

# BLENDED LEARNING

## Using the AKELIUS Digital Language Learning Platform



# Workshop objectives

- Blended Learning and its benefits
- AKELIUS platform and its key principles
- Navigating the AKELIUS
- Lesson planning with AKELIUS

# BLENDED LEARNING (BL)

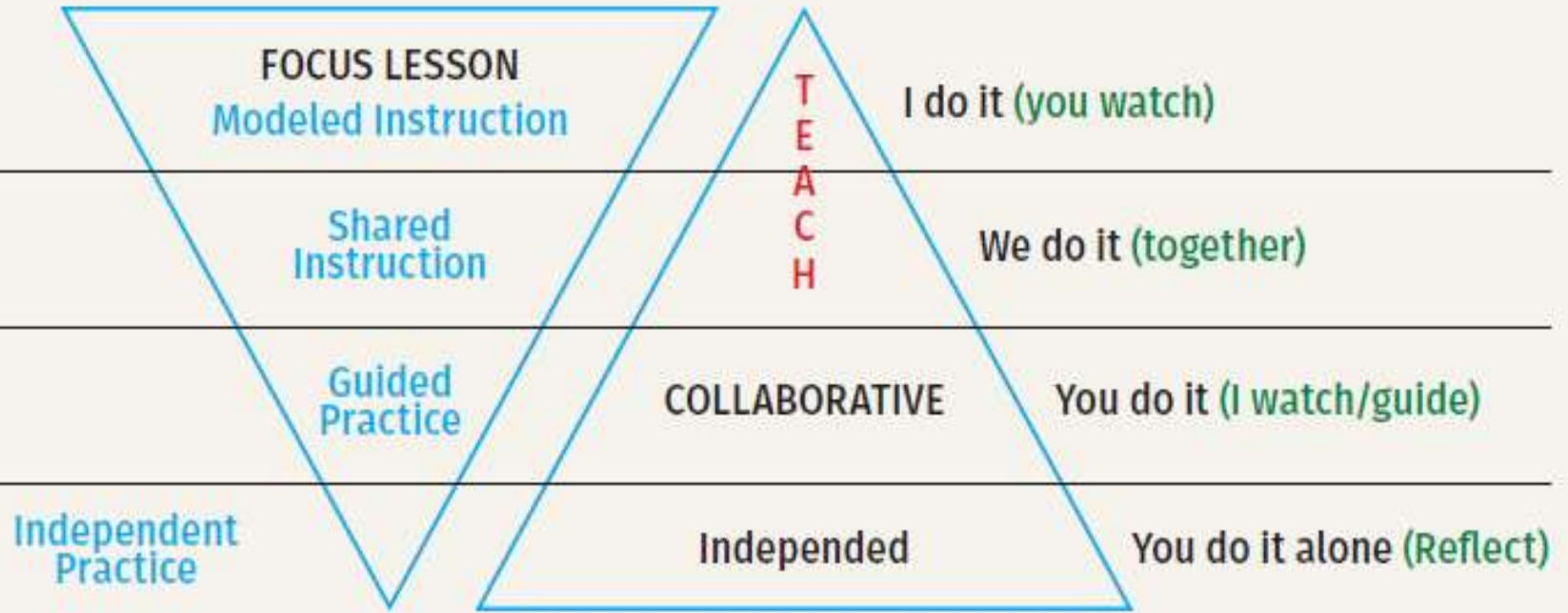
- educational and instructional method that uses digital technology in combination with F2F classroom methods,
- requires both teacher and student involvement,
- grants learners a more personalized approach to learning,
- gives learners control over time, place, path and pace of their learning,
- combines multiple teaching techniques, learning styles, and delivery methods.

# Benefits of BL

- Strengthens learner engagement.
- Can be Adjusted to individual learning styles.
- Provides more individual attention.
- Expands social interaction.
- Builds learner autonomy.

