HELLENIC REPUBLIC
National and Kapodistrian
University of Athens

English and Digital Literacies

Unit 7.3: Instructional Materials for the Digital Enrichment of Greek EFL Textbooks

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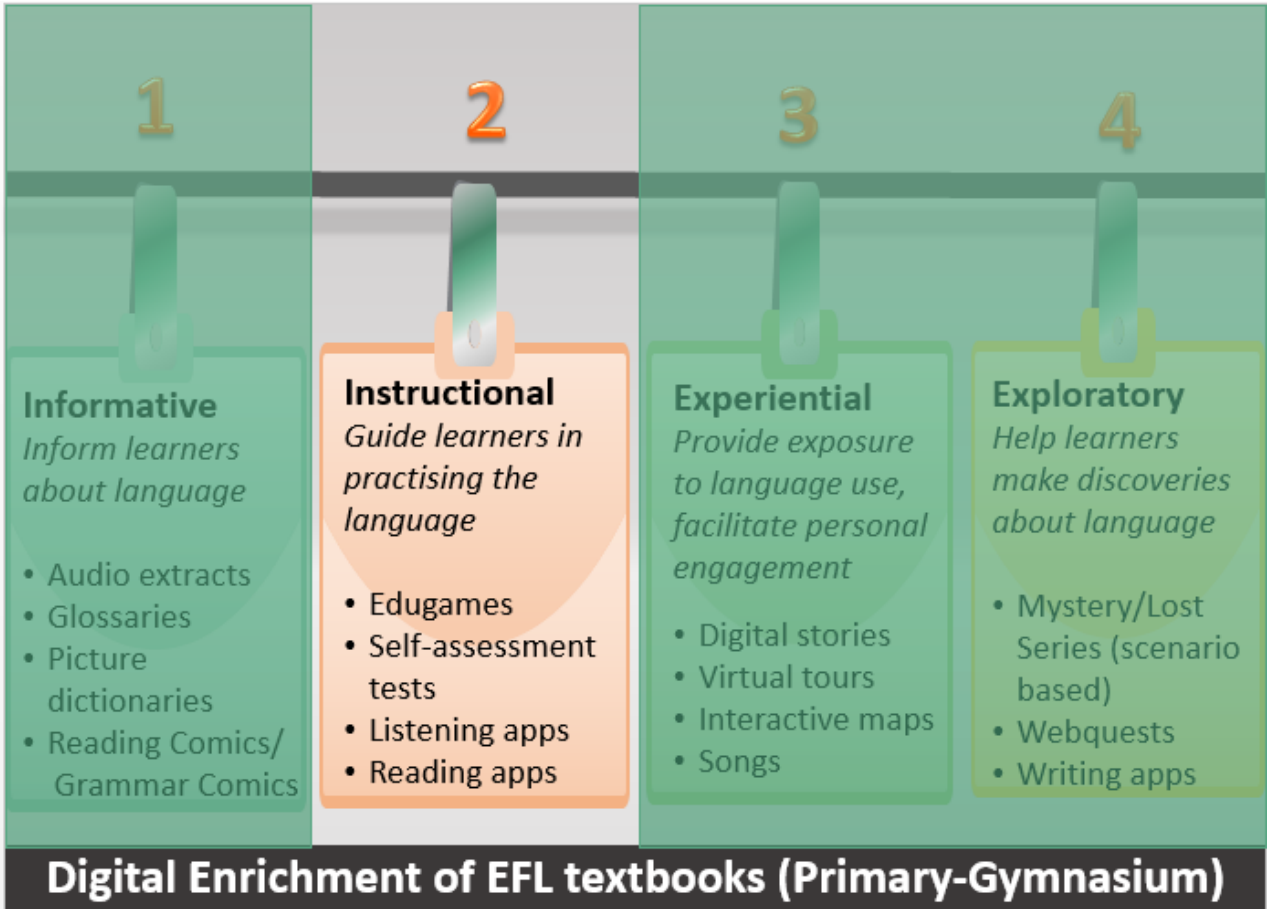
Instructional Materials



1. Edugames

Edugames

- **Purpose:** For consolidation and self-evaluation of the vocabulary and or grammatical structures presented in a lesson.
- **Technical solution**: use of flash engines that have several items (e.g. 40-50 different items) saved in the engine and present only some each time (e.g. 4-5 items each time). **Result**: the same game may be played several times with different content each time.

Number of Edugames per Textbook

Textbook	Edugames
3rd Grade	26
4th Grade	58
5th Grade	60
6th Grade	48

Textbook	Edugames
A Gymnasium - Beginners	24
A Gymnasium - Advanced	25
B Gymnasium - Beginners	40
B Gymnasium - Advanced	48
C Gymnasium	24

10 Different Edugames

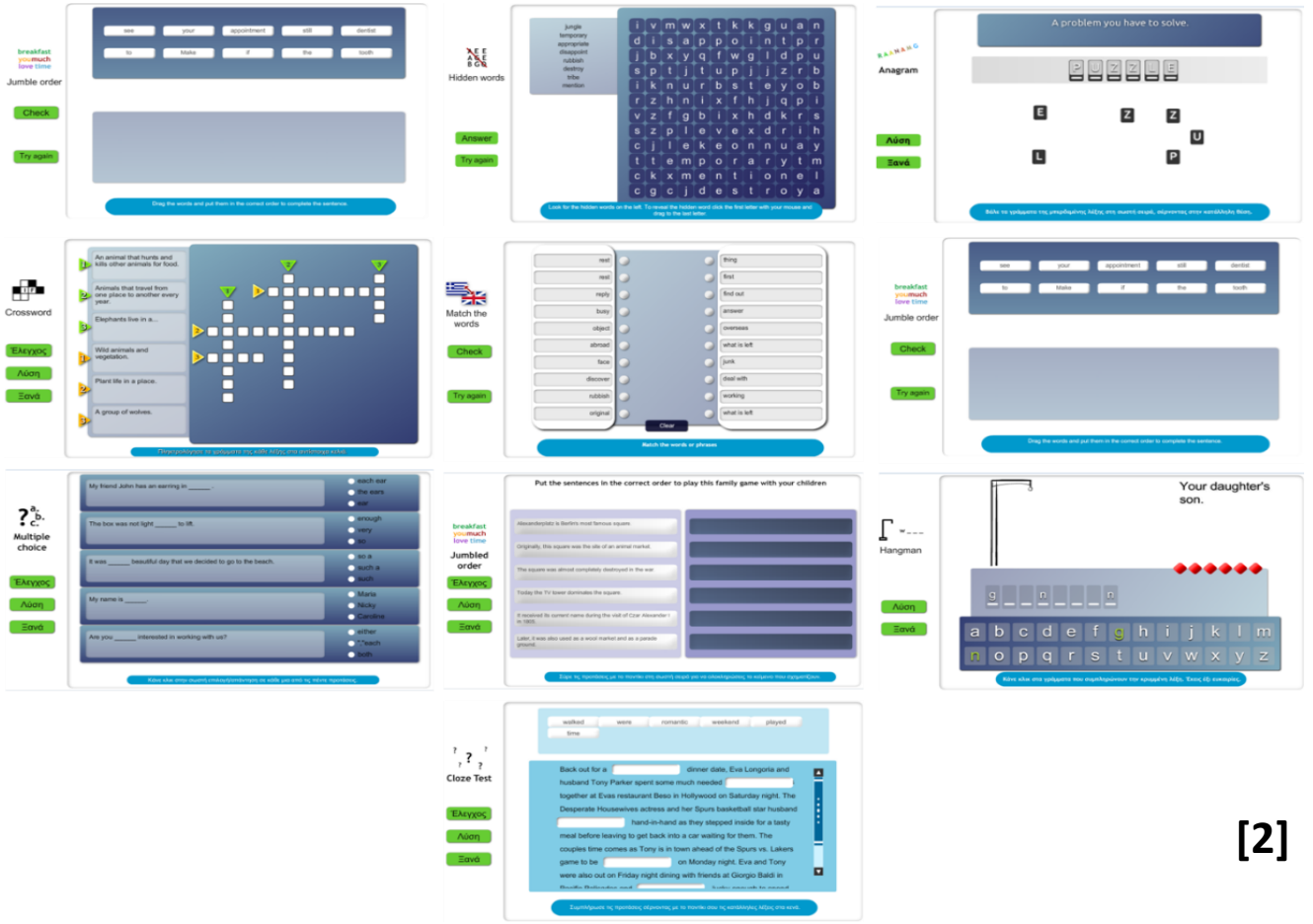
Game Type	Game Name
Crossword	Crossword
Hidden words	Wordmine
Hangman	Hangman
Anagram	Anagram
Matching words	EZ match
Cloze Test	Blank Tank
Jumble sentences	Jumble Jungle
Jumble words	Go figure!
Multiple Choice 2 answers	Double Jeopardy
Multiple Choice 3 answers	Triple Jeopardy

