

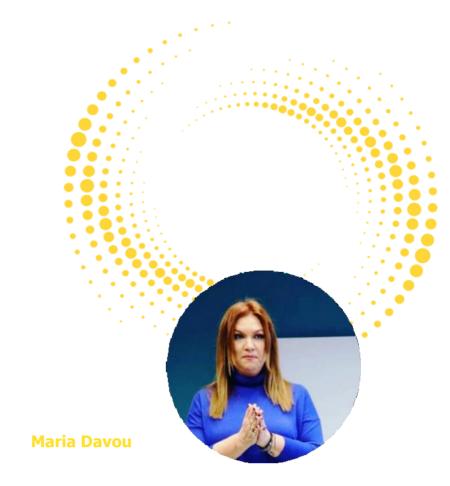


OUP CONFERENCE PROGRAMME Ljubljana, 1st of December 2024

PROGRAMME			
8.00 - 9.00	Registration		Hall
9.00 - 9.15	OUP and Center Oxford Welcome		Conference Room
9.15 - 10:00	Maria Davou: Unlocking Potential	Maria Davou	Conference Room
10.00 - 10.30	Coffee break		Hall
10.30 - 11.15	Caroline Reading: Life Vision	Caroline Reading	Conference Room
11.15- 11.25	Break		Hall
11.25 - 12.10	Gareth Davies: Insight	Gareth Davies	Conference Room
12.10 - 13.45	Lunch break		Hall
13.45 -14.30	Maria Davou: Grammar	Maria Davou	Conference Room
14.30 - 14.40	Break		Hall
14.40 -15.40	Gareth Davies: AI	Gareth Davies	Conference Room
15.40 -16.00	Conclusion		Conference Room



SPEAKER & TALKS



Unlocking Potential: Exploring Play-Based Learning for Young Learners

This talk delves into the transformative power of play-based learning in early childhood education. We examine how structured play activities stimulate cognitive, social, and emotional development, fostering creativity and curiosity. By integrating play into the curriculum, educators can create engaging, inclusive, and joyful learning environments. We explore evidence-backed methodologies, highlightingthe benefits of imaginative play, games, and role-playing for skill-building. Join us todiscover the science behind play-based learning, and how it nurtures a lifelong loveof learning in young minds, empowering them to thrive in a rapidly evolving world.

Teaching Grammar Without Teaching Grammar

In this talk, we will explore ways of subtly integrating grammar tasks in all skills. Grammar is present everywhere and there is no language without it. However, teaching Grammar communicatively is often a riddle for teachers. How can we design grammar tasks that are creative and meaningful? How can we teach grammar "in disguise"? The talk will include examples from soft-CLIL and values-based approaches.



SPEAKER TALKS



Gareth Davies

AI - a journey of discovery

When I started teaching, I used chalk on chalkboards, cassettes in cassette players and the school had one overhead projector between 20 teachers. Times have changed - CDplayers, data projectors, whiteboards, interactive whiteboards, Learner Management Systems, and of course the internet, have all threatened to bamboozle us and make us reconsider our teaching approach. But as resourceful teachers, we've overcome each challenge. Now, we are faced with the latest technological challenge - Al. Come with me, as I go on a journey of discovery, asking what Al means and what it means to us asteachers? We'll explore the ways it can help us, how it might hinder us and we'll leave you equipped to begin to face down this latest challenge, just as we've done the others.

Get your students speaking with Insight 2nd Edition.

A student said to me recently that if they say less, they will make fewer mistakes. This saddened me greatly. The goal of learning a language should be to equip ourselves with the means to communicate, not to make as few errors as possible. I want students to see English as a tool to get things done not as a subject they need to pass. In this talk, we will look athow we can motivate our students to talk by setting meaningful, challenging, creative tasks throughout the lesson that will help them to stretch their existing knowledge and communicate effectively in English.



SPEAKER & TALKS

Caroline Reading



Life Vision is the six-level successor course to Solutions. In developing this course, we kept some of the trusted strengths of Solutions whilst at the same time incorporating new skills that students need today to become responsible and global citizens in a digital age.

In this session I aim to show you the similarities between Solutions and Life Vision, and also the main areas of methodology and features that differentiate Life Vision

from Solutions, such as engaging video, soft critical thinking skills, speaking practice, Mediation tasks, Global Skills lessons, 3600 image lessons and Assessment for Learning as well as the course materials, both digital and print, that support teachers.