

**UNIVERSITY OF EL SALVADOR
SCHOOL OF ARTS AND SCIENCES
DEPARTMENT OF FOREIGN LANGUAGES**



**TOPIC:
THE MOST COMMON DIGITAL APPLICATIONS IMPLEMENTED IN LANGUAGE
LEARNING**

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**INFORME FINAL DE CURSO DE ESPECIALIZACION
ADMINISTRACION DE AMBIENTES VIRTUALES PARA LA ENSEÑANZA Y
APRENDIZAJE DE IDIOMAS EXTRANJEROS**

**IN ORDER TO OBTAIN THE DEGREE OF:
BACHELOR OF ARTS IN ENGLISH WITH A MAJOR IN LANGUAGE TEACHING**

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ABSTRACT

This paper compiles some of the best ways to manage a virtual environment, methods, activities, and applications that can be implemented based on the needs of the students and the course, as well as showing the importance of including technologies within the tools to teach content, mainly showing its benefits, this being part of the daily life of both students and teachers. The most common applications and websites used in teaching that can easily be acquired by students as well as showing the way in which a completely virtual and interactive case can be prepared that meets what is necessary to maintain interest of students in the course as if it were developed in the traditional way. The specialization course was divided into 3 modules of 2 months each, in which participants were focus on describing, knowing, and creating their own materials using the applications and websites explained during the course as well as showing their own way on how they can be applied in Language Learning and Language teaching and the development of a virtual environment in a course.

KEY WORDS: Synchronous and Asynchronous activities; E-Learning, LMS; Educational tools; podcast; Google site; Google slides.

I. Introduction

Learning to use a computer or a mobile phone has become a necessity even for those who just want to learn some new knowledge, communicate with someone without having them nearby or simply for entertainment, and the progress of humanity requires the new generations to have a more futuristic vision regarding the way in which processes such as teaching-learning are developed. Today, the teaching and learning process has had severe changes to develop in the most appropriate way so as not to alter content and results in students. Both teachers and students have made significant changes to adapt to the new technological demands that, to a certain extent, would benefit and facilitate the teaching of content.

In this report, the participants present what they learned during the development of the specialization course for the administration of virtual environments specifically for the teaching and learning of foreign languages, which sought to train students on how to develop content in a completely virtual environment as well as making them aware of technological advances and the need to develop skills in this area to facilitate the development of content during a course or subject. The authors present some of the existing applications and pages that can be used during the teaching-learning process, their advantages, disadvantages to train trained professionals to develop their knowledge and content according to the situations and needs of both the students and the course.

II. Objectives

General Objective:

- To understand the correct way to develop an integrated and effective virtual environment using new technologies that improves and benefits the teaching and learning process of students.

Specific Objectives:

- To describe different applications, web sites, and tools that can be used to develop contents during a virtual course.
- To analyze the importance of applying new technologies in the teaching – learning process.
- To explain how to use and manage applications and websites in the development of a virtual course.
- To create own didactic material using the technological tools presented in the course.

III. Theoretical Framework

What technology means in Education

Technology in education is also stated as educational technology or Ed Tech. The combination of computer hardware and software with educational theory facilitates the learning of students. Educational technology can be based on theoretical knowledge from several disciplines such as educational sociology, artificial intelligence, computer science, and communications. Further, educational technology also helps students learn through various mediums such as computer-based training, online learning, and other mobile technologies. The Association for Educational Communications and Technology has defined technology in education as “the study and ethical practice of facilitating learning and improving performance by creating, using and managing appropriate technological processes and resources.” In other words, educational technology refers to the process of integrating technology in education with the objective of diversifying the learning environment for students. Examples of the same include interactive screens in classrooms, online training sessions held during the pandemic, as well as usage and development of school-centric applications for assignment and submission of homework.

Educational technology has proven as a way of enhancing the potential of the industry. By leveraging the power of technology, educational technology has enabled the automation of various tasks, allowing teachers to facilitate the classroom effectively. Through careful analysis of the role of technology in education sector, better outcomes can be expected from individual student performances, hence, uplifting the performance of the classroom.

How is technology used in classrooms?