Edugames on the Textbook html

[1]

Edugames for Gymnasium

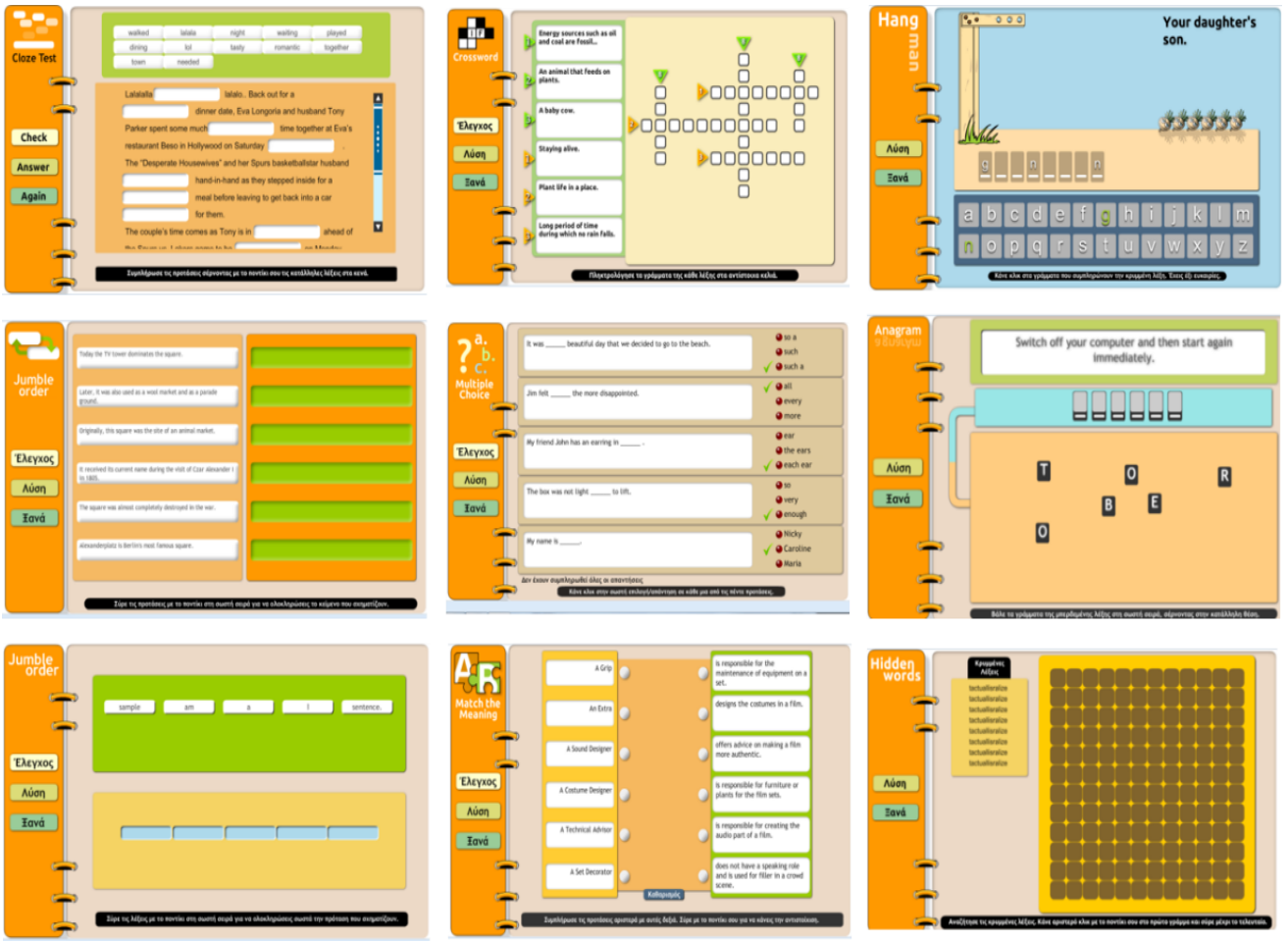
Colour cohesion – simple lines and design.



[2]

Edugames for Primary School (5th and 6th Grade)

Colour cohesion – different design.



[3]

Edugames for Primary School (3rd and 4th Grade)

Elaborate design and animation.

[4]

2. Self-Assessment Tests

Self-Assessment Tests for Gymnasium (1/3)

These are the revision tests included in the Teacher's Books which have been digitized in order to:

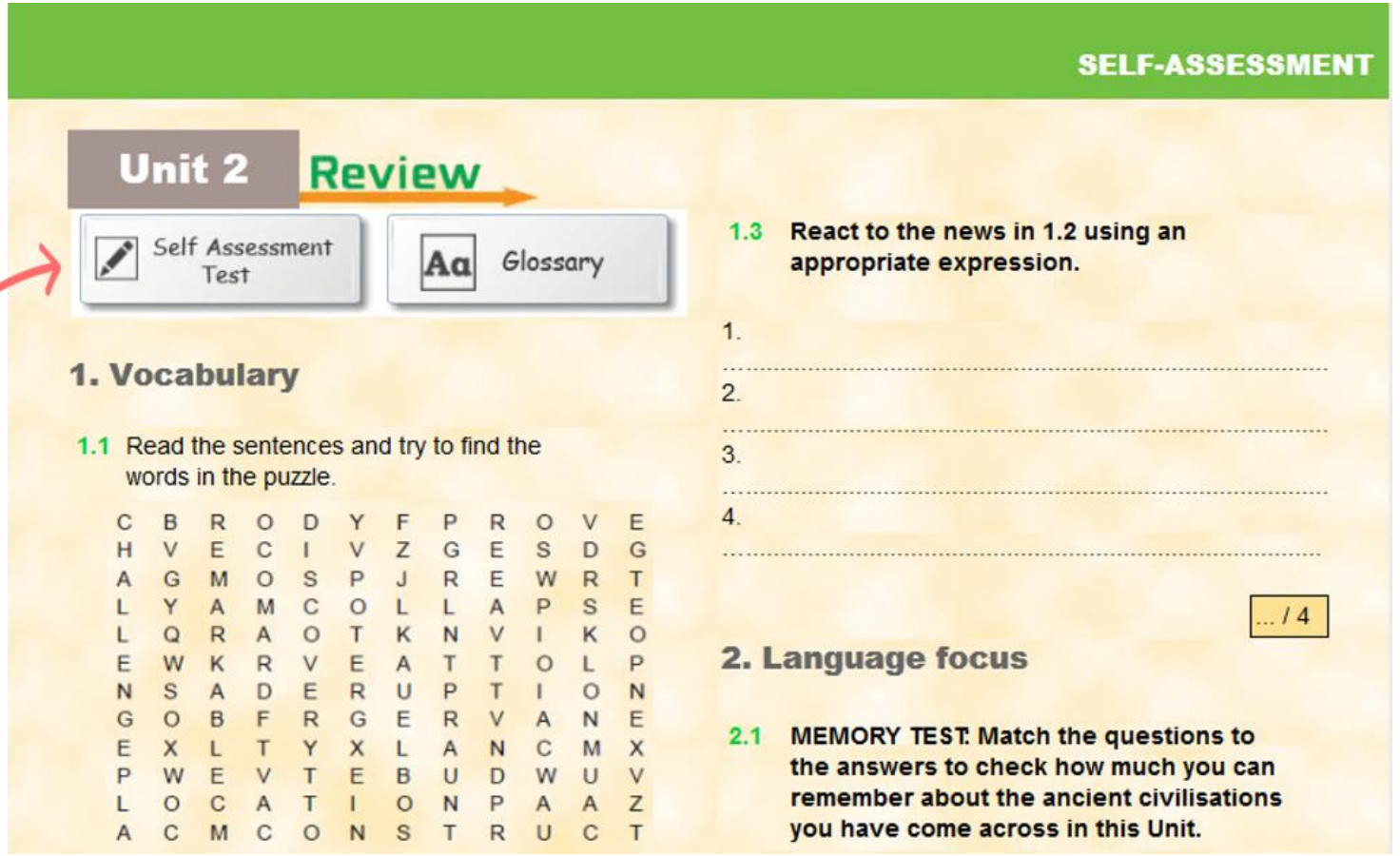
- be used by students as self-assessment tests and enable them to evaluate their progress.
- be used by teachers as evaluation tools instead of the traditional class tests.

Self-Assessment Tests for Gymnasium (2/3)

Digitization of revision tests found in the Teachers' Book.

Grade	Tests
A Gymnasium - Beginners	3
A Gymnasium - Advanced	3
B Gymnasium - Beginners	5
B Gymnasium - Advanced	7
C Gymnasium	5

Self-Assessment Tests on the html



SELF-ASSESSMENT

Unit 2 Review

Self Assessment Test

Aa Glossary

1. Vocabulary

1.1 Read the sentences and try to find the words in the puzzle.

C	B	R	O	D	Y	F	P	R	O	V	E
H	V	E	C	I	V	Z	G	E	S	D	G
A	G	M	O	S	P	J	R	E	W	R	T
L	Y	A	M	C	O	L	L	A	P	S	E
L	Q	R	A	O	T	K	N	V	I	K	O
E	W	K	R	V	E	A	T	T	O	L	P
N	S	A	D	E	R	U	P	T	I	O	N
G	O	B	F	R	G	E	R	V	A	N	E
E	X	L	T	Y	X	L	A	N	C	M	X
P	W	E	V	T	E	B	U	D	W	U	V
L	O	C	A	T	I	O	N	P	A	A	Z
A	C	M	C	O	N	S	T	R	U	C	T

1.3 React to the news in 1.2 using an appropriate expression.

1. .....
2. .....
3. .....
4. .....

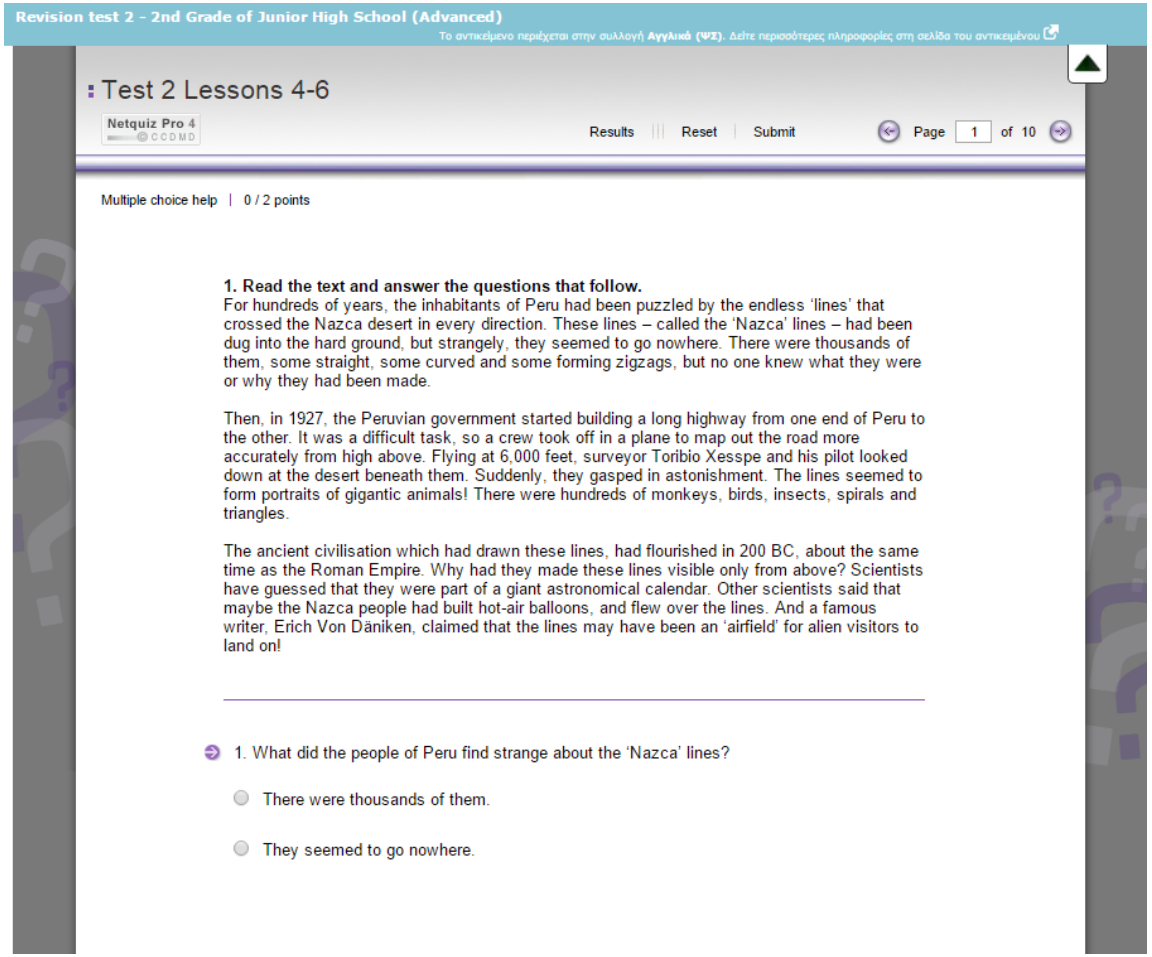
... / 4

2. Language focus

2.1 MEMORY TEST. Match the questions to the answers to check how much you can remember about the ancient civilisations you have come across in this Unit.

