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All Things English, (Summer 2023),

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ELL Multimedia Engagement

The project description starts with the fact that I am a teacher for students learning English as a second language. I believe that engagement is needed in the classroom to help students with retention of what they are learning and motivation to learn. The students learning English in this digital age would benefit from the addition of Multimedia technology. Incorporating the new 21st century teaching strategies that provide the use of mobile devices and applications that go along with them will be the tool that students need to engage them in their learning. This project is for educators that want to increase their digital literacy to teach English to students learning English as a second language.

The capstone problem or rationale is that there is a need for digital literacy in the classrooms for both teachers and students. The reason for selecting this project is for my classroom to include multimedia so that the students can experience high level engagement using technology filled teaching strategies and multimedia connecting to chosen classroom pedagogy. The beneficiary of this project is teachers of ELL students struggling to engage the ELL students. Also Educators that would like to improve their digital literacy. The use of multimedia will enhance engagement in the classroom, thus having an easier time retaining information as students learn.

The project goal or objectives are for the classroom to include multimedia so that the students can experience high level engagement using technology filled teaching strategies and multimedia connecting to chosen classroom pedagogy. There are 3 objects that teachers enrolled in this course will acquire.

1. Enhance their ability to teach English Language learners using technology such as mobile devices.
2. Build skills in engaging students through the use of multimedia engulfed pedagogy.
3. Discover and use different forms of technology increasing their digital literacy.

These three goals will be achieved through a course following a gamification plan created to make sure the educators are competent and equipped in digital literacy. Once enrolled in this course, the participant will then be introduced to what the course is about and the rules that follow. Your path to achieving your EBME, Emergent Bilingual Multimedia Engagement Certificate, ESL Teacher edition, will be constructed by a series of tasks. You must successfully pass through five stages of digital literacy proficiency tasks in order to become an effective, engaging, and digitally literate ESL teacher. The material of each level is supported by the content of previous stages that build on each other. It's time to increase your inquiry skills and advance your expertise as an educator.

Points needed to move to the next level starts with level one being 30 points, level two is 60 points, level three is 70 points, level 4 is 75 points, and level five is 100 points. The complete amount of points 335 is an indication that you have received all badges and completed the course. The certificate for ELL multimedia engagement will only then be earned.

Explain how points are awarded. There are 1-3 tasks for each level. Some tasks may be quizzes, while others may be interactive research or videos. Each assignment that is finished earns points. The number of points awarded depends on how difficult the task is. For points to be given, documentation from each completed assignment must be entered into the corresponding google classroom assignment.

Explain how to move through the levels. One level is finished at a time. Before going on to the next level, each assignment for the current level must be fulfilled. For each level that is successfully finished, badges are obtained. You can obtain the EBME, Emergent Bilingual Multimedia Engagement Certificate after finishing all five levels! ESL Teacher Edition will be catered to English Language learner content specifically to help their needs of engagement as bilingual students.

Explain how your audience will know that they are meeting a competency goal or learning outcome. For grading purposes, proof of completed assignments will be uploaded to google classroom. Grades serve as a signal that a competency has been attained. At that point, Google classroom will award an Achievement badge matching to the Level. The learner will receive a badge and certificate designating them as an Emergent Bilingual Multimedia Engagement qualified educator after completing all five levels. Here is a Gamification summary chart of what the participants will do.

| Level | Level Name | Expectations | Tasks/Activities | Validation of Competency |
| --- | --- | --- | --- | --- |
| 1 | Competency | Focus:  Using multimedia tools | -Watch Interactive Promethean White Board Video task  -Explore 3 online learning sites for the English Language task  -Explore the Class Dojo platform task | This badge/points will be awarded when proof of 3 learning sites are submitted to google classroom  **Yellow Badge**  **Points 30** |
| 2 | Effective Engagement | Focus:  Teaching Strategies  Pedagogy | Create a Pictionary activity lesson that will be interactive and visual using an interactive white board task.  -Use T.P.R (Total Physical Response) in an action call and response activity task. -Expand on the activity Four Corners Task.  -Watch a video on ELL and ESL Teaching strategies Task.  <https://youtu.be/SyJ_pNaazso> | Once the lesson plan including the interactive white board is submitted to the google classroom, the badge and points will be awarded.  **Orange Badge**  **Points 60** |
| 3 | Individual Learning Styles | Focus:  Cultural Representation  Racial literacy  Diversity in the Classroom | -Video: Gadner’s Theory of Multiple Intelligences task  <https://youtu.be/s2EdujrM0vA>  -Research: How to assign a Support Buddy or group in a diverse classroom Task  -Quiz on different learning styles and diversity in the classroom | To acquire the points/badge, submit your findings on how to effectively group students and the passing score of 85 percent or higher results to google classroom.  **Green Badge**  **Points 70** |
| 4 | Creativity | Focus:  Planning Fun lessons  Students interests | -Explore the resource Blooket Task  -Research why the use of Realia, Models,  Projects, and Virtual field trips are beneficial to an engaging and interactive classroom.  -Provide a Lesson plan for ELL students using Blooket and another engaging activity. | To obtain the points/badge for this stage, you must submit to google classroom a creative lesson using the media resource Blooket and one of the engaging resources learned thus far (does not matter the level or subject).  **Blue Badge Points 75** |
| 5 | Multimedia Expert | Focus:  Digital Literacy | Create a Mind Map for For Emergent Bilingual Students: choose 3 multimedia resources you would use in your ESL classroom. (Provide examples for how you would use the resources in the classroom) task  <https://www.goconqr.com> | To acquire the points and bage for this level, one must submit the mind map to google classroom. As well as submitting the quiz for Emergent Bilingual Multimedia Engagement, which sums up everything learned so far in a series of a few questions.  **Purple Badge**  **Points 100** |

The setting is the environment I am going to complete my project in the MNPS community of EL teachers. This will be beneficial for all ELL teachers struggling to engage their students and will teach them how to use different forms of Technology.

My plan for evaluation is to assess this project through a level system of obtaining digital literacy badges by doing assignments, research, creating techniques about All things English. It will be a 5 level process to show that one has completed the steps to become successful in this project.

The project schedule will be a 3 day course project that will prepare ELL teachers. This training session will include the completion of a multimedia engulfed lesson plan. Most of which is learned the first two days of the training.

Storyboard or Prototype -