Using technology to enhance learning is an incredibly exciting idea, and as an area of education is growing fast. Blended learning, mobile learning, connectivism, and other increasingly popular ideas all owe their existence to technology. The unfortunate reality here is that in lieu of significant progress in how technology is used in the learning process, significant work remains to do a better job understanding how these tools can function to increase depth of knowledge, learning curiosity, and critical thinking skills. Below we look at five of the most common uses of technology in the classroom: websites/social media, computer-based reading programs, computer-based assessment, and the hybrid Google Classroom/laptops/iPads setup. Then we look at some of the most common challenges of each one.

Five Common Uses of Technology in The Classroom and One Challenge for Each

1. Social media and Digital Learning Tools

Websites and social media allow students to research and teachers to share—not only lesson plans, but digital resources, assessment data, and even whole-group, away-from-school communication (see *The Flipped Classroom*). Podcasts, multimedia such as music and YouTube videos, and other digital tools can be accessed here as well. (See 10 Social Media Sites for Education for further reading.)

The Challenge: The internet holds within it the biggest bulk of facts, data, and information a student needs to consistently access. While this isn't knowledge or wisdom, it's a start. The problem is access is so often tethered by district filters or well-intentioned restrictive curriculum

maps that a set of encyclopedias might've functioned just as well. Student safety and privacy are also challenges.

A key is combining progressive teaching practices and learning models with safe social media and digital learning tool use those results in improved student understanding.

2. Reading Programs

Reading levels (e.g., Lexile) are monitored via computer-based reading programs.

The Challenge: Readers, especially struggling readers, can often make significant gains in reading levels throughout a year. The bad news is that many of these gains come not from wholesale improvements in literacy but becoming better at the reading test itself—or a more concerted effort to ‘score higher.’

Worse, using a \$1500 computer to take a reading test is a special kind of irony. It's not innovative, not learner-centered, and probably not what the local bank had in mind when they donated \$50,000 for the lab three years ago. For students to improve as readers, they need to read. A lot. On their own—often books they choose. And they need to do so outside of the classroom.

If we want to improve reading levels, spending some of our money to create technology to help there could be useful.

3. Computer-Based Testing

Computer-based standardized tests from third-party vendors' help is given during the year to predict performance on the end-of-the-year state test.

The Challenge: While offering piles of data and a rough picture of a student's academic deficiencies, standardized tests carry huge clout in most public-school districts, and success (and failure) here can mean everything. But if the data that is produced is overwhelming to skillfully analyze and revise planned learning as a result, student learning progress can suffer.

4. Calculators, Smartboards, And Clickers

In the classroom, teachers are using calculators and smartboards and clickers to not simply engage students, but to offer more diverse platforms for students to work with new ideas and demonstrate understanding. Many of these tools also allow the teacher to garner data in real-time, which not only saves time (less grading) but more critically offers the student immediate feedback that is often easier for them to interpret than sometimes nebulous teacher feedback.

The Challenge: While these were forward-thinking 10+ years ago, today (in most classrooms) the bulk of their functions could be replicated with smartphones and tablets.

5. Learning Management Systems

The definition of a learning management system has changed over the years as the function and elegance of these systems have changed. Today, the most common learning management system in K-12 classrooms is probably Google Classroom (even though it's arguable whether it's technically an 'LMS').

Google Classroom and even iPads and even student smartphones have the potential to make information and resources immediately accessible to learners, and while that was always the case with textbooks, technology makes this information more easily searchable, richer with multimedia, and potentially social beyond the classroom.

How important is Technology in Education?

Teachers want to improve student performance, and technology can help them accomplish this aim. To mitigate the challenges, administrators should help teachers gain the competencies needed to enhance learning for students through technology. Additionally, technology in the classroom should make teachers' jobs easier without adding extra time to their day.

Technology provides students with easy-to-access information, accelerated learning, and fun opportunities to practice what they learn. It enables students to explore new subjects and deepen their understanding of difficult concepts, particularly in STEM. Using technology inside and outside the classroom, students can gain 21st-century technical skills necessary for future occupations.

Still, children learn more effectively with direction. The World Economic Forum reports that while technology can help young students learn and acquire knowledge through play, for example, evidence suggests that learning is more effective through guidance from an adult, such as a teacher.