[5]

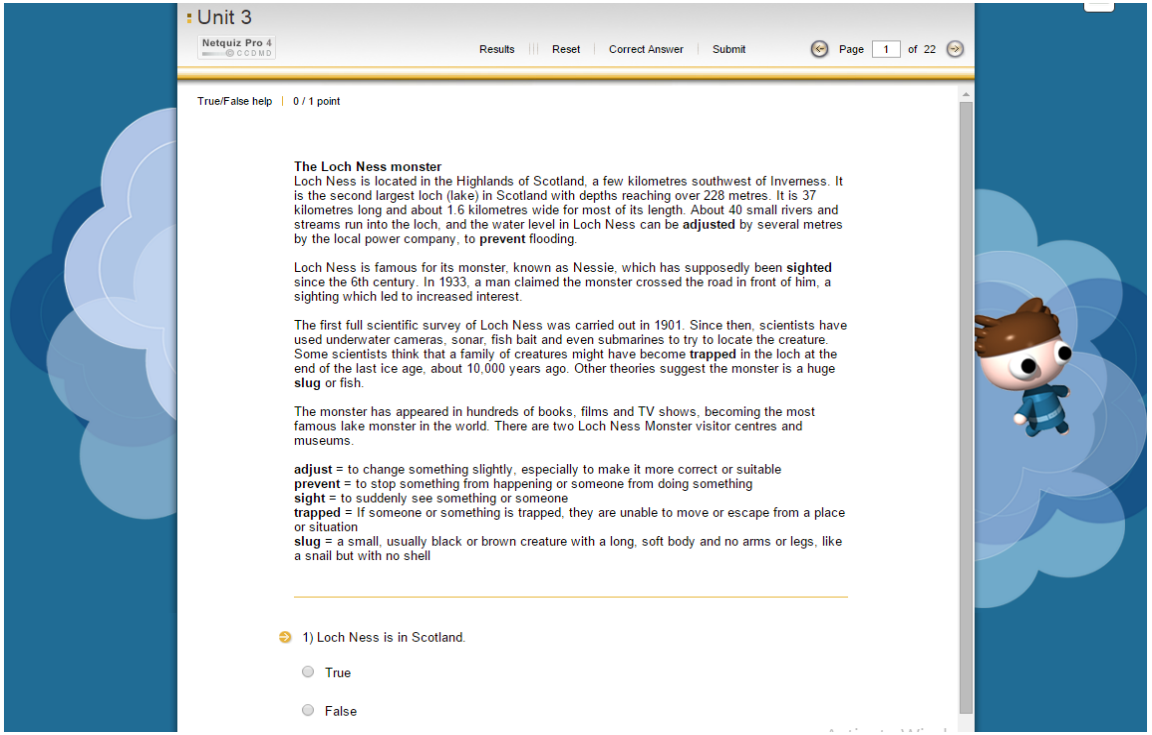
Example of a Self-Assessment Test



[6]

Revision self-assessment tests for primary school

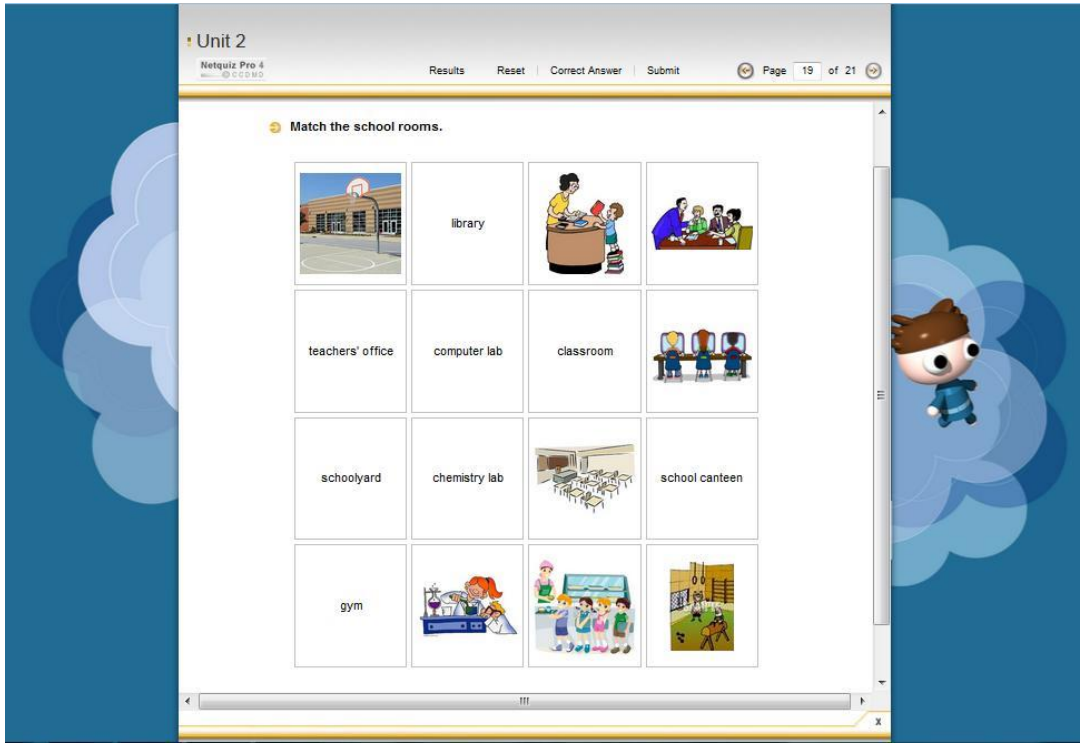
[7]



For each one of the units for the 5th and 6th grade textbooks.

Development of Self-Assessment Tests

NetQuiz Pro 4: free quizmaker software that integrates images, texts, sounds, video sequences or Web hyperlinks.