# GRR(Gradual Release of Responsibility)

## TEACHER RESPONSIBILITY



## STUDENT RESPONSIBILITY

# AKELIUS platform and its key principles

Digital language learning platform (Akelius Foundation and UNICEF)

- Communication
- Learning at one's own pace
- State of the art digital pedagogy
- Thematic, vocabulary-focused content
- Immediate feedback and support
- Thousands of small steps
- Freedom to choose chapters
- Different learning methods
- User engagement, interactivity and fun

# Navigating AKELIUS

<https://languages.akelius.com/>

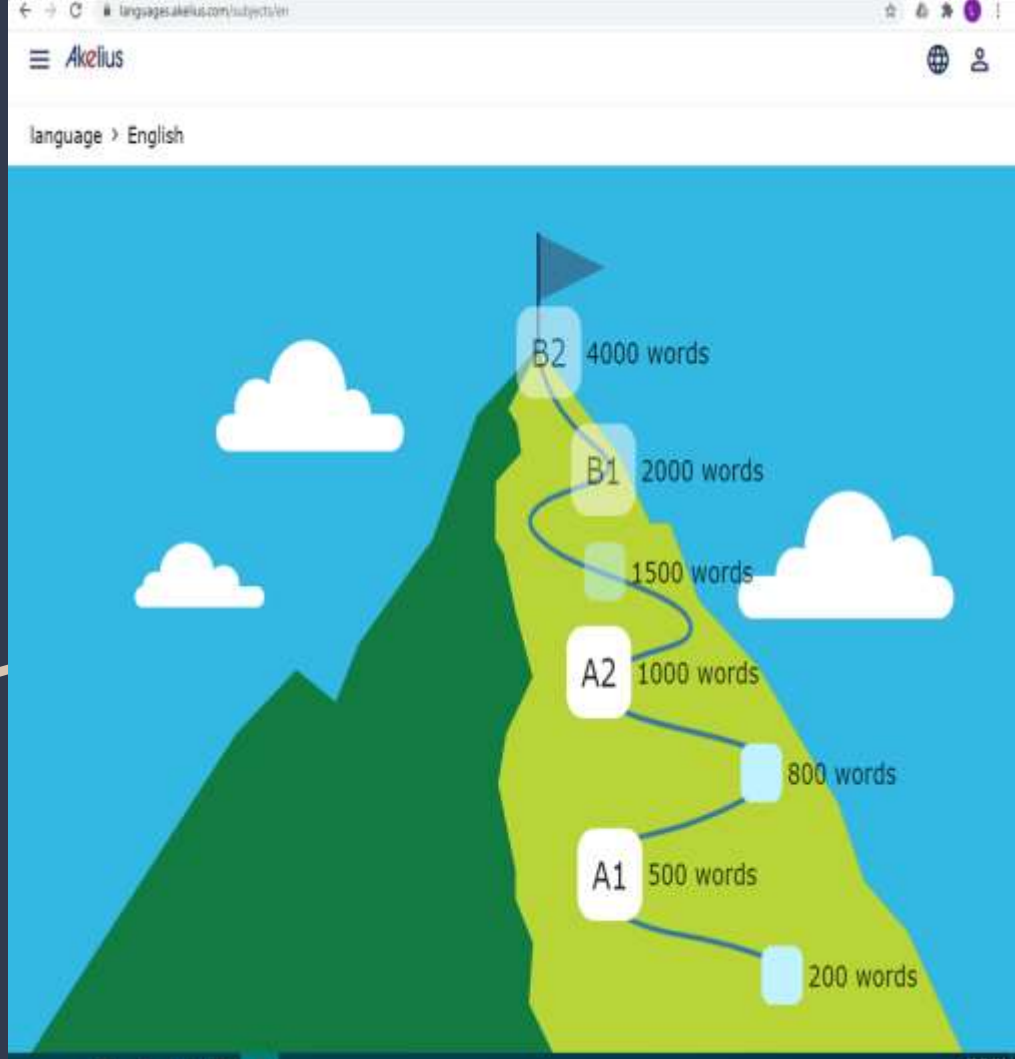
## START SCREEN

- select the language you want to learn
- you can also log in and create an account



# LANGUAGE LEVELS

- A0 (200 words), to B2 (4000 words).
- Currently up to A2 (1000 words).