Leaders and administrators should take stock of where their faculty are in terms of their understanding of online spaces. From lessons learned during this disruptive time, they can implement solutions now for the future. For example, administrators could give teachers a week or two to think carefully about how to teach courses not previously online. In addition to an exploration of solutions, flexibility during these trying times is of paramount importance.

Below are examples of how important technology being in education and the benefits it offers to students and teachers.

Increased Collaboration and Communication

Educational technology can foster collaboration. Not only can teachers engage with students during lessons, but students can also communicate with each other. Through online lessons and learning games, students get to work together to solve problems. In collaborative activities, students can share their thoughts and ideas and support each other. At the same time, technology enables one-on-one interaction with teachers. Students can ask classroom-related questions and seek additional help on difficult-to-understand subject matter. At home, students can upload their homework, and teachers can access, and view completed assignments using their laptops.

- **Personalized Learning Opportunities**

Technology allows 24/7 access to educational resources. Classes can take place entirely online via the use of a laptop or mobile device. Hybrid versions of learning combine the use of technology from anywhere with regular in-person classroom sessions. In both scenarios, the use of technology to tailor learning plans for each student is possible. Teachers can create lessons based on student interests and strengths. An added benefit is that students can learn at their own pace. When they need to review class material to get a better understanding of essential concepts, students can review videos in the lesson plan. The data generated through these online activities enable teachers to see which students struggled with certain subjects and offer additional assistance and support.

- **Curiosity Driven by Engaging Content**

Through engaging and educational content, teachers can spark inquisitiveness in children and boost their curiosity, which research says has ties to academic success. Curiosity helps students get a better understanding of math and reading concepts. Creating engaging content can involve

the use of AR, videos, or podcasts. For example, when submitting assignments, students can include videos or interact with students from across the globe.

- **Improved Teacher Productivity and Efficiency**

Teachers can leverage technology to achieve new levels of productivity, implement useful digital tools to expand learning opportunities for students, and increase student support and engagement.

It also enables teachers to improve their instruction methods and personalize learning. Schools can benefit from technology by reducing the costs of physical instructional materials, enhancing educational program efficiency, and making the best use of teacher time.

IV. Description of activities

Module 1

In this module, the participants were introduced to the virtual teaching world. The use of LMS (Learning Management System) helps students to create a virtual classroom. The definition of asynchronous and synchronous activities, their advantages and disadvantages, the available virtual resources, and how to apply them properly.

- **Educational theories**

“Educational theory is a term that describes a collection of theories that explain the application, interpretation, and purpose of learning and education.” (A.R Artino Jr, A. Konopasky 2018).

There are four theories of learning:

Behaviorism

Cognitivism

Constructivism

Connectivism

- **Synchronous and Asynchronous activities.**

Synchronous communication happens now using a communication tool like “Meet” or “Teams” and might be a video conference, a live chat, or a phone call. On the other hand, asynchronous communication does not happen in real-time. The teacher can record a video or audio, then students have access to them at any time. Synchronous communication is faster and more dynamic, but it can be interrupted. In asynchronous communication, there is no need to schedule it, you can go at your own pace with no interruptions, but if you need to identify students' issues instantly it is not possible.

- **E-Learning**

E-Learning is also called online learning, electronic learning, or distance education. Distance education is defined as a method of teaching where the student and the teachers are physically separated. It can utilize a combination of technologies, including correspondence, audio, video, computer, and the Internet (Roffe, 2004).

- **Learning Management Systems (LMS)**

Learning management systems were designed to facilitate online learning, and now instructors are embracing and appreciating knowledge sharing in the classroom that is educating and preparing adult learners to complete their college education irrespective of where they are located (Bell, 2011). With LMS, teachers can gather all learning materials in one place and students have access to that material easily. Also, teachers can have a record of students' progress and homework made by the students. Some popular LMS are:

1. Moodle
2. Edmodo
3. Schoology
4. Google classroom

- **Academic forum.**

In this activity, students wrote an essay comparing the theories of learning in virtual and traditional environments. The teacher shared some examples of essays that helped them have a guide. The students posted an essay in the academic forum 1. The second part of the homework was to reply to two partners' posts; grammar, spelling words, punctuation, and capitalizations were some points the teacher evaluated. This activity helped the students to understand more about the theories of learning, and how to use them in a virtual classroom.

Module 2

In this module, the main topic was educational technology. The educational technology for teaching-learning, how important technology is in education, and the educational tools students can use to facilitate the education.

