

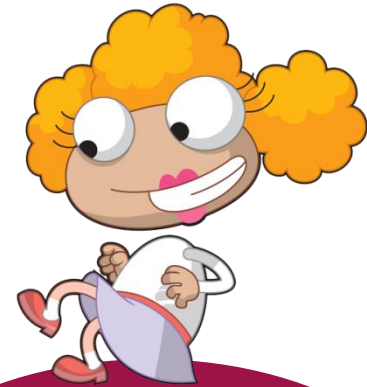


Young learners, curiosity & technology

Curiosity



STORY



**Young
learners**

Technology

**list of
objects**

quest

spaceship

**alien
friends**

crashing



Young Learners

Do they learn better than older learners?

There is no consistent support in the literature for the notion that younger second language learners learn more efficiently than older learners.

David Singleton

Should we ask them to develop „adult competencies“, such as autonomy and self-direction?

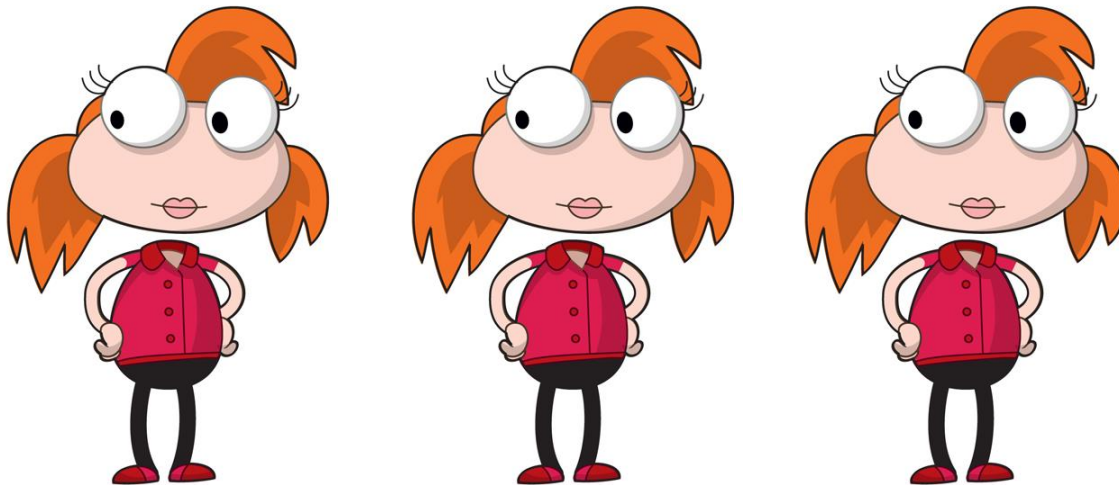
**Interesting question, huh? How would that work?
Could it work?**

Young Learners

What is their learning environment?