# LEVEL PATHS

- 10 chapters and a level test.
- you can follow the path or select the chapters in any order.
- get an overview of your progress.
- can access the dictionary and the student page.

The screenshot displays the Akelius language learning platform. At the top, the browser address bar shows the URL `languages.akelius.com/subjects/en/1070`. The Akelius logo is visible in the top left corner. Below the logo, the navigation path reads "language > English > A0".

The main content area features a colorful, stylized landscape with green hills, a blue river, and trees. A yellow path with numbered steps (1 through 10) winds through the landscape, leading to a goal icon of a person with arms raised and the text "200 words".

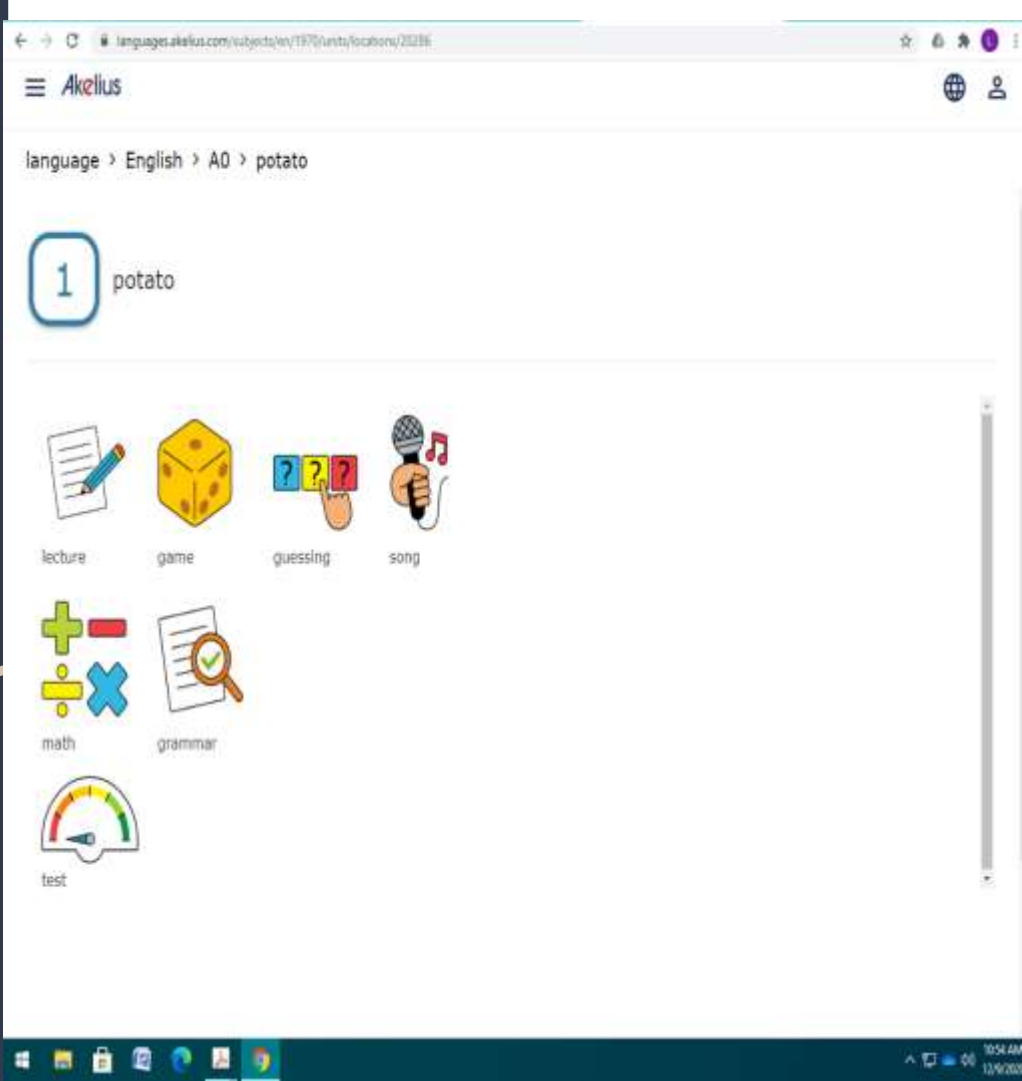
On the left side, there is a "score" section for the period "07 December - 13 December". It includes a vertical scale from 0 to 40 and a weekly progress bar with the days "M T W T F S S". Below the scale, it shows "this month" with a yellow sun icon and the number "0".

