

Digital Tools For Improved Reading Skills

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What will we talk about?

1. A Framework for Developing and Understanding Digital Competence in Europe.
2. Do Digital Tools Improve Reading Outcomes?
3. Digital Tools for Improved Reading Skills:

Quizlet

Book Creator

Edpuzzle

Canva

Mentimeter

A Framework for Developing and Understanding Digital Competence in Europe

The areas of digital competence can be summarised as follows:

Information: identify, locate, retrieve, store, organise and analyse digital information, judging its relevance and purpose.

Communication: communicate in digital environments, share resources through online tools, link with others and collaborate through digital tools, interact with and participate in communities and networks, cross-cultural awareness.

Content-creation: Create and edit new content (from word processing to images and video); integrate and re-elaborate previous knowledge and content; produce creative expressions, media outputs and programming; deal with and apply intellectual property rights and licences.

Safety: personal protection, data protection, digital identity protection, security measures, safe and sustainable use.

Problem-solving: identify digital needs and resources, make informed decisions on most appropriate digital tools according to the purpose or need, solve conceptual problems through digital means, creatively use technologies, solve technical problems, update own and other's competence.

DigComp 2.1 The Digital Competence Framework for Citizens

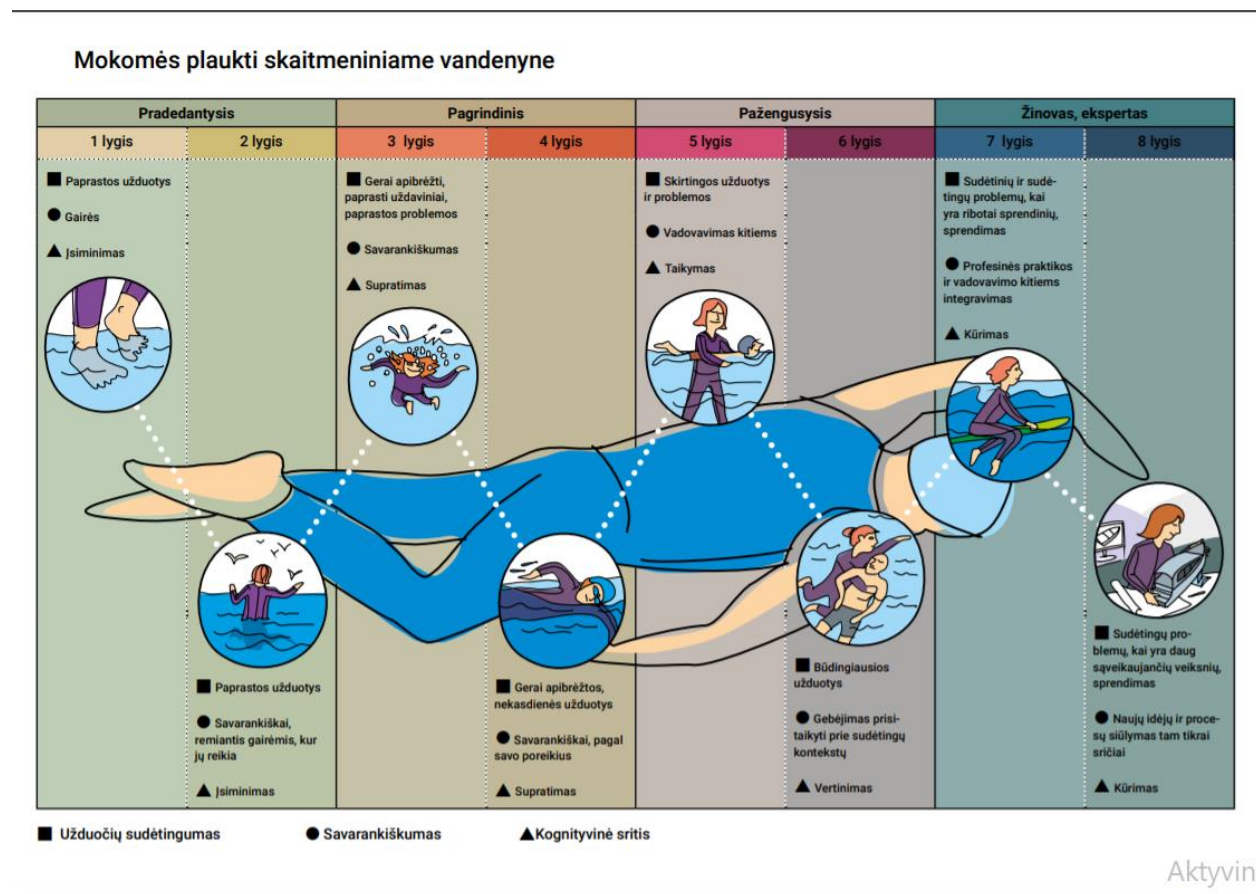


Table 1: Main keywords that feature the proficiency levels

Levels in DigComp 1.0	Levels in DigComp 2.1	Complexity of tasks	Autonomy	Cognitive domain
Foundation	1	Simple tasks	With guidance	Remembering
	2	Simple tasks	Autonomy and with guidance where needed	Remembering
Intermediate	3	Well-defined and routine tasks, and straightforward problems	On my own	Understanding
	4	Tasks, and well-defined and non-routine problems	Independent and according to my needs	Understanding
Advanced	5	Different tasks and problems	Guiding others	Applying
	6	Most appropriate tasks	Able to adapt to others in a complex context	Evaluating
Highly specialised	7	Resolve complex problems with limited solutions	Integrate to contribute to the professional practice and to guide others	Creating
	8	Resolve complex problems with many interacting factors	Propose new ideas and processes to the field	Creating

Technology in Our Life Today

Life Before And After The Computer

<https://www.youtube.com/watch?v=-oLlt4whDbg>

Technology at School

