

# UNIVERSIDAD TÉCNICA DE AMBATO

# FACULTAD DE CIENCIAS HUMANAS Y DE LA EDUCACIÓN

# CARRERA DE PEDAGOGÍA DE LOS IDIOMAS NACIONALES Y EXTRANJEROS MODALIDAD PRESENCIAL

Proyecto de trabajo de graduación o titulación previo a la obtención del Título de Licenciado en Pedagogía de los Idiomas Nacionales y Extranjeros Mención: inglés.

# THEME:

# "EASLE EDUCATIONAL PLATFORM AND READING SKILLS"

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Ambato – Ecuador

#### SUPERVISOR APPROVAL

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I, Lcda. Mg. Ruth Elizabeth Infante Paredes, holder of the I.D No. 060301610-6, in my capacity as supervisor of the Research dissertation on the topic: "EASLE EDUCATIONAL PLATFORM AND READING SKILLS" investigated by Mr.: Santiago David Velasteguí Viteri, with I.D No. 172922835-1, confirm that this research report meets the technical, scientific, and regulatory requirements, so the presentation of it is authorized to the corresponding organism in order to be submitted for evaluation by the Qualifying Commission appointed by the Directors Board.



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I declare this undergraduate dissertation entitled "EASLE EDUCATIONAL PLATFORM AND READING SKILLS" is the result of the author's investigation and has reached the conclusions and recommendations described in the present study.

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### **DEDICATION**

#### TO:

God for enabling me to study at a prestigious university. He knew how to align everything perfectly to guide me on the right path full of blessings and prosperity.

To my parents Janette and Carlos who always supported me emotionally and financially to fulfill my dreams whilst achieving these educational goals. They are my foremost source of motivation, grittiness, dedication, and encouragement. All acknowledgment to them.

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Sänty

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Sänty

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TOPIC: "EASLE EDUCATIONAL PLATFORM AND READING SKILLS"

AUTHOR: Santiago David Velasteguí Viteri

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**ABSTRACT** 

The current research is demanded to cover an examination accomplished with the

following topic: "EASLE Educational Platform and Reading Skills" which

investigates the relationship among both variables and how students' understudies

improve their reading subskills. Firstly, this research was coordinated using a mixed

approach by conducting a pre-test and a post-test taken from the PET Reading section

by Cambridge. The test evaluated the six main reading subskills skimming, scanning,

inferring, predicting, deducing meaning from context, and intensive reading. The

paired sample t-test statistics was implemented in this study to analyze quantitative

data. Furthermore, Cronbach's alpha validation for the Web 3.0 diagnosis was

considered to analyze qualitative data. Besides, the information from the Web 3.0

evaluation survey was categorized into a Likert scale. Secondly, online educational

activities were applied to the subject's class by the primary collaboration of the

"EASLE" educational platform to assess the mentioned reading subskills. For that

reason, this research aimed to analyze the relationship between the "EASLE"

educational platform and the development of reading subskills. Moreover, the

participants of the study were 37 students of the second semester from "Pedagogía de

los Idiomas Nacionales y Extranjeros" at Universidad Técnica de Ambato. Finally,

the student's average performance by using the "EASLE" improved from 13.84 to

26.76 points. Discerning the results, it can be concluded that the online activities of

the "EASLE" educational platform improve reading skills, as was proved in the

analysis of the students' scores.

**Key words:** EASLE Educational Platform, Reading skills, Web 3.0.

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AUTOR: Santiago David Velasteguí Viteri

TUTOR: Lcda. Mg. Ruth Elizabeth Infante Paredes

#### **RESUMEN**

La presente investigación pretende abarcar un estudio realizado con el siguiente tema: "Plataforma educativa EASLE y habilidades lectoras" que investiga las relacione entre ambas variables y cómo los estudiantes mejoran sus habilidades lectoras. En primer lugar, esta investigación se coordinó mediante el uso de un enfoque mixto mediante la realización de una prueba previa y una prueba posterior que se tomó de la sección PET Reading de Cambridge, que evalúa las seis subhabilidades principales de lectura, considerando leer por encima, escanear, inferir, predecir, deducir significado del contexto y la lectura intensiva. La estadística de la prueba t de muestras pareadas se utilizó para analizar los datos cuantitativos. Además, se utilizó la validación alfa de Cronbach para datos cualitativos de la encuesta de diagnóstico Web 3.0. Además, la información de la encuesta de evaluación de la Web 3.0 se categorizó en una escala Likert. En segundo lugar, para evaluar las subhabilidades lectoras mencionadas, se aplicaron actividades educativas en línea en clase mediante la colaboración principal de la plataforma educativa EASLE. Por ello, esta investigación tuvo como objetivo analizar la relación entre la plataforma educativa "EASLE" y el desarrollo de las subhabilidades lectoras. Además, los participantes del estudio fueron 37 estudiantes del segundo semestre de la "Pedagogía de los Idiomas Nacionales y Extranjeros" de la Universidad Técnica de Ambato. Finalmente, el desempeño del estudiante mediante el uso de la plataforma educativa "EASLE" mejoró de 13.84 a 26.76 puntos. Discerniendo los resultados, se puede concluir que las actividades en línea de la plataforma educativa "EASLE" mejora las habilidades lectoras, como se demostró en el análisis de los puntajes de los estudiantes.

Palabras clave: Plataforma Educativa EASLE, Habilidades Lectoras, Web 3.0.

#### **CHAPTER I**

#### THEORETICAL FRAMEWORK

#### 1.1 Investigative background

Interested in the achievement of the research objectives, the researcher has tried to investigate monographs, projects, and research thesis of pre and postgraduate, whose contents save thematic similitude with the initiative in the development. It is essential to emphasize that the documents previously mentioned contain fundamental information related to the current investigation.

Firstly, Albashtawi and Bataineh (2020) in their research entitled "The effectiveness of Google Classroom as an innovative teaching and learning online platform." in EFL Students. Indeed, this research was developed in Irbid, Jordan considering that its aim was to inquire about students' attitudes when using Google Classroom in English classrooms as an innovative instrument online. The methodology applied in this study involved twenty-six EFL Syrian diploma students who participated without any antagonism, the participants sat in one intact group. After the selection of the population, the researchers employed a quasi-experimental design and one group pretest-posttest design based on the quantitative data. Lastly, the data information was collected through writing and reading standardized tests and a structured questionnaire. According to the results of the mentioned research, the use of Google Classroom as an educational platform improved the reading and writing performances of EFL students. Furthermore, students felt optimistic attitudes by implementing the Google Classroom platforms because of their availability, practicality, and accessibility. Based on Albashtawi and Bataineh's research, it can be concluded that innovative online platforms encourage students to perform reading activities with confidence and motivation.

Similarly, Paredes et al. (2020) in their article titled "Higher education and research in Latin America: transition to the use of digital technologies by Covid-19" aimed to analyze the use of digital technologies in higher education and research in Latin America. The methodology applied in this study was a computerized study on the web content of 25 universities, selected considering the QS Latin America Ranking index and five Latin American countries which are the exponents of the mayor contagious crisis during the pandemic. After the consideration of the content that was profoundly

investigated, the authors employed quantitative computer technology to analyze the information related to the number of contagions and the implementation of digital devices. The results argue that the information on academic programs is accessible through digital environments and technologies. Nevertheless, it exists a constant lower projection and implementation of the science-technology-humanities trilogy, in Latin America. The article concludes that the purview of technologies to surpass student dropout spreads weakly as well as the implementation of technology platforms to reciprocate the requirements of an educational environment such as accessibility, visibility related by COVID-19.

Furthermore, in this way, Borja (2019) in his investigation "Duolingo language-learning platform and the English vocabulary acquisition in students of the third year of bachillerato at Unidad Educativa Primero de Abril" aimed to analyze how Duolingo learning platform improves English vocabulary acquisition through a qualitative and quantitative approach as well as a descriptive and correlation-based methodology. A total of 120 students from three different courses of the third year of bachillerato cooperated in this researching process. Furthermore, the researchers applied a pre-test and post-test to do a detailed comparison between findings. The pre-test results demonstrated that students had little knowledge of English language competencies so the authors implemented the experiment to facilitate the process in the development of English skills, especially vocabulary acquisition. Finally, the results showed that students enhanced and reach intermediate levels of English after using the application putting in evidence the effectiveness results by applying technology devices in the classroom to acquire linguistic competencies.

On the other hand, Chen (2020) in his research "The use of UMU interactive platform in Chinese language reading skills" aimed to probe the learning attitude of grade 10, Thai students after using UMU interactive platform in learning the Chinese language. The researcher applied a mixed-methods approach. The quantitative data were analyzed and organized by the authors by the application of a pre-test and post-test. On the other hand, the qualitative data collection was mainly focused on classroom observations and semi-structured interviews to comprehend students' attitudes when using UMU interactive platform. The result of the pre-test was 2.83 whilst the post-test after using the platform was 10.75. This result showed significant positiveness that the use of the UMU platform was effective to enhanced Grade 10 Thai student's

Chinese language reading. Indeed, the author Moreover, the semi-structured interview showed that students were comfortable when working with online interactive activities because the education process felt more reliable and significant. Finally, it was concluded that a comparative study would be the best option to understand teacher's attitudes when applying e-learning in class.

Lastly, Castillejos (2020) in his research investigation entitled "Anxiety towards reading in English as a language foreign at the graduate level" intended to inquire about triggers for anxiety about reading text passages in English, for educational purposes, in graduate students from a university specializing in agronomy. The methodology applied during this research was a non-experimental method because all the data collection was taken at a specific moment. Thereby, transactional or cross-sectional research was chosen to collect information through questionnaires and email interviews. The population of this research was about 54 students belonging to different postgraduate programs at the Universidad Autónoma Chapingo (México) with a range of 29-72 years old. The instrument (questionnaire) contained 20 questions whose responses were located on a Likert scale with five degrees of conformity. The results reflected a substantial trend towards language difficulties as the main cause of anxiety owing that students did not comprehend texts to perform language activities in the classroom or at home, especially the ones who were written in English with a high degree of formality.