In the first class, the teacher talked about the history of technology in the teaching and learning process and how this has changed from 1924 with the Sidney Pressey Automatic Teacher until 2020 with the coming of COVID-2019. The National Council for Educational Technology (1967) has defined educational technology as the development, application, and evaluation of systems, techniques, and aids to improve the process of human learning.

Technology in education.

Technology has always been part of the teaching and learning environment, but the pandemic has demonstrated technology is vital in this process. The virtual environment has offered wide opportunities to improve the teaching and learning process. Students who were not able to attend a traditional classroom; now have more opportunities to learn through the virtual classes, and teachers can apply digital learning tools in the classroom, increasing student engagement.

The main characteristics of educational technology are:

- It adds efficiency to the process of teaching.
- It includes the organization of appropriate learning conditions.
- It involves input, output, and process aspects of education.

The aspects that describe educational technology are:

- Technological tools and media
- Learning management system

- Educational subject

Many digital learning resources can be found on the internet. These resources help students to develop mental representations through the mix of media elements presented to them. They include multimedia content such as images, videos, text, and more. This information helps teachers to introduce a topic, engage students in activities that are not possible in the classroom, and can use it as a part of their lecture or demonstration.

Educational tools.

Educational tools are any program, app, or technology that can be accessed via an internet connection and enhances a teacher's ability to present information and students' ability to access that information. Some educational tools are flipgrid, edpuzzle, flippity, liveworksheet, powtoon, nearpod, padlet, kahoot, and classroomscreen.

- On flippity.net, the teacher can create flashcards, a random name picker, interactive virtual activities, board games, matching games, bingo, and more; there is no need to create an account, and it is a very friendly tool.
- On es.liveworksheets.com, students and teachers have to create an account. They will find a lot of worksheets related to many topics. The teacher can share the worksheets link with the team. When students answer the questions, the teacher will receive a notification of the homework compilation.
- Powtoon is a funny and interactive tool, the teacher can create animated and engaging videos for educational purposes, and there are many features that they can apply.

The first homework was to create an infographic about the importance of the use of technology tools in the teaching-learning process. Students had to upload it as a pdf document or jpg. The students could pick between canva, genially, and PowerPoint to create the infographic.

Another evaluation the team made was the creation of a video using flipgrid. The team researched information about educational tools, then selected the most relevant educational tools. After that, they recorded a video talking about them, giving examples of how to use them in class.

Module 3

The podcast.

A major topic of this module was the podcast, but what is a podcast? Geoghegan and Klass (2007) defined podcasting as “an audio program available for downloading from the Internet via subscription by way of MP3 audio enclosures” (p. 238).

Characteristics of Podcast

A podcast can be:

- A one-time production.
- A serial production where new “episodes” are produced daily, weekly, or monthly.
- Downloaded automatically when new content is uploaded by the author or “podcaster.”
- Listened to whenever and wherever.

There are three ways to create podcasts: basic, enhanced podcasts - audio with slides & pictures and vodcast - video.

Characteristics of the basic podcast - audio only

- Created using a voice recorder or Audacity.
- Typical format is .mp3.

Characteristics of Enhanced podcast - audio with slides & pictures

- Presentations with narration and chapters
- Typical formats are .mp4a, .mp4b, but can also be .mov files and even .PDF.

Characteristics of vodcast - video.

- Created using a digital camcorder and video editing software such as iMovie.
- Typical formats are .mp4 or .mov.

There are four types of podcasts:

- The interview podcast: Invite a guest on your show.
- The panel podcast: The show includes a host and some guests.
- The solo podcast: Just you, your microphone, and the audience on the other end.
- The co-hosted podcasts: Conversational podcast between two hosts.

How to create a podcast?

1. You must know your audience.
2. Choose a topic. It must be interesting to the audience.
3. Write the script.
4. Record the Podcast.
5. Edit your Podcast.
6. Upload your Podcast to SoundCloud.

7. Share the link with the audience.

There are some tools learners can use to create a podcast, like Audacity and SoundCloud. In Audacity, users can record and edit the audio. SoundCloud is an online audio streaming and distribution platform that allows users to upload, stream, promote, and share music and podcasts.

Google site.

Google Sites is Google's free and easy-to-use website building tool. It is an app that is a part of Google Workspace. You can develop the website by yourself or collaborate with others to create the content of the pages. You can decide the level of sharing you would like to permit, the owners of the website, and to whom you would like to allow to edit or revise the site. You can also provide permission to visitors for viewing purposes only.

Advantages of using Google Site.

- It is Free
- Easy and fast to edit.
- No programming or database is required.
- Ideal for a newbie who wants to build a website for the first time
- It is integrated with other Google Apps and tools so you can easily share videos, photos, presentations, or calendars.
- Faculty and students can use Google Sites to create a professional ePortfolio.

How to use google sites?

Step 1: Open Google Sites.

Step 2: Open the Google Sites Supports Page.

Step 3: Add layouts, text, and images.

Step 4: Use free or paid templates to help your site stand out.

Step 5: Click “Publish” when you are done.

Step 6: Let others view or edit your website.

Google Slides.

Lenny Dutton, Digital Innovation Coach, Atlanta International School (2016) defines Google Sites as a fantastic presentation tool, like the other apps in Google Drive, you can access it from any device, share it easily, and have multiple contributors collaborating on the presentation at once.

Facts about Google Slides

- It is free.
- You can start with a blank document or use a pre-designed template.
- It is available via the web, as a mobile app (Android, iOS, Windows, BlackBerry), and as a desktop application on Google’s ChromeOS.
- PowerPoint files can be imported into Google Slides and then edited. Your Google Slides presentations can be exported as a PowerPoint file, PDF, JPEG, PNG, and more.

Google slides is an effective and accessible tool that can be used for many activities in the virtual classroom. It can be used to create presentations to introduce a topic, create educational material and share it with the students. Teachers have access to slides created by other teachers. They can add videos, photos, gifs, and audio to create an interactive slide and engage students. Students

and teachers can work on a presentation without being in the same place. They can see the changes made, allowing them to learn from each other and work as a group, virtually.

V. Achievements

In this course, the students learned how to create, manage, and share a virtual classroom, the students created the virtual classroom on Google Classroom, and they uploaded images, videos, pdf, audio, and homework for a 45 min class. Also, they learned how to use google meet. Students gave a class using a PowerPoint presentation and Google Meet.

The participants learned how to elaborate an infographic using Canva. In this activity, students had to analyze the features of four Learning Management Systems, and select appropriate colors, fonts, and images to create the infographic. This activity helped them to understand more about LMS.

In the second module, students learned about technological tools. As well, in this activity students created an infographic. They added characteristics and definitions. Students learned how to use many technological tools and how to select the appropriate one in the class. They learned the usages of flipgrid, Edpuzzle, Flipitty, live worksheets, and nearpod. On Flipgrid they created a video talking about technological tools. Also, on powtoon students created an interactive and dynamic video to use during any class.

In module three, students learned about the podcast, they learned the definition, how to create it and how to use it in the class. To do it students selected a topic, wrote a script, and recorded themselves using audacity or any other software, they added music and uploaded it to SoundCloud.

Students created a presentation using google slides and also, they created a google site. They learned that google Slides and google Slides are tools useful to use in the class and that it is very easy to use them.

In general, this course was very useful because the students now know how to give a more interesting and effective virtual class. They can take advantage of the features that Google Meet has, use powtoon to create a cool and fun video to introduce a topic, or use a podcast for the practice part. The group hopes to apply the knowledge their teacher shared with them.

VI. Conclusions

The group concludes that Learning Management Systems (LMS) is an excellent topic that was introduced in this course, it helps teachers to facilitate online learning, and students to get knowledge easily and be informed about the topics and tasks developed during the class.

The team also concludes that educational tools such as flippity.net, es.liveworksheets.com, and PowToon are interesting tools that teachers can use to create good material, interactive classes, and funny activities, also create a good environment and students enjoy the class and learn in a different way.

The team concludes that teachers can use the podcast to introduce a topic, teachers can adapt this activity to apply it in any stage of the class, in the presentation, practice, or production. It is a versatile tool that all students have access to. The teacher can create audio about any topic and introduce new vocabulary and students can practice their listening skill.

This group concludes that since the beginning of the pandemic technology has become essential to develop the class, technology has opened many opportunities for students that probably before did not have the opportunity to study, now they can do it in any place.

