CREATING ONLINE LEARNING ENVIRONMENTS FOR LANGUAGE ACQUISITION

Using online technologies in teaching and assessing the language is considered to be effective education. For effective assessment, creating online testing materials is a recognized method in higher education aimed at engaging students in effectively learning the language. In an era of dynamic globalization, the demand for instructional technologies is increasing, as is the amount of bilingual, trilingual, and multilingual people around the globe. This paper will discuss ways of creating online assignments, vocabulary and grammar tests, as well as establishing various forums for group discussions or peer feedback for evaluating syllabi using tools like Kahoot and Moodle, Google handouts, google doc, particularly when designing teaching and testing materials. These tools are alternatives to traditional class designs that can be varied during the teaching process. Designing online materials with the use of Kahoot and/or Moodle is beneficial in saving time that can be deployed for other activities, raising students’ motivation, as well as in creating a variety of class designs and for teambuilding. This paper covers the advantages of designing online teaching and testing materials and its challenges on Kahoot, Moodle and other tools. The evidences gathered in class observations while utilizing these online technologies will be described in this paper. The findings highlight a new area for classrooms in which both students and instructors can use iPad, cell phones, tablets and note-books in class for reaching objectives and fulfilling learning outcomes. This approach will create alternatives for online environments where students will be able to learn the language and assess their knowledge themselves. This research will be useful in developing theories of teaching language acquisition in bilingual and multilingual educational settings.