With the recent advancement of technology, it changes the tools children use to learn. When it comes to reading, there are many different apps and programs that can be used to keep children engaged and help them practice reading skills. Technology used as a tool for reading instruction can supplement the skills being taught, engage students more, and allows them to take charge of their own learning.

Technology at School

Technology should be used appropriately both inside the classroom and at home to see outcomes for students.

In addition, technology for reading should be used **in conjunction with teacher-led lessons**, which is one of the three factors involved in ensuring technology is used properly. The other two are **implementing learning tasks** and **activities that are interactive and allowing students to explore**.

Advantages 1

To understand how technology can be helpful for children learning to read, it must be understood that there are different types of learners and various factors that affect learning. Some of these factors are the environment in which they have learned and continue to read, socio-economic family status, and whether or not there are learning disabilities involved. Technology may benefit to support these types of learners, especially.

Advantages 2

When it comes to using technology for reading, teachers and administrators can use it in a variety of ways. Being able to explore different types of articles and content online allows for students to find reading materials they will be excited to read about. Students are usually more engaged using digital devices, so may be more willing to read or interact with texts on tablets, computers, and iPads.

Advantages 3

Reading is a multi-sensory process (*seeing* letters and words, *hearing* sounds and associating them with letters and letter groups, playing with and *physically* touching and creating letters).

Apps are well placed to help here as they use visual, tactile and auditory interactions to appeal to children's learning styles.

Learning process is more attractive, interesting.

Technology helps children to stay motivated during the learning process.

It creates new ways to learn for today's student.

Technology allows us to give students access to data from a single location.

Advantages 4

<https://www.youtube.com/watch?v=nt3hz2vVf8c>

Important!

Technology is a great tool for learning to read, but should not take the place of regular instruction. While there are many pros and cons when it comes to using technology for reading instruction, it is important to ensure that the technology is being used in a way that supports student learning but shouldn't replace authentic teacher-led instruction.

