



Active Learning and Oral Communication

In collaboration with the 15th annual Autumn Workshop of the Research Group for Teaching Oral Communication in Japan and the JALT Ibaraki Chapter



ICR 人文社会国際比較研究機構
Institute for Comparative Research in Human and Social Sciences

UNIVERSITY OF TSUKUBA

CEGLOC Center for Education of Global Communication

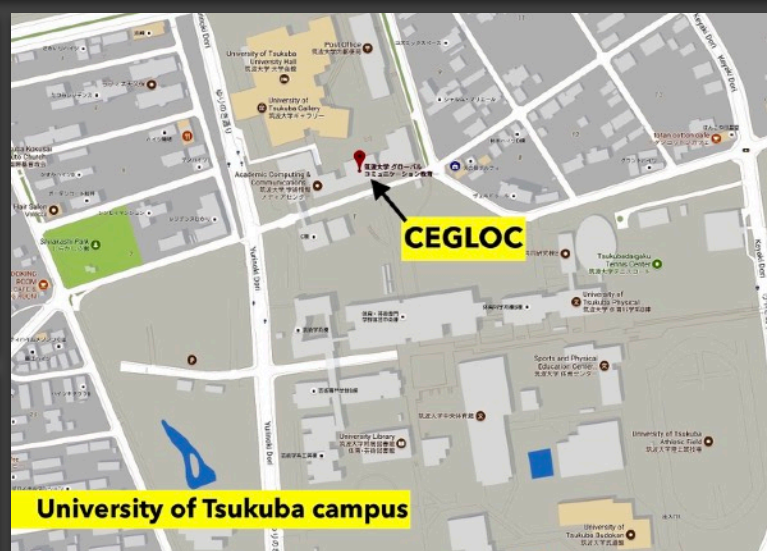
Tennodai 1-1-1, Tsukuba City 4th floor

December 9th, 2017

9:30 - 10:00: registration

10:00 - 16h45: conference

17:30 - 19:30: dinner party



10:00 - 10:10 Opening addresses (room CA410)

Iwasaki Hirosada (Center for Education of Global Communication)

Bruno Vannieu (Research Group for Teaching Oral Communication in Japan)

10:15 - 12:45 A pragmatic approach for oral communication in Japan

Programme français (room CA309)

10:15~ 11:30	Bruno Vannieu (Université de Kobe)	Tester pour motiver
11:45~ 12:45	Bruno Jactat (Université de Tsukuba)	Comment rendre active une classe de communication orale de première année

English Program (room CA410)

Jerry Talandis Jr. (University of Toyama)	Turning speaking tests into assessment activities
Bruno Vannieu (Kobe University)	Cultural codes and classroom management

14h00 - 16h45 Sharing classroom research and practice

14:00~ 14:30	Eiko Suita (Université Nihon)	Travail par paires: les conversations-enquêtes	Michael Stout (University of Tsukuba)	From conversation to discussion: a scaffolded approach
14:45~ 15:15	Jun Ikeda (Université Shirayuri)	Le vécu d'un prof progressiste issu du système traditionnel	Roxana Sandu & Javier Salazar (University of Tsukuba)	Active learning, active assessment: One-on-one interviews
15:30~ 16:00	Jean-Luc Azra (Université Seinan Gakuin)	Enseigner l'écrit, l'approche par modèles	Yuichi Ono (University of Tsukuba)	Online educational resources and integrated discussion course
16:15~ 16:45	Hidenori Konishi (Université Kyoritsu Joshi)	Convergences et divergences entre la Méthode Immédiate et l'ANL	Peter Hourdequin (Tokoha University)	Pragmatic awareness and practice with a simple table-top game