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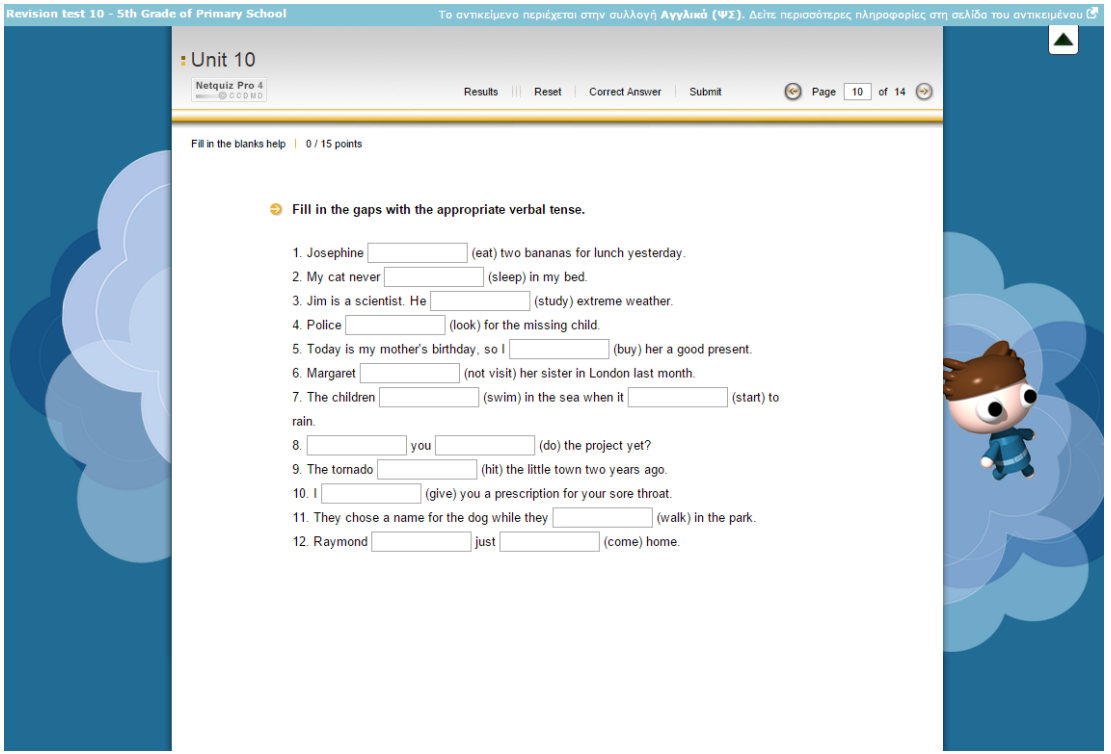
Types of activities

- True/False,
- Matching (the halves, picture-words),
- Gap filling.

[9]



3. Listening Applications

Listening applications

Textbook	Apps
A Gymnasium - Beginners	12
A Gymnasium - Advanced	16
B Gymnasium - Beginners	-
B Gymnasium - Advanced	18
C Gymnasium	13

59 applications, each based on an audio extract used in the gymnasium textbooks for listening comprehension.

Structure of listening apps (1/2)

1. **Introduction.**
2. **Before you listen**: introduces students to the theme and the type of oral text they will work with in this application, while familiarizing them with related vocabulary.
3. **While listening activities**: includes one or more tasks on listening comprehension. Students listen to the audio extract as many times as they wish in order to complete the activities.
4. **Post-listening activity**: an activity that wraps-up the application.

Structure of listening apps (2/2)

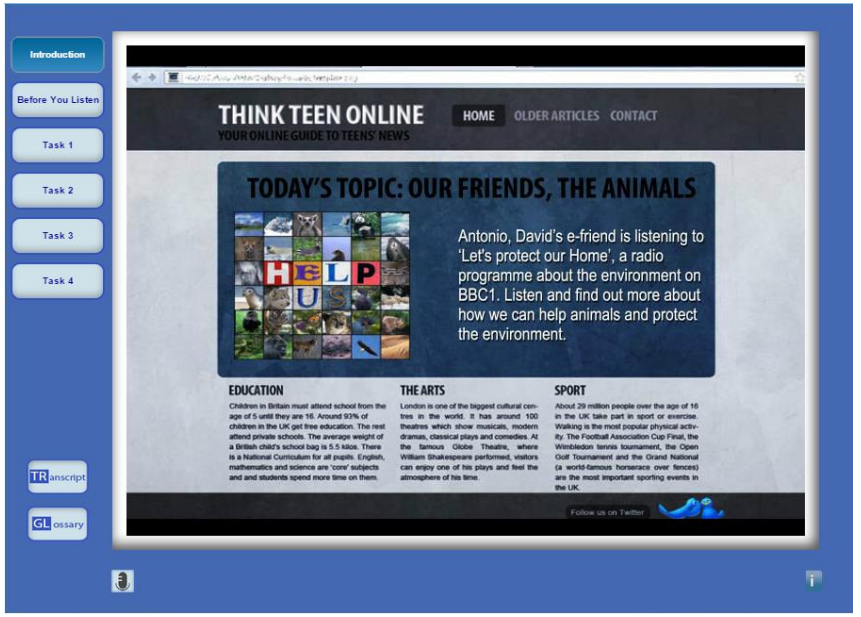
- **Player** with the audio extract which is readily available to students and they can repeat several times.
- **Glossary** (visual) useful vocabulary which is necessary for the successful completion of the activities.
- **Transcript** of the audio extract. Students may choose to listen to the extract and read it at the same time for practice.

Types of listening apps

Magazine: Think Teen Weekly

[10]

Website: Think Teen Online



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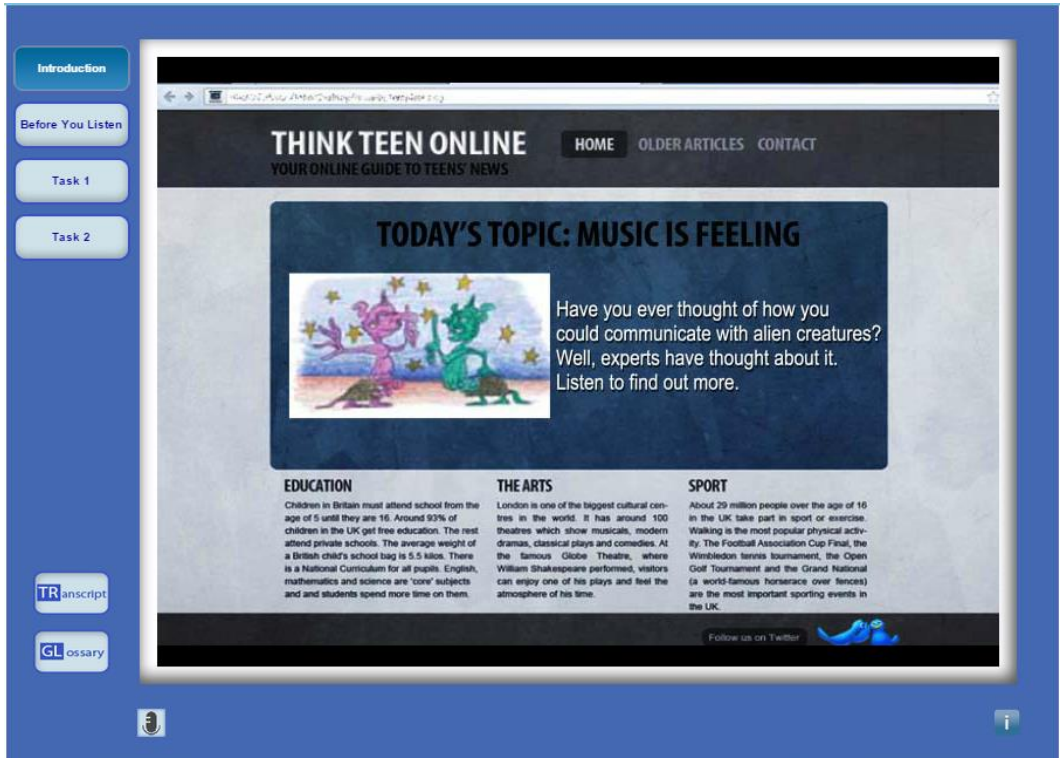
Example of a listening app