VII. Recommendations

After having completed the specialization, having experienced the process of taking a course online, and getting new knowledge about how to teach in a virtual class, the team presents the following recommendations to the Foreign Language Department authorities and the authorities of the School of Humanities.

To the Department:

- To continue improving the specialization course, looking for better opportunities and benefits for the students, including technology and capacitation for the teachers to reach excellent performance in class.
- To update the curriculum in a reasonable time to continue innovating the topics.
- To identify the topics that need to be added and remove from the course.
- To facilitate teachers the necessary tools to create a good environment in the class

To the School of Humanities:

- To assign to the Foreign Languages Department a sufficient budget to continue developing and improving the specialization course.
- To speed up the decisions and processes taken by the Foreign Languages Department to continue improving the online course.
- To provide better internet connection on the campus and online platforms.

VIII. Webliography

Theoretical Framework:

Blog: How important is technology in education? Benefits, Challenges, and Impact on Students, American University's School of Education, June 2020

URL: <https://soeonline.american.edu/blog/technology-in-education#:~:text=Technology%20provides%20students%20with%20easy,difficult%20concepts%2C%20particularly%20in%20STEM.>

5 Common uses of Technology in the Classroom by Teach Thought Staff

URL: <https://www.teachthought.com/technology/technology-use/>

Google Sites:

Website title: What is Google Sites? How to use the free website-building tool

URL: <https://www.businessinsider.com/what-is-google-sites>

Website title: What is Google Sites and Why Use It?

URL: <https://www.lifewire.com/what-is-google-sites-and-why-use-it-3486337>

Technology:

Website title: How Important Is Technology in Education? Benefits, Challenges, and Impact on Students

URL: <https://soeonline.american.edu/blog/technology-in-education>

Google Slides:

Website title: What is Google Slides and How Can It Be Used by Teachers with Google Classroom?

URL: <https://www.techlearning.com/how-to/what-is-google-slides-and-how-can-it-be-used-by-teachers-with-google-classroom>

IX. Appendixes

Appendixes A

Module 1

Infographic about LMS (Learning Management System), creation of a course in Google Classroom.

 Alejandra Aguiluz's Activities



LMS

A learning management system (LMS) is an online education hub that provides a large and indispensable set of features to support educational activities such as classroom learning, distance education and continuing education.

"Types of LMS"

- Edmodo
- Moodle
- Schoology
- Google classroom

Features

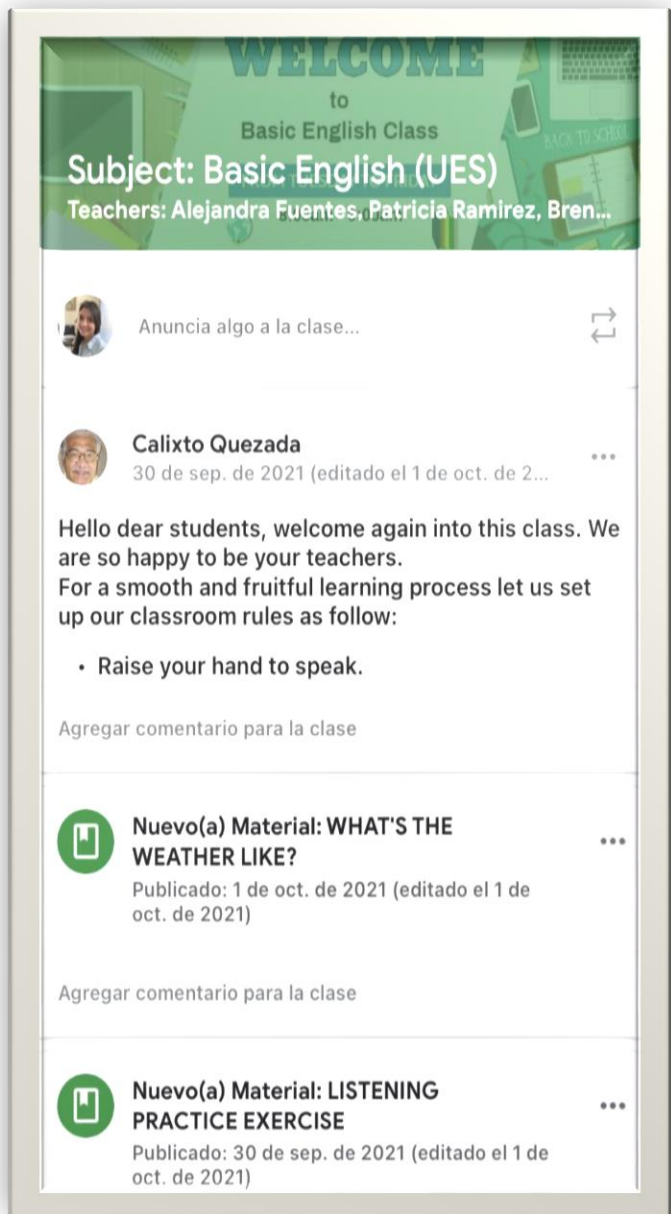
EDMODO is an educational website that a teacher can assign and grade work. Students can get help from the entire class on Edmodo.