Finally, Calero and Calle (2018) in their research "Formal web-based course meeting English educational needs to enhance the reading skill." developed in Cuenca, Ecuador, aimed to establish how a formal web-based course enhances students' reading comprehension skills. The methodology applied in this study implicated qualitative surveys that were used to identify learners' perceptions of reading and elearning. Besides, quantitative pre and post-tests were administered to determine the level of knowledge before and after immersion in the eLearning course. Most importantly, the main findings showed that using a formal web-based platform enhanced the reading skills of the students who took the course on a significant average. It can be concluded that is imperative to extend and promote the use of elearning at Universidad de Cuenca by sharing the beneficial aspects of e-learning confirmed in their study.

1.2 Theoretical framework

**Independent variable: EASLE educational platform** 

1.2.1 Web 3.0

According to Horban (2021), from a static 2.0 website page to a 3.0 website page (web

3.0), originally recognized by Tim Berner's Lee as a semantic website, a new

generation of technical concepts has emerged (semantic web). Thereby, Euzenat and

Rousset (2020) state that semantic web makes visually more attractive content,

effectively interpreting it. Furthermore, it includes artificial intelligence techniques

such as smart interfaces and intelligent searching processes that include a huge space

of data. What is more important, the software technology web 3.0 enables the user of

the internet to find and more personalized, precise, and intelligent applications to

perform activities without surfing into traditional websites.

Moreover, Mersch and Muirhead (2019) affirm that web 3.0 is an unforgettable step

forward in the creation of open, trustless, and permissionless networks. Web 3.0 is also

characterized by being an open-source software in collaboration with the community

of web creators that offers a different vision of the world using core technologies like

HTTP/1.1 (clear-text request, which is later updated/upgraded to a newer version),

SWRL (semantic web rule language), open APL (interface features) among others.

Besides, web 3.0 networks do not require a "trusted third party participant" because it

works itself giving the opportunity to users to interact publicly or privately without any

authorization or permission from a governing body.

Finally, Aparicio et al. (2020) argue that web 3.0 was created based on the necessity

to help users to find the information they specifically need. In addition, it aims to

regularize the information that is programmed and safe, therefore searches and the

content can be carried out with a language close to a natural. Nowadays, web 3.0 has

positive evaluations for educational purposes due to the implementation of web tools

related directly to academic demands that have been involved in different proposals in

learning as well as teaching evolution for a long time. In like manner, Aljawarneh

(2019) supports this idea arguing that the incorporation of web tools in educational

processes from country to country can promote social learning easily between learners.

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#### 1.2.2 Web 3.0 tools

Marakby (2020) defines operationally the term web 3.0 tools as electronic tools in which participants can be involved in digital collaborative environments. Besides, participants are allowed to access and share information at anytime, anyplace. Additionally, web 3.0 tools have significant features such as multiple browser applications, graphics support, intelligent technologies, and other media formats that show interactive, effective, and dynamic content. Additionally, Gillis (2019) affirms that web 3.0 tools provide relevant and specific content through data for each user, which means that tools are suitable to placate participants needs in a period of time.

Similarly, Zhang and Greetman (2019) argue that web 3.0 tools include several semantically features to structure data users can trace on the internet. The mentioned data is metonym and commonly used by different programs on the web. Therefore, web 3.0 tools use display technology, animations, communicative and intuitive interfaces to transfer valuable information to users. Moreover, Firat (2021) claims that web 3.0 tools change human interaction because the usage of semantic metadata reflects another standard of connectivity to access all the available information connected asynchronously in multiple applications and electronic tools on the web.

Eventually, Horban (2021) states that web 3.0 tools are constantly being improved since users share available content through intelligent media, social networks, and contextual metadata. On the other hand, according to Ordu (2021) web 3.0 electronic tools used in education may vary between semantic blogs, network platforms, software programs, digital libraries, intelligent search, cloud computing (slides, sheets, drive data, etc.), and virtual educational platforms. All these tools share big and related data enabling users to access unlimited information.

Finally, Marques and Damborsky (2021) declare that most of the web 3.0 computational tools are programmed as web-based platforms because in this technological environment users play an active role in the formation and acquisition of knowledge. Thereby, Firat (2021) mainstays this argument declaring that smart platforms environments influence learners in education to make decisions and set academic goals about their learning processes. Thus, educational platforms are substantial when referring to web 3.0 tools due to the connectivity access, the transference of information, and data involved in individual or social constructivism.

#### 1.2.3 Educational platforms

Firstly, Nurymov and Umirzakova (2021) define educational platforms as digital tools or technologies that offer arranged opportunities based on activities, information, and dynamic features in which learners potent their abilities through innovative and striking learning environments. Additionally, educational platforms enable students to share information instantaneously generating autonomous training during academic assessments. Equally important, Pereira et al. (2019) argue that education platforms involve relevant information to create a state of interest and motivation among learners in a learning context.

Secondly, Spatiotis et al. (2020) mention that educational platforms are considered open-source of information. This digital information can be serviceable for teachers as well as students because learning activities or approaches involved in the systematic web processes increase, and stimulate learner's learning progress by monitoring the development of academic procurements through technological mechanisms that often provide automatic feedback related to lessons and content. Thus, educational platforms transfer data and information quickly without any digital barrier.

Thirdly, Kim et al. (2020) affirm that most of the educational platforms available in web 3.0 are defined as digital supplemental resources that provide students perseverance in learning environments since creativity and innovation are the two keywords in the creation of web-based understanding. Besides, Vishal (2019) considers that the integration of interactive elements in educational platforms plays an important role when creating, publishing, revising, and editing data content. Therefore, online interactivities such as bookmark pages, icons, navigate systems, search for information, highlighting texts make platforms more personalized and efficient.

Finally, Fulton (2019) suggests that innovative educational platforms should be created in order to store, share, and access information on any digital device. Especially, in education, Dickinson (2020) considers that technology over the years becomes more predominant, so the purpose of educational platforms is to share digital information based on students' interests as well as the implementation of immediate and spontaneous assessments based on collaborative and autonomous learning.

#### 1.2.4 EASLE educational platform

The "EASLE" educational platform, which stands for educational access service to learn English is a technological proposal that is involved directly in virtual learning environments. A long time ago, it was discerned by the author of the present research that students deal with academic problems when understanding language, especially when facing reading content. Therefore, this web 3.0 software was created to help students to improve their reading skills. Additionally, this educational tool provides unlimited opportunities for teachers to add, create and publish content as well as activities based on students' levels according to the common European framework of reference. Thus, the use of metadata aside from interactive interfaces makes e-learning more efficacious and precise in the construction of language knowledge.

The implementation of Hypertext Preprocessor (PHP) to the EASLE educational programming features is one of the most beneficial characteristics when referring to web 3.0 tools because the functionality does not depend on web browsers. Thereby, applications, tools, and interfaces become further available to users to apprehend information making the platform more dynamic than Moodle. Moreover, Roznovsky (2021) affirms that the PHP language is the most popular and suitable programming tool for educational purposes because it is open-source software that provides developers a wide range of functions to add extra interconnection tools making functionality and flexibility easier and faster, unlike other educational platforms. As a result, countless ways to present the information are available on this platform.

Furthermore, the EASLE educational platform integrates the "MariaDB" storage in the process of programming, which for Vaughan (2019) is one of the most important database that exists in the market because it manipulates large amounts of information. Inasmuch as the EASLE educational platform registers massive data of users, teachers, reading contents, students, activities, courses, administrators, among others the decision to use MariaDB was the most appropriate to manage information properly. For instance, according to Roznovsky (2021), the implementation of the MariaDB storage is used by different platforms like Facebook and the EASLE educational platform. Owing to the fact that both edifice original database in a complex programming environment because each participant involved in the process, performs and has different roles and functions when accessing websites.

In addition, the EASLE educational platform blends MariaDB with the use of HeidiSQL. Indeed, the mentioned platform login process is compatible with HeidiSQL because it stores user metadata. Thus, participants can upload information with no barriers. According to López (2019), the HeidiSQL software also makes it easy to browse, read, design, view, construct, and edit databases. In fact, HeidiSQL allows you to rebuild data in case storage needs functions modifications. Besides, Kyriakakis et al. (2019) affirm that it exports structures, as well as edits procedures, and operating interconnection tables. As a result of these software combinations, one of the functionalities of the EASLE educational platform is possible because it divides the information into intuitional categories or programmatically grids, for better and interactive web navigation.

Apart from that, the CSS Bootstrap framework front-end was used by the developers of the EASLE educational platform to create interactivity between web participants. Mousinho (2020) argues that CSS Bootstrap includes different components such as modal windows, display menus, interactive loops, display buttons, and forms which allows webmasters to design platforms and websites to adapt them to the contemporary demands of web 3.0 users. What is more, Fontela (2020) establishes that the framework software allows web developers to improve interfaces by changing the color of buttons, pages, scroll progress bars, tools, and supplementary links to facilitate web interaction. This CSS Bootstrap framework links directly to the implementation of language competency assessment procedures in the EASLE educational platform, in which students have the opportunity to complete tasks to reinforce information optimally.

Lastly, related to the programming language used and applied to the EASLE educational platform, web designers worked with jQuery technology. According to Gillis (2020) jQuery technology facilitates and simplifies the creation of web navigation. Besides, web elements depend on the interaction of HTML (Hypertext Markup Language), which is the basis of each web 3.0 tool with the manipulation of the software previously mentioned. For this reason, jQuery is fundamental when creating educational platforms because users can manipulate specific web properties such as images, grids, hyperlinks, databases, among others. The implementation of jQuery provides prototype samples to the final version of the EASLE educational platforms. In fact, the website content is programmed in plugin support animation effects that allow users to observe reading content and activities in an original way.