A "Welcome" message is displayed in a white box. In the bottom right corner, there is a small profile picture of a man and a magnifying glass icon representing a dictionary.

The Windows taskbar is visible at the bottom of the screen, showing the time as 10:40 AM on 10/8/2020.

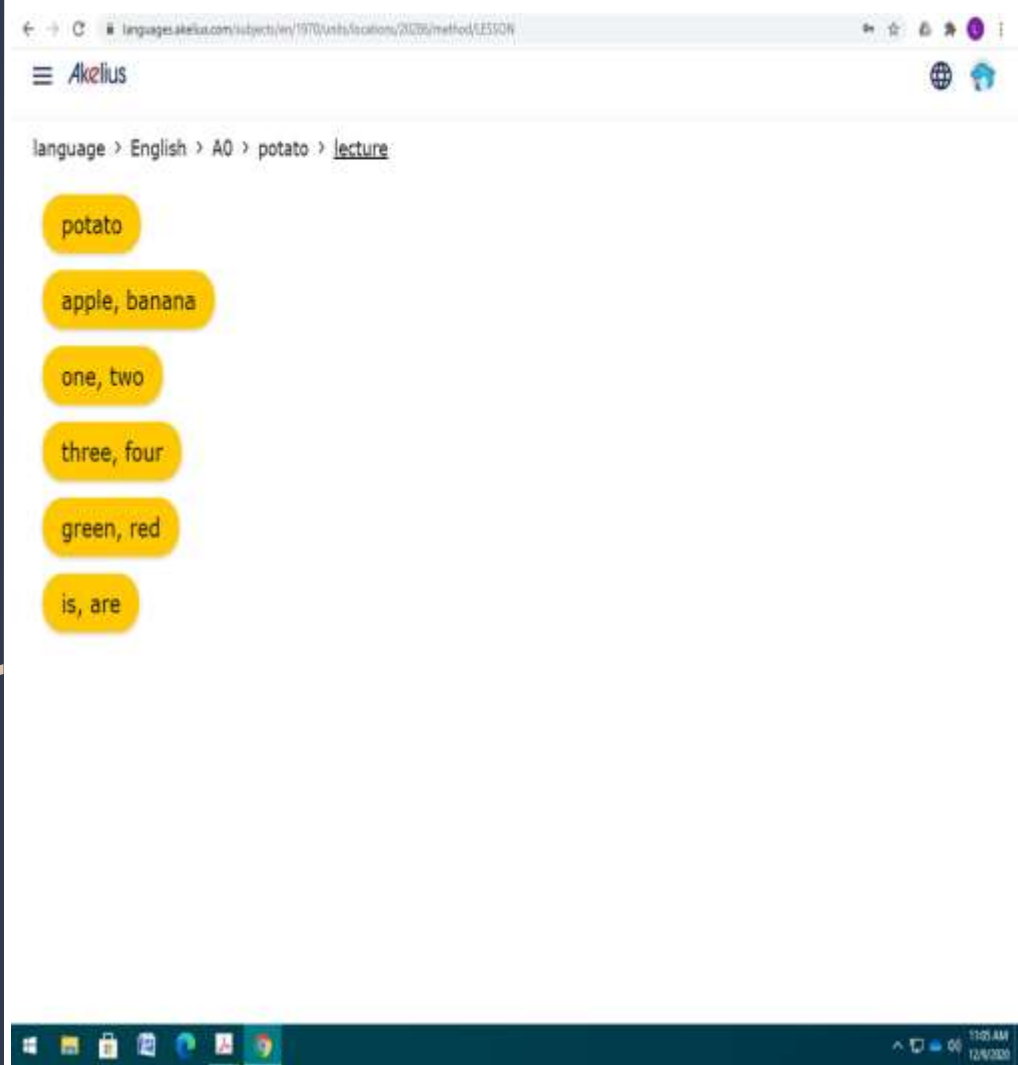
# CHAPTERS

- icons illustrating the topic.
- different methods of learning (lectures, games, guessing exercises, songs, and a test).
- math lessons or extra lessons (art, music, history, architecture, science or a story).



