

Subject card

Subject name and code	Information technology in German language teaching, PG_00184064						
Field of study	German Studies						
Date of commencement of studies	October 2026	Academic year of realisation of subject			2028/2029		
Education level	Bachelor's studies	Subject group			Obligatory subject group in the field of study Optional subject group Subject group related to scientific research in the field of study		
Mode of study	full-time studies	Mode of delivery			at the university		
Year of study	3	Language of instruction			Polish		
Semester of study	5	ECTS credits			1.0		
Learning profile	academic	Assessment form			credit		
Conducting unit							
Name and surname of lecturer (lecturers)	Subject supervisor		dr Marta Bieszk				
	Teachers						
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	15.0	0.0	0.0	0.0	15
	E-learning hours included: 0.0						
Learning activity and number of study hours	Learning activity	Participation in didactic classes included in study plan		Participation in consultation hours		Self-study	SUM
	Number of study hours	15		1.0		9.0	25
Subject objectives	The integration of digital technologies with foreign language teaching enables students to effectively use multimedia and online tools. Developing skills in designing educational materials using modern applications and educational platforms. Enhancing competencies in e-learning by creating interactive lessons and evaluating and adapting existing online resources. Exploring innovative teaching methods that support language communication, such as video conferencing and audio-visual tools. Preparing for the effective use of new technologies in language education.						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[FGL3_K05] They are ready to responsibly perform professional roles in various areas of German Philology, including complying with professional ethics and intellectual property protection rules and requiring the same from others		
	[FGL3_U03] They can apply knowledge of humanities and social sciences useful in the work of a German philologist		
	[FGL3_W11] They know and understand the basic concepts and principles of copyright and intellectual property protection		
	[FGL3_W10] They know and understand the basic social, ethical, economic and legal conditions of professional activity requiring knowledge of German, as well as the basic principles of creating and developing various forms of entrepreneurship useful in planning a career as a German language specialist		
	[FGL3_W09] They know and understand the fundamental dilemmas of the contemporary civilisation in the context of issues related to intercultural linguistic and literary communication and the role of modern information technologies in the work of a German philologist		
Subject contents	<ul style="list-style-type: none"> • The Significance of ICT in Language Teaching: Discussing the role of technology in modern language education. Examples of integrating technology into the curriculum. • Basic ICT Tools: Overview of basic tools and applications such as e-learning platforms, language learning software, and multimedia content creation tools. • Digital Ethics and Data Protection: Fundamental principles of ethical technology use, respecting student privacy, and data protection. • Educational Platforms and LMS (Learning Management Systems): Examples and applications of platforms like Moodle, Blackboard, and Google Classroom in teaching German and English. • Creating Interactive Educational Materials: Tools for creating exercises, quizzes, educational games, and interactive presentations. Examples using Kahoot!, Quizlet, and Genially. • Multimedia in Language Education: Creating and using video, audio, and graphic materials in language teaching. Examples using applications like Canva, Powtoon, and YouTube. • AI Tools in Language Education: Overview of AI tools such as chatbots, speech recognition systems, and automatic translators (e.g., Google Translate, DeepL, Duolingo). • Personalized Learning with AI: Using AI tools to tailor educational content to individual student needs. Examples using systems like Smart Sparrow and Edmodo. • Creating Educational Materials with AI: Using text-generating tools, such as GPT, to create language learning materials. • Designing Online and Hybrid Courses: Principles of creating online courses, selecting tools, planning lessons, and assessing student progress. • Managing Online Classrooms: Tools for communication and managing group work, such as Zoom, Microsoft Teams, and Google Meet. Techniques for engaging students and maintaining their motivation. • Assessing and Monitoring Student Progress Online: Tools for assessing progress, such as Google Forms, Quizizz, and analytical tools in LMS. • Virtual and Augmented Reality (VR/AR): Introduction to VR/AR and their applications in language education. Examples using applications like Google Expeditions and CoSpaces EDU. • Educational Games and Simulations: Using games and simulations in language teaching. Examples from platforms like Classcraft and Minecraft Education Edition. • Technologies Supporting Collaboration and Communication: Tools for online collaboration such as Padlet, Miro, and Slack. Examples of group projects and international collaboration (e.g., eTwinning projects). 		
Prerequisites and co-requisites	Choosing a teaching specialty in German and English is a significant decision for those aspiring to become educators in these languages.		
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	Preparation of a Project/ Presentation	51.0%	50.0%
	Execution of Subtasks	51.0%	50.0%