The combination of all these webs 3.0 tools and programming functions provides unlimited ways to create a unique platform such as the EASLE educational platform. It is important to mention that the purpose of the implementation of updated technologies is based on learned demand. Nowadays, the technological tendency opens innumerable ways to transfer and present information. This ostentatious web proposal is focused to cover educational problems when understanding texts, no matter the level. For this reason, the platform contains 140 predetermined texts divided into different English levels. Therefore, the accessibility to them is restrained by just the motivation of students to keep practicing reading subskills. It is not about the expansion of lectures, reading passages, or even fictional stories, it is about the message learners obtained by reading texts according to their level.

Besides, teachers can have free access to add extra supplementary material to maintain students motivated by using updated tools. Thankfully, the decision to implement avant-garde new software allows teachers to create, modify and implement different courses, activities, and reading passages. According to Cacciavillani (2020) there is a noteworthy limitation when planning activities due to paid platform services on the web. Most of them, require an exorbitant amount of money to do all the functionalities the EASLE educational platform provides totally free. Moreover, Fang (2021) concludes that educational platforms that include a paid service such as Moodle or MyEnglishLab affect negatively the learning community and environment considering that numerous students around the world do not have enough money to pay for the education needed in a period of time.

Finally, Kanniainen (2021) affirms that assessing reading tasks requires specific moderation because students' online performance is often hampered by attention and executive function issues. For this reason, it is important to implement visible answers to guide them in the construction of language knowledge. Therefore, assessment activities based on multiple-choice questions unfold several opportunities to verify that reading skills are being improved. In fact, according to Aubart (2021) those types of questions are common in the evaluation process and they are the best alternative to reinforce information due to the extreme concentration that learns put into practice when reading and answering them. These types of questions are totally free available if students belong to a specific course in the EASLE educational platform so teachers can create them to improve their reading skills competently.

# Dependent variable: Reading skills

#### 1.2.5 English language

First of all, Jenkins (2009) argues that English is considered as a lingua franca because is a way of attributing to communication using the English language as a connection between speakers who have different first languages. People, in this case, do not share the same culture, language inference neither native tongue. Therefore, English is an additional language to transmit knowledge, linguistic content, express opinions or ideas, attitudes, and feelings. Indeed, code-mixing and language switching in English as a lingua franca are considered bilingual resources in specific communication contexts related to ground and local variation.

Although, Crystal (2021) affirms that language is defined as a systematic conventional acquisition process that can be spoken, manual (signed), or written symbols employing which human beings play a fundamental member role into different social groups to express or communicate information, cultural facts, expression of identity which are linking directly with emotional releases. As a matter of fact, this definition can be presented in daily classes since students have the requirement to express themselves by considering topics that are based on culture and imaginative expression.

On the other hand, Bloomfield (1914) noted that language can only be presented in the construction of speech through the use of different utterances produced in particular communities to transmit knowledge. The author stressed form, not meaning, as the basis of any language. Similarly, Wardhaugh (2006) supports this definition arguing that language is an arbitrary system of vocal sounds only used for human communication purposes leaving aside written structures and forms.

Nevertheless, Chomsky (2000) explains language as a set of sentences finite or infinite. According to the author, this is the acquired competence of native speakers to understand and form grammatical sentences. Genuinely, this definition of language contemplates that sentences are the basis of a language construction that might be limited as well as unlimited words referring to grammatical structures. However, it contains limited components or lexical features. Based on this, the author of this research considers this definition as the most relevant one to deeper understanding.

### 1.2.6 English language skills

Husain (2015) defines language skills as the ability to perform something well after an acquiring process based on the intellectual exercises (cognition) and how to use it properly as a common process (action). The author claims that establish a definition related to language skills is a complex process because of the intention to communicate and receive information in different ways such as by speaking, listening, reading, and writing. Correspondingly, Manaj (2015) considers the four skills previously mentioned as fundamental learning bases that teachers should consider before creating necessary conditions for students to learn successfully. It is undebatable that they might be seen as separate building blocks. However, they are inseparable because each one depends on the other, and the results are the effectiveness in the achievement of students learning goals.

Markedly, according to Lewis (2021) reading, listening, writing, and speaking are the four foundational language skills. The author claims that the key factor in the development of the mentioned skills is the complementation they have with each other. Consequently, the author recommends that each skill needs the necessary attention to obtain positive results when learning or acquiring a new language. Additionally, Brown (2000) established that it is much convenient to evade treating skills as a traditionalist process. Instead of separating segments by each skill, the author claimed that the more interrelated skills are presented in classes the more significant language meaning students will receive. Thus, classes that integrate this new paradigm change the whole conventional curriculum in EFL classrooms.

Finally, P'Rayan (2020) comes to the conclusion that the four major language skills previously mentioned, reading and listening are nominated as receptive (but not passive) skills. On the other hand, writing and speaking are known as productive (active) skills. Besides, the author provides several reasons for considering the four skills as active skills because they should have equal importance since students depend on the improvement of each one to master a language. Most prominently, Brown (2000) contemplates that reading is the primordial skill and first contact of interactive language learning. It is extremely important to emphasize the interrelationship of all the skills remains constant in reading lessons because they establish the most nearby and realistic learning connection that affects the development and abilities of students.

#### 1.2.7 Productive skills

According to Valverde (2020) productive skills are present in language development, especially in the communication process. This "encoding" process involves students' control and knowledge about a specific topic including grammar and vocabulary features. especially in the communication process. Apart from that, productive skills such as writing and speaking are completely different from receptive ones. However, teachers can still apply basic organization skills, (Harmer, 2007). Certainly, its effectiveness depends on how students produce language in detail.

Further, Harmer (2007) mentions that the key factor when improving productive skills in students depended on a specific key factor which is called the "lead-in" stage. Students before performing need to be totally submerged in the topic. In this way, conversations or written productions need extra motivation to be applied in EFL classrooms. Moreover, the author claims that the positive results in the development of productive skills will be based on this basic methodological procedure.

### 1.2.8 Receptive skills

According to Sheth (2015) receptivity is the most common human trait because children start receiving information through their senses. This direct participation is called "decoding" impressions. Consequently, the understanding process will be improved through the different situations the human being will be involved. Hammer (2007) sustains that the job of receptive skills is to incite learners to contact language directly. This natural process occurs when learners are being part of authentic listening and reading content or material.

Finally, Pachina (2019) argues that although reading is called receptive or passive ability, it is equally important in the development of language skills of EFL students. The process involves students repeatedly reflecting and interpreting English content by themselves so it would be an inefficient learning practice if at least one activity does not be part of English classes. Receptive skills aim to connect relevant chains in the understanding of a language. Many authors agree that receptive skills have the same standing when students consider starting to learn a new language.

### 1.2.9 Reading skill

Spratt et al. (2011) mention that reading is one of the four skills and it is categorized as a receptive skill that involves responding to a text rather than producing it. On the other hand, according to Taddesse (2017) reading skill refers to the ability to understand written text. Therefore, text types may differ from others considering various registers, styles, and linguistic formalities. Brown (2000) considers that written language is presented in written texts such as non-fiction texts, fiction texts, letters, messages, announcements, among others. It is desirable to develop this skill at an early age in the schooling process. Indeed, students comprehend or understand written text, and combine their understanding with prior knowledge, they put in practice the following process in which they are responsible for their own learning:

- 1. Distinguish simple certainties presented in written text.
- 2. Make verdicts about the written text's content.
- 3. Compare the text to other written passages and situations.

The construction of reading subskills is indispensable to learner's educational development. In fact, a complete volume of studies has confirmed a connection between competency in reading and overall accomplishment in school activities (literacy attainment and other outcomes). According to Kirsch (2018) declares that "reading understanding is more mattering for learner's educational than their family's socioeconomic status" (p. 107). Based on this short argumentation, parents can help students to provide the necessary reading subskills to succeed in later life.

Finally, Sandhu (2018) defines reading as a cognitive process that involves decoding symbols to succeed meaning. Thereby, the reading skill is an active process of constructing meanings of words. Besides, reading with a purpose helps the reader to direct information towards a goal and focuses their attention on details or specific information. Considering that, the purposes for reading may vary, the primary objective of reading is to understand the text. Blakeley (2017) argues that reading is a perceptive process, which involves symbols and letters. During this processing of information, the reader uses strategies to understand what they are reading, each strategy is an equal component that guides students to perform and improve reading skills effectively.

### 1.2.10 Reading strategies

According to The University of Melbourne (2010) there are eight primordial reading strategies that teachers should consider to improve reading subskills, and those are:

#### 1. Purposeful reading

Purposeful reading encourages learners to read texts faster and selectively. It can also help learners' concentration and the ability to remember easily. Furthermore, as future teachers, it is quite difficult to wait that students determine what information will be useful in a particular text if they do not know how they are going to use the information, (Tovani, 2005). Purposeful reading not only provides a way to categorize information depending on students' necessities and abilities but also gives the opportunity for learners to comprehend short or longer texts with an objective that will be helpful during their academic process.

#### 2. Surface reading

Sometimes learners need to read information by skimming a text but still, need to read swiftly. This may require the ability to conduct "surface reading". According to Marcus (2009) "surface reading" is also called "symptomatic reading" and this strategy is defined as the unconscious way of interpreting written texts. The interpretive strategy will not consider the understanding of the complexity of literacy surfaces. Certainly, the use of this strategy is based to seek the best way to unmask the hidden meaning from a particular text by just reading some keywords presented explicitly in texts that will be taken as paths to the cognitive learning process.

