

14. CREATING TECHNOLOGY FOR THE LOW-RESOURCE CLASSROOM



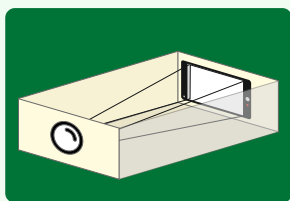
What is it?

For those of us who work in low resource environments, access to technology can be a challenge. However, we can be innovative and design our own technology for our classrooms. Here are some low tech ideas to get you started but do challenge yourself to be creative and meet the needs of your learners.

Shoebox projector

Don't have access to a projector and a computer in your classroom? No problem! You can create your own projector with a shoebox, a magnifying glass, some foil and your mobile.

Scan this QR code to find out how.



Do-it-yourself Virtual Reality (VR) headset

Virtual Reality (VR) is a new and exciting way of getting learners to experience concepts and content through videos. You can create your own VR headset with a plastic bottle, some cardboard and your mobile.

Scan this QR code to find out how.



VR apps

After you build your VR headset, download some virtual reality apps on your phone. These will have 360° videos and VR environments that your learners can explore.

Offline viewing

Connectivity issues? Use YouTube's download button to store videos on your phone so you can play them in class without any problems! Remember, you need to have an account to access this feature.



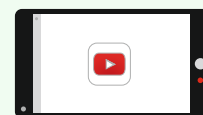
Visual recaps

A picture is worth a thousand words! Take pictures on your phone of learners engaged in activities or of your board work. Show these to learners later to get them to remember and review key content. For your learners' safety, don't share these online!



Video for feedback

Use your phone camera to record learners making a presentation or doing a skit. Then replay the video and ask other learners to give them feedback.



Text QR codes

QR codes with embedded text don't require any connectivity. Create and print your QR code using QRStuff.com. You can hide some text within each QR code. Get your learners to scan it in class using a QR Code scanner on your phone.



This guide uses Quick Response (QR) codes. To scan these codes, look for the app in Google Play or App Store and download it for free. To access resources, open the app and hold it above a QR code.

Creating technology for the low-resource classroom

Don't have access to any technology in your classroom? Try adapting these no-tech ideas!

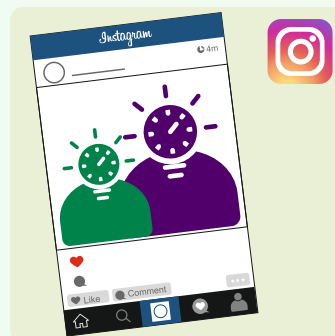
Paper-based Twitter

Distribute slips of paper and ask learners to write a 'tweet' using a topic, text or image as a prompt. You can set character and word limits for example 280 characters or 25 words and draw a 'tweet' template on the board. Learners can add appropriate hashtags from a list written on the board. In the second part of the activity, learners exchange tweets and 'like' them by drawing hearts on them and writing replies on the back. They can also 'retweet' a message by giving it a specific learner.



Instagram in notebooks

Instagram is an image and video sharing social network which can help learners understand how to work with different types of digital texts and media. Draw the Instagram template on the board and ask learners to copy this into their notebooks. Learners work in pairs or groups to draw an image and write about it. They should also add appropriate hashtags. Learners can then share their Instagram posts with other learners. They can give each other feedback by drawing hearts (♥) for likes.



Facebook wall poster

Design a flipchart that looks like a Facebook wall and ask learners to add messages to it. Instead of getting learners to write directly on the flipchart, ask learners to write their messages on post-its or pieces of paper which can be stapled to the poster. In this way, the Facebook wall can become a weekly activity.



Blackboard chat or discussion forum

Create a section on the blackboard and write a daily topic at the top. Learners can add messages about this topic during breaks or in between classes.



Text talk

Learners write text messages to each other using SMS language and emoticons on a piece of paper:



R u gng 2 d shpng mall?

After a few rounds, learners work in pairs to rewrite the messages using standard language.

Are you going to the shopping mall?

This guide is linked to the British Council CPD Framework for Teachers.

It develops the professional practice:

Integrating ICT:

- Using technology in the production of teaching and learning materials.
- Developing effective strategies for resolving potential technical issues.

Stage: Engagement