

ABOUT THE PROJECT

AR4EFL's aim is to offer training and information for teachers to use augmented reality (AR) when teaching English as a foreign language. The Project enhances teachers' skills to adopt new technology in their regular teaching while enhancing students' motivation, engagement and performance through augmented reality.

Principal objectives are:

- To create a realistic learning environment for learners of a second language so as to motivate them to learn.
- To design, test and publish an innovative educational package based on AR technology for primary school teachers that will guide and support their English as foreign language teaching.
- To provide quality training to primary school teachers on how to utilise the innovative educational package in traditional or virtual/online classroom.

PARTNERS



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AR4EFL

Transforming primary school
students' English as a
Foreign Language Learning
with Augmented Reality



Co-funded by the
Erasmus+ Programme
of the European Union

2020-1-UK01-KA226-SCH-094466



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RESULTS

Output 1

Desk research

A literature review comparing traditional approaches and augmented reality in language acquisition.

This output captures and compares the current state of the deployment of augmented reality (AR) technology in education, notably English language acquisition, in each partner country.

This research has been made available for everyone on the projects' website:

www.ar4efl.eu/intelectual-outputs-1

Output 2

Teachers handbook

The teachers handbook is a manual aimed to assist EFL/ESL teachers and language teachers in general in implementing EFL activities through well-organized lesson plans, while also instructing them in the usage of the AR application.

Scan the QR code to download the handbook:



Output 3

AR app

The augmented reality (AR) application aims to increase student engagement in English language learning using mobile devices in informal learning contexts – by generating a methodology that makes students an active part of learning, and also allows collaborative learning.

Download the app by scanning the QR code:

