for developing skills
• Design for different representations of knowledge

• Design for language learning across contexts
“The technologies do not merely support learning; they transform how we learn and how we come to interpret learning”

(Säljö, 2010, p.53)
Thank you!

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