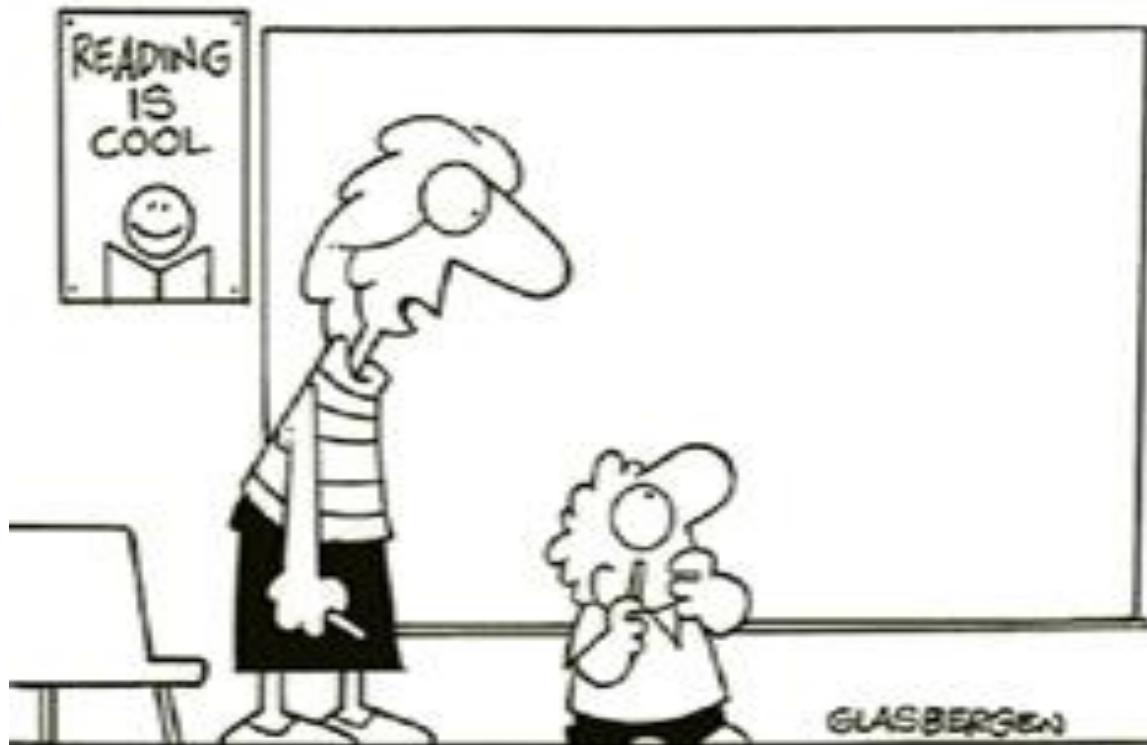
Classroom/ outside of the classroom

What happens when the kid leaves the classroom?



Student of the XXI century „Digital Native“ or „Digital Immigrant“?

Copyright 1996 Randy Glasbergen. www.glasbergen.com



“There aren’t any icons to click. It’s a chalk board.”

What is blended learning?

“learning which involves a combination of e-learning and face to face learning”.

How to teach English with Technology (2007) Dudeney and Hockly

How much time do your students spend

DOING HOMEWORK?



Do they enjoy it?



Or would they rather do something completely different?

Learning in Cyberworld

- **Imaginary worlds, fairy tales**
- **Space Island – just another world**
- **English as means of communication there**
- **Exposure to English outside of the classroom**
- **Kids only go there if it is fun**



Gaming

- **How many hours do people weekly spend playing computer games worldwide?**
- **3 billion hours**
- **How many hours does an average person spend gaming by the age of 21?**
- **10,000 hours**

Jane McGonigal: Gaming can make better world

Gaming

- **Intense concentration**
- **Deep focus on tackling a complicated problem**
- **surprise**

- **Learning from mistakes**
- **Get up after failure and try again**
- **Stick with the problem**

