



"Let's do it creatively for the benefit of adult learners"

Thursday, 31 March – Sunday, 3 April 2011

Learning to Learn - Teaching Foreign Languages - Digital Skills

WORKSHOPS FOR FRIDAY

1) "One letter – Ten sounds – One world" (Gabriel Taga, Cristina Marian – Ionescu)

Starting from the idea: "The need of learning and the joy of learning a foreign language", our objectives for this workshop are: to show how many Romanian words are borrowed from other foreign languages, to discover if a speaker of English, Spanish etc can recognize these words, to emphasize the joy of learning foreign languages. After a tutorial presentation, participants will be actively involved and will work in pairs, in order to use this experience in other concrete situations.

2) "Creating interactive presentations" (Daniela Ionescu, Roxana Iordache)

The workshop will be based on the balance between theory, shared experience and on practical parts and active participants' contribution to discussed subjects and themes. Each participant will have all the necessary technical equipment available during the whole duration of the meeting to ensure the concrete practical experience which can be reused later again. This is "Learning by Experience" workshop. The instructions and tutorials are delivered in step by step form, and participants will be invited to explore the potentials of multimedia in/and interactive presentations.

3) 'Teaching Speaking'('Promoting speaking activities for the benefit of adult ESL learners.')(Mahmut Develi, Başak Akı)

Our presentation mainly reflects that speaking is the main goal of ESL learners and in accordance with this idea, while teaching English rather than leading students to pure memorization, providing a reach environment where meaningful communication takes place is desired and learners should be more active in the learning process by means of interactive ipants will be actively involved and will develop – alone or in small groups – their own interactive multimedia presentation using readily available technical equipment, software and multimedia resources activities.



Lifelong Learning Programme