- Facilitate learning goals
- Assess student progress
- Free admin account activation

SHOOLGY is an online course management system that allows teachers to create and manage academic courses for their students. It provides teachers with a method of managing lessons, engaging students and sharing content.



Features


- Automatically updating online grading system
- Instructional tool
- Interoperability
- Assessment
- Management



WELCOME
to
Basic English Class

Subject: Basic English (UES)
Teachers: Alejandra Fuentes, Patricia Ramirez, Bren...


 Anuncia algo a la clase... 

 **Calixto Quezada**
30 de sep. de 2021 (editado el 1 de oct. de 2021) ...


Hello dear students, welcome again into this class. We are so happy to be your teachers.
For a smooth and fruitful learning process let us set up our classroom rules as follow:

- Raise your hand to speak.

Agregar comentario para la clase

 **Nuevo(a) Material: WHAT'S THE WEATHER LIKE?** ...
Publicado: 1 de oct. de 2021 (editado el 1 de oct. de 2021)

Agregar comentario para la clase

 **Nuevo(a) Material: LISTENING PRACTICE EXERCISE** ...
Publicado: 30 de sep. de 2021 (editado el 1 de oct. de 2021)

Module 2

Infographic about Technological tools, video using Flipgrid, Creation of video using Powtoon.

Alejandra Aguiluz's Activities

Technological Tools

Used to support both teaching and learning, technology infuses classrooms with digital learning tools, such as computers and hand held devices; expands course offerings, experiences, and learning materials; supports learning 24 hours a day, 7 days a week.

The Benefits of Technology in Education

1. Easy-to-access information
2. Personalized Learning Opportunities

EVALUATION 2

FLIPGRID VIDEO

Objective:
Elaborate a video using Flipgrid of two Educational tools and their use.

For this activity, you are going to create or upload a video using Flipgrid. In order to do this, follow these steps:

1. Research information about the Educational tools, their use in online classes, their most important features, the activities you can create with them or how to use them in class.
2. After having analyzed the information, you must select two Educational Tools.
3. Then prepare, for each Educational Tool a short description and a concrete example on how to use them in class.
4. Record you video using Flipgrid, you phone, or any other application (Screen cast-o-matic, Loom) and upload your video to Flipgrid.

You can find the Topic on Flipgrid here: <https://flipgrid.com/efd40e6c>
Remember to enter with your institutional email.

Due date: Friday, November 12th, 2021

Criteria	4	3	2	1	Points earned
Focus on assigned topic	Student has based his/her entire video on the assigned topic.	Student has based part of his/her video on the assigned topic.	Student has based part of his/her video on the assigned topic.	Student has not based his/her video on the assigned topic.	
Topic understanding	Student shows a clear understanding on the topic by providing accurate information	Student shows some degree of understanding on the topic by providing somewhat accurate information.	Student shows little understanding on the topic by providing somewhat accurate information in one question.	Student does not show any understanding on the topic.	
Grammar	There are no grammatical mistakes.	There is 1 grammatical mistake.	There is 1 grammatical mistake.	There are 2 grammatical mistakes.	
Speaks clearly	Speaks clearly and distinctly all (100-90%) the time.	Speaks clearly and distinctly all (100-90%) the time.	Speaks clearly and distinctly most (90-80%) of the time.	Other mistakes or cannot be understood.	
Time	Length of presentation was 4 to 5 minutes.	Length of presentation was 4 minutes.	Length of presentation was 3 minutes.	Length of the presentation was less than 3 minutes or more than 5 minutes.	
					... /20 score

EVALUATION 3

POWTOON VIDEO

OBJECTIVE:
CREATE A VIDEO USING POWTOON TO RECOMMEND TO OTHER TEACHERS THE USE OF A EDUCATIONAL TOOL

DUE DATE: FRIDAY, NOVEMBER 19, 2021.