- **Constant positive feedback**
- **Leveling up**
- **Inspiring epic story**



Epic story



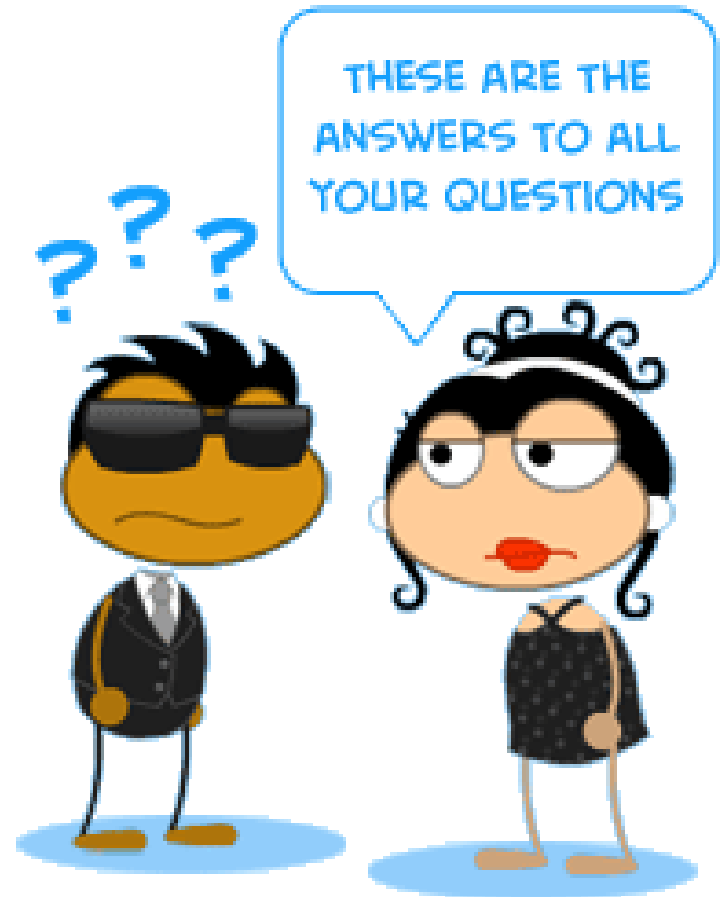
Our Discovery Island Story

How did it come alive?



Fun, engaging and educational

- **2009-2010 survey on Poptropica users**
- **Focus groups with teachers**
- **ELT version of Poptropica**



Our Discovery Island online

The screenshot shows a web browser window titled "Space Island". The page features a yellow header with the "PEARSON" logo on the left and "ALWAYS LEARNING" on the right. The main content area has a dark red background with a sunburst pattern. The title "Space Island" is written in large, blue, bubbly letters. Below the title are two buttons: "PLAY" and "SONGS & CHANTS". The central illustration depicts a space-themed scene with a pink rover, a scientist, and a purple alien. A sign in the background reads "WELCOME TO SPACE ISLAND". The Windows taskbar at the bottom shows various application icons and the system tray with the time "22:44" and date "12.9.2013". The ISBN number "9781408239018" is visible in the bottom right corner of the page content.

What can it do for teacher

www.ourdiscoveryisland.com



www.ourdiscoveryisland.com/teachers

The screenshot shows a web browser window displaying the login page for the Pearson Our Discovery Island Progress Review System. The page has a yellow header with the Pearson logo and the tagline 'ALWAYS LEARNING'. Below the header, the 'Our Discovery Island' logo is prominently displayed on the left, and the title 'Progress Review System' is on the right. A 'Guide' link is visible in the top right corner. The main content area is blue and features a 'Log in' section on the left with a sub-header 'Log in' and a note: 'Please use your log in details from www.ourdiscoveryisland.com'. There are two input fields for 'User name:' and 'Password:', a 'Remember me' checkbox which is checked, and a yellow 'Log in' button. To the right of the login section is an 'Options' section with a star icon and the text 'Password reminder'. At the bottom of the browser window, a video player control bar is visible, showing a play button, a progress bar, a timestamp of '00:36/03:30', and a close button.

Progress Review System

Family Island

ID	Name	Scene 0	Scene 1	Scene 2	Scene 3	Scene 4	Scene 5	Scene 6	Scene 7	Scene 8	Time	
910	<u>Jack Black</u>	★	☆	☆	☆	☆	☆	☆	☆	☆	00:05:38	 
766	<u>Butch Coolidge</u>	★	☆	☆	☆	☆	☆	☆	☆	☆	00:15:06	 
765	<u>Jules Winnfield</u>	☆	☆	☆	☆	☆	☆	☆	☆	☆	00:00:00	 
764	<u>Vince Vega</u>	★	☆	☆	☆	☆	☆	☆	☆	☆	00:16:58	 
763	<u>Steve Pink</u>	★	☆	☆	☆	☆	☆	☆	☆	☆	00:06:28	 

