INTERACTIVE LISTENING: A CAN-DO PARADIGM

Anthony Green

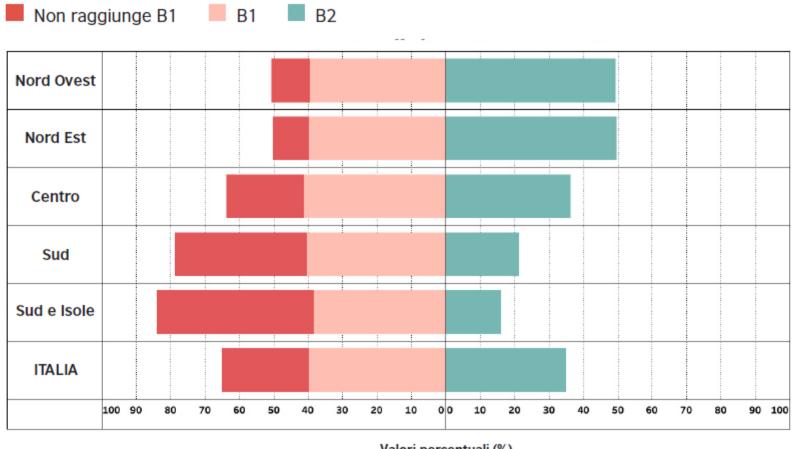
Bari University Veterinary School Italy

Mimmo Bracciodieta

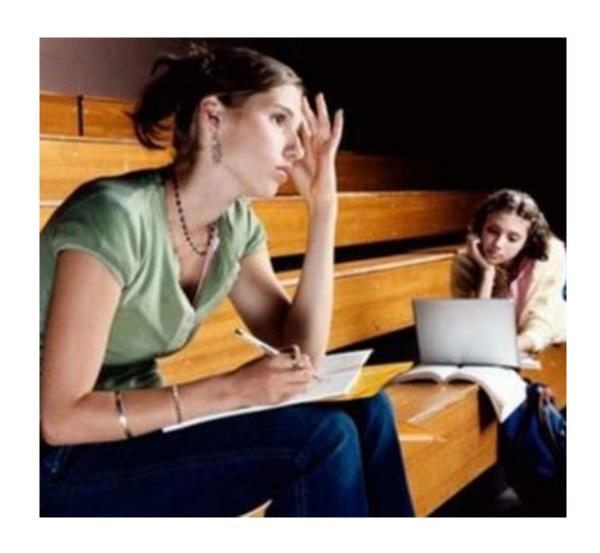
Liceo Scientifico Leonardo da Vinci Cassano – Bari – Italy

GRADO 13 - INGLESE LISTENING

CDADO 12 INCLECE DEADING







from LINDSAY MILLER, Developing Listening Skills and Authentic Material, 2003

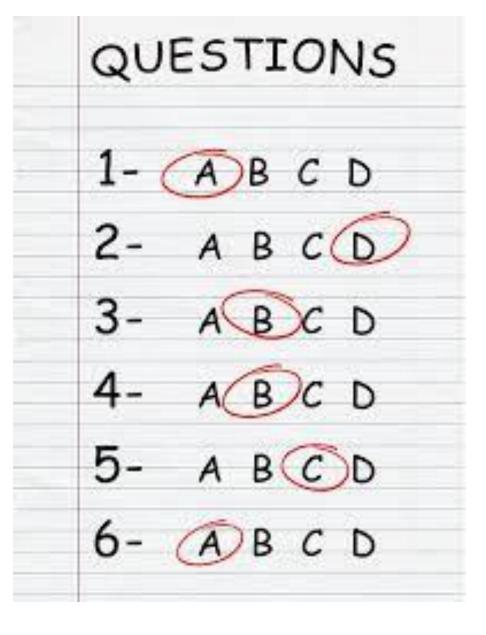
• It is indeed interesting that listening has not received wider attention in the past, given that it is the language skill most often used in everyday life.

More than 40 % of our daily communication time is spent on listening, 35 % on speaking, 16 % on reading, and only 9 % on writing (Burley-Allen, 1995)