Disadvantages of technologies at school

Many classrooms place limits on technology access;

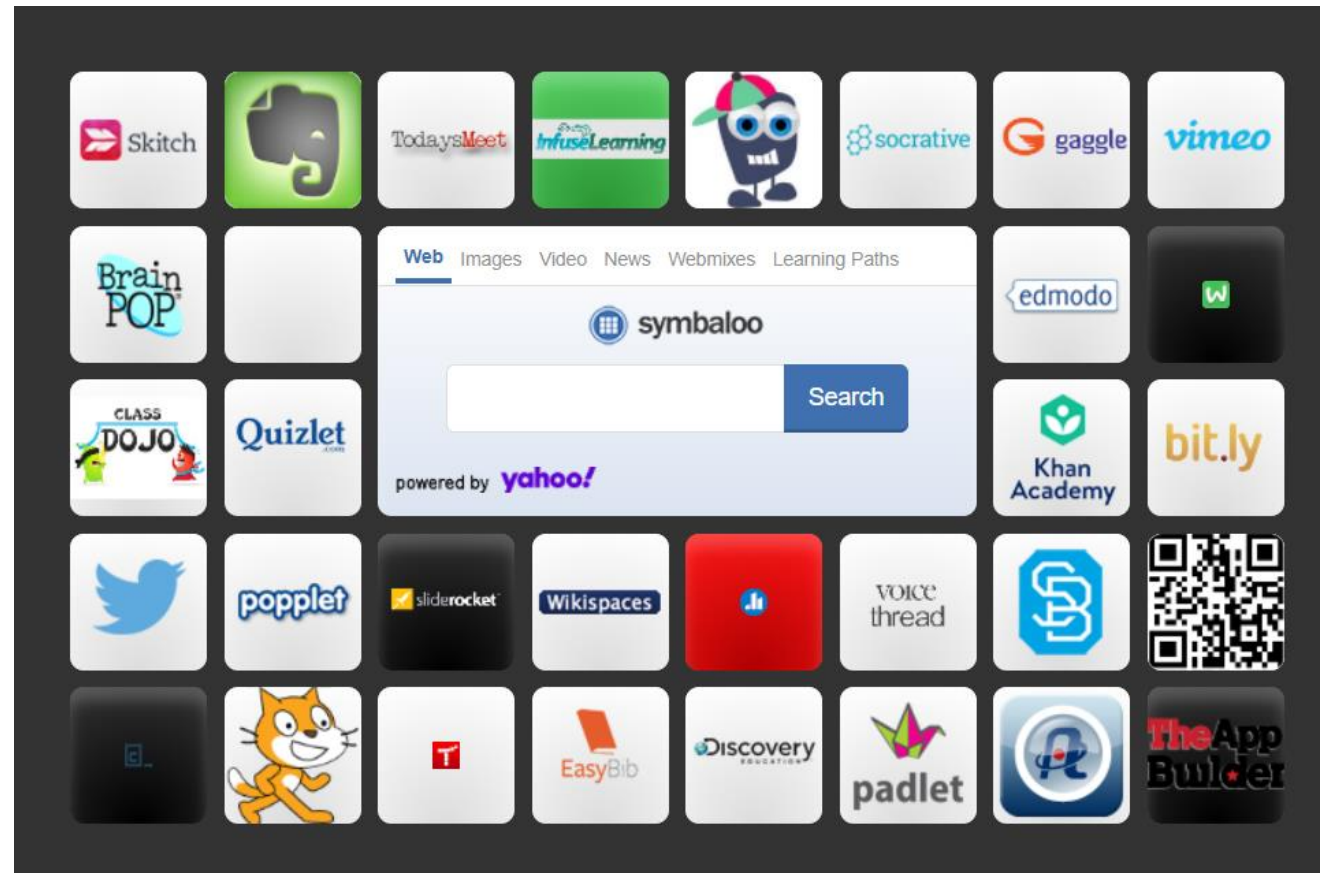
Misguided by the wrong information;

Makes learners disconnected from the real world;

Major challenges for teachers.

<https://www.symbaloo.com/embed/byotresources’>

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Digital Tools.

Quizlet



Quizlet: Company and Mission

Welcome to Quizlet, the world's largest student and teacher online learning community. Every month, over 50 million active learners from 130 countries practice and master more than 300 million study sets of content on every conceivable subject and topic.

