

CLIL IN 2020

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ELT Ireland 2020

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# A STORYLINE



What we  
see globally

Re-shaping of  
educational  
environments



# DIFFERENT NAMES SIMILAR PATHWAYS

Total Immersion

Partial Immersion

Double Immersion

Bilingual Immersion

Two-way Immersion

Dual language Immersion

Foreign language Immersion

Heritage Language Immersion



Mainly Language-Driven

Mainly Content-driven

Sheltered Instruction Observation Protocol

Cognitive Academic Language Learning

Cross-curricular Language Teaching

Content-based Language Teaching

Task-based Language Instruction

English as medium of Instruction

English for Specific Purposes

Content-based Instruction

# Why I Used to Think Being a Foreign Language Teacher Was the Loneliest Job



Connecting with my students was the easy part, but, professionally, something was **missing** Colleen Haggarty, ACTFL

FACT 1

# NEW LEARNING ENVIRONMENTS

Increasingly only a small part of English language learning happens in school



FACT 2

# DIGITAL LITERACY

Digital as a significant communication genre



FACT 3

## EMOTIONS RULE

Emotions drive attention. Attention drives learning & memory. Feelings are Facts.



COMPETENCE & SUCCESS

FACT 4

## COLLECTIVE TEACHER EFFICACY

Belief of teachers in their capabilities to realize the potential of their students



FACT 5

# MUCH ENGLISH LANGUAGE TEACHING

Remains stubbornly influenced by Communicative Language Teaching



Subjunctive mood

I wish  
I were in London  
now.

I wish  
I hadn't done it.

In the old  
days

Language  
Teaching in a  
silo

**LANGUAGE LEARNING**



In the old  
days

Subject  
Teaching in a  
silo

**CONTENT TEACHING**

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In the old days

Competence-building ignored or in a silo

**COMPETENCE-BUILDING**



Now it is time  
where all are  
brought  
together

**Language**

**Content**

**Competence**

DON'T NEED TO GO BACK IN TIME



## Present Perfect Passive

The letter has just been typed.

New cars have been invented.

TENOR

Teaching English



TENOR

Teaching English  
for No



TENOR

Teaching English  
for **No Obvious**  
**Reason**



# Hours of Exposure – English as a Subject

		High School	All Schooling
	Italy	500	1 200
	Korea	500	1 000
	Japan	525	928
	Spain	330	888
	Finland	228	684
	Brazil	180	610
	<b>Mexico UdG</b>	<b>315</b>	<b>565</b>

Green = Very Good, Blue= Acceptable, Red = Not good enough

**Mex 1**

**Thinking** Competence Relevance Production Perspective Learning Motivation

**Mex 2**

**Thinking** Competence Relevance Production Perspective Learning Motivation

**Mex 3**

**Thinking** Competence Relevance Production Perspective Learning Motivation

**Brazil**

**Thinking** Competence Relevance Production Perspective Learning Motivation

**Finland**

**Thinking** Competence Relevance Production Perspective Learning Motivation

**Italy**

**Thinking** Competence Relevance Production Perspective Learning Motivation

**Korea**

**Thinking** Competence Relevance Production Perspective Learning Motivation

**Spain**

**Thinking** Competence Relevance Production Perspective Learning Motivation

**BLUE** Focus on Content

**GREEN** Focus on Language Rules

**G3**

**G6**

**G9**

**G12**

**University**

**Finland**  
**RECENT**



**Mexico**



**Italy**  
**NEW**



# LET'S LOOK AT RESEARCH



# UP TO 25 YEARS OLD NOW

# GENERATION

MY GENERATION

## GENERATIONS:

- 1925-1945 ● SILENT GENERATION  
TRADITIONALISTS
- 1946-1964 ● BABY BOOMERS  
BOOMERS
- 1965-1979 ● GENERATION X  
XENNIALS
- 1980-1994 ● GENERATION Y  
MILLENNIALS
- 1995-2015 ● GENERATION Z  
NET GEN

**PHASE 1: EXPLORE**

**PHASE 2: EXPERIENCE**

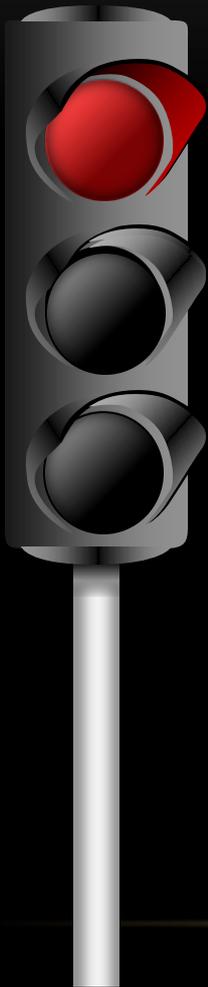
**PHASE 3: REFLECT**



**IMPACT OF DIGITAL  
CULTURE IS CHANGING  
MINDSETS**

How young people **read**, **search** for information, **apply** knowledge, **identify** with themselves, and the **paths** they take to learn

# FOR EXAMPLE **GENERALLY NEGATIVE**



Sleep deprived

Inability to concentrate

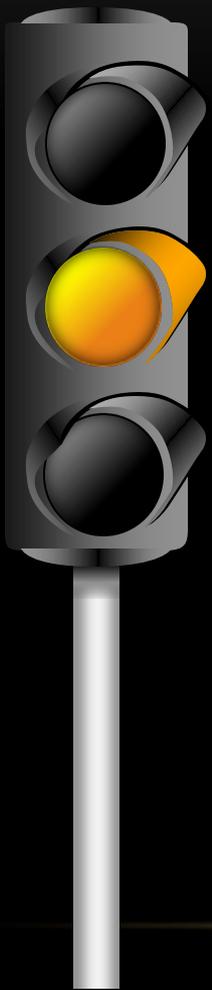
Restless

Dis-engaged, isolated

Lonely, vulnerable

Physically in-active

# FOR EXAMPLE POSITIVE/NEGATIVE



- Social Intelligence
- Multi-tasking
- Time management
- Self-disclosure
- Need for immediate gratification
- Learning through dialogue

# FOR EXAMPLE LARGELY POSITIVE



Empowered

Collaborative

Creative

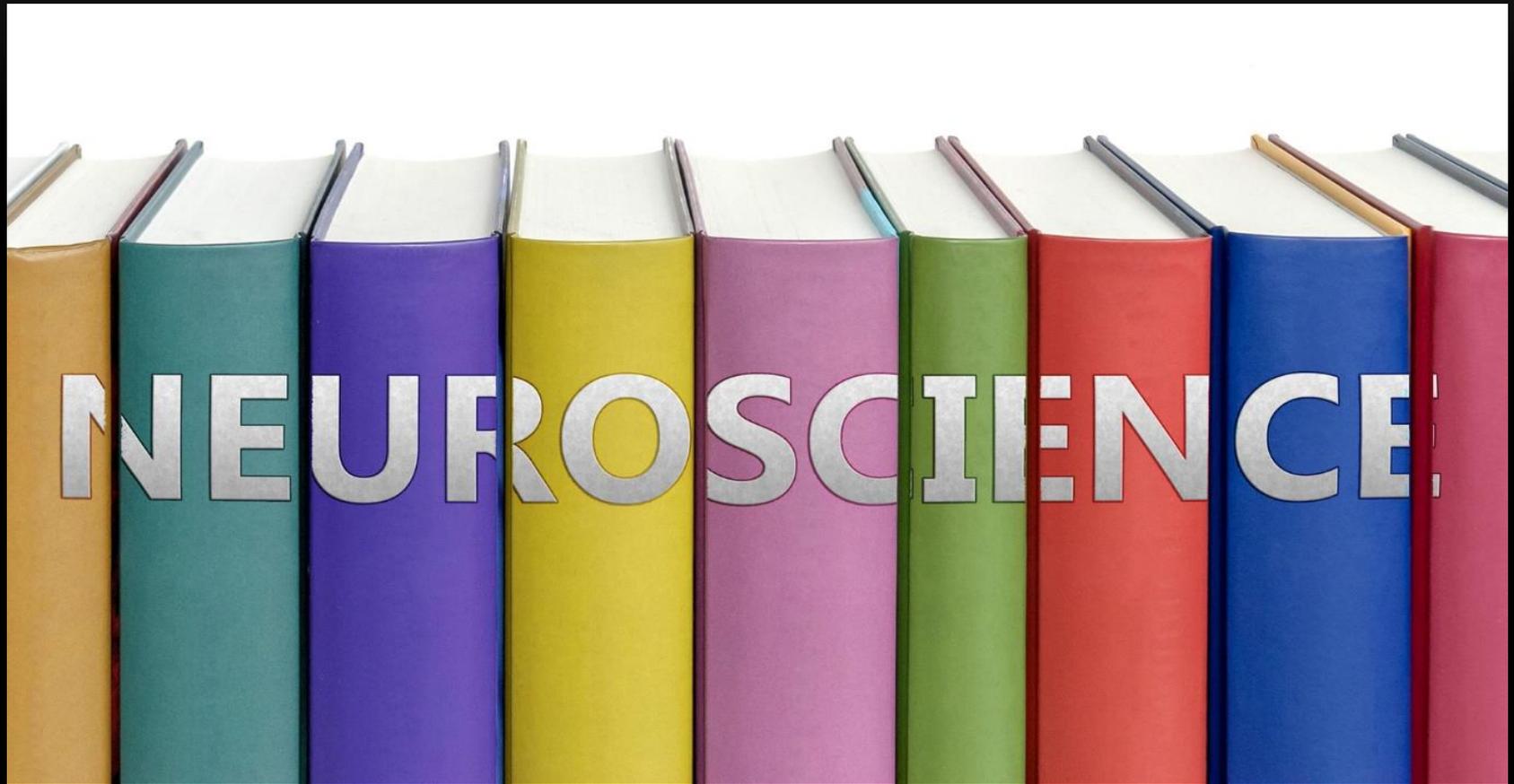
Fluid & crystallized intelligence

Navigation competences

# KEY DRIVERS FOR SUCCESSFUL LEARNING

- Self-confidence (low anxiety)
  - Self-esteem
  - Integrative motivation (desire to belong to a specific group)
  - Instrumental motivation (to accomplish a task)
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# UNDERSTANDING MIND & BRAIN



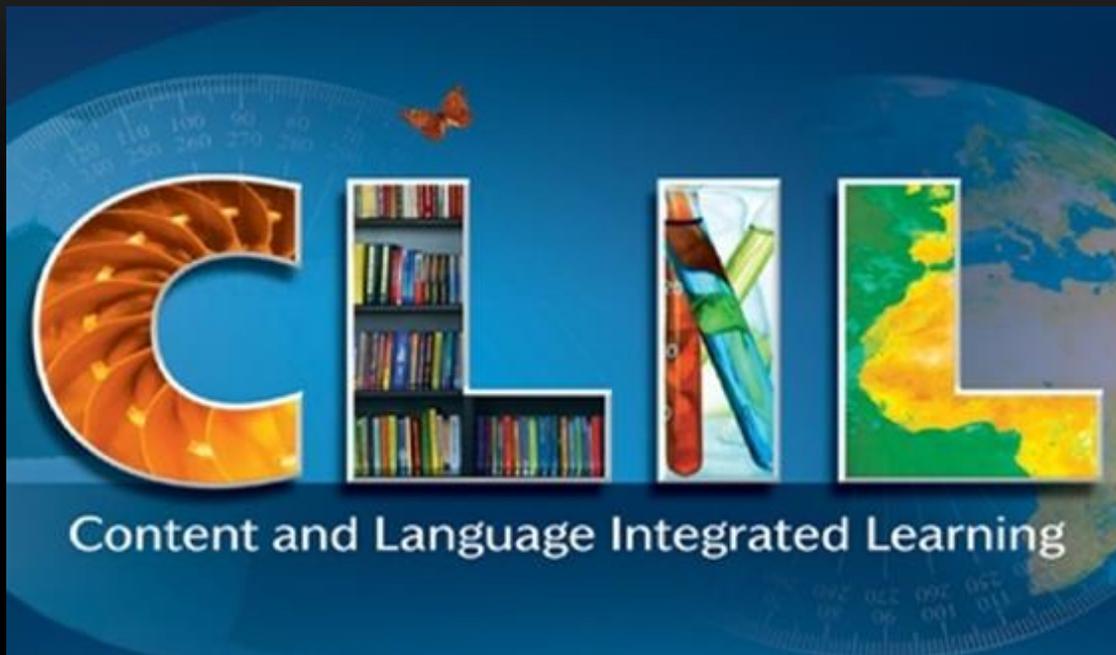
# THE STORY



LINUX

Linus Torvalds





Content and Language Integrated Learning

*Using language to  
learn and learning  
to use language*

*Bilingual Thinking*

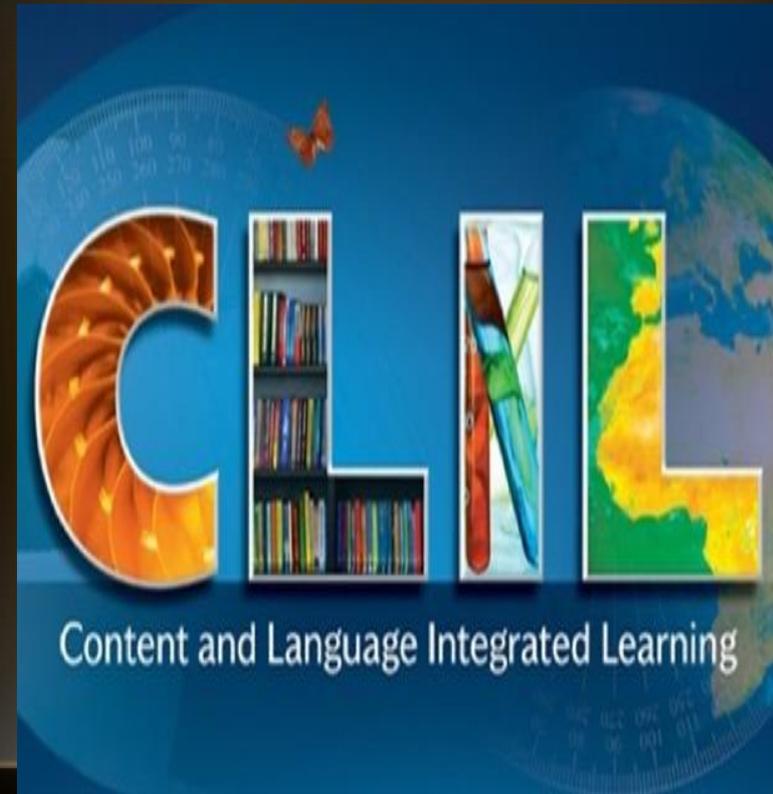
THE FINNISH LINUX OF  
LANGUAGE LEARNING

# CLIL

Teaching Subjects  
**through** English

1994-2020

 Bilingual Method



EMI

Teaching Subjects  
in English

 Monolingual  
Method



# RESEARCH ON CLIL - FRAGMENTED



# What CLIL teachers want

Scaffolding

Ideas & Insights

Resources

Networking

Language

Self-confidence

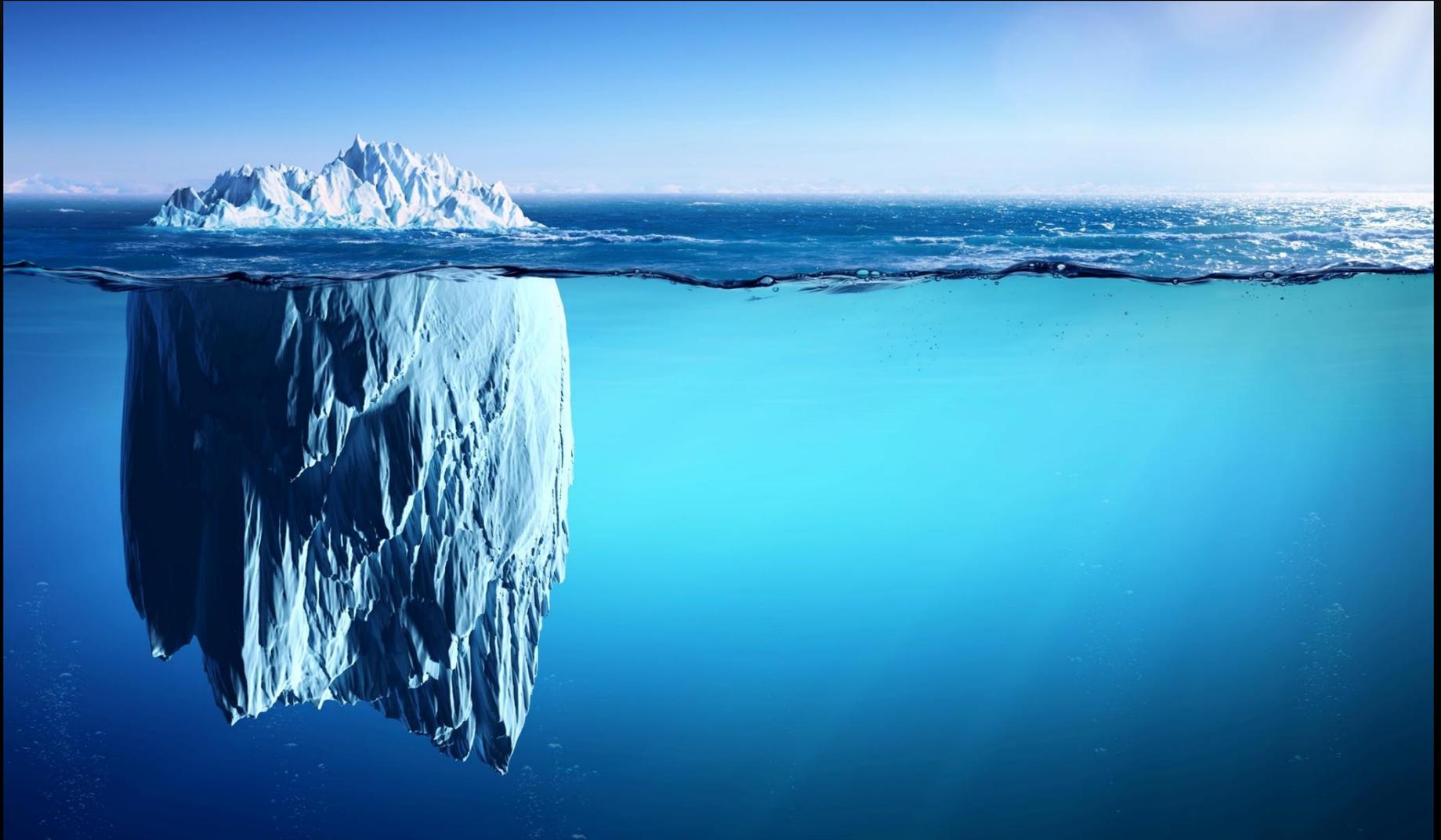
Mythbusting



## 2 TYPES OF FUSION IN LEADING SCHOOLS



# NEW SUBJECT AREAS ENVIRONMENTAL SCIENCE



# NEW SUBJECT AREAS CAREER NAVIGATION & GUIDANCE



# TRANSVERSALS

**Integration** of different subjects to create a single learning experience (transversal)

Where students look at a phenomenon from different **real-world/academic perspectives**

Develops systems thinking – **seeing patterns** – and inter-dependency

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# LIGHTNING – FLASH & DASH

Physics | Geography | Art | Maths | Chemistry



Energy | Location | Inspiration | Frequency |  $\text{NO}_x$

# WATER – THE SECRET OF LIFE

Chemistry | History | Economics | English | Physics



Molecules | Origin | Asteroids | Temperature | Hydrogen & Oxygen

# WELLBEING

Music | PE | Biology | Chemistry | English



Moods | Techniques | Biorythms | Intoxicants | Movement | Wellness

# MY CARBON FOOTPRINT

Maths | English | Biology | Social Science



Food Culture | Transportation | Energy | Recycling | Globalization

# IN SUMMARY A PERSONAL REFLECTION

One example of educational innovation  
through integration which mirrors the story  
of Nokia and Apple

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THANK YOU!

