

**Effective Use of e-Resources for Communication -**

**Tapping into Students' Creativity, Critical Thinking  
and Problem-Solving Abilities 2017**

# Our contexts

Ask your partner these questions:

1. Which areas of your school curriculum (including after school activities) encourage your students to be **creative**?
2. When do students have to **think critically**?
3. In what situations (both in school and outside) do your students need to **solve a problem**?

# Aims

- To introduce a range of activities to stimulate **holistic thinking**, focusing on **creativity, critical thinking** and **collaborative problem-solving**.
- To take part in practical demonstrations to explore a variety of e-resources, lesson methodology and staging.
- To consider how to design activities which engage students' thinking skills.
- To reflect on the effective use of e-resources to support and develop communication.

# Today's Workshop Schedule

- Introduction: Holistic Thinking
- Exploring e-resources and reflecting on their learning potential
- Practical Example 1 – Junior Secondary Focus
- Break
- Reflecting on Practical Example 1
- Practical Example 2 – Senior Secondary Focus
- Final Reflection

# Holistic Thinking...

... is a *big picture* mentality, recognizing the *interconnectedness* of the various *elements* of an issue. Understanding the big picture requires *higher order thinking skills* and helps us to make *effective decisions* when dealing with interconnected elements.

# Higher order thinking skills: Key actions

**Identify** ..... true versus false information and bias..... define problems from given information.

**Analyse** ..... data for better understanding.

**Examine** ..... alternatives, brainstorm ideas and speculate on consequences.

**Decide** ..... on the best approach after selecting/reducing options and understanding talents within the group.

**Predict** ..... the effects on various stakeholders.

**Explain** ..... ideas on a range of topics.

**Interpret** ..... facts, ideas, meanings.....

**Evaluate** ..... your choices / the effectiveness of learning.

**(Adapted from Curriculum and Assessment Guide)**

# Exploring e-resources

Let's solve a mystery together, using:

**Skitch (app)**

**Wikipedia**

**QR code reader  
(app)**

**Sonicpics  
(app)**

**Padlet (website)**

# Exploring e-resources

Let's reflect!

When solving the mystery of the Loch Ness Monster photograph, did you....?

**express**

**identify**

**predict**

**evaluate**

**decide**

**explore**

**analyse**

**interpret**



# Practical Example 1:

## Creating a Video Presentation using Educreations (app)

### Context and Purpose

You want to raise awareness of a global problem, the World Water Crisis, with your classmates. You are going to create a video to engage them with your chosen problem.

### Task and Product

Research and plan your video using the worksheet provided. Create your video using the Educreations app and save it as a draft for assessment later.

### Assessment

Effective use of IT skills to research your area and how your research was organised in the video. How creative and interesting your video is will also be considered.

# Practical Example 1

## 1. Research for information about the World Water Crisis:

<http://learnenglishteens.britishcouncil.org/study-break/video-zone/world-water-crisis>

## 2. Check your understanding with a kahoot!

## 3. Make your own video presentation about the World Water Crisis, using Educreations.

# Practical Example 1:

## Creating a Video Presentation using Educreations

### Let's Reflect!

1. When creating your video, did you....?

identify

predict

decide

explore

analyse

express

interpret

evaluate

2. How could you adapt the lesson to suit your learners' needs?

# Practical Example 2:

## Using Popplet and Tellagami to create a sales pitch

### Context and Purpose

You are thinking about starting a social enterprise to help people in your area. There is a competition to allocate funding. You need to create a short video sales pitch for your idea in order to win the funds.

### Task and Product

Plan your social enterprise using the Popplet app. Use the Tellagami app to create your sales pitch. Email your video to your teacher.

### Assessment

The judging panel will decide on the most creative and interesting pitch.

# Practical Example 2:

## Using Popplet and Tellagami to create a sales pitch

### Let's Reflect!

1. How do Popplet and Tellagami compare with more traditional presentation tools (pencil and paper, presenting live to peers)?
2. How could you adapt your lesson to suit learners with different levels of English?

# Social enterprise can make our world a better place

**Watch the video and fill the gaps:**

<https://www.youtube.com/watch?v=G8fjvjrnlVml>

Social enterprises take ..... approaches to tackle ..... problems. They are real businesses that generate real ....., but invest their ..... to create more sustainable societies.

Examples: organic farming in ....., handwoven bags from natural fibres in the ....., rooftop garden in .....

# Our Social Enterprise

## Using Popplet

**Our audience**

**Who is it for?**

**Our issue**

**Our concept or product**

**What is our idea?**

**Is it a product, a service or an event?**

**What will we call it?**

**What makes it different from similar products?**

# Our Social Enterprise

Young people aged 16-21 who are not in employment or education

Street League

An 8 week course to provide skills and motivation

Youth Unemployment

A blend of classroom and outdoor activities to motivate and inspire



# Exploring e-resources

Let's solve a mystery together, using:

Skitch (app)

Tellagami (app)

Wikipedia

QR code reader  
(app)

Sonicpics  
(app)

Kahoot!

Padlet (website)

Popplet (app)

Educreations

# Successful use of e-resources

- Pre-Tasks.....brainstorming, provide context and purpose, individual and collaborative, comparing and contrasting, ranking, searching, collecting.
- Tasks...clear, open ended, original ideas, collaboration, transformation.....a product.
- Post-Tasks...criteria, evaluation, judging.

**Apps that can  
organise information**

**Software and  
webpages**

**Create webpages,  
content**

**Presentation software  
and apps**

**Used by others?**

**Evaluate, improve or  
repurpose**