Draft

Group 10

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Quizlet Interactive Learning Resource

Learning demands more than just teaching and hoping that the students will register good performance in their work. Interactive learning requires the students to be offered effective ways of reviewing what has been taught. A lot of teachers have in many cases endeavored to create customized books and study guides as a means of promoting interactive learning. However, this activity is tedious and time-consuming. Therefore, to make things easy, most teachers have resorted to using the Quizlet app. Quizlet is a web-based platform that allows a student to engage in interactive learning and also explore learning through games. The aim of this app is to help students practice and also master what is taught. Waluyo & Bucol (2021) adds that “Quizlet support from teachers can stimulate students’ willingness to explore the application independently at home” (p.166). In the app, information is categorized into different sections that students can add to their accounts. There are seven sections composed of different activities and instructions. These sections are Flashcards that offer a quick means of reviewing terms and definitions, Learn is a personalized study mode that is influenced by the level of one’s knowledge on information in a study set. Yeh (2017) notes that to get the correct definitions, student have to type the terms correctly. Write offers a tool to fill the blanks, Spell dictates terms that are required to be typed correctly, Test offers an easy way to quiz oneself. Quizzing oneself allows students to gauge their knowledge on information in the study set. Match is a game that requires a student to match scattered words and terms. The user-friendliness of the app makes it easier to use by students of different ages. Sanosi (2018) points that “all the study modes provide feedback and errors corrections that make autonomous learning highly effective” (p.72)

This resource is based on constructivism learning theory. This theory emphasizes the important roles that learners play in building, understanding, and drawing meaning from information received when they interact with their peers or with different contexts (Kaya, 2015). As the learners do this, they widen the scope of their knowledge which helps them in the building on what they already know. Quizlet allows students to learn through interactive study modes and games thus turning material into a classroom where everyone actively participates as a way of acquiring new knowledge.

The rationale for this learning design stems from its accommodative nature as it can be accessed through phones, tablets, or laptops. According to Alharbi (2021), Quizlet offers a variety of content areas that allow users to explore various disciplines. The app also offers seven study modes that help students to review and decide on what works for them. Some of these study modes like flashcards have speech audio prompts for easy use by students who are learning English language. Students are randomly sorted into teams thus eliminating bias in group selection. Random selection allows al student to participate equally.

Looking at the role of education in economic development, some of the learning outcomes indicate that the government has done a lot to ensure that everyone receives formal education. This has been achieved through subsidized education, offering student loans as well as rolling out sponsorship programs. However, one hindrance to quality education is that not everyone has benefited from these programs because of the high population that is putting a lot of pressure on the government's resources.

Another outcome shows that despite the efforts of the government to ensure quality education lack of involvement of the parents continues to be a hindrance to access to quality education. Parents still have a huge role to play. The parents must ensure that their children have the necessary learning materials. Additionally, poverty continues to threaten the quality of education. For wealthy households, providing their children with learning materials is the least of their worries. However, for poor households, affording these materials is another challenge. As a result, some children from poor households are forced to drop out of school and find jobs to do.

From these outcomes, a system that will ensure that all citizens have access to quality education is making funding to poor neighborhood schools a priority. This will allow students from diverse backgrounds to enjoy quality education with minimal hindrance resulting from lack of access to educational needs. An ideal education system ensures that all students receive a rounded education irrespective of their economic backgrounds. Therefore, policies to ensure an equitable education system include elimination of gender and racer barriers, offering a subsidy of the fee, and availing learning resources to all schools.

For each of the outcomes, the assessment plan will have lists and names of those responsible for every task. The students will gather information individually and later share their findings with the other group members within a given timeframe. The members will have a chance to go through the information and counter-check the accuracy of the information gathered. This will be achieved by referring to the researched sources to ascertain the credibility of the information before putting it down. After the presentation of the findings, each learner will be allowed to give their views for or against the findings. This will make it easier to determine each person’s stance.

This resource assumes the following contexts: present in the group of learners is a case of color blindness and a person who does not have access to a computer at home but has a mobile phone with a data plan. The app offers a background with white color. White is a neutral color and that makes it easier to ensure the inclusion of interests of diverse learners. Also, the app has a provision for changing the background color to the most preferred. For instance, the night theme allows students to study at night thus limiting the strain on the eye. Additionally, the app can be installed on the phone therefore students without laptops benefit in the same way as those with laptops. The desire to promote inclusivity and ensure that the interest of all learners in different contexts are upheld is the rationale for my technology choice.

Link 1: https://www.aeseducation.com/blog/quizlet-pros-cons

Link 2: https://files.eric.ed.gov/fulltext/EJ1140571.pdf

Link 3: http://www.callej.org/journal/22-3/Alharbi2021.pdf

Link 4: https://members.iatefl.org/downloads/sigs/LTSIG\_ebook.pdf#page=124

Link 5: http://callej.org/journal/22-1/Waluyo-Bucol2021.pdf

Link 6: https://www.researchgate.net/profile/Abdulaziz-Sanosi/publication/327108959\_The\_Effect\_of\_Quizlet\_on\_Vocabulary\_Acquisition/links/5b7a8aeb92851c1e12219602/The-Effect-of-Quizlet-on-Vocabulary-Acquisition.pdf

We chose to incorporate my peers’ recommendations into my final resource as a way of appreciating a second-person opinion. By doing this, our scope of knowledge is widened and we can explore my topic from a different viewpoint. For this reason, we have incorporated aspects that I might have overlooked in my initial resource. Also, we can decide on the resource that is beneficial to my target audience without bias.

References

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