#### 3. Text phrasing

Southard (2021) defines this text phrasing, as the ability to group words while reading. This pattern enhances readiness, comprehension, and it is applied in reading-aloud activities. In this strategy, learners need to read grouping all words, making pauses to understand better the text. Indeed, the pauses between the jerks are known as fixations. It is during the fixations that eyes understand words rapidly. Moreover, students not only will group words to practice understanding but also to punctuating the content of the written text. Therefore, this strategy is one of the best steps to practice simply as well as advanced reading texts.

### 4. Analytical reading

Mortimer and Van Doren (1972) argued that analytical reading is the organized and complete process to make sense of belonging to a book. In other words, reading passages, books, or texts analytically is "chewing" and "digesting" information in a specific moment. Furthermore, analytical reading (or study reading) is needed when learners want to make sure that they fully grasp and appreciate what they are reading. When applying this strategy learners grasp the author's attitudes by reading the most important sentences. Indeed, they may have to read statements more than once, stop to think about them or jot down key words when using this style.

#### 5. Text marking

Marking the text is defined as an effective reading strategy that conducts students to discern specific information. The relevant information will increase the reading purpose in daily classes, (AVID Critical Reading, 2018). Besides, if the text learners are reading, they can also underline keywords, highlight with a marker, or make notes in margins, or if they don't own the text, learners could use little 'post-it' labels. This process of marking texts can help learners to concentrate, and keep reading. Further, it can help them to identify key points and make the book easier to survey later when they need to use it again for their assignment or to revise for an exam.

#### 6. Note-taking

Note-taking can help learners to gain deeper understanding and reflection, a better ability to remember, and good exam preparation materials for later. In addition, the University of Reading (2019) sustains that note-taking is a learning process that students can perform by themselves. The application of this strategy while reading increases students' attention and it is good for building own understanding related to a topic. The author divides the note-taking strategy into passive and active processes. Passive note-taking is based on underline the main points of the written text to have a clear idea of it. On the other hand, active note-taking is defined as the appropriation of concepts after reading a text.

#### 7. Summarizing

The summarizing strategy with the unswerving influence students have in reading

practices. Also, the summarizing strategy supports students to have a better and successful command of a variety of practices when reading passages. In conclusion, summarizing reading allows students to become more autonomous (Khoshsima, 2014). Therefore, understanding will depend on what they have summarized but in many cases the results are effective due to the acquisition of the general idea of written texts. Finally, the summarizing strategy promotes teachers to identify student's weaknesses and abilities when reading, so they can find the best method to keep improving their academic process.

#### 8. Paired reading

Learners need to consider getting a "study buddy" or study group. However, they need to be careful to keep the focus on what they need to do and learners may find that by sharing notes, explaining, asking, and quizzing each other, they can increase their ability to understand, reflect upon and remember key points in texts. Consequently, Fuchs (2000) supports this definition by arguing that pair reading strategies encourages students to keep reading for pleasure, so they will try to read texts that are just a little bit above their typical reading level. Therefore, students can improve their reading sub skills with confidence and extra motivation because they will be able to read complex texts. Teachers when applying this strategy need to monitor student's progress.

#### 1.2.11 The reading subskills

According to Spratt et al. (2011) reading subskills involved making sense of written texts. The appropriate way to understand language is to connect the message of the text to our knowledge of the world. Thus, words, grammatical links, syntax, and lexicon are involved to understand sentences properly. The authors also claimed that a text is usually longer than just a word but contains several sentences.

Therefore, it is concluded that reading subskills involve understanding each sentence in a reading passage and the straight connection between our knowledge and language. Likewise, Lumley (1993) says that the reading ability can be divided into various subskills. The correlation of each skill represents an outstanding role in the development of reading abilities. Realistically, many international tests consider the following subskills as fundamental evaluating components.

# 1. Skimming

The skimming subskill is defined as the development of getting the main idea of the reading text. Moreover, the selection of the principal idea will guide students to answer general questions related to attitudes, points of view, and arguments (Maxwell, 1972). In the same field, Brown (2000) considers skimming as the most valuable reading skill because it gives the advantage of predicting the purpose of the reading passage as well as the main topic or message. Lastly, Harmer (1998) not surprisingly conceives a connection between the skimming subskill and the "surfacing reading strategy" since learners often cast their eyes on text superficial information.

#### 2. Scanning

Harmer (1998) describes scanning as the process of reading specific information. He mentioned that this skill means that learners do not necessarily need to read every word in the passage or text. In most cases, students perform this subskill silently to avoid interruptions because they need extra concentration. Therefore, students look for particular information for a specific purpose. Additionally, Spratt et al. (2011) follow this definition by arguing that students apply this subskill when they are reading only "refreshing material", which means that they need to check twice if it is the same. For instance, personal information, phone numbers, email addresses, and relevant content.

#### 3. Inferring

According to, Spratt et al. (2011) "the inferring subskill is usually used to get the meaning from a passage" (p. 31). The development of this subskill occurs when learners need to assume the writer's opinion on a topic. The assuming process is done by the continuous understanding of words, register, grammar, style, and degree of formality. In fact, the inference process not only gives a panorama of the writer's information but also provides the access to the deepest levels of comprehension. Besides, many clues can be presented in the reading passage and it is well-known that students consider this subskill as extremely useful in evaluation processes to reinforce information.

#### 4. Predicting

Clues like photos, images, diagrams, charts, among other visual supports take an

essential role when predicting. According to Bolaños (2011), the predicting reading subskill is presented commonly in introductory activities because learners need to anticipate and associate information in the text. Moreover, the author argues that students who use clues as a prediction process need to implement eye fixation movements to control concentration and attention. Equally, Spratt et al. (2011) involve predicting in main activities because learners when reading a text, continue predicting, but at the same time, expecting new information getting general contents of the text.

#### 5. Deducing meaning from context

Lastly, Spratt et al. (2011) state that this subskill involves reading words around an unknown word, Learners need to think about the situation the unidentified word is used to deduce its meaning. Further, learners must understand the linguistic context, which means the language environment that unknown words are situated and implicated in the reading text. The context will guide students in the construction of the word that is probably unfamiliar to them. Mastering this subskill will help learners to understand words in different situational context without checking references sources like dictionaries for linguistic approval.

#### 6. Intensive Reading – Reading for detail

Finally, Spratt et al. (2011) position this subskill as the third more relevant after skimming and scanning because students get the meaning out of every word presented in the reading passage. Undoubtedly, completion tasks involve students linking words from their repertoire between sentences, for this reason, is important that students under well-organized instructions will be capable to understand texts by reading in detail. Most importantly, Harmer (2007) compromises teachers to have "meaning consensus" practices with learners to help students to acquire enough vocabulary to perform completion tasks efficiently.

The author of the current research focused on these particular subskills because the PET Cambridge standardized test evaluates students based on their capacities to solve reading multiple-choice, as well as gap-filling, questions associated directly with the mentioned reading subskills.

# 1.3 Objectives

# 1.3.1 General objective

To analyze the relationship between the "EASLE" educational platform and the development of reading subskills in students of the second semester at "Pedagogia de los Idiomas Nacionales y Extranjeros" program.

# 1.3.2 Specific objectives

- To diagnose the use of web 3.0 technological tools that students and teachers commonly used in the English language process.
- To evaluate the level of student's reading subskills through a pre-test and post-test in students of the second semester at "Pedagogia de los Idiomas Nacionales y Extranjeros" program.
- Design the "EASLE" educational platform considering the appropriate reading content that helps students improve reading subskills.

#### **CHAPTER II**

#### **METHODOLOGY**

#### 2.1 Resources

- ❖ Web 3.0 diagnosis survey
- ❖ Web 3.0 evaluation survey
- ❖ Cambridge English B1 Preliminary (PET standardized test)
- \* "EASLE" web style manual Architecture information
- \* "EASLE" educational platform:
- Universidad Técnica de Ambato
- ❖ PINE second semester students
- Computer
- Headphones
- Internet
- Zoom
- Google Forms
- Microsoft Forms
- Smartphones
- Lesson plans
- Canva presentations
- Online information
- Online exercises
- **A** EASLE reading activities
- UTA resources
- Scientific articles
- Books
- Reports

#### 2.2 Basic methods of research

# 2.2.1 Approach

This research was experimental was carried out using a quasi-experimental design. Thomas (2020) argues that the main purpose of this design is to establish a cause-and-effect relationship between an independent variable and a dependent variable. Based on this, the population that cooperated directly for this research was not selected randomly. Consequently, the hypothesis established needed to analyze the effect or the influence of using the EASLE educational platform to improve reading skills by applying a pre-test and post-test.

Moreover, the mixed approach was adopted because it allowed the researcher to get data using mathematical strategies to know the relationship between variables proving the hypothesis statement correctly. Indeed, the author of the study analyzed information using Cronbach's alpha 0.8 validation for web 3.0 diagnosis survey for descriptive qualitative data. Besides, the information from the web 3.0 evaluation survey was categorized into a Likert scale. On the other hand, the paired sample t-test statistics using the software SPSS participated in this study in order to analyze quantitative data from the different standardized tests that the author took during the research process.

#### 2.3 Research modality

# 2.3.1 Field research

The field research was applied to students the from second semester "A" at "Universidad Técnica de Ambato" which is located in Ambato – Ecuador, to identify the problem and determine its causes and effects effectively. The author implemented the EASLE educational platform to analyze whether there is a relationship with reading skills. In the same way, for a better perspective of reality which will be very useful for the comprehension and the interpretation of results without problems.

#### 2.3.2 Bibliographic – documentary

According to Buntine (2016) bibliographic research is defined as any research requiring data to be gathered from published studies considering the author's research areas, the citation network, and the content of the article, among other things. Moreover, according to Prince George's Community College (2020) citation is defined

as a list of works on a subject or by an author that was used or consulted to write a research paper, book, or article. It can also be referred to as a list of works cited, papers, and investigations from the UTA repository, which allowed the author to write and convey the current information to the academic community, which was supported in the development of the current research. Therefore, all the articles were cited in APA seventh edition style to add the references section at the end of the study.