01:45/03:30

Individual student view

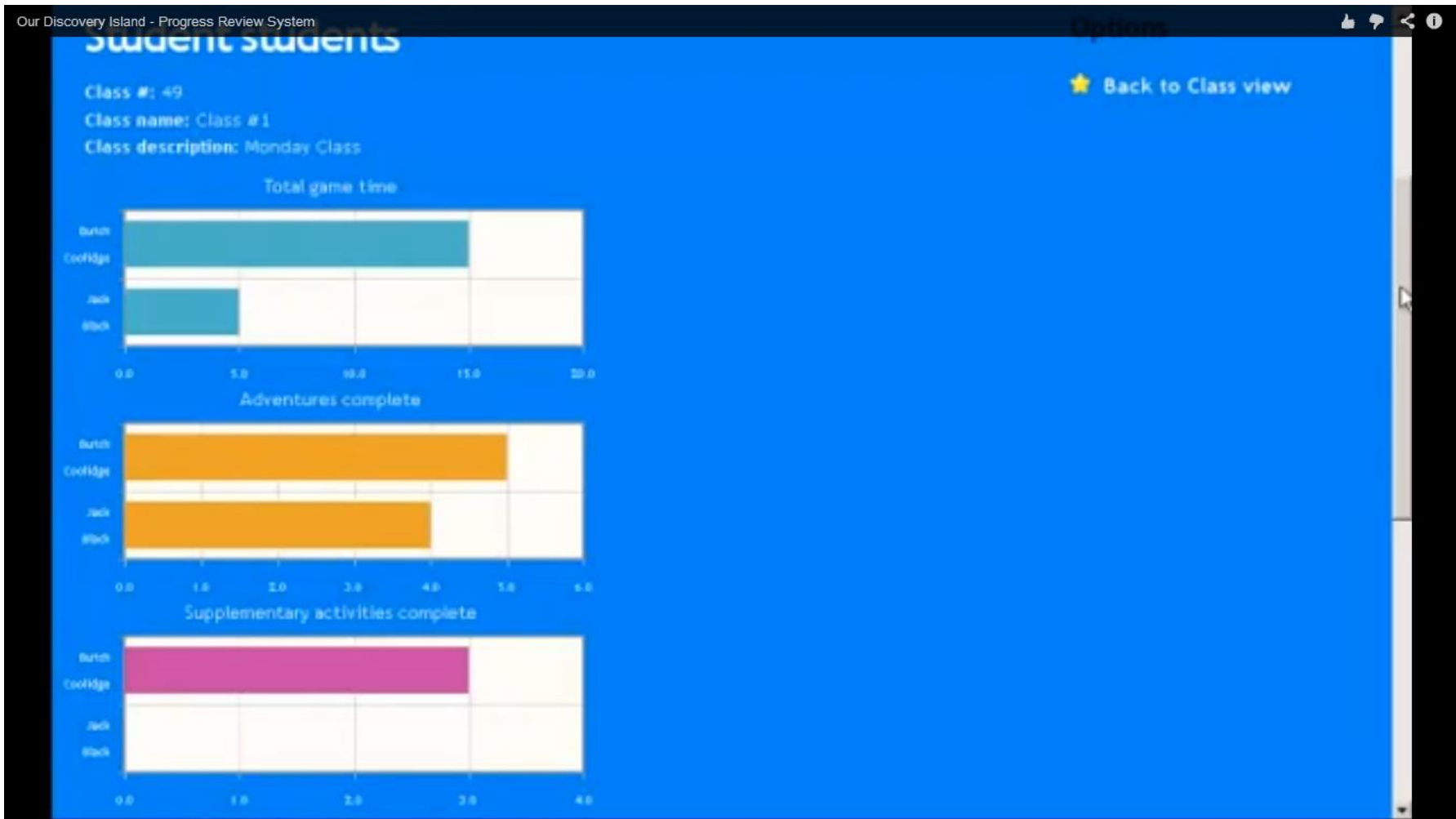
Our Discovery Island - Progress Review System

Student view

Island 1

	Scene 0	Scene 1	Scene 2	Scene 3	Scene 4	Scene 5	Scene 6	Scene 7	Scene 8
Adventure 1	✓	✓	✓	✗	✗	✗	✗	✗	✗
Adventure 2	—	✓	✓	✗	✗	✗	✗	✗	✗
Adventure 3	—	—	—	✗	✗	—	—	—	—
Supplementary 1	—	✓	✗	✗	✗	✗	✗	✗	✗
Supplementary 2	—	✓	✗	✗	✗	✗	✗	✗	✗
Supplementary 3	—	✗	✗	✗	✗	✗	✗	✗	✗
Supplementary 4	—	✓	✗	✗	✗	✗	✗	✗	✗
Time	00:01:43	00:02:55	00:10:28	00:00:00	00:00:00	00:00:00	00:00:00	00:00:00	00:00:00

Graphs and tables



Digital components

- Our discovery island online
- DVD
- Active Teach



Thank you!
Magdalena Benešová
sos@venturesbooks.com