



# KOTESOL GANGWON SPRING SYMPOSIUM

12:00pm - 4:30pm, Saturday, April 13, 2013

Yonsei University Wonju Campus, Wonju

ADMISSION: FREE!

## WHAT'S ON SHOW?

### **1:00 - 1:40: Quizlet and Jing!** (*Amelie Kelly, Kwandong University*)

In this presentation Amelie will introduce two free, online programs -- Quizlet and Jing! Quizlet can help your students learn, play, and test themselves with words. Jing can capture any recording or video and upload it to the worldwide web.

### **1:50 - 2:40: Running the TaleCrafters Framework** (*Daniel Brown, Sogang University*)

This presentation will demonstrate a role-playing game found on Daniel's blog, and will show teachers how it can be used in the classroom. Attendees will be able to see how this setup allows for situated learning to occur which turns even young students into language practitioners. Teachers will also see how intrinsic motivation in students can be fostered by the story creation and problem solving that these role-playing games require. Even for teachers who aren't interested in games, this presentation will give them something new to reflect on and give them inspiration for designing their own lessons to meet the needs of 21st century learners.

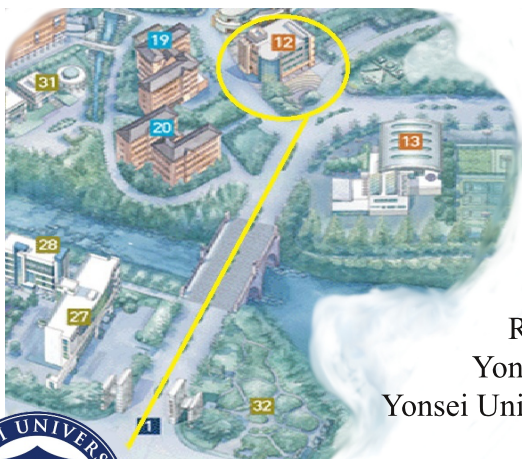
### **2:50 - 3:40: The Smart Use of Mobile Technology in the Foreign Language Classroom**

(*Dean Dawson, Hankuk University of Foreign Studies*)

Mobile Assisted Language Learning (MALL) has increased dramatically with the explosion of smart phone use in South Korea. The potential of these mobile devices to transform language learning while lowering students' affective filter permitted the introduction of tasks that were not only challenging and stimulating for the learner but a credible, convenient alternative for teaching and classroom management. Through the use of smart phone technology and phone apps, this presentation and hands-on workshop will examine the function of this device to add additional content to your textbook materials or create your own curriculum based on authentic materials. We will also examine how students can interact along five planes of communication also known as, "The Five C's," collaborate, communicate, create, coordinate and curate.

### **3:50 - 4:30: The Board Game Project** (*Andrew Pollard, Kangwon National University*)

Task Based Language Teaching (TBLT) is one of the areas of our profession very much en vogue at the minute. The Board Game Project focuses on a group assignment that draws upon TBLT in conjunction with multiple intelligences, learning styles, and group dynamics. This presentation will briefly look at the theoretical underpinnings before guiding the participant through the implementation and final results. The closing phase of the presentation will give the participants some hands-on experience with several student-produced games.



## LOCATION

Room 414 (4th Floor)

Yonsei Plaza (Building 12)

Yonsei University Wonju Campus, Wonju

## MEETING SCHEDULE

12:00 – 1:00

*Member's Pizza and Meet & Greet*

1:00 – 1:40

*Quizlet and Jing!*

1:50 – 2:40

*Running the Tale Crafters Framework*

2:50 – 3:40

*The Smart Use of Mobile Technology in the Foreign Language Classroom*

3:50 - 4:30

*The Board Game Project*

**MEMBER'S ONLY RAFFLE DRAWS THROUGHOUT THE DAY!**