#### 2.3.3 Experimental research

The current research work was an experimental design applying the EASLE educational platform to improve reading skills. The web 3.0 experiment was created by the author of this work considering the different reading subskills that are involved in the reading parts of the standardized PET Cambridge exam. Besides, to control and measure data one group of participants needed to be named the "experimental group". Therefore, the participants were evaluated with a pre-test and a post-test reading skill to prove if the experiment had the envisaged results.

# 2.4 Level or type of research

# 2.4.1 Descriptive research

According to McCombes (2020) descriptive research is a way of study to know whom, where, when, how, and why the subject of the study. Moreover, descriptive research design can use a wide variety of quantitative and qualitative methods to investigate one or more variables. In this investigation, the author needed to know the behavior of the student, especially when using the EASLE educational platform and how this web 3.0 tool could contribute dynamically to their educational purposes.

### 2.4.2 Exploratory research

According to Yousaf (2021) explanatory research is carried to investigate detailed problems that were not completely researched before. Furthermore, this type of research demands priorities generating operational definitions and provides a better-researched model for future investigations Moreover, this research focuses on explaining the aspects of different investigative studies in a convoluted manner. Finally, this type of research commences with a general idea in order to help the author to find the problem that was not studied before in-depth conducting the research to the new data and the new insight when the subject was studied.

# 2.5 Population and sample

The subjects involved were 37 students of the second semester "A" from the "Pedagogia de los Idiomas Nacionales y Extranjeros" major at Universidad Técnica de Ambato with an A2 English level according to the Common European Framework of Reference for Languages (CEFR). Moreover, participants have an average age between 16 to 25 years old. The following table details the number of students who took part in this research.

**Table 1**Population

Percentage	Total	Experimental group	Population
19%	7	7	Male
81%	30	30	Female
100%	37	37	TOTAL
	37	37	TOTAL

**Source**: Student's list **Author:** Velasteguí (2021)

#### 2.6 Techniques and instruments

To develop this research, the technique implemented was a standardized test and the instrument was a validated questionnaire. The reading section of the PET (Preliminary English Test) was simulated as part of the pre-test and post-test section of the current research. According to the Cambridge University (2021), this part of the test is designed so that students can read and comprehend the main points of authentic English signs, newspapers sections, and magazines texts. In fact, the section lasts around 45 minutes, and certainly, each part measures different reading subskills. Therefore, the standardized test involves skimming, inferring, scanning, deducing meaning from context, predicting, and Intensive reading subskills. Consequently, as the pre-test before applying the treatment, like the post-test after the treatment, the experimental group needed to complete it synchronously via Google forms.

The data collection for the current research was supplied by the results of the PET reading section questionnaire. During the pre-test and post-test, the author took the test online. In the first part of the section, students needed to read five signs, messages, or other short texts of real situations to get the main idea of the message. Then, subjects

answered 5 multiple-choice questions related to the reading content. The second part is quite similar to the first part. However, students were required to match five descriptions of people with eight short texts on a specific topic, demonstrating detailed understanding.

Furthermore, the author of the research continued to the next part of the questionnaire, in which the experimental group needed to read a longer text and answer 5 questions to show a deep understanding of the passage, specific information, conclusions, and general meaning, as well as the attitude and opinion of the writer. In addition, in the fourth part of the reading section, the subjects were asked to read a reading passage. However, five sentences were removed. The aim of this particular section during the pre and post-testing process was to demonstrate an understanding of how well sentences are structured sequentially.

Moreover, the fifth part of the questionnaire tended to ask subjects to read a shorter text, in comparison with the previous parts. Immediately, participants were demanded to answer 6 multiple-choice cloze questions by selecting the appropriate vocabulary elements to fill in the blanks of the text. The last part of the reading section was similar to the previous one. Nevertheless, students needed to be conscious about the linguistic context words were located. For this reason, the author required subjects to answer 6 gap-filling questions based on what they have practiced during classes supplemented by the treatment. It is important to mention that in the pre-test and post-test to measure the data, a mark was considered for each correct answer, concluding a total of 32 points per test.

Finally, another instrument used for the experiment process was a validated lesson plan structure written by Harmer (1998). The author chose this template because it contains all the necessary components for a structured lesson plan such as the topic, class profile, objectives, time, and materials. The author created 6 lesson plans following 80% of the Harmer (1998) lesson plan template in order to present, practice, and introduce the treatment including all the reading skills that were involved in the pretest as well as the post-test. Most importantly, the web 3.0 diagnosis, as well as the web 3.0 evaluation survey technique, were conducted by the author. A dichotomic questionnaire was applied as a qualitative instrument to analyze subjects' attitudes when implementing electronic tools in educational contexts.

# 2.7 Hypothesis

# **Alternative hypothesis**

The use of the "EASLE" educational platform influences the development of reading skills.

# **Null hypothesis**

The use of the "EASLE" educational platform does not influence the development of reading skills.

## 2.8 Variable identification

EASLE educational platform (Independent)

Reading skills (Dependent)

#### **CHAPTER III**

#### RESULTS AND DISCUSSION

This chapter contains all the information that was carried out during the investigation process in students of the second semester from the "Pedagogia de los Idiomas Nacionales y Extranjeros" program at Universidad Técnica de Ambato. The chapter is divided into four main aspects.

First, the results, analysis, and discussion of the web 3.0 diagnosis survey was applied by the author of this research during an academic period of time. A total of 37 subjects participated in the survey by choosing the option in preference related to technological tools in educational contexts. Furthermore, the survey contained 24 questions in total, in which students could choose more than one option that involves information connected to web 3.0 tools in educational processes. Nevertheless, it was chosen only the most 3 important questions are associated with the theme of this research.

Secondly, in this chapter, the author intents to present the results of a web 3.0 evaluation survey, focused on the treatment of this research, which is the use of the EASLE educational platform in EFL classrooms to improve and develop reading subskills. In fact, the aim of the questionnaire was to determine whether users accept or reject a certain information technology based on the Theory of Reasoned Action assumptions. The questionnaire was structured into 15 Likert scale questions. However, it was selected only 2 questions that provide information for the evaluation of the acceptance of the web 3.0 devices implemented within a learning context.

Thirdly, the author explains the pre-test and post-test results in detail for the reading section of the PET standardized test. During this section, the author's purpose is to give a clear panorama of student's grades by averaging the final grade out of 10, and out of 32 in total considering Cambridge system evaluation. Besides, this chapter includes an itemized graphic demonstration of each table to guide the reader to understand the parameters in an efficient way by comprehending how the EASLE educational platform encouraged students to achieve academic reading goals.

Finally, the verification of the hypothesis is explained at the end of this chapter by using the SPSS software and the T-test statistic, in which there is a comparison of students' progress by implementing a web 3.0 experiment in educational environments.

## 3.1 Analysis and discussion of the results

## 3.1.1 Web 3.0 diagnosis

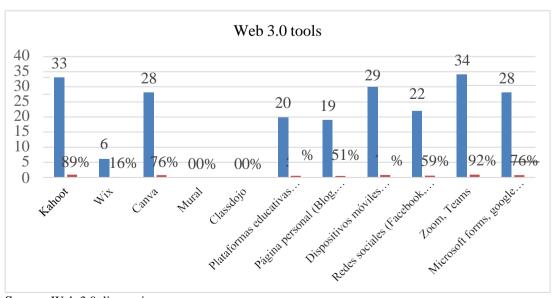
Web 3.0 diagnosis survey question number 6: Choose the types of 3.0 tools you use to learn.

Table 2
Web 3.0 tools

Options	Students	Percentage
Kahoot	33	89%
Wix	6	16%
Canva	28	76%
Mural	0	0%
Classdojo	0	0%
Plataformas educativas (Moodle, Easle)	20	54%
Página personal (Blog, correo electrónico)	19	51%
Dispositivos móviles (WhatsApp, Telegram, Viber, etc.)	29	78%
Redes sociales (Facebook, Instagram, TikTok)	22	59%
Zoom, Teams.	34	92%
Microsoft forms, Google forms	28	76%

**Source**: Web 3.0 diagnosis survey **Author:** Velasteguí (2021)

Graph 1: Web 3.0 tools



**Source**: Web 3.0 diagnosis survey **Author:** Velasteguí (2021)

## **Analysis and interpretation**

The table above shows the results of the web 3.0 diagnosis in which the population had to choose the different web 3.0 tools they used to learn some specific information. It is important to mention that the table shows that the subjects had the opportunity to choose several options since each of them has a different functionality depending on its use. Therefore, table number 2 indicates that 34 students chose Zoom and Microsoft Teams as a fundamental tool in learning processes, which is equivalent to 92% of the total population. In addition, the Kahoot platform was the second most selected 3.0 technological tool by the population, with 33 students, representing 89%, Further, the third option most chosen by the population was Mobile Devices (WhatsApp, Telegram, Viber, etc.), considering 29 students, equivalent to 78%.

The results also show that platforms such as Canva, Microsoft forms, and Google forms in terms of preference share the fourth position because of the same number of students, which indicates that 28 students representing 76% use this type of web 3.0 tools to learn information. Besides, 22 students representing 59% chose social networks such as Facebook, Instagram, and Tiktok as a source of information in the learning process. Similarly, 20 students representing 54% of the population chose educational platforms such as Moodle and EASLE as web 3.0 tools they commonly use to learn. Finally, 19 students representing 51% selected personal pages such as Blogs and emails as web 3.0 tools to learn a certain content. Moreover, only 6 students representing 16% chose Wix as a fundamental tool when learning. Indeed, results also reflect that no student selected Mural and Classdojo as web 3.0 tools in their learning process.

