

Designing IT-Based Materials

Titik Sudartinah, M.A.

Yogyakarta State University

titiksudartinah@yahoo.co.id

What to use?

- Why do we use materials?
 - Control/help learning and teaching
 - Center of instruction?
- Characteristics
 - Has an underlying instructional philosophy, approach, method, and content, including both linguistic and cultural information

- Content
 - correct, natural, recent, and standard English
 - correct and recent cultural information
 - useful, meaningful and interesting for students
 - appropriate level of difficulty
 - clear instructional issues
 - support for learning
- Copyright issue

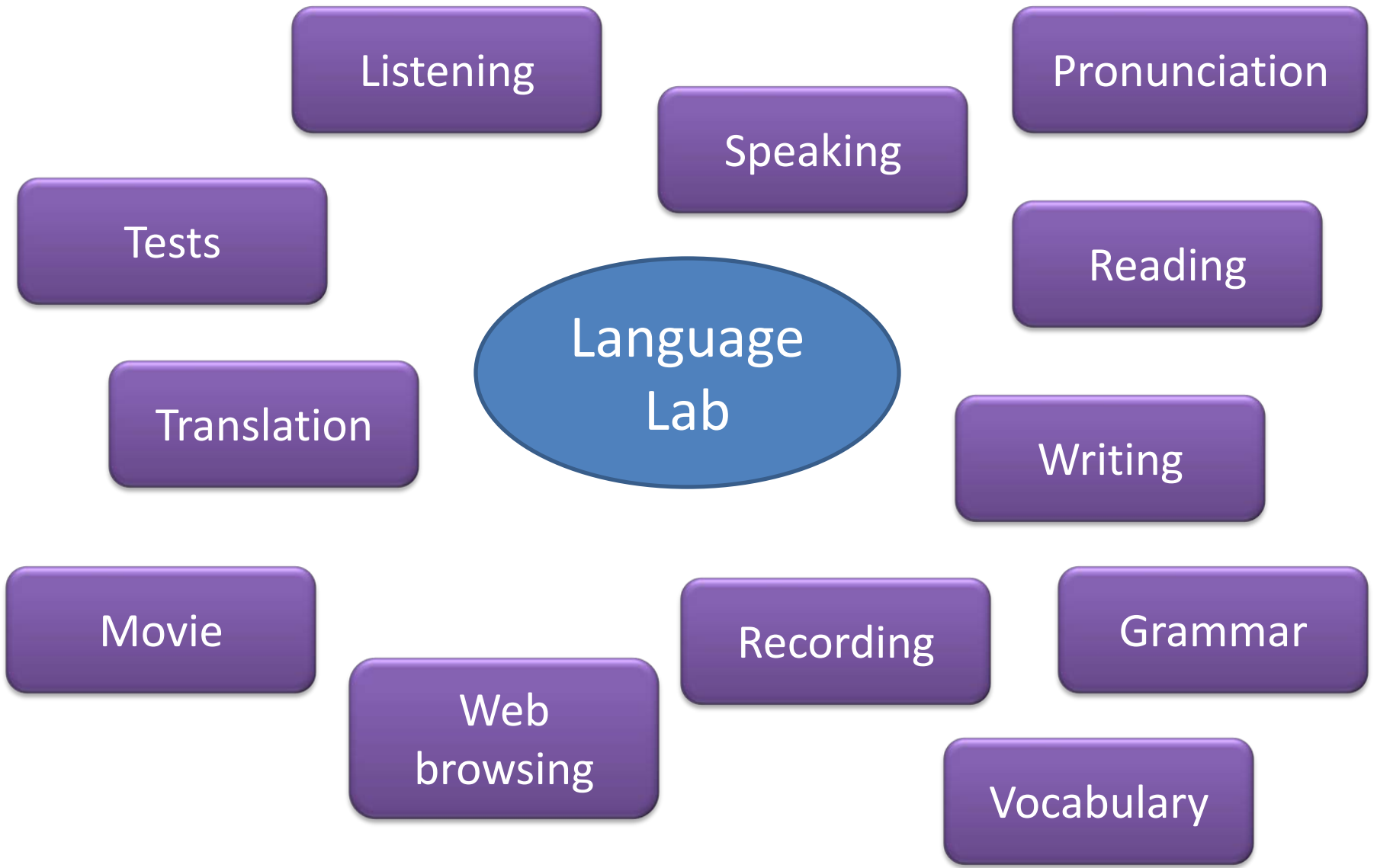
Changes in Learning

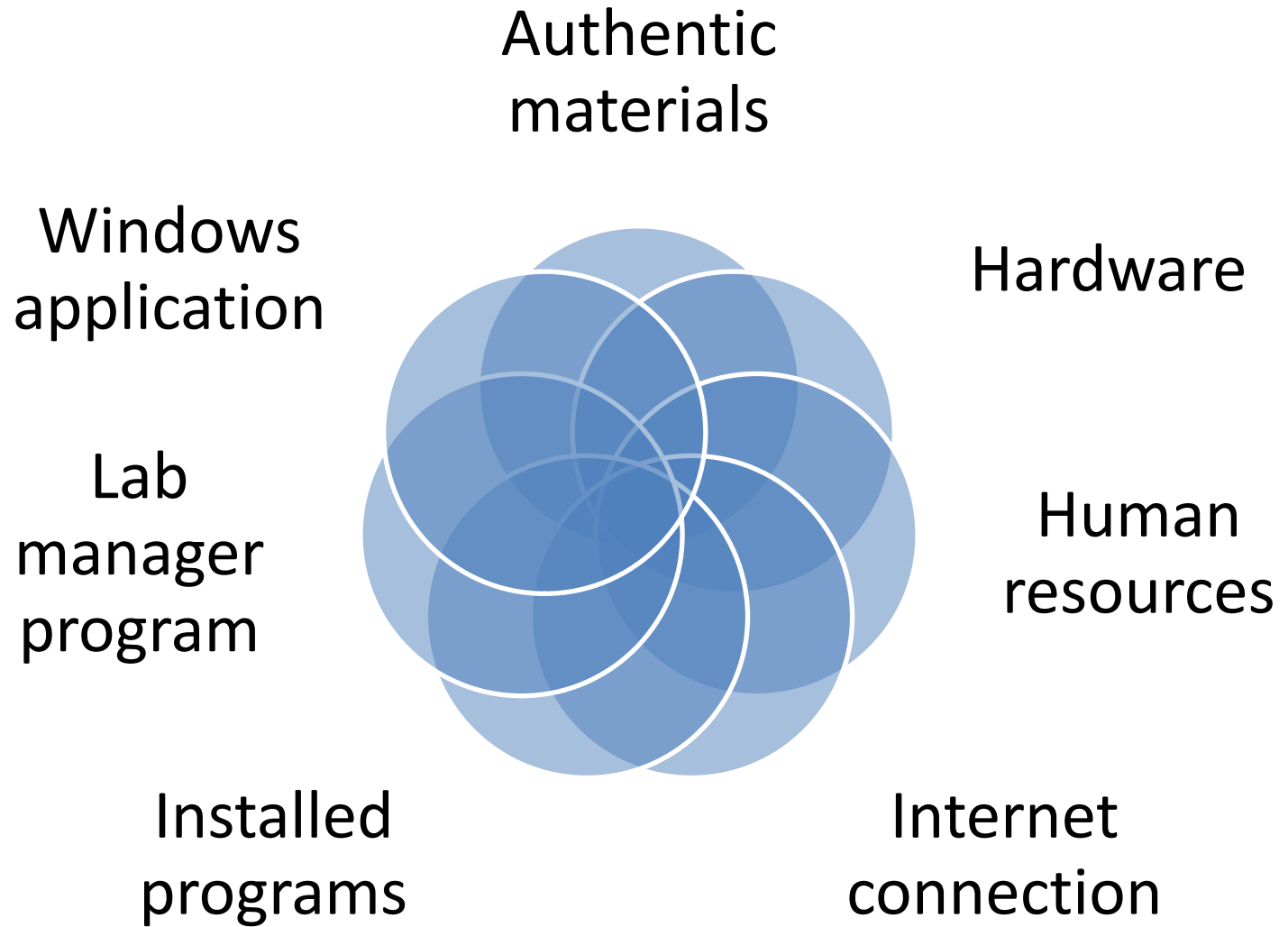
Traditional Learning	New Learning
Teacher centered	Student centered
Single media	Multimedia
Isolated work	Collaborative work
Information delivery	Information exchange
Factual, knowledge-based learning	Critical thinking and informed decision making

Solution?

Warschauer et al (2000: 7)

- Authenticity
- Various literacy forms
- High level of interaction
- The presence of vital elements that can motivate students
- Empowerment ability





Designing Materials

- Setting focus and goals
- Lesson planning
- Selecting materials
- Choosing tasks
- Creating worksheets
- Evaluating







On the computer...

□ Multimedia

→ Offline tools

- Microsoft Word
- Microsoft Publisher
- Microsoft PowerPoint
- Paint
- Software (Sanako, CitraLab etc)

□ Information and Communication Technology

- ### → Internet – sites, blogs, wikis, communities, etc...

Common technical problems

- Bad headsets
- Hardware
- Software
- Blackout
- Noise
- Unreadable sources

Handling technical problems

- Computer literacy
- Knowledge of operating teacher's console
- Capability to detect & repair minor problems
- Backup plans
- Call a technician

YOUR TURN...

Take the things we've talked about and think of a lesson that could be done in the Language Lab using the technology it offers.