CLIL in 21st Century Schools

Attilio Galimberti
ITE «Tosi»- Busto Arsizio, 24th November 2016
What is NOT CLIL?
1. (only) Lecturing
2. (only) Translating parts of the Italian textbook into English
3. (only) Reading comprehension activities

What colour was Napoleon’s white horse?

1. Black
2. White
3. Brown
The most important letter in CLIL is «i»
Integration between..
Which content / How to present content?

- (Not only/not too much) factual knowledge

- Have students ‘inquire’ texts and ask questions

- Simplify but NOT trivialize subject content

- Plan activities to develop listening, speaking, reading and writing (don’t focus too much only on one or two skills)

- Use active approaches to learning (learning by doing, problem posing and solving, real life situations, cooperative learning, case studies...)
Language(s) → CONTENT → Task-based activities
Definition of (language) «task» (1)

«Tasks are always activities where the target language is used by the learner for a communicative purpose (goal) in order to achieve an outcome».

Willis, 1996
«The hundred and one things people do in everyday life, at work, at play, and in between. Thus, these are kinds of things that people typically do outside of the classroom. The ultimate rationale for language instruction is to enable learners to accomplish these activities successfully in the real world using the target language.»

Long, 1985
Real world tasks

«Designed to practise or rehearse those tasks that are found to be important and useful in the real world (examples: booking a flight, seeing a doctor, filling in a form, planning a holiday, writing a report at work, organising a campaign to raise funds...)»

Nunan, 1989
Languages

Real life skills

Task-based activities

CONTENT
Real life skills

- Study skills

- Negotiation skills

- Employability skills (get along with colleagues, solve problems, make decisions, develop respect...)

- Presentation skills

- Time management

- Conflict resolution
Task-based activities

Language(s)

Real life skills

Cross-curricular activities

CONTENT
(CLIL) cross-curricular activities: examples

- History, Art History, Geography: use leaflets, brochures and websites to gather information, pictures and audio files in order to prepare a guided tour of an Italian city you are going to visit with your exchange class.

- Tourism and Hospitality, Maths, ICT: next month you are going to London on a school trip. Search the websites of the main sights you would like to see there. According to your personal budget, prepare a five-day estimate and decide what you can or can’t afford to see.
(CLIL) cross-curricular activities: *examples*

- **Law Studies, History**: watch the film *The Iron Lady*, read some texts about Margaret Thatcher and **hold a debate about equal opportunities of women in politics**

- **All subjects**: prepare an Italian/English **glossary** and short summaries of the main **chapters** of your (Physics, Maths, History, Economics...) **textbook** to help your Indian/Pakistani classmate(s) understand specific contents better
(CLIL) cross-curricular activities: examples

- **All subjects**: make some videos to explain the syllabus of the subjects in your high school. Record a 3-minute lab experience or lesson. Use these videos for the next ‘open day’ (AE: ‘open house’)

- **All subjects**: take part in a debate about local, national or international issues (project [www.wedebate.org](http://www.wedebate.org))
(CLIL) cross-curricular activities: examples

- **Science/Art History/History/Social Studies**: make a podcast in which students report local (environmental, urban, social) issues and suggest possible solutions. *(here are some examples of scientific podcasts in English)*

- **Maths**: take actively part in a community of free tutors online to help other students solve their homework problems *(www.algebra.com)* and make a video lesson
(CLIL) cross-curricular activities: *examples*

- **Science/ICT:** make a ‘talking’ instruction manual (with an audio and video section) by retrieving and processing information from ‘The free online Science and Technology Book’ ([www.explainthatstuff.com/](http://www.explainthatstuff.com/))

- **Chemistry (and other subjects):** prepare some *peer tutoring activities*, useful for remedial work (see an example: ‘How elements form compounds’ here [http://nj.pbslearningmedia.org/resource/nvhe.sci.chemistry.compounds/how-elements-form-compounds/](http://nj.pbslearningmedia.org/resource/nvhe.sci.chemistry.compounds/how-elements-form-compounds/))
(CLIL) cross-curricular activities: examples

- **Physics/Electronics**: use a video from [www.howstuffworks.com](http://www.howstuffworks.com) to tell your classmates how a machine/a device works

- **All subjects**: identify the main key concepts in a text (learning to learn).