The results showed that students prefer to use more interactive platforms such as Zoom or Canva to receive information. Based on the results above, most students realize that each web 3.0 tool provides different functions opportunities to learn and reinforce information since subjects choose more than one when learning features were involved. In fact, according to the results, subjects prefer to use educational platforms such as Easle or Google forms, in which essential information, questions, and comments can be adequately mentioned in countless ways according to their educational level. Therefore, it is argued that students rather use innovative, intuitive, and original platforms to acquire essential information in class or at home.

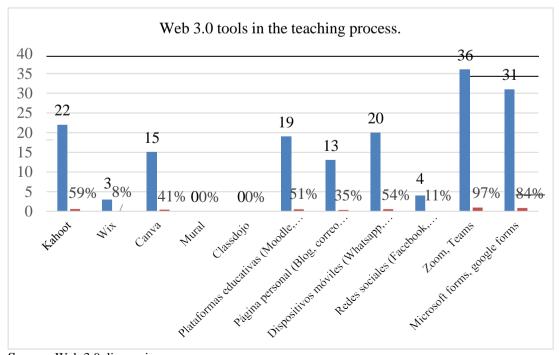
Web 3.0 diagnosis survey question number 7: Which of these 3.0 tools does your teacher use in the teaching process?

**Table 3**Web 3.0 tools in the teaching process

Options	Students	Percentage
Kahoot	22	59%
Wix	3	8%
Canva	15	41%
Mural	0	0%
Classdojo	0	0%
Plataformas educativas (Moodle, Easle)	19	51%
Página personal (Blog, correo electrónico)	13	35%
Dispositivos móviles (Whatsapp, Telegram, Viber, etc.)	20	54%
Redes sociales (Facebook, Instagram, TikTok)	4	11%
Zoom, Teams	36	97%
Microsoft forms, Google forms	31	84%

**Source**: Web 3.0 diagnosis survey **Author:** Velasteguí (2021)

Graph 2: Web 3.0 tools in the teaching process



**Source:** Web 3.0 diagnosis survey **Author:** Velasteguí (2021)

## **Analysis and interpretation**

Table number 3 shows the results of the web 3.0 diagnosis in which the population had to answer the question stated at the top of the table. Nevertheless, the table presented is different from table number 2 because subjects were asked to choose the different web 3.0 tools their teacher used in the teaching process. Consequently, table number 3 indicates that 36 students chose Zoom and Microsoft Teams as a fundamental tool in learning processes, which is equivalent to 97% of the total population. In addition, Microsoft forms and Google forms were the second most selected web 3.0 technological tools by subjects, considering 31 students that represent 84%, Further, the third option most chosen by the population was Kahoot considering 22 students that is equivalent to 59%.

The results also demonstrate that 20 subjects selected mobile Devices (WhatsApp, Telegram, Viber, etc.) as an option related to the stated questions representing 54%. In addition, educational platforms such as Moodle and EASLE as web 3.0 tools were selected by 19 subjects representing 51% indicating that teachers used these technological tools in the teaching process. Table 3, as well as Graphic 2, show that 15 subjects chose Canva in the web 3.0 diagnosis survey denoting 41%. What is more, 13 students representing 35% selected personal pages such as Blogs and emails as web 3.0 tools the teacher used for academic purposes. Finally, 4 students representing 11% chose social networks such as Facebook, Instagram, and Tiktok as a source of information in the teaching process. Similarly, only 3 students signifying 8% of the population chose Wix as web 3.0 tools their teacher regularly uses in the teaching process.

Results showed that even teachers do not apply Mural or Classdojo as a material in the teaching process. Therefore, it can be interpreted that teachers, as well as students, prefer to work in Zoom or Teams platforms which give the advisability to participate and transmit information innovatively. Moreover, results reflect that teachers tend to use Microsoft forms or Google forms to reinforce the content they review in classes. Most of the students select this option considering that evaluation or assessments are generally transmitted using these webs 3.0 tools. Surprisingly, results indicate that teachers do not use social networks in the teaching process, it can be concluded that teachers prefer to use primordial sources of information before conveying a message to the class.

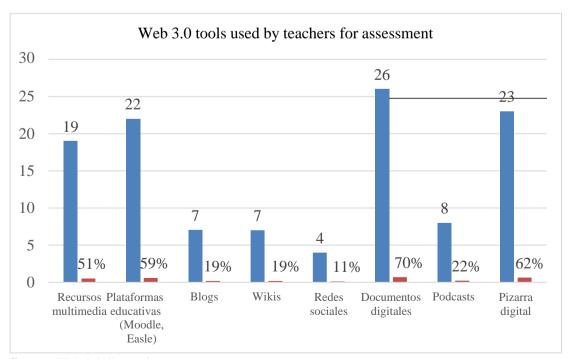
Web 3.0 diagnosis survey question number 18: What kinds of web 3.0 tools does your teacher use for assessment?

**Table 4**Web 3.0 tools used by teachers for assessment

Options	Students	Percentage
Recursos multimedia	19	51%
Plataformas educativas (Moodle, Easle)	22	59%
Blogs	7	19%
Wikis	7	19%
Redes sociales	4	11%
Documentos digitales	26	70%
Podcasts	8	22%
Pizarra digital	23	62%

**Source**: Web 3.0 diagnosis survey **Author:** Velasteguí (2021)

Graph 3: Web 3.0 tools used by teachers for assessment



**Source**: Web 3.0 diagnosis survey **Author:** Velasteguí (2021)

#### **Analysis and interpretation**

Table number 4 shows the results of the web 3.0 diagnosis survey in which subjects had to answer the question stated at the top of the table related to the assessment process. It is relevant to consider that the table shows subjects selection and similar to the two previous tables because they had the opportunity to choose several options. Thereby, table number 4 indicates that 26 students chose digital documents as a primary tool in assessment procedures, which is equivalent to 70% of the total population. Moreover, digital boards were the second most selected option with 23 students representing 62%, related to web 3.0 technological tools and assessment processes. Additionally, the third option most chosen by the population was educational platforms such as Moodle and EASLE considering 22 students, equivalent to 59%.

The results also show multimedia resources such as e-books, online magazines, e-libraries, articles, websites information, among others. In terms of preference share the fourth position because 19 students, which symbolizes 51% affirm that their teacher uses this type of web 3.0 tools to assess online activities. Furthermore, 8 students representing 22% chose Podcasts as a source of information in the assessment process. Likewise, 7 students designating 19% of the population chose Blogs and Wikis as web 3.0 tools their teacher commonly applies to assess particular tasks during academic processes. Finally, only 4 students representing 11% of the population selected social networks such as Facebook, Instagram, WhatsApp, Tumblr, among other important ones related to what kind of web 3.0 tools their teacher uses in assessment procedures.

According to table 4 and graph 3, it can be interpreted that teachers prefer to use digital documents to assess activities for their students. This argument indicates that educational processes no longer consider traditional evaluation methodologies such as handwriting, paper evaluations, among others. Even considering that social networks are available to everyone at any time, based on the results obtained, it can be said that those types of web 3.0 tools are not the principal source of assessment in the learning environment. In fact, according to the results of the survey, students have been able to observe how digital whiteboards, as well as educational platforms, have a greater impact on assessment considerations by teachers. In conclusion, the web 3.0 diagnosis survey results provide a clearer idea of the modern education which is attached to innovation, technology, and interactivity.

## 3.1.2 Web 3.0 evaluation

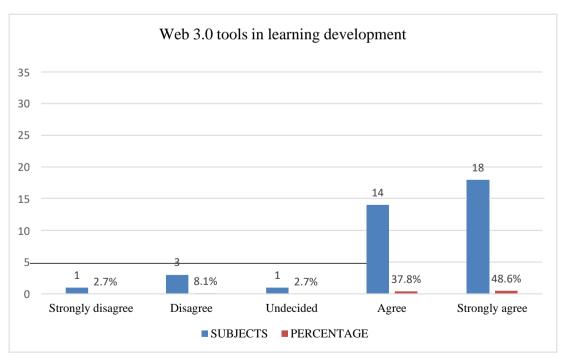
Web 3.0 evaluation survey question number 1: Using web 3.0 tools allows me to get my work done faster.

**Table 5**Web 3.0 tools in learning development

centage	Subjects	Frequency of
		agreement
2.7%	1	Strongly disagree
8.1%	3	Disagree
2.7%	1	Undecided
37.8%	14	Agree
18.6%	18	Strongly agree
100%	37	TOTAL
1	37	TOTAL

**Source**: Web 3.0 evaluation survey **Author**: Velasteguí (2021)

Graph 4: Web 3.0 tools in learning development



**Source**: Web 3.0 evaluation survey

Author: Velasteguí (2021)

## **Analysis and interpretation**

Table number 5 reflects the responses of the subjects to the survey related to the web 3.0 evaluation in different aspects of learning, especially focused on the EASLE educational platform. The table is structured in three different aspects. The first element is the frequency of agreement subjects chose when responding to the survey. Then, the total population and the percentage. Therefore, it can be seen that in response to the statement located at the top of the table, 18 students, which is equivalent to 48.6% of a total of 37 students, affirmed that they strongly agree that web 3.0 tools allow them to work and carry out activities faster. Moreover, 14 students out of 37 in total, representing 37.8%, declared that web 3.0 tools allow them to carry out academic work more expeditiously.

Additionally, table number 5, as well as graphic number 4 related to web 3.0 tools in learning development shows that only one student did not decide, on the frequency of agreement, if the educational platforms effectively contribute to his academic performance, representing 2.7% of a total of 100%. On the other hand, the results reflect that 3 students responded to the instrument disagreeing with the statement established in question number 1 of the survey, representing 8.1% of a total of 100%. Furthermore, only one student strongly disagreed with the survey statement regarding the web 3.0 evaluation of the EASLE educational platform. This student represents 2.7% of a total of 100% of the population overall.

