



Reconsidering 21st Century Pedagogy Through the Implementation of Mobile Learning: Towards a Modern Teaching Approach

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INTRODUCTION

Overview

- To prove the effectiveness of M-learning
- To integrate M-learning inside & outside the classroom context
- Over-emphasis on book work
- Need for students to find connections between English & the real world



- Web 2.0 (web-based tools – blogs, social networking sites)
- 4C's: collaboration, communication, creative and critical thinking.

Digital literacies

- Search for information, communicating and sharing ideas and building collaborations
- Multimedia literacy, information and filtering literacy and intercultural literacy

HIGH SCHOOL CONTEXT

The School

- Active and close pedagogy
- Problems encountered
 - Over-emphasis on course books
 - Not implementing enough innovative technological transformations
- Students not developing the HOTS

Solution

- Implement M-learning



INNOVATION PROPOSAL

- 5 activities
 - 21st century skills: “innovation and creativity, critical thinking and problem solving, collaboration and teamwork, autonomy and flexibility and lifelong learning” (Dudeny et al, 2013)
- Learning outside the classroom
- Smartphones = the alternative

The previous hidden life of my colleague



Learning about the Chinese culture

	SPAIN	CHINA
Festivities		
Food		
Education		
Health		
Religion		
Literature		
Sports		
Economy		
Architecture		
Politics		
Society (values)		

M-learning

- Learners' development of the 21st century abilities

CONCLUSIONS

Summing up

- M-learning in and out of the classroom
- Anywhere, anytime

Strengths

- Students get motivated
- Students develop the HOTS
- Students develop autonomous learning & digital literacies
- Learners master the 21st century competences and skills

Weaknesses

- The innovation proposal has not been implemented
- Teachers afraid of using new technologies

MOBILE LEARNING

Definition

- Teaching & learning by means of portable gadgets (smartphones)

M-learning benefits

- Ubiquity and instant connectivity
- Learning in the class but also outside
- Informal learning, more real-life based
- Autonomous learning
- Interactive learning (Web 2,0)

REFERENCES

Dudeny, Gavin; Hockly, Nicky, and Pegrum, Mark. *Digital Literacies*. Harlow: Pearson Education Limited. 2013. Print.

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