Al in EFL Education

Exercise 1: Al-Powered Lesson Planning (Google Bard & Quizizz)

- **Objective:** Craft engaging and effective lesson plans with Al assistance.
- **Task 1:** Choose a lesson topic.
- **Task 2:** Use Google Bard to generate ideas for learning objectives, activities, and assessment methods.
- Task 3: Create a draft lesson plan on Quizizz or another interactive platform.
- **Outcome:** A ready-to-use, interactive lesson plan that promotes student engagement and learning.

Exercise 2: Al-Generated Learning Games (Bard & Kahoot!)

- Objective: Design game-based quizzes and activities to reinforce key vocabulary and concepts.
- **Task 1:** Provide Bard with a list of vocabulary words or concepts from a recent lesson.
- Task 2: Choose a desired game format (e.g., multiple choice, matching, open-ended questions).
- Task 3: Use Bard or Kahoot! to create a fun and interactive quiz or game.
- **Outcome:** A student-centered learning game that motivates learners and assesses understanding.

Exercise 3: Personalized Feedback through Al (Bard & Grammarly)

- Objective: Leverage AI to provide constructive and individualized feedback on student writing.
- **Task 1:** Have students submit a short writing sample (e.g., paragraph, email).
- Task 2: Use Bard to identify areas for improvement in grammar, vocabulary, and content.
- **Task 3:** Utilize Grammarly or similar tools to suggest specific grammatical corrections and stylistic enhancements.
- Outcome: Students receive personalized feedback reports that guide their writing development.

Exercise 4: Al-Enriched Speaking Activities (Bard & Flipgrid)

- **Objective:** Foster engaging and productive speaking practice through Al-powered prompts.
- **Task 1:** Discuss different proficiency levels with the group (beginner, intermediate, advanced).
- Task 2: Ask Bard to suggest conversation topics and scenarios suitable for each level.
- Task 3: Create short video prompts on Flipgrid or another platform based on the

- Al-generated suggestions.
- **Outcome:** A collection of interactive prompts that encourage diverse conversations and speaking practice.

Exercise 5: Al-Assisted Classroom Management (Bard & ClassDojo)

- Objective: Explore AI tools and strategies to optimize classroom management.
- **Task 1:** Brainstorm challenges faced in classroom management (e.g., attendance, participation, distractions).
- Task 2: Ask Bard for Al-powered tools and strategies that address these challenges.
- Task 3: Research and test out one or two suggested tools, such as ClassDojo for managing behavior and points.
- **Outcome:** Participants discover and implement effective Al-powered solutions for improved classroom management.

Additional Tips:

- Encourage participants to share their experiences and adaptations of the exercises.
- Dedicate time for troubleshooting and addressing technical challenges with AI tools.
- Provide follow-up resources and support as participants implement AI in their classrooms.

By incorporating these suggestions, your workshop will encourage a hands-on approach, emphasize student-centered learning, and empower EFL teachers to confidently leverage the power of AI in their classrooms.