The results obtained from the web 3.0 evaluation of the EASLE educational platform reflect that most of the participants agree that web 3.0 tools contribute positively and significantly to the development of their academic activities. In this way and acknowledging the high percentage of students in agreement, it can be interpreted that the use of the EASLE educational platform contributed effectively to the current educational challenges. In consideration of the responses reflected in the table as well as in the graph, it can be concluded that educational platforms are booming in the development of learning among students, educational contexts, and teaching materials. Therefore, based on the information regarding the survey, participants aspire to continue building their knowledge using high-range and innovative tools.

Web 3.0 evaluation survey question number 4: Technology tools make it easier for me to do my job.

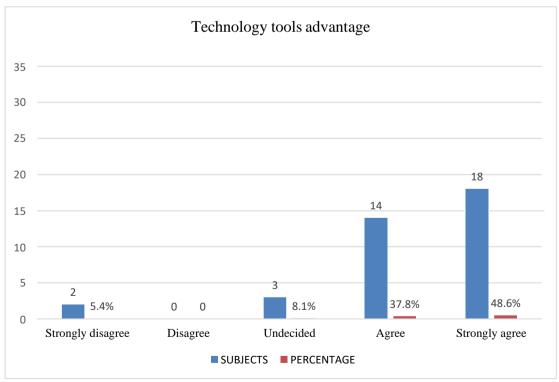
**Table 6**Technology tools advantage

Frequency of	Subjects	Percentage
agreement		
Strongly disagree	2	5.4%
Disagree	0	0
Undecided	3	8.1%
Agree	14	37.8%
Strongly agree	18	48.6%
TOTAL	37	100%

**Source**: Web 3.0 evaluation survey

Author: Velasteguí (2021)

Graph 5: Technology tools advantage



**Source**: Web 3.0 evaluation survey

Author: Velasteguí (2021)

## **Analysis and interpretation**

Table number 6 reflects the responses of the subjects to the survey related to the web 3.0 evaluation in different aspects of learning, especially focused on the EASLE educational platform. The table is structured in three different aspects. The first element is the frequency of agreement subjects chose when responding to the survey. Then, the total population and the percentage. Therefore, it can be seen that in response to the statement located at the top of the table, 18 students, which is equivalent to 48.6% of a total of 37 students, affirmed that they strongly agree that technological 3.0 tools contribute to organizing information in academic responsibilities easily. Moreover, 14 students out of 37 in total, representing 37.8%, declared that technology 3.0 tools enable them to carry out academic performances more straightforward.

Additionally, table number 6, as well as graphic number 5 related to technology 3.0 tools in learning advantages shows that three students were not able to decide, on the frequency of agreement, if the technological tools contribute productively to his academic performance making learning easier, representing 8.1% of a total of 100%. Furthermore, no one student disagreed with the survey statement regarding the web 3.0 evaluation of the EASLE educational platform. This student represents 0% of a total of 100% of the population overall. Nevertheless, the results reflect that 2 students who responded to the instrument, strongly disagreed with the statement established in question number 4 of the survey, representing 5.4% of a total of 100%.

The results showed in table number 5 and graph number 4 can furnish a general and concise idea of how important it is for the subjects the use web 3.0 tools in educational contexts. Similar to the previous table, the same percentage agreed with the implementation of these tools for their academic performance. Therefore, the results indicate that when bordered with a stimulus as important as technology, subjects can face educational challenges more effectively by increasing their motivation to make things easier. Although two subjects out of a total of 37 have been in total disagreement, it can be verified that the results are optimal for teachers or educational authorities to implement dynamic technological tools because they contribute significantly to the fulfillment of high-quality educational objectives.

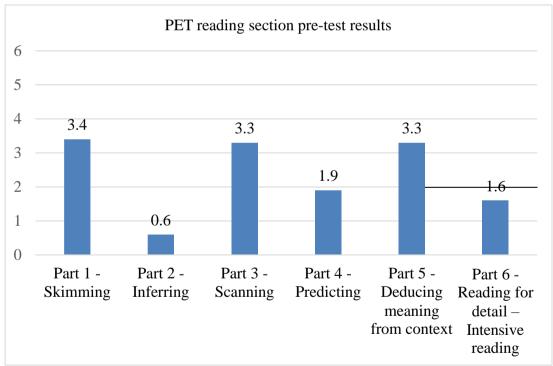
## 3.1.3 Pre-test results

**Table 7**Pre-test results

Reading Skills	Average
Part 1 - Skimming	3.4
Part 2 - Inferring	0.6
Part 3 - Scanning	3.3
Part 4 - Predicting	1.9
Part 5 - Deducing meaning from context	3.3
Part 6 - Reading for detail – Intensive reading	1.6
General:	13.84

Source: Field research Author: Velasteguí (2021)

Graph 6: PET reading section pre-test results



**Source**: Field research **Author:** Velasteguí (2021)

#### Analysis and interpretation.

Table 7 shows the population's pre-test grades. For a better understanding, the table is divided into the 6 parts of the PET reading section, and the students' general average of the total of all the parts of the Cambridge (2021) Reading section corresponding to 32 points. In fact, each reading part evaluates different reading subskills such as skimming, inferring, scanning, predicting, deducing meaning from context, and reading for detail or also known as intensive reading. Furthermore, table 7 showed that, in the pre-test, the average of the 37 students in the different sections of the reading test was 13.84 over 32 points that denote flaws in the development of the reading subskills when understanding short and long texts, especially written in the English language.

Then, graph 6 shows that subjects had problems developing part 2 of the standardized PET test which focuses on the inferring reading sub-skill. The student's average in this section was 0.6 out of 5 points in total. Besides, the graph shows that the students had difficulties when answering questions of the sixth section of the standardized test, scoring 1.6 points out of 6. Another average of the lowest was documented in section 4, which evaluates the predicting reading subskill considering that student's average was 1.9 out of 5 points in total. On the other hand, the graph also shows that students performed section 5 getting 3.3 points on average out of 6 points. Moreover, students scored 3.3 points in the third part of the reading section that evaluates the scanning reading subskill. Finally, graph 6 demonstrates that students performed sections first section confidently getting 3.4 points on average out of 5 points.

The results showed that the students presented problems when reading texts written in English. Especially when inferring information since they obtained a grade below the standards of a student with a B1 level of English. Many students were unable to associate the answers with the questions as the inferring reading subskill does not contain explicit information in a text. Relating this problem, the results demonstrated that the students displayed problems when understanding the linguistic context to which they were exposed when reading a paragraph in the fifth section of the standardized test, producing a limited and poor reading performance.

## 3.1.4 Pots-test results

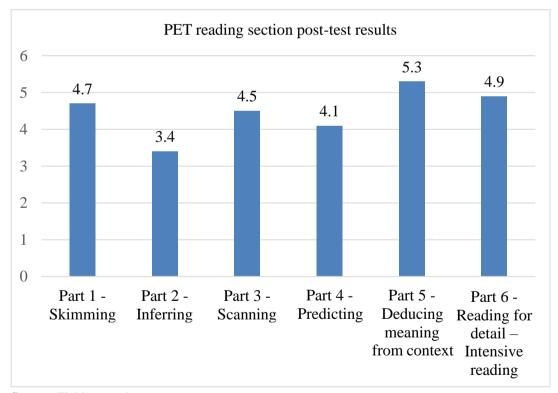
Table 8

Post-test results

Reading Skills	Average
Part 1 - Skimming	4.7
Part 2 - Inferring	3.4
Part 3 - Scanning	4.5
Part 4 - Predicting	4.1
Part 5 - Deducing meaning from context	5.3
Part 6 - Reading for detail – Intensive reading	4.9
General:	26.76

Source: Field research Author: Velasteguí (2021)

Graph 7: PET reading section post-test results



**Source**: Field research **Author:** Velasteguí (2021)

## Analysis and interpretation.

Table 8 reflects the subjects' post-test grades after introducing the EASLE educational platform in EFL classes, especially in the development of reading skills. The table information also reflects an improvement compared to table number 7 which included extremely population's low grades. The grades' average of the standardized Cambridge PET test after the experiment increased to 26.76 points out of 32. It is essential to mention that the same number of students participated in the development of the post-test results, considering that each reading subskill was included in the test, students after practicing with the EASLE educational platform showed an extraordinary amelioration.

Subsequently, graph 7 demonstrated an enormous difference concerning the development of reading skills. Considering that the second reading subskill worst punctuated in the pre-test process was the deducing meaning from context, graph 7 shows that students surprisingly enhanced the grade point average relating the performance of this mentioned skill, by answering suitably linguistic contexts multiple-choice questions obtaining 5.3 points over 6 in total. In addition, it is noted that students improved their inferring subskill considering that they increased the grade point average scoring 3.4 points over 5. Moreover, the grade average corresponding to the reading for detail or also called intensive reading subskill also increased to 4.9 out of 6 points.

Even noticing that the average score for the skimming, scanning, and predicting subskills also was increased by using the EASLE educational platform it is important to deduce that that after including the EASLE educational platform in classes, especially to improve reading skills students performed better participation in the PET standardized test. Indeed, graph 7 shows an incredible improvement in student's reading skills. Moreover, based on table 7 the second part of the reading section was the weakest academically. However, according to graph 7, the experimental group incremented their grades after the treatment, especially the second part, the fourth part, and the sixth part of the PET standardized Cambridge test.