Traditional listening

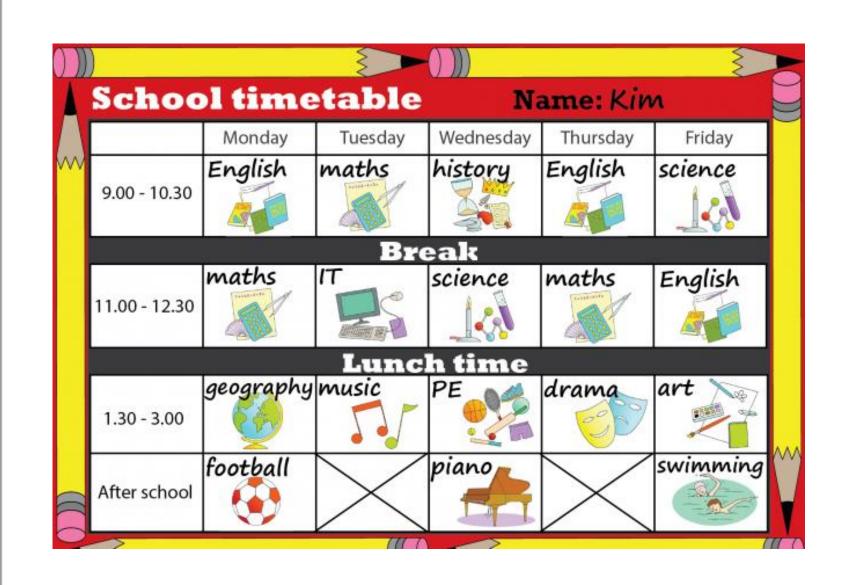
=
comprehension q's

=
testing,
not learning



Not enough timetable hours

how to help Ss improve listening skills?



from MICHAEL ROST, Listening Tasks and Language Acquisition, 2002

• While there is a <u>wealth of L2 listening</u> material available from media and Internet sources, particularly for learners of English, <u>hardly any of it can be used "as is,"</u> in an unedited, or unprepared form.

from JOHN FIELD, Listening in the Language Classroom, 2008

• ...Even with larger classes, learners can be encouraged to share their interpretations of a listening passage with those next to them... two minds are usually better than one (four ears are better than two)...

to foster a degree of competition, with <u>listeners vying with each other</u> to see who manages to come up with the correct answer.

from RICHARD CAULDWELL, Phonology for Listening, 2013

• In order to encourage our students to get to grips with the sound substance we have to be prepared to focus on extracts that are short as speech units, or a group of speech units – extracts that are between two and ten seconds long.

It is at this level that the moment-by-moment choices which speakers make are observable, it is at this level that words are squeezed into the new shapes.

Some Ss forge ahead,

many left behind





Not enough bottom-up strategies

(Field, 2008)

 \longrightarrow

weaker listeners lose self-efficacy



Transforming sound into meaning

in an *i*+1 listening text

(Krashen 1983)



A new paradigm:

deconstruct
- turn
chaos into
meaning

through bottom-up processing of sounds

(Cauldwell, 2003)

Testing listening vs Listening as process The 80-20 hypothesis

Listening as output

- Concentrates on below threshold >80%+
- Ignores what is *i*+1 <20%

Listening as process

- below threshold <20%
- Concentrates on *i*+1, where learning takes place >80%

 Imagine how much faster they can learn!

Ss decode authentic English at *i*+1

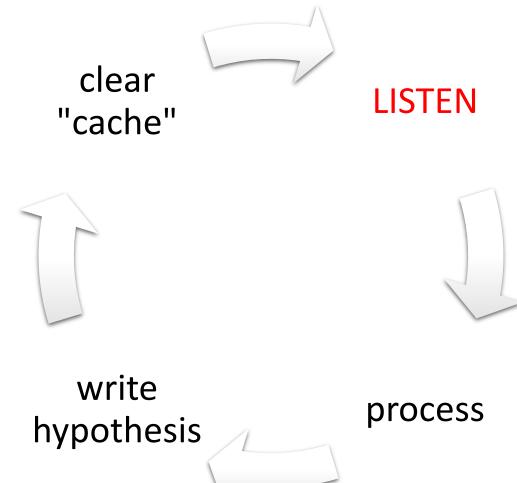
get immediate feedback

&

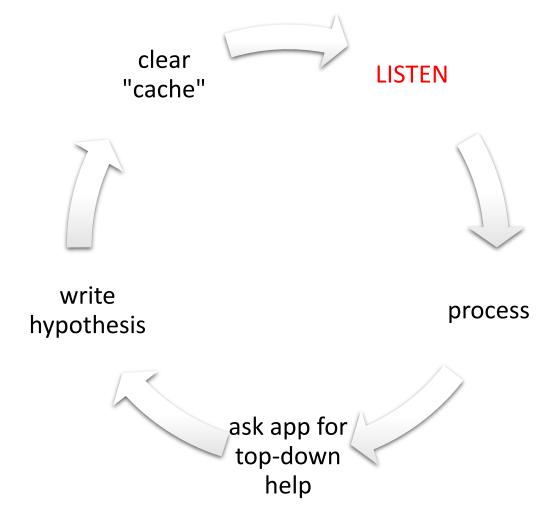
keep challenging device (as in a game)