# START A LESSON

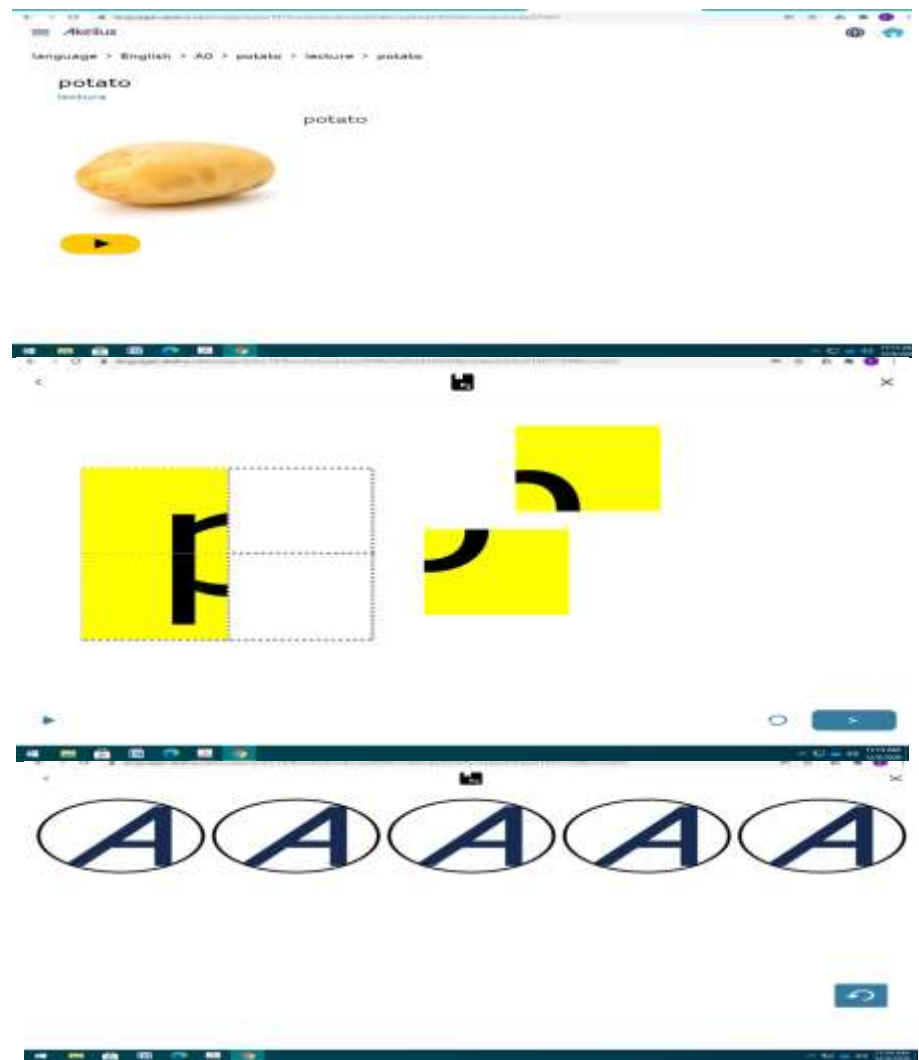
- click on the lesson icon.
- you see the list of words you learn in this lesson.



The screenshot shows a web browser window with the URL `languages.akelius.com/subjects/en/1970/units/location/2020/method/LESSON`. The page header features the Akelius logo and navigation icons. The main content area displays a breadcrumb trail: `language > English > A0 > potato > lecture`. Below this, a list of words is presented in yellow rounded rectangular buttons: `potato`, `apple, banana`, `one, two`, `three, four`, `green, red`, and `is, are`. The Windows taskbar at the bottom shows the time as 11:01 AM on 12/8/2020.

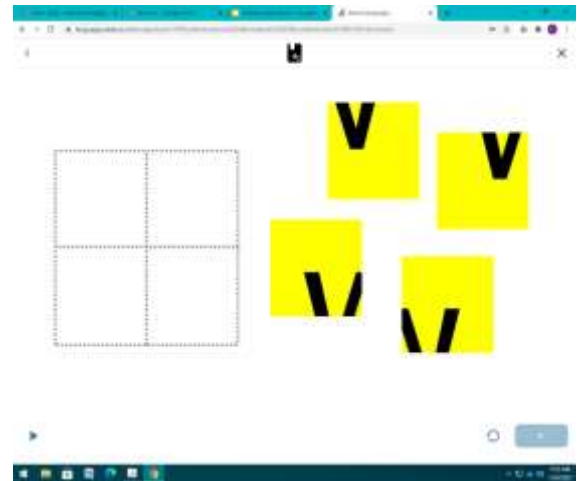
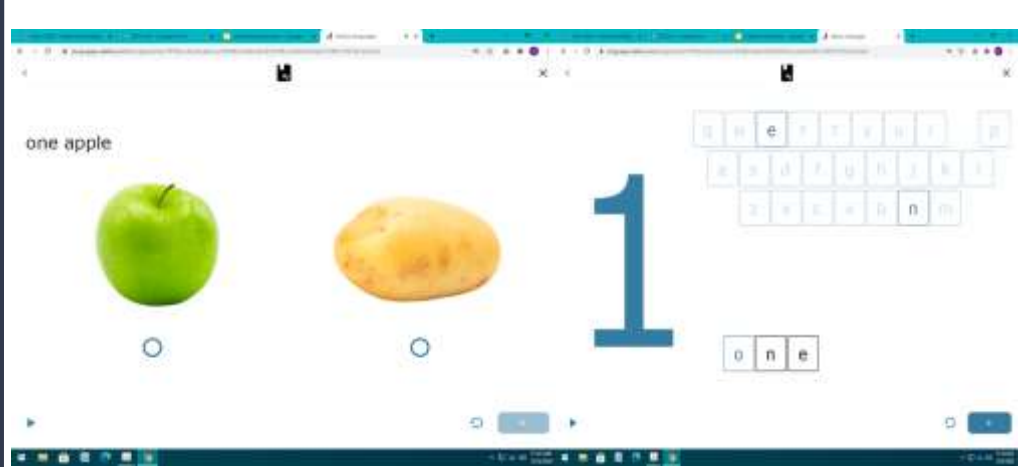
# LESSONS

- presentations (introduce new word)
- interactions, (student practice- 20 interactions in a lesson)
- complete a lesson with a score(1-5 A's).
- see scores (lesson overview page/ on the level path).



