Language Teaching and Learning through Computer Programs

Evaluation and Design of Activities

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Abstract

In this research we will demonstrate that, there are several possibilities for personal and group development and growth, which are anticipated by the technological revolution in various areas of social activity, that are also applicable to teaching and learning of foreign languages. The purpose of our paper is, on the one hand, to analyze the advantages and limitations that are provided by the CALL in the process of teaching and learning a foreign language and, on the other hand, to expose innovative language teaching and learning methodologies. To realize the second part of our research, we will make use of the Webquest platform and the JClic software to create new types of activities.

The main objective of a software/platform used for teaching is not to replace the teacher, but to help him in finding materials faster, using multimedia to provide an attractive and interactive solution for practical learning of a foreign language. Thus, the student develops his creativity becoming a critic young man, more analytical and with more self-confidence.

In order to demonstrate the advantages and limitations that the software/platform offers us, on the one hand, we'll realize an analysis of the changes that have interfered over the years in the role of the teacher and on the other hand, we'll analyze a number of computer programs, we'll choose the most appropriate and we'll propose some activities for the English class, trying to make the difference between traditional teaching and computer assisted teaching.

Nowadays, as we are living in the age of digitalization, the teacher should make use of all sorts of software and platforms to make the class more interesting and to succeed in converting the students to be more active during the class and to enjoy learning a foreign language.