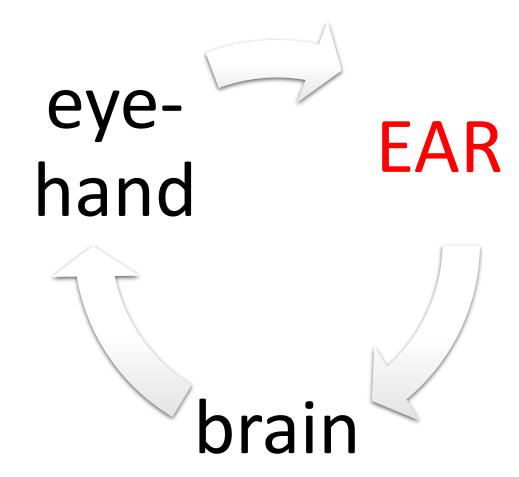
Below threshold (i)



i+1



Senses





Complications:

(near-)
homophones,
rhythm,
intonation,
accent,
speed, etc

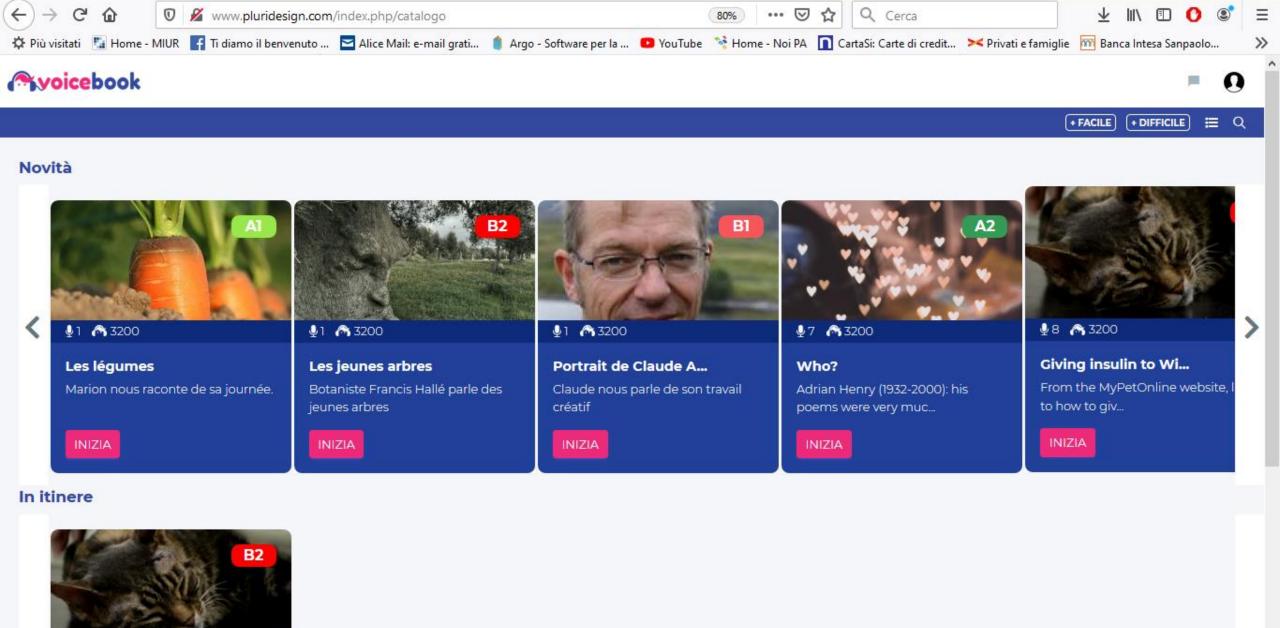


The new paradigm: using a special interactive player to:

break up speech into component parts

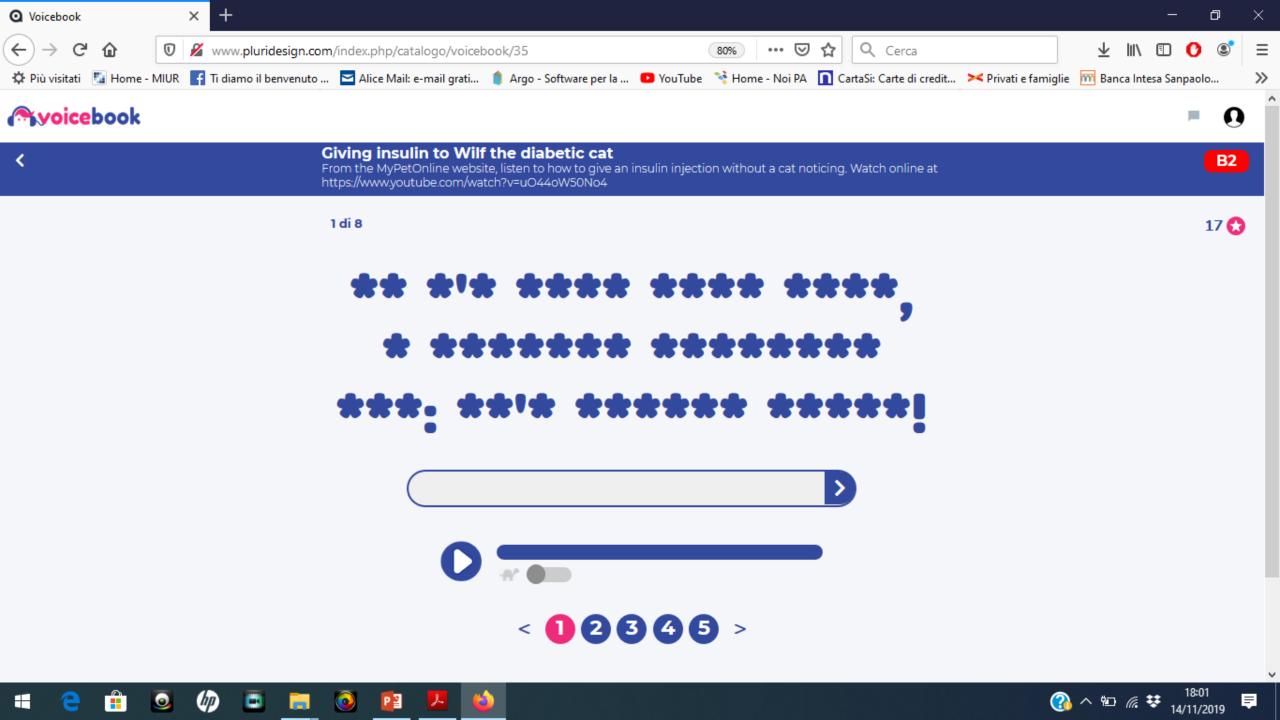
test out hypotheses

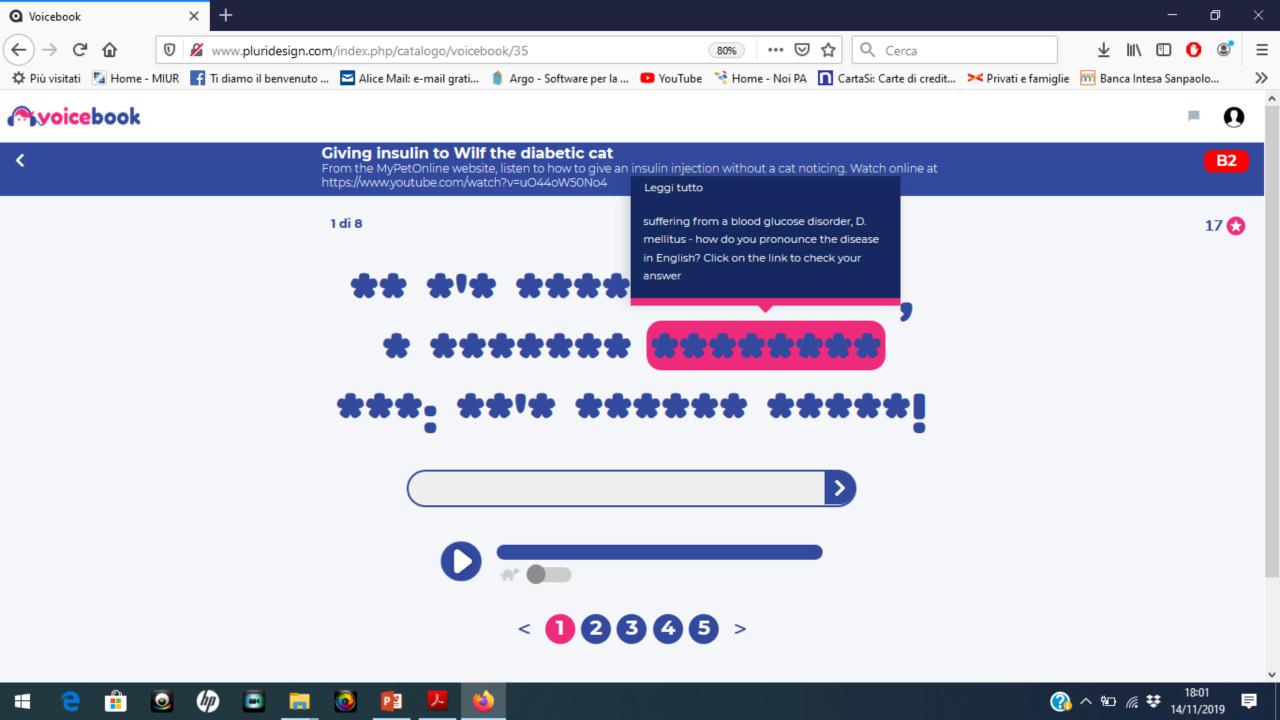




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FOR LISTENING NOW LET'S WORK TOGETHER!

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