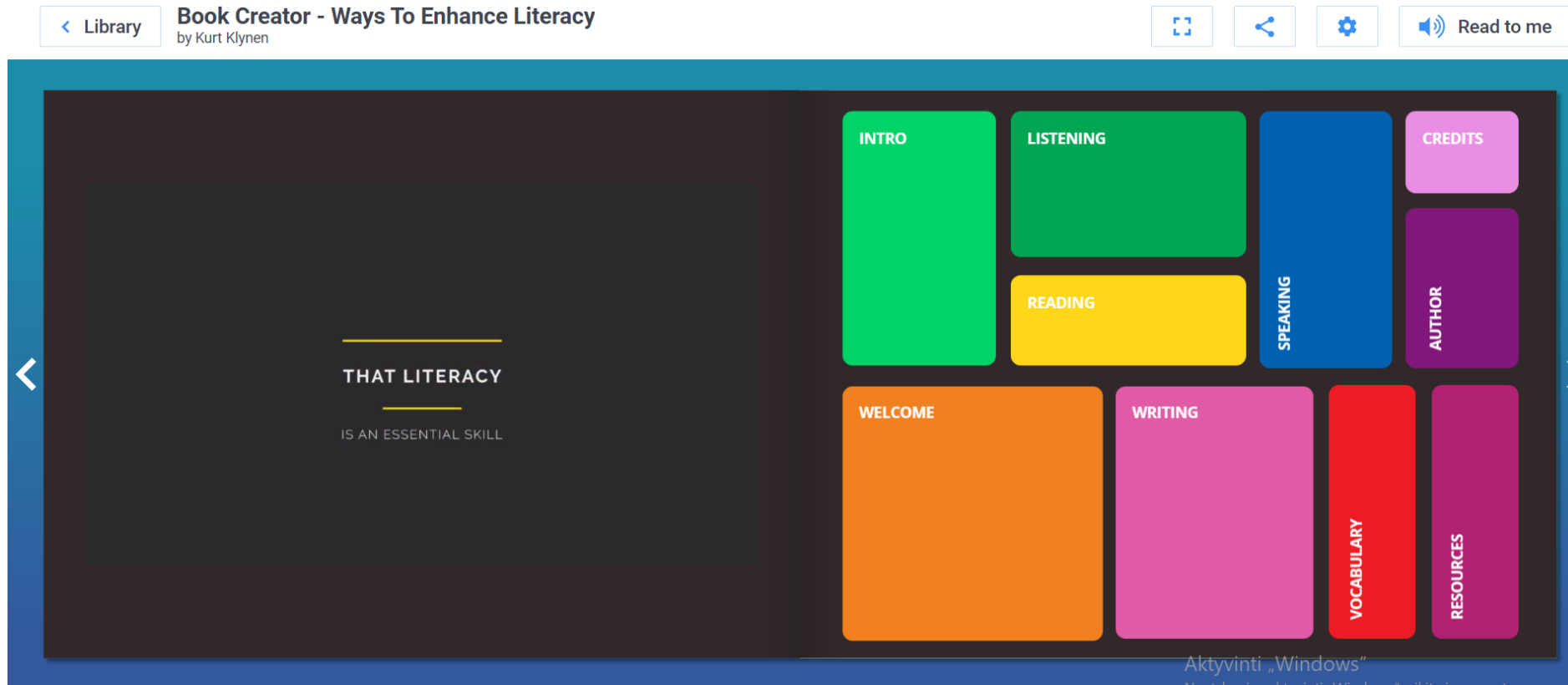


Mission

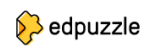
Our mission is simple: To help students (and their teachers) practice and master whatever they are learning. Quizlet provides engaging, customizable activities with contributions from people everywhere.



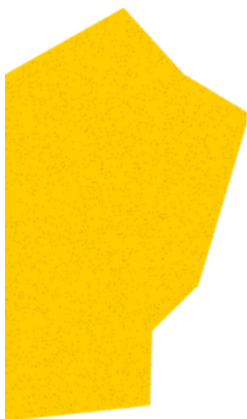
Book creator



Edpuzzle

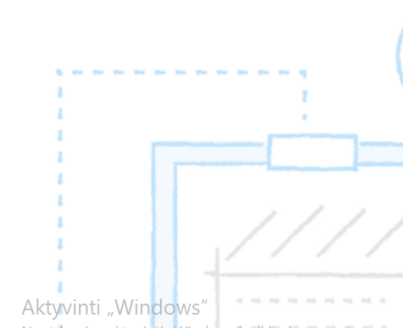


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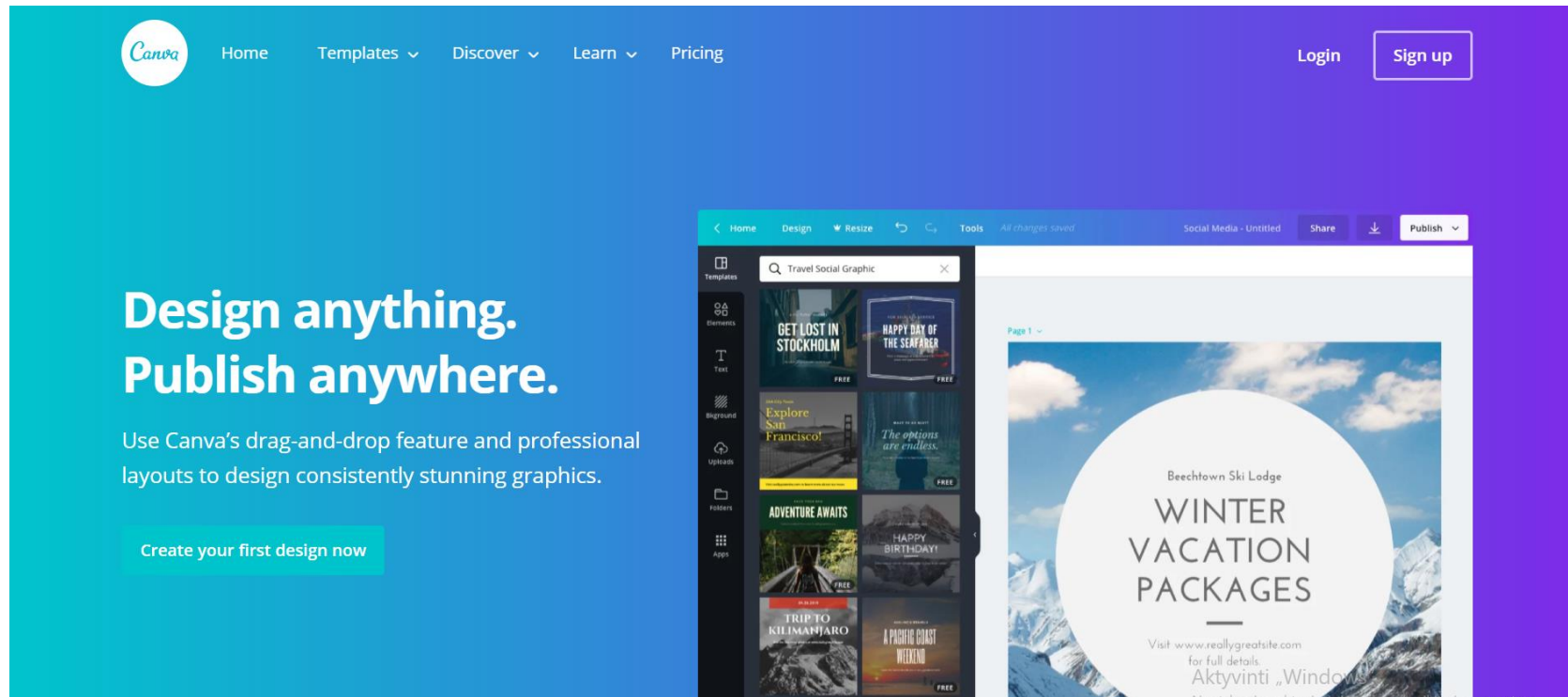


About Edpuzzle


Edpuzzle is an easy-to-use platform allowing you to engage every student, one video at a time. Get to know more about us below.



Canva



Mentimeter

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What is Mentimeter?

Create interactive presentations

Build interactive presentations with the easy-to-use online editor. Add questions, polls, quizzes, slides, images, gifs and more to your presentation to create fun and engaging presentations.

Present and engage your audience

When you present, your audience uses their smartphones to connect to the presentation where they can answer questions, give feedback and much more. Visualize their responses in real-time to create a fun and interactive experience.

Compare and analyze data

Once your Mentimeter presentation is over, share and export your results for further analysis and even compare data over time to measure the progress of your audience.

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