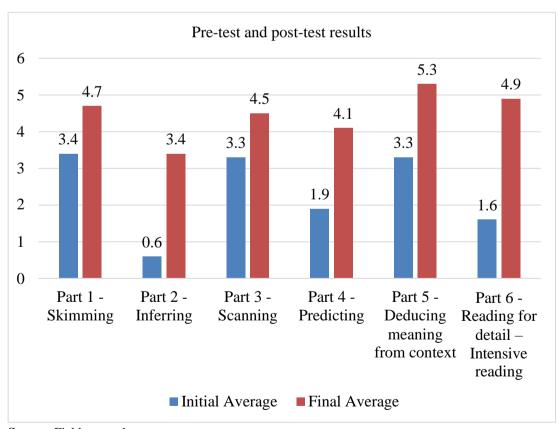
# 3.1.5 Pre-test and post-test results

**Table 9**Pre-test and post-test results

Reading	Initial	Final
Subskills	Average	Average
Part 1 - Skimming	3.4	4.7
Part 2 - Inferring	0.6	3.4
Part 3 - Scanning	3.3	4.5
Part 4 - Predicting	1.9	4.1
Part 5 - Deducing meaning from context	3.3	5.3
Part 6 - Reading for detail – Intensive reading	1.6	4.9

Source: Field research Author: Velasteguí (2021)

Graph 8: Pre-test and post-test results



**Source**: Field research **Author:** Velasteguí (2021)

## Analysis and interpretation.

Table 9 shows a comparison between grades before and after the experiment. The population was the same but in table 9 it can be comprehended that students increase their grades significantly. In the first column, it can be appreciated that students barely got an average of 3.4 points over 5 in the different parts of the reading section. Nevertheless, the second column reflects students increased prodigiously their grades after practicing reading subskills in the EASLE educational platform, altering the population average grades positively. Moreover, table 9 was structured to transmit the difference in the students' average grades by sorting in order the different reading subskills involved in the Cambridge standardized test.

Afterward, graph 8 demonstrates that the treatment worked properly in English as a foreign language classroom, especially focusing on reading subskills because it exits a meaningful difference in numerical bars. It is noticed that student's grades average in the second part of the reading section remarkably changes from 0.6 to 3.4 out of 5. This is the most effective result after implementing the EASLE educational platform in reading skills practices. Furthermore, graph 8 showed that part 4 of the PET reading section, associated with the inferred reading subskill, also increased considerably from 1.9 to 4.1 points out of 5 in total. Another masterful difference is shown in graph 8 comparing the student's average grades when performing the sixth PET reading section. Students increased their grades from 1.6 to 4.9 points over 6 in total demonstrating that the implementation of the EASLE educational platform motivates them to practice, master, and develop properly their reading skills.

Therefore, it can be interpreted that the application of the EASLE educational platform guided students to achieve PET standardized goals in relation to the reading section. Graph 8 demonstrates that students after the treatment exceeded academic expectations because the margin of error can be denoted by a large difference between red and blue bars. Reading skills were improved after the experiment and the evidence is located in graph 8 since in each part of the reading section of the PET standardized test students mastered and perfectioned their reading abilities to answer multiple-choice and gap-filling questions.

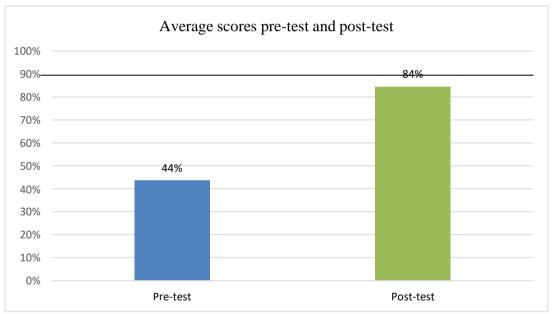
#### 3.2 Pre-test and post-test average and difference

**Table 10**Pre-test and post-test average and difference

Results	Pre-test	Post-test	Difference
Average	13.84	26.76	12.92

**Source**: Field research **Author:** Velasteguí (2021)

Graph 9: Average scores pre-test and post-test



**Source**: Field research **Author:** Velasteguí (2021)

### Analysis and interpretation.

Table 10 demonstrates that the Cambridge grade average after the treatment was altered excessively. The first column shows that the population's pre-test grade was 13.84 points out of 32. Nevertheless, after the treatment subjects reach 26.76 out of 32 points in total, establishing 12.92 points of difference between the two grades. The final grade is the sum of all the parts of the PET reading section.

It can be concluded that students show confidence by taking complex reading questions when a web 3.0 platform is introduced as the principal factor for the construction of knowledge. The results present an enormous difference relating to the student's performance when education is connected to a training improvement based on trending, modernization, technology, and dynamism in educational environments.

## 3.3 Hypothesis verification

Considering the current investigation is experimental, it was necessary to use the SPSS software to verify if the hypothesis exposes the foreseen results. Accordingly, the Paired Sample T-Test was used, which represented the average obtained during the pre-test and post-test application. Certainly, the Paired Sample T-Test is responsible for accepting or rejecting the alternative hypothesis which states that the use of the "EASLE" educational platform influences the development of reading skills in students of the second semester from "Pedagogia de los Idiomas Nacionales y Extranjeros" program.

Table 11: Paired Sample Statistics

### **Paired Samples Statistics**

		Mean	N	Std. Deviation	Std. Error Mean
Pair 1	PRETEST	13,84	37	5,403	,888,
Pair 1	POSTEST	26,76	37	4,252	,699

**Source**: Hypothesis verification **Author:** Velasteguí (2021)

**Table 12: Paired Samples Correlations** 

## **Paired Samples Correlations**

		N	Correlation	P Value
Doin 1	PRETEST &	37	,170	,315
Pair 1	POSTEST			

**Source**: Hypothesis verification **Author:** Velasteguí (2021)

Table 13: Paired Sample T-Test

### **Paired Samples Test**

			Pa	aired Dif	ferences				
		Mean	Std.	Std.	95% Confidence Interval		T	Degrees	
			Deviation	Error	of the Difference		Statical	of	P Value
				Mean	Lower	Upper	Value	freedom	
Pair	PRETEST -	-12,919	6,282	1,033	-15,013	-10,824	-12,509	36	,000
1	POSTEST								

**Source**: Hypothesis verification **Author:** Velasteguí (2021)

The tables presented above show the statistical data obtained by the experimental group respectively during the pre-test and post-test application. Table 11 in particular demonstrates that based on the average obtained from the Cambridge scores over 32 points, there is a considerable difference between the means and the standard deviation. Therefore, the mean of a total of 37 subjects before the experiment was 13.84, consequently, after the experiment, the mean increased to 26.76. Moreover, the statistics information remarks that the subjects improved their grade after using the EASLE educational platform. Consequently, considering the 95% confidence interval for the difference of means, as well as the P-value, which is (0.000) less than (0.05). It is asserted that the null hypothesis H0 is rejected and the alternative hypothesis H1 is accepted. Concluding that the use of the "EASLE" platform influences the development of reading skills in students of the second semester of the "Pedagogia de los Idiomas Nacionales y Extranjeros" program at Universidad Técnica de Ambato.

#### 3.4 Discussion

First of all, the results presented in this chapter provide a real learning context in which participants demonstrated that they are updated with educational technologies tendencies. Most of the survey participants selected options that were related to web 3.0 tools commonly applied in modern education procedures. Therefore, results reflect that teachers should consider the population's opinions before creating, editing, and publishing online activities. As a result of this argumentation and based on the survey diagnosis results, students prefer to use high-standard alternatives when improving their reading skills such as educational platforms, digital documents, among others. Therefore, future English teachers must consider the results acquired in this chapter to comprehend a real perspective of the new challenges in education

Secondly, the results obtained in this chapter showed that the implementation of the EASLE educational platform improves reading subskills significantly in importance, especially in English as a foreign language classroom. As a matter of fact, the reading subskills that were included in the experiment were skimming, scanning, inferring, predicting, deducing meaning from context. and intensive reading or also called reading for detail. Moreover, the results showed that although many subjects presented problems when answering questions related to the aforementioned subskills, the contribution of the EASLE educational platform conducted students to enhance their learning development when being exposed to a learning system directly connected to web 3.0 technology.

Finally, the EASLE educational platform provides unlimited opportunities to present, create, organize, and evaluate reading content based on student's preferences. In fact, as it was shown based on the results of the SPSS software, students could increment their grades when an innovative, glaring, organized, and original platform as EASLE emboldens them efficiently in educational procedures. Furthermore, the alternative hypothesis was accepted that indicates that this educational platform influences positively the construction of knowledge related to reading subskills. Consequently, teachers to reinforce information must include the EASLE educational platform in lesson plan schemes as a method in which learners can be able to read passages, short and long texts individually or collaboratively to promote their autonomous reading subskills progress at any English level during their academic process throughout years.

#### **CHAPTER IV**

#### CONCLUSIONS AND RECOMMENDATIONS

#### 4.1 Conclusions

After the appropriate analysis and interpretations of the results obtained related to the treatment that involved the EASLE educational platform and the development of the reading subskills of the second-semester students from "Pedagogia de los Idiomas Nacionales y Extranjeros" program at Universidad Técnica de Ambato, this chapter provides the following conclusions and recommendations for forthcoming investigations

- The EASLE educational platform has a significant relationship with the development of reading skills. Based on the verification of the alternative hypothesis, it was demonstrated that the EASLE platform has an effective, direct, and positive influence on the enhancement of reading skills. The P-value, which was less than 0,05 confirmed that reading skills such as skimming, inferring, scanning, predicting, deducing meaning from context, and intensive reading were improved through online activities carried out in the EASLE educational platform.
- Students improved their educational requirements through the application of the EASLE platform when reading short or long reading content that involves the previously mentioned reading subskills. Students felt confident when answering complex as well as simple questions using educational platforms online. Furthermore, the EASLE educational platform assessments, as well as synchronically tasks, motivated students to achieve educational goals by participating innovatively, