



4 CORE LANGUAGE SKILLS LESSON IN 5 MINUTES, USING AI TOOLS

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Abstract

This proposal presents an innovative approach to language learning in primary education using artificial intelligence (AI) tools. The objective is to create engaging five-minute lessons that target reading, writing, listening, and speaking skills. By integrating AI tools like BlueWillow, ChatGPT, Conker, and ElevenLabs, the lessons offer personalized feedback, cater to various proficiency levels, and promote accessibility. The expected outcomes include improved learner engagement and language proficiency. The project aims to empower learners through efficient language learning experiences, with potential for wider application in education.

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Part 1: Background and Importance

Language skills are essential for effective communication and personal growth. There are various teaching methods and techniques to make primary education effective. However, traditional language learning methods often require a significant investment of time and effort. With the rapid advancements in artificial intelligence (AI), there is an opportunity to enhance language learning experiences for students and make them more interactive and efficient.

All spheres of education are currently finding their feet when it comes to the continuing explosion of GenAI. Primary education is not the exception, AI can be implemented in classes for young students as effectively as for high school students. This proposal aims to create lesson that utilize various AI tools to develop the four core language skills—reading, writing, listening, and speaking—in just five minutes. By incorporating AI in lesson preparation, teachers can create effective and engaging classes in less time than before.

Part 2: Objectives

The primary objectives of this proposal are as follows:

- Develop a lesson that utilizes AI tools to target the four core language skills: reading, writing, listening, and speaking.
- Design a lesson that can be completed in “five minutes”, making sure that it meets the standards of the Thai educational system.
- Utilize a variety of AI tools, such as chatbot GPT to create the story, using the keywords, BlueWillow program to generate an image, Conker website to create the quiz in real-time and ElevenLabs to generate the audio version of the story
- Promote accessibility by ensuring the lesson is adaptable to various proficiency levels and topics of study.

Part 3: Terms of References

3.1 Goals

The goals of this proposal are to:

- Provide language learners with a time-efficient and effective method to develop their four core language skills.
- Enhance the learning experience using AI tools and offer personalized feedback for classes with different English proficiency levels.
- Enable learners to practice the four core language skills.
- Cultivate students’ curiosity to explore AI tools within the context of English lessons.

3.2 Scope of Content

The lesson covers the current topic of study “Daily routine”, although the tools are adaptable to various scenarios. It focuses on core skills and real-life situations, utilizing previously

learned vocabulary. The lesson encourages learners to apply their language knowledge in different ways, such as reading, listening, speaking and writing. This format will enable learners to make progress and maintain a consistent learning routine. This type of lesson, where all tasks are AI generated is an experimented way to represent the opportunity that artificial intelligence tools can provide for teachers. However, different parts of the lesson can be incorporated into a regular lesson plan.

3.3 Scope of Time

The lesson efficiently incorporates English language skills within the 60-minute class duration. The preparation time is subjective, although the approximate time is five minutes. Even though, most of the tools to prepare the tasks are made during the class, the preparation before the lesson is required. The “AI lesson” is planned to be used as a topic review to summarize the learned vocabulary. Successful implementation of the AI tools has been demonstrated in Grade 4 classes.

Part 4: Expected Outcome

The expected outcomes of this proposal are as follows:

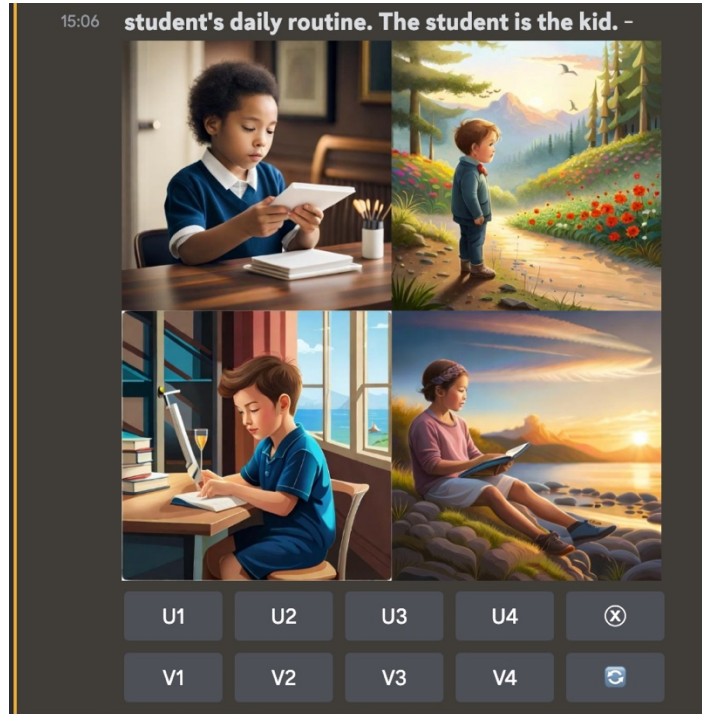
- A series of engaging language lessons that integrate AI tools to develop the four core language skills in a time-efficient manner.
- Increased accessibility to language learning by offering lessons that cater to various proficiency levels and individual learning needs.
- Improved learner engagement and motivation in English and technologies through the use of interactive AI tools and personalized feedback.
- Empowerment of learners to practice and enhance their language skills independently, resulting in increased language proficiency.

Part 5: Work Production Process or Operational Procedure

In this part all of the following steps described as a template for the lesson plan and as a personal review of each step during the class. For the lesson creation the following steps were made:

Step 1. Generate a Picture in BlueWillow: Before the lesson, a picture relevant to the lesson topic will be generated using BlueWillow. BlueWillow is a free AI artwork generator that creates stunning and unique AI-generated images. The picture will be based on keywords extracted from the lesson topic, providing visual support to engage learners and stimulate their imagination.

In our case, the topic of study was “My day”, where students learnt about the daily routine and talked about the duties and habits they do every time. The following picture was generated by BlueWillow AI, using the keywords: “Student’s daily routine. The student is the kid”



AI-generated picture, made in BlueWillow.

Step 2. Picture Description Exercise: Students will be prompted to describe what they see in the generated picture. They will also be encouraged to discuss what might have happened before and predict what could happen next. This exercise aims to develop speaking, as well as promote critical thinking and creativity.

In our case, the picture has been used to discuss the daily routine of each student. As a result of the discussion, the students were curious to know what happened with the boy in the forest.

Step 3. Short Story Generation in ChatGPT: Following the picture description exercise, a short story related to the lesson topic will be generated using ChatGPT. ChatGPT is an AI-powered language model developed by OpenAI, capable of generating human-like text based on context. The story will incorporate the vocabulary that has been previously learnt and language structures introduced in the lesson. Grade 4 students will read the story, enhancing their reading skills and exposure to authentic language usage.

The students made a story about their partner Lion, using the ideas that they brought to the table. It has been used as a base of the story created by AI. With the correction of the teacher, the story has been made in less than a minute.



Write the short story about student. His name is Lion. He is going to the forest and looking for the adventure. He wants to find the treasure. He saw a cat and a bear. He was scared of the cat and played with bear.

Use simple English vocabulary. Use the words and phrases from the topic "Daily routine".

Make the story with the length of 150 words.



Once upon a time, there was a student named Lion. One day, full of curiosity and excitement, he decided to explore the forest in search of adventure and treasure.

As Lion walked through the trees, he spotted a mysterious cat. Feeling a bit scared, he cautiously moved away from the cat and continued his journey. Soon after, he came across a friendly bear. Overcoming his fear, Lion played joyfully with the bear, forgetting about the cat.

While exploring, he stuck to his daily routine of staying safe and cautious. Lion kept his eyes peeled for any signs of treasure along the way.