Recommended reading	Basic literature	<p>Brash, B., Pfeil, A. 2017. Unterrichten mit digitalen Medien. München: Goethe Institut.</p> <p>Müller, S. 2011. Das interaktive Whiteboard im Klassenzimmer. Verlag an der Ruhr.</p> <p>Szewczyk, A. 2012, Technologie multimedialne wspierające dydaktykę języków obcych. W: <i>Dydaktyka informatyki</i> 2012, nr 7, str. 133-140.</p> <p>A curated list of selected multimedia programs for German language textbooks and various educational applications, including Canva, Wordwall, Learning Apps, and Kahoot. These tools are designed to support teaching objectives and enhance student engagement through interactive and creative learning activities.</p>
	Supplementary literature	The reading list will be updated shortly before the start of the classes.
	eResources addresses	

<p>Example issues/ example questions/ tasks being completed</p>	<p>Topics and Questions</p> <ol style="list-style-type: none"> 1. The Role of Digital Technologies in Modern Language Teaching: <ul style="list-style-type: none"> • Question: What are the benefits and challenges associated with integrating digital technologies into language teaching? 2. Essential ICT Tools and Their Application in Language Teaching: <ul style="list-style-type: none"> • Question: Which applications and platforms are most effective for teaching German and English? 3. Digital Ethics and Data Protection in Educational Contexts: <ul style="list-style-type: none"> • Question: What ethical principles should be considered when using digital technologies in the classroom? 4. Creating Interactive Educational Materials: <ul style="list-style-type: none"> • Question: What tools are available for creating quizzes, educational games, and multimedia presentations? 5. Using AI Tools in Language Education: <ul style="list-style-type: none"> • Question: What are the possibilities and limitations of AI tools in language teaching? 6. Personalizing Education Using AI Tools: <ul style="list-style-type: none"> • Question: How can AI assist in tailoring educational content to meet the individual needs of students? 7. Designing Online and Hybrid Courses: <ul style="list-style-type: none"> • Question: What are the key elements of creating effective online and hybrid courses? 8. Managing Online Classrooms and Engaging Students: <ul style="list-style-type: none"> • Question: What techniques and tools can be used for effectively managing an online classroom? <p>Assignments</p> <ol style="list-style-type: none"> 1. Designing an Interactive Lesson: <ul style="list-style-type: none"> • Assignment: Create an interactive lesson on a chosen topic for German or English using tools such as Kahoot!, Quizlet, or Genially. 2. Analyzing Educational Platforms: <ul style="list-style-type: none"> • Assignment: Compare two educational platforms (e.g., Moodle and Google Classroom) in terms of their features and suitability for language teaching. 3. Creating Multimedia Educational Materials: <ul style="list-style-type: none"> • Assignment: Create an instructional video or an interactive presentation on a chosen grammatical or lexical topic for German or English using Canva or Powtoon. 4. Applying AI Tools in Practice: <ul style="list-style-type: none"> • Assignment: Write an essay on the use of AI tools (e.g., Google Translate, DeepL) in language teaching, highlighting their benefits and limitations. 5. Preparing Self-Study Materials: <ul style="list-style-type: none"> • Assignment: Develop a set of educational materials using ICT tools that can be used by students for independent learning of German or English. 6. Online Collaboration Project: <ul style="list-style-type: none"> • Assignment: Design an international collaboration project using tools such as Padlet, Miro, or eTwinning, engaging students from different countries in interactive language tasks. 7. Evaluating Online Educational Resources: <ul style="list-style-type: none"> • Assignment: Evaluate existing online educational resources (e.g., language courses, educational materials) for their usefulness and quality in language teaching.
<p>Work placement</p>	<p>Not applicable</p>

Document generated electronically. Does not require a seal or signature.