[12]

Listening activity - Music is feeling (Link)

4. Reading Applications

Reading applications (1/2)

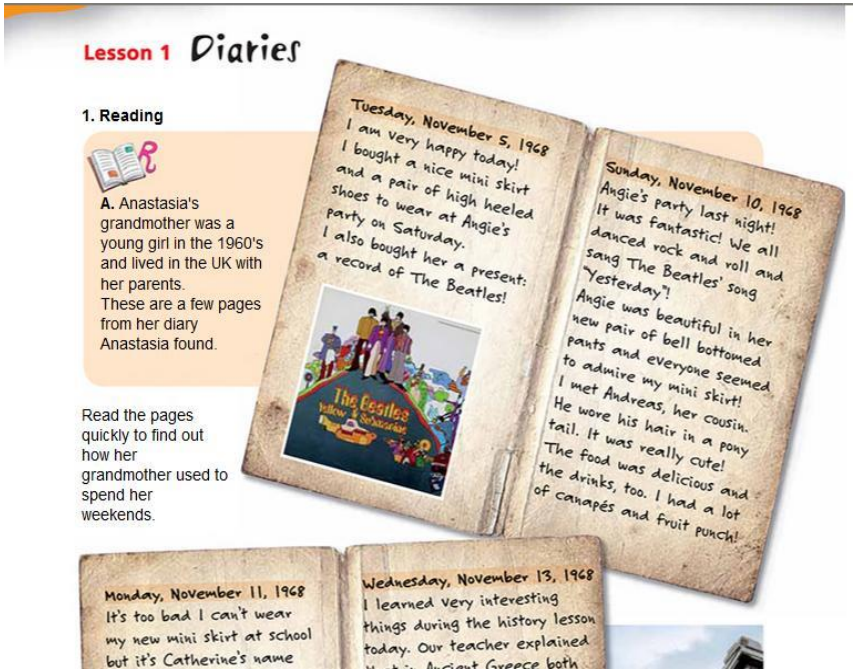
Interactive applications that are based on a reading text each time. They include a storyline and are often accompanied by activities that illustrate specific aspects of the texts.

Aim: to make readings more accessible to students through the use of pictures and to enrich them with additional reading activities.

Textbook	Reading Apps
4th Grade	13
5th Grade	14
6th Grade	18

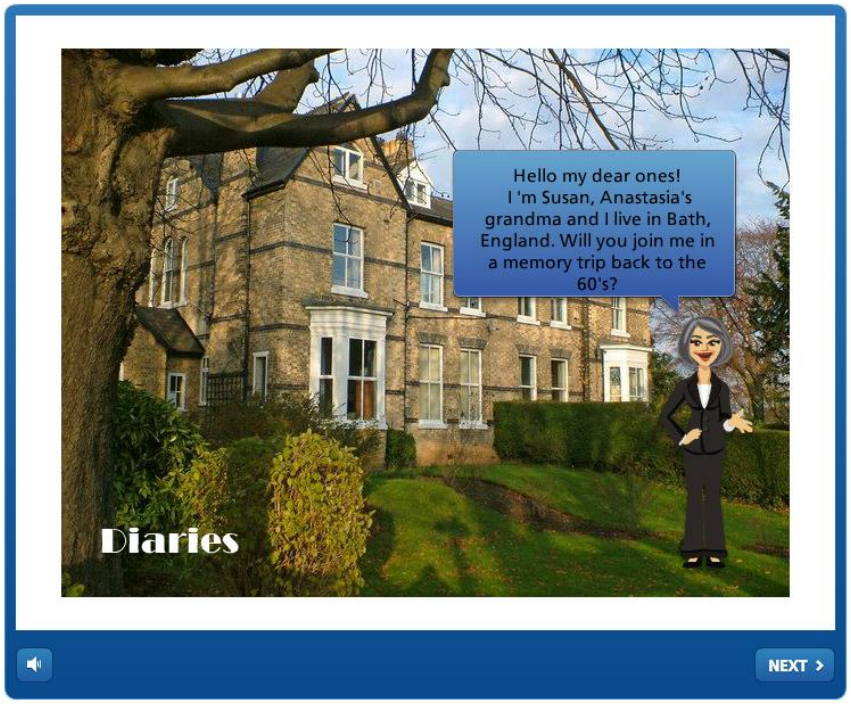
Reading applications (2/2)

Reading Activity (Textbook)



[13]

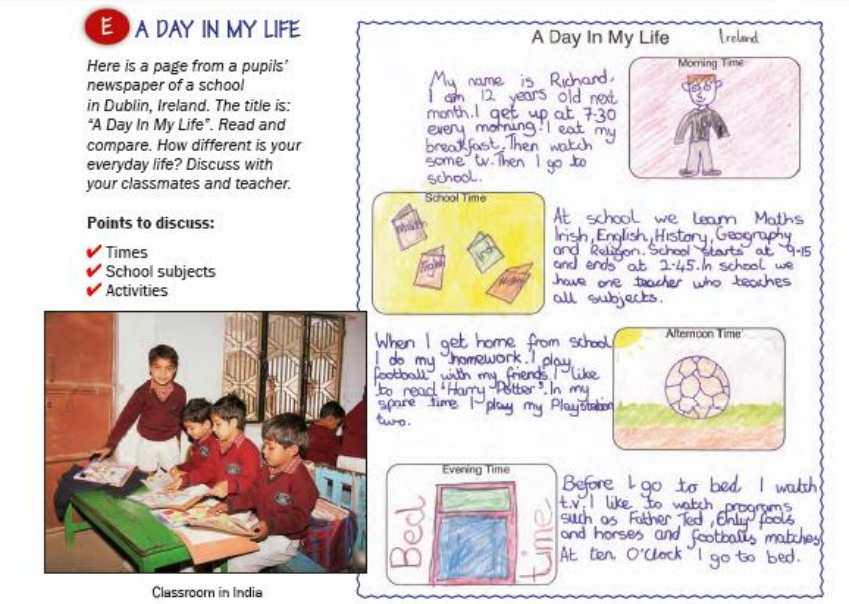
Reading App (Enriched Digital Book)



[14]

Structure of reading apps (1/4)

Reading Activity (Textbook)



E A DAY IN MY LIFE

Here is a page from a pupils' newspaper of a school in Dublin, Ireland. The title is: "A Day In My Life". Read and compare. How different is your everyday life? Discuss with your classmates and teacher.

Points to discuss:

- ✔ Times
- ✔ School subjects
- ✔ Activities

Classroom in India

A Day In My Life Ireland

My name is Richard, I am 12 years old next month. I get up at 7:30 every morning. I eat my breakfast. Then watch some tv. Then I go to school.

Morning Time

School Time

At school we learn Maths Irish, English, History, Geography and Religion. School starts at 9-15 and ends at 2-45. In school we have one teacher who teaches all subjects.

When I get home from school I do my homework. I play football with my friends. I like to read 'Harry Potter'. In my spare time I play my Playstation two.

Afternoon Time

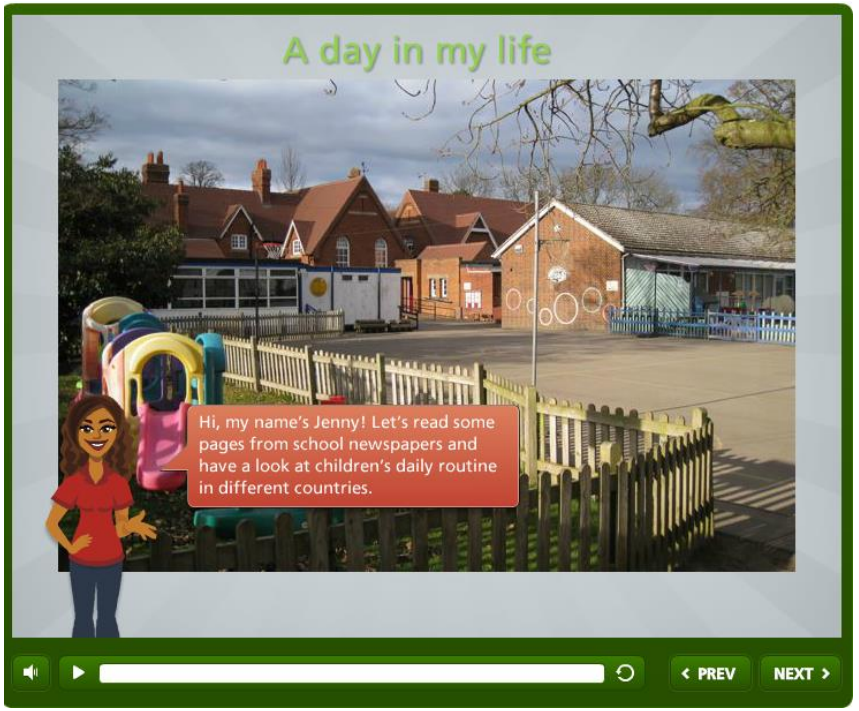
Evening Time

Before I go to bed I watch t.v. I like to watch programs such as Father Ted, Ehliy fools and horses and footballs matches. At ten O'clock I go to bed.

Bed Time

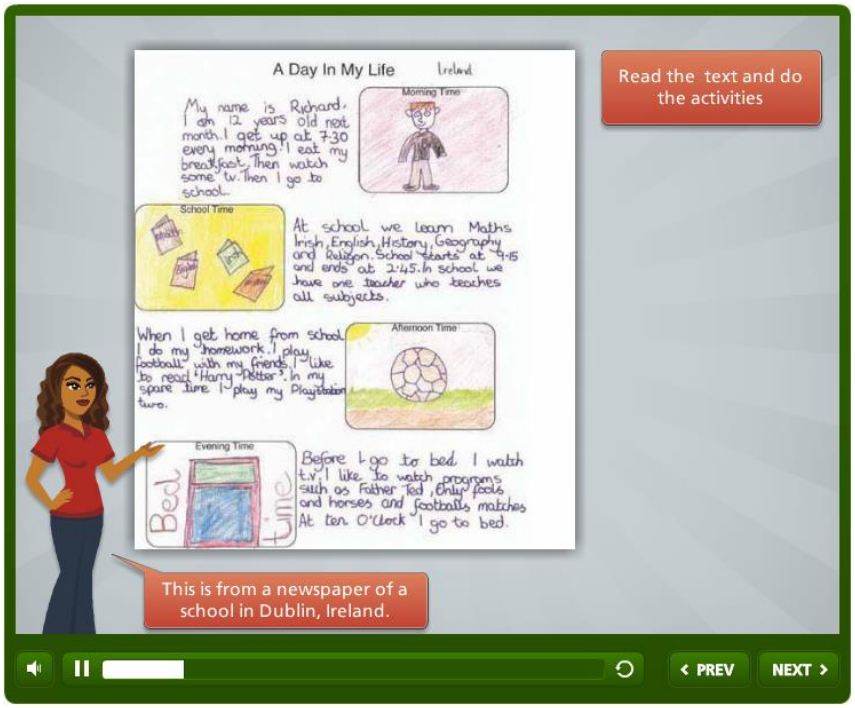
[15]

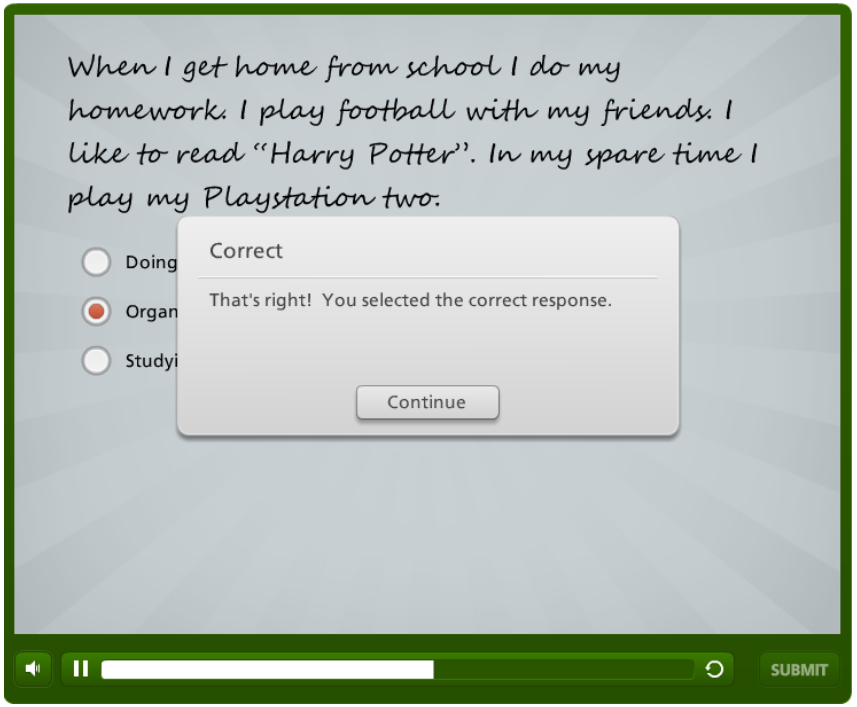
Reading App (Enriched Digital Book)



[16]

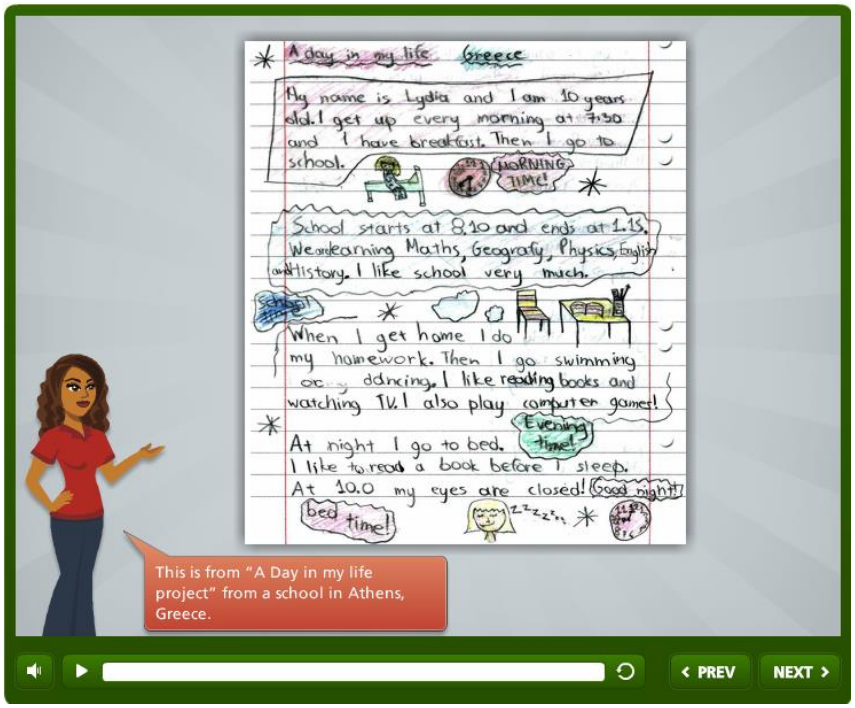
Structure of reading apps (2/4)

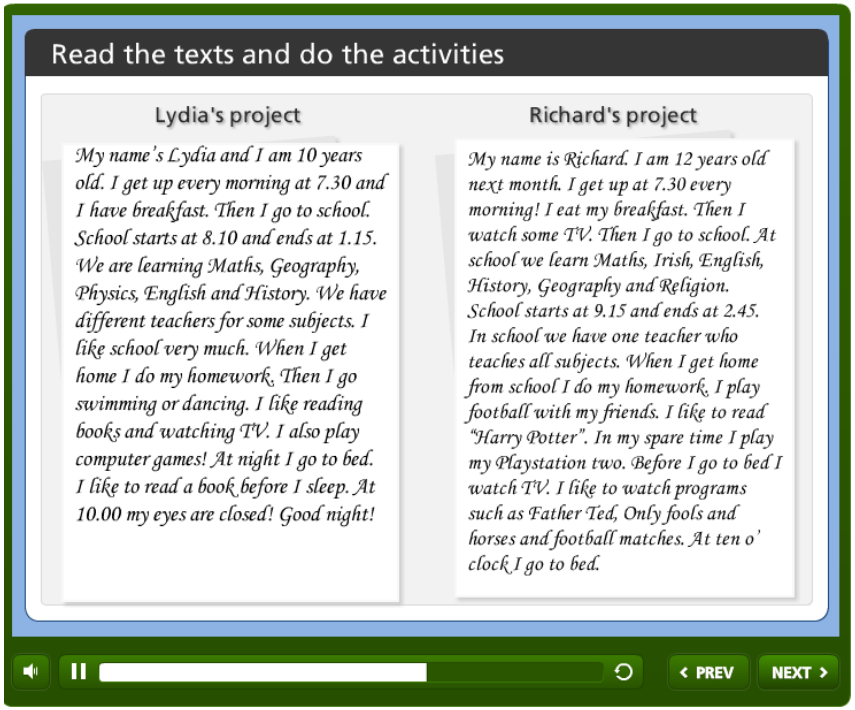




[16]

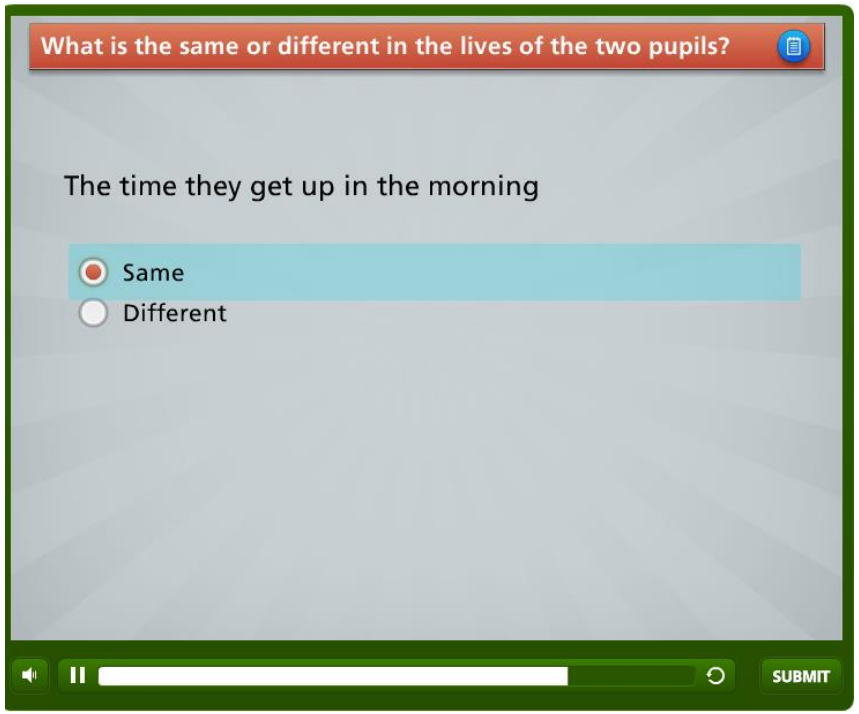
Structure of reading apps (3/4)

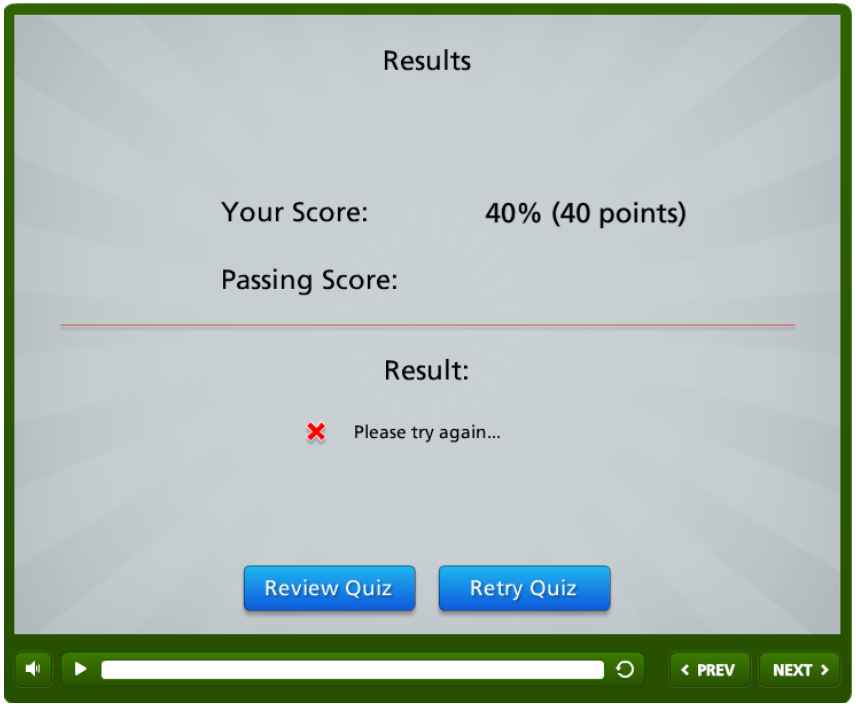




[16]

Structure of reading apps (4/4)





[16]

Example of a reading app

[17]

Reading activity - Air traffic controller (Link)

Financing

- The present educational material has been developed as part of the educational work of the instructor.
- The project “Open Academic Courses of the University of Athens” has only financed the reform of the educational material.
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Notes

Note on History of Published Version

The present work is the edition 1.0.

Reference Note

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