- **Social sciences, Philosophy, History, Literature**: after reading “*Lord of the Flies*” by W. Golding, simulate a debate/a situation about how a group of teenagers might organise a society on a desert island without the presence of adults.
CREATING
- animating, video casting, storytelling, video editing, podcasting, collaborating, audio recording/editing, publishing, filming, programming, directing

EVALUATING
- critiquing, networking, posting, collaborating, conferencing, moderating, blogging, reviewing, simulation, commenting, monitoring, wiki-ing

ANALYZING
- surveying, structuring, mashing, deconstructing, outlining, organizing, linking, media clipping, video conferencing, relationship mind mapping, graphing

APPLYING
- presenting, interviewing, illustrating, editing, demonstrating, sharing, replying, podcasting

UNDERSTANDING
- word processing, annotating, categorizing, tweeting, subscribing, explaining, advanced searches, commenting, video conferencing, filtering

REMEMBERING
- mind mapping, searching, listing, tagging, bookmarking, describing, social networking
What can you do with OER (1)?

<table>
<thead>
<tr>
<th>Activity</th>
<th>URL</th>
</tr>
</thead>
<tbody>
<tr>
<td>Use online games to learn vocabulary</td>
<td><a href="http://lingual.net/game/english-wizz/">http://lingual.net/game/english-wizz/</a></td>
</tr>
<tr>
<td>Take quick online tests</td>
<td><a href="http://www.socrative.com">www.socrative.com</a>, <a href="http://www.questbase.com">www.questbase.com</a></td>
</tr>
<tr>
<td>Develop speaking and interaction online</td>
<td><a href="http://www.voxopop.com">www.voxopop.com</a></td>
</tr>
</tbody>
</table>
| Work on shared documents or presentations simultaneously | [www.google.com/edu/products/productivity-tools/](http://www.google.com/edu/products/productivity-tools/)  
                                                      | [www.educatorstechnology.com/2012/07/tips-every-teacher-should-know-about.html](http://www.educatorstechnology.com/2012/07/tips-every-teacher-should-know-about.html)  
                                                      | [www.google.com/edu/products/productivity-tools/](http://www.google.com/edu/products/productivity-tools/) |
## What can you do with OER (2)?

<table>
<thead>
<tr>
<th>Activity</th>
<th>Websites/Links</th>
</tr>
</thead>
<tbody>
<tr>
<td>make and upload videos online</td>
<td><a href="http://www.wevideo.com">www.wevideo.com</a></td>
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<tr>
<td></td>
<td><a href="http://www.vimeo.com">www.vimeo.com</a></td>
</tr>
<tr>
<td></td>
<td><a href="http://www.sendvid.com">www.sendvid.com</a></td>
</tr>
<tr>
<td>create your own video lessons and share them with other teachers</td>
<td><a href="http://www.webquest.org">www.webquest.org</a></td>
</tr>
<tr>
<td>work on a WebQuest</td>
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What is Gamification?

Gamification is using game-based mechanics, aesthetics, and game thinking to engage people, motivate action, promote learning, and solve problems.

(Kapp, 2012; Renaud & Wagoner, 2011)
Why playing in life?

“We don't stop playing because we grow old; we grow old because we stop playing.”

~ George Barnard Shaw
Benefits of Gamification

- Boosts productivity
- Encourages participation
- "It's fun! The game is the reward"
- Stimulating and challenging
- Effortless learning by engaging the whole brain
- Allows people to make mistakes
- Rewards lead to motivation and mastery
- Encourages a sense of play and creative thinking

https://magic.piktochart.com/output/1965244-gamification
An example of gamification tool: Kahoot!
(useful to play and assess at the same time)

http://getkahoot.com
What is the Flipped Classroom?

- a pedagogical model in which lectures and homework assignments are reversed
- students watch video lessons (posted online) at home before the class session
- the teacher changes his role from a “sage on the stage” into a “guide on the side”: he clarifies content and doubts, has students take online tests with immediate feedback, monitors progress, organises students into workgroups to solve problems, maximises individual time with each student
- time in class is devoted to doing exercises, hands-on activities, projects, or discussion
- students test their skills in applying knowledge, create, collaborate, and put into practice what they learned from the lessons they watched before coming to school.
Where does it come from?

- Woodland Park High School, Colorado, where two Chemistry teachers (Bergmann and Sams) came up with this idea (watch and listen to them in these videos: 1 - 2)
- In 2011 they organized their first Flipped Classroom Conference
- In 2012 they published the book ‘Flip your classroom – Reach Every Student in Every Class Every day’
- Since then an international community has been disseminating F.C. research, reports and studies: www.flippedlearning.org
- The Italian community of F.C. teachers: http://flipnet.it/
Flip Your Classroom
Reach Every Student in Every Class Every Day

Jonathan Bergmann
Aaron Sams

iste. ASCD
To flip your lessons, you need videos!

You can:

- either search video lessons made by other teachers online (www.khanacademy.com)

- or learn how to create your own video lessons using a screencast tool. A «screencast» is a digital video recording that captures actions taking place on a computer screen and often contains voice-over narration. To do that you need video-capture software and a microphone.
Why flipping a classroom?

www.youtube.com/watch?v=iQWvc6qhTds
What does a Flipped classroom look like?

www.youtube.com/watch?v=G_p63W_2F_4
Open Educational Resources

Gamification

Flipped learning

S.T.E.M.

CONTENT
The next educational challenge: fuse STEM with STEAM

STEM = Science, Technology, Engineering, Mathematics

(article: What is STEM Education?)

STEAM = Science, Technology, Engineering, Arts, Mathematics

(article: Blending arts into the sciences inspires creative thinking, problem solving and innovation)
CLIL teachers are able:

a) to maintain a triple focus on content, language and learning skills (PDC 4, 5, 8)

b) to design and use cognitively and linguistically appropriate learning materials (PDC 4, 5, 8)

c) to create criteria for developing CLIL resources (including multimedia) that embed the core features of CLIL (PDC 8)

d) to describe criteria and strategies for using non-classroom and non-school learning environments (PDC 5, 11)

e) to assess learning resources and environments and to identify potential difficulties and solutions to overcome these (PDC 4, 8, 11)

f) to articulate techniques for developing cooperative networks aimed at choosing, creating, adapting and accessing materials or developing learning resources and accessing learning environments (PDC 8,11)

g) to help students build cross-curricular links (PDC 4, 8, 11)

Some practical CLIL resources (1)
A free Online Course (MOOC) – started on 31.10.2016

https://www.youtube.com/watch?v=OAATMQsKdVc
Some practical CLIL resources (2)


3. [http://clil.loescher.it/](http://clil.loescher.it/)


5. CLIL resources (Orizzonte Scuola Didattica)

6. [www.lessonplans.com](http://www.lessonplans.com) (lesson plans for many subjects)

7. [www.sitesforteachers.com](http://www.sitesforteachers.com) (teaching resources, bsite for teachers)

8. Interesting lesson plans and other activities: [www.readinga-z.com](http://www.readinga-z.com)
Some practical CLIL resources (3)

9. www.teachers.teach-nology.com: website for teachers (resources, lesson plans, materials, tests, etc.)

10. www.gcse.com: General Certificate for Secondary Education

11. www.teacherplanet.com: resources, materials, visuals, etc.

12. www.schoolexpress.com: lesson plans, worksheets for many subjects, mailing list
Other useful websites

http://e-clil.uws.ac.uk/

http://clil-cd.ecml.at/Portals/24/flashfiles/index3.html

http://www.teachingenglish.org.uk/article/content-language-integrated-learning

https://www.english.com/blog/game-based-learning

http://online.scuola.zanichelli.it/spaziocil/about-clil/

http://www.clil.istruzione.varese.it/

http://www.clil.istruzione.varese.it/moduli-clil-secondaria-di-primo-grado/
Thank you for your (patient) attention!

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