Although he didn't find any treasure that day, Lion was thrilled by his forest adventure and the playful time spent with the bear. He returned home feeling brave and eager for more exciting journeys in the future.

The end.

 Regenerate response

The story, generated by ChatGPT

Step 4. Comprehension Questions in Conker: After reading the short story, students will answer comprehension questions generated by Conker. Conker is an AI-powered tool that can help you create engaging and effective formative assessments. These questions will assess their understanding of the story and reinforce their reading comprehension skills. The questions will cover various aspects, including plot, characters, and vocabulary usage.

In our scenario 7 questions have been generated about the story, to make sure that all students understood the plot of the story. They answered the questions independently and showed the proof of the answer in the text.

⋮

2. What was Lion searching for in the forest?

Select the correct answer

Excitement and curiosity

Adventure and treasure

A friendly bear

A mysterious cat

3. How did Lion feel when he saw the cat?

Select the correct answer

Excited

Curious

Joyful

Scared

4. What did Lion do when he saw the bear?

Select the correct answer

Became afraid

Ignored it

Played with it

Moved away

Question examples, generated by Conker.ai

Step 5. Conversion of a Paragraph into Audio in Eleven Labs. ElevenLabs is a platform for generating long-format speech that uses AI to create natural and compelling voices for creators and publishers. One paragraph from the generated short story will be selected and converted into audio using Eleven Labs. The audio will provide students with an auditory learning experience and reinforce their listening skills. Students will listen to the paragraph as homework and write it down in their notebooks, practising their listening comprehension and written skills.

During the final part of the class, students have chosen the voice and the speed of the speaker in the tool. They listened to the audio once again, making sure that the speed is appropriate for understanding. The audio file has been sent to students as homework, to transcript it back to the text.

Speech Synthesis

Unleash the power of our cutting-edge technology to generate realistic, captivating speech in a wide range of languages.

Settings

Antoni

+ Add voice

Voice Settings

Eleven English v1

Text

Once upon a time, there was a student named Lion. One day, full of curiosity and excitement, he decided to explore the forest in search of adventure and treasure.

As Lion walked through the trees, he spotted a mysterious cat. Feeling a bit scared, he cautiously moved away from the cat and continued his journey. Soon after, he came across a friendly bear. Overcoming his fear, Lion played joyfully with the bear, forgetting about the cat.

While exploring, he stuck to his daily routine of staying safe and cautious. Lion kept his eyes peeled for any

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0:17 / 0:53

The audio file generated by Eleven Labs

Part 6: Results/Achievements

The successful implementation of the tools described in the proposal led to the following results:

- The students were eager to participate in a new format of the lesson. They actively participated in conversation as well as completed all the tasks.
- In the part of story generation, some of the words and phrases were unfamiliar to the students and they were confused about the meaning.

Part 7: Success Factors

The success of these techniques relies on the following factors:

- Thorough research and selection of appropriate AI tools that align with language learning objectives.
- Students' willingness to embrace the new learning method.
- Effective use of AI tools for generating suitable pictures and texts for the lesson
- Consulting with fellow teachers and colleagues on how to use the technique in different classes.

Part 8: Lessons Learned

Throughout the implementation process, I anticipate gaining valuable insights and lessons learned, such as:

- The effectiveness of different AI tools in facilitating language learning within a time-constrained framework.
- Students' preferences and performance during the integration of AI tools were crucial in lesson development.

AI tools can complement but not substitute regular teacher-led tasks and performances.

Part 9: References

- ChatGPT, Other Fantastic Beasts and Where to Find Them: Implications of GenAI for Teacher Education (Peter Bannister (peter.bannister@unir.net) Universidad Internacional de La Rioja)
- Artificial Intelligence in ELT: Utopia or Dystopia? Exploration of AI in ELT and Future Implications (Mark Osborne, QUALIFY)

Part 10: Personal information

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Appendix

