

## LATE Spring TPDD 2025

# Developmental Perspectives in EFL Methodology

## Attīstības perspektīvas anġļu valodas kā svešvalodas mācīšanas metodoloģijā

**Date:** 13th March 2025

**Venue:** Online Zoom platform

11:45 – 12:00	Coffee talks (Joining Zoom)
12:00 - 13:00 (60 min)	<b>Visual Literacy &amp; Power of the Image</b> by <b>Alex Warren</b> (National Geographic Learning)  Students are bombarded with images in their lives, including in English language coursebooks. But beyond making a coursebook look great, what pedagogical purpose do they serve? In this hands on and practical session we'll start off by exploring the what and why of visual literacy. Then, using examples from National Geographic Learning courses, we'll try out a number of different imaged based activities that you can use in your classes to drive not only communication but critical and creative thinking too.
13.00 – 13.10	Break (10 min)
13.10 – 14.10 (60 min)	<b>Microlearning: Understanding and Teaching Generation Y</b> by <b>Tamrika Khvtisiashvili</b> (U.S. State Department English Language Specialist)  Generation Y is tech-savvy and feedback-dependent visual learners. Because "Gen Y" students are less likely to engage with traditional classroom teaching methods, microlearning is one of the methods teachers can employ to utilize students' attraction to digital media, multi-tasking, and a sense of global purpose. Microlearning is a strategy that involves delivering content in small, specific bursts. It's especially effective in today's fast-paced world, where attention spans are shorter.
14.10 – 14.15	Break (5 min)
14.15 – 15:15 (60 min)	<b>Gamification of Lessons</b> by <b>Holly Evers</b> (U.S. State Department English Language Specialist)  Gamification adds elements of collaboration, competition, and creativity to student learning. Students are not just passive recipients but become active participants in their learning. This activation sparks problem-solving skills that can be applied in the real world. All students have their preferred learning style, gamification uses multiple modes appealing even to the most reluctant of learners. In this LATE session, we will discuss research behind the trend and easy ways to add games to your EFL class.
15.15 – 15.25	Break (10 min)
15.25 – 16.25 (60 min)	<b>Helping learners to focus</b> by <b>Erika Osvath</b> (Oxford University Press)  Keeping your learners engaged in the EFL classroom can be challenging, especially in an era of constant distractions. In this practical online session, we will explore effective strategies to help your primary and secondary students improve their focus and concentration during lessons. We will look at how to create an engaging and structured learning environment, incorporate movement and interactive activities, and use both linguistic and non-linguistic activities that develop focus, including mindfulness. We will also briefly discuss how to recognize attention difficulties and adapt your lesson plans to maintain student engagement. By the end of this session, you will leave with practical, research-backed techniques to support your students in staying attentive, motivated, and actively involved in their English learning journey.
16.25 – 16.30	Closing of the event and informal professional conversations