



# Transforming Primary School Students' English as a Foreign Language Learning (EFL) with Augmented Reality (AR)

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2<sup>nd</sup> Newsletter

Towards promoting English language learning with Augmented Reality!!!!

Welcome to the 2nd newsletter of the Erasmus+ Project called "Transforming primary school students' English as a Foreign Language Learning (EFL) with augmented reality (AR)" with the acronym **AR4EFL**

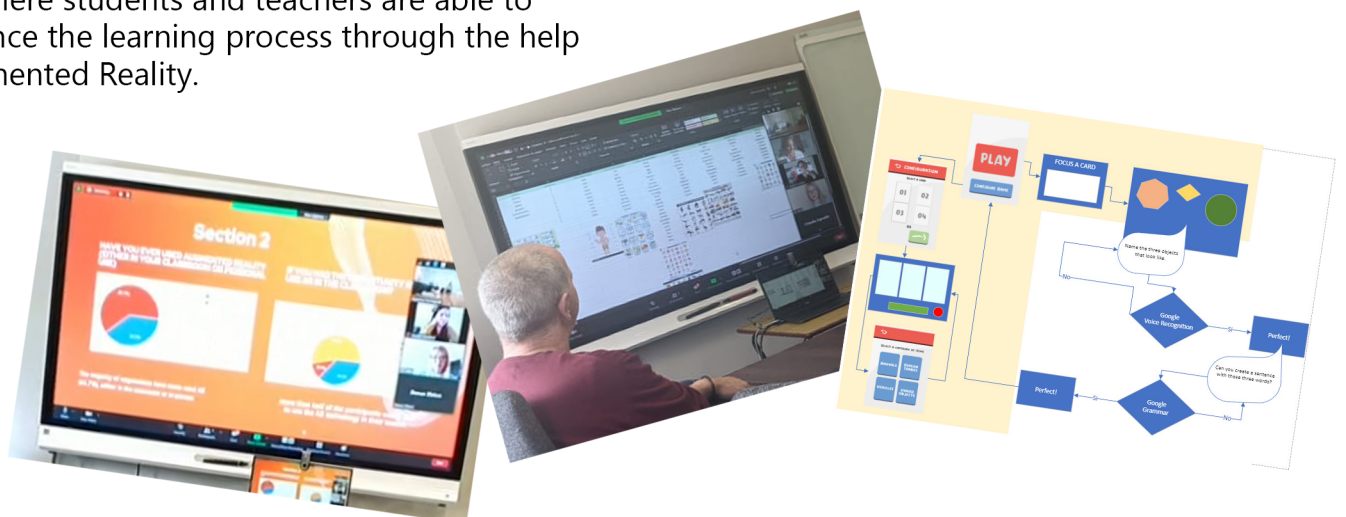
## International communication

There is no doubt that English is the language of international communication! However, teaching English as a second language to students presents numerous difficulties, the most significant of which is a lack of motivation. Motivating students to learn is not an easy task. Teachers require a variety of teaching methods, tools, and resources to attract students' interests. One such tool that has the potential to transform learning and teaching is Augmented Reality (AR)!!

The **AR4EFL** project aims to create an environment where students and teachers are able to experience the learning process through the help of Augmented Reality.

## The progress of the Project's Results:

1. The Desk research comparing traditional approaches and the use of AR in language acquisition has been completed and is already available through our website!!!
2. Lesson plans utilizing the AR app have already been created and will soon be available through our project website!
3. The AR app is now in an advanced stage and partners are enthusiastic about it!



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# Augmented Reality Corner

## What is Augmented Reality?

Augmented Reality (AR) is defined as “an enhanced version of reality created by the use of technology to overlay digital information on an image of something being viewed through a device (such as a smartphone camera)”. It is a term that refers to a process in which a computer-generated image is superimposed on a user's perspective of the real world to create a composite view. There are four distinct types of Augmented Reality:

- Marker Based Augmented Reality
- Marker Less AR
- Projection Based AR
- Superimposition Based AR



## Project's Meetings

On April 13 and 14, 2022, the 2nd Transnational Project Meeting (TPM) of the AR4EFL project was held in a hybrid format as some of the partners met in person in the UK, while others participated virtually. The partners got the opportunity to discuss the status of the project's deliverables and any changes that needed to be made. The Augmented Reality app and how teachers can use it to encourage pupils to study English as a foreign language dominated the conversation.

Moreover, AR4EFL partners organized a set of online meetings to discuss the results and achievements of the project and also to ensure the project is progressing very well and on schedule.



## PARTNERS



Visiting our  
website & Media!

[www.ar4efl.eu](http://www.ar4efl.eu)

[www.facebook.com/AR4EFL](https://www.facebook.com/AR4EFL)



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