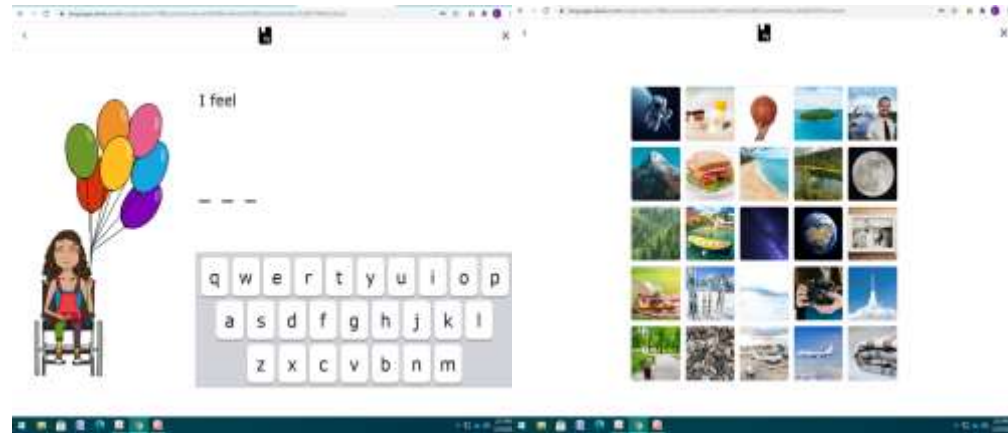
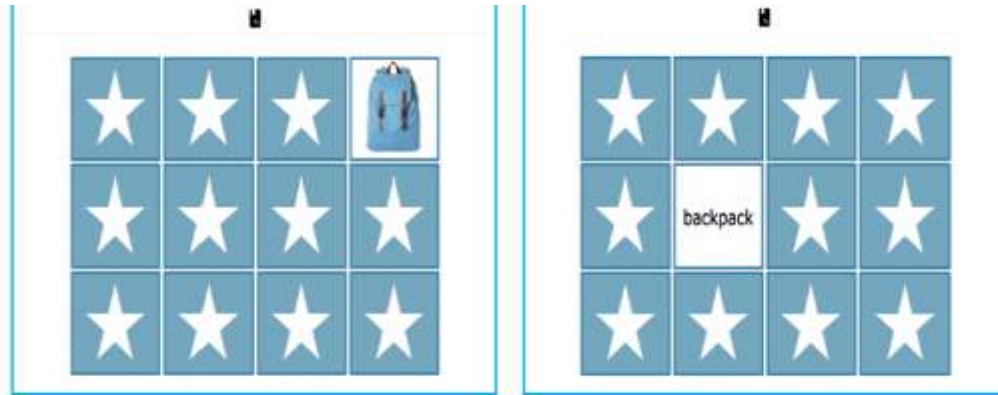
# INTERACTIONS

- choose correct picture
- choose correct word
- drag and drop letters, spelling
- drag and drop sentences
- dialogue interactions
- fill in the blanks
- construct simple sentences
- solve a crossword



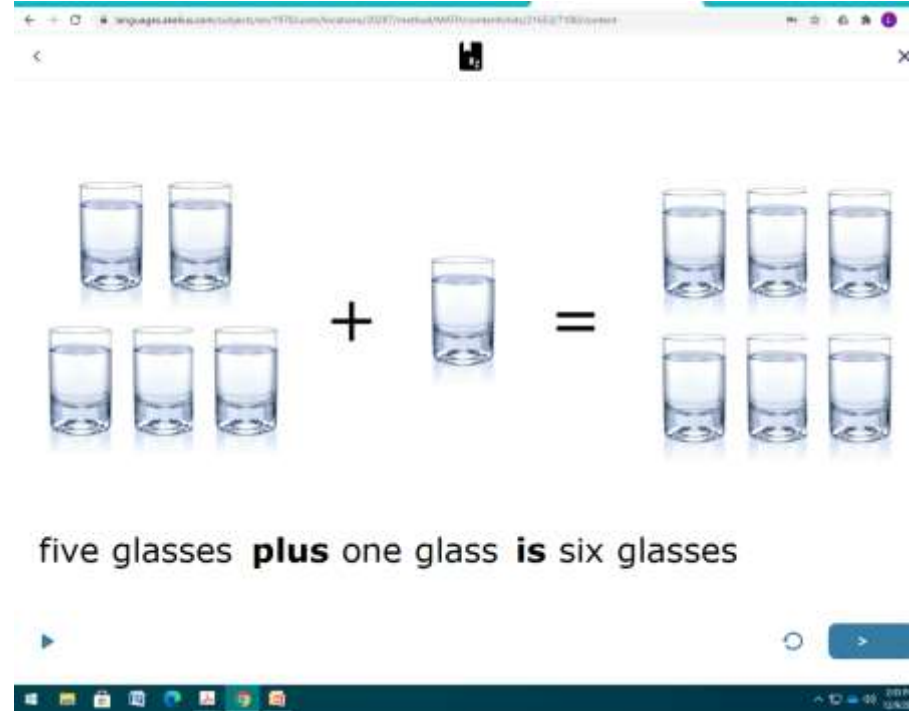
# GAMES

- Memory
- Password
- Falling leaves
- Bingo



# OTHERS

- Songs
- Maths
- Art
- History
- Architecture
- science



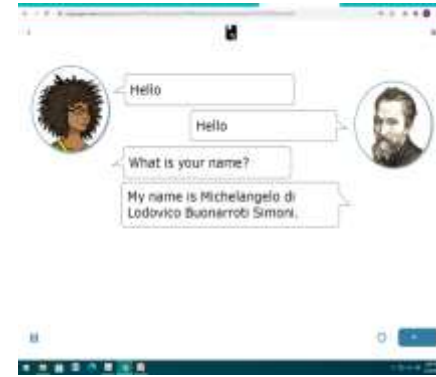
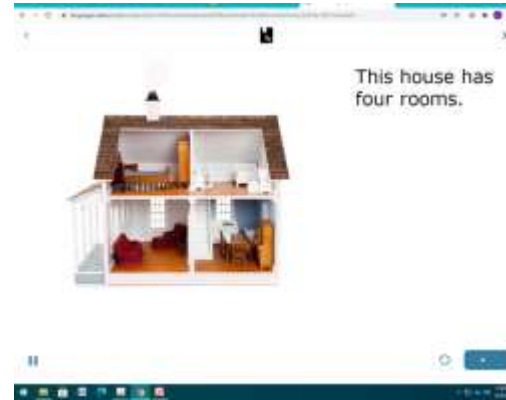
A screenshot of a video player showing a math problem. The video content displays five glasses of water arranged in two rows (two in the top row, three in the bottom row), followed by a plus sign, one glass of water, an equals sign, and six glasses of water arranged in two rows of three. Below the visual representation, the text reads: "five glasses **plus** one glass **is** six glasses". The video player interface includes a play button, a progress bar, and a close button. The browser address bar at the top shows a URL starting with "imgur.com".

# EXAMPLE

## Ao: Chapter 9 – Colours

The student:

- learns about colors,
- is introduced to the concept of painting and drawing,
- learns the structural elements of a house,
- is introduced to the first episode of the story,
- has an extra lesson on art.



# Lesson planning with AKELIUS

<b>Warm-up:</b>	(Digital or face-to-face) prepare for class, introduce, brainstorm, review
<b>Main session:</b>	(Digital or face-to-face) focus on learning objective, communication, instruction
<b>Practice Application:</b>	(Digital or face-to-face) review, assess, extend, and consolidate

# Example of a lesson plan

Topic: “What time is it?”

Level: beginner

Time duration: 90 minutes

Overview and purpose

Students are expected to:

- Review of the time and parts of the day
- Introductions to verbs that describe daily routines
- Presentation of new vocabulary

- Connect their knowledge about time and parts of the day with daily routines
- Use new vocabulary in a dialogue about daily routines, produce questions and answers,
- Describe daily routines of themselves or a classmates
- Learn and understand the different endings of the verb in the singular

Language elements	skills	Process and duration
<ul style="list-style-type: none"> <li>● Vocabulary - time, parts of the day, verbs of daily routines.</li> <li>● Grammar-endings of the verbs (SP , singular+plural)</li> <li>● Phrases that express time</li> </ul>	<ul style="list-style-type: none"> <li>● Listening-understanding oral speech and writing</li> <li>● Taking notes of new information, reviewing concepts</li> <li>● Speaking practice with a classmate (role-play)</li> <li>● Writing practice</li> <li>● Presenting</li> </ul>	<ul style="list-style-type: none"> <li>● Use platform-at the beginning (reviewing concepts &amp; introducing new voc. ( 30 `))</li> <li>● Processing new information (flashcards-ss put them in the right order of daily routines 10`)</li> <li>● Experiential activity (15`)</li> <li>● Worksheets - pair work (gap filling- schedule with missing info- ask and answer questions.10`)</li> <li>● Written and oral presentation writing a pgr about their partner daily routine. (25`)</li> </ul>
Akelius Destination	Material needed	
Chapt. 15, lesson 3,4,5	Tablets/headphones;flashcards; worksheets	

# ASSIGNMENT

Design a lesson plan  
integrating the  
Akelius Platform