This activity will be develop in pair
You have to create a video using Powtoon about **one Educational Tool** from the ones seen in class (Edupuzzle, Flipgrid, Flippity, Lieworksheets, Nearpod, Padlet, Wordwall, Pear Deck, Genially). This video has to **recommend the use of an Educational Tool and it must be focused on teachers**

In order to do this, follow these steps:

1. Research information about the Educational tools, their use in online classes, their most important features, the activities you can create with them or how to use them in class.
2. After having analyzed the information, you must select one Educational Tool.
3. Then prepare, a description, features and uses of the Educational Tool
4. Create a video in Powtoon. Remember that you have a time limit of 3 minutes.

Both students must participate in the narration of the video.

You will find the section to share your video on **Campus UES** in the **week 5, Evaluation 3.**

Appendix C

Module 3

Podcast, Interactive image

Alejandra Aguiluz's activities

 Ichanmichen Water park Alejandra Aguiluz .mp3	4 February 2022, 11:21 A
 Ichanmichen water park Alejandra Aguiluz.docx	4 February 2022, 9:35 A

Ichanmichen water park

Hello dear travelers. Let me tell you I am going to Ichanmichen today Do you want to know what ichanmichen is? Let's start. Ichanmichen is a Water park located in the municipality of Zacatecoluca, La Paz department. Zacatecoluca is my hometown and I really enjoy going there. This water park is very famous and is an alternative for fun and entertainment in the Centre of the country. Many people from others departments come every weekend or For the vacations because the place is very accessible from San Salvador, and their accesses are streets in good condition.

The name of the park comes from the Nahuatl and means the cave of the fish.

This recreation centre that was recently remodeled, is open for the recreation of the Salvadorans since 1956, providing services of swimming pools for adults and children, picnic areas, football and basketball and parking area. With the renovations carried out other attractions has been added as expansive playground which includes a water slide

HOW TO GET?


Ichanmichen water park is located in the canton Penitente Abajo, Zacatecoluca, La Paz Department, only 56 km east of San Salvador. To get, you can take the coastal, CA-2, road or the route known as "old street" until you reach Zacatecoluca, hence, the pathway is signposted. If going by bus must address the route 133 in the South Terminal (in San Marcos) and on the road that goes to the Recreation Center, take route 92.

- Entrance fee for national visitors: \$ 1.50 (children under 6 and adults over 60 are free)
- Entrance fee for foreign visitors: \$3.00 (Any age)
- Cabins: \$4.00
- Parking for light vehicles: \$1.00
- Parking for heavy vehicles: \$2.00

UNIVERSITY OF EL SALVADOR
SCHOOL OF ARTS AND SCIENCES
FOREIGN LANGUAGES DEPARTMENT

INTERACTIVE IMAGE (15%)

MATERIALS AND RESOURCES	<ul style="list-style-type: none">• http://www.gimp.org.es/desorgan/gimp.html• https://genial.ly/es
TASK	CREATE AN INTERACTIVE IMAGE
STUDENT'S ROLE	<p>To carry out this individual evaluation, students will</p> <p>PART 1</p> <ul style="list-style-type: none">• You will have to select a topic (Listening, Speaking, Reading, Writing, Grammar, Vocabulary, etc.)• After that you will have to log in to genial to create your interactive image.• Moreover, you will have to add text to the image.• Also, keep in mind that you will have to use from 3 to 5 pages on your interactive image on genial. <p>PART 2</p> <ul style="list-style-type: none">• You will have to edit an image given by your teacher.• You will have to edit it using GIMP (See the link above to download it).• The image has to contain 1000 pps.• It has to be in JPEG or JPG format.• You will have to compress the image given between 70 KB and 100 KB.



- You will have to put the image in the appropriate angle like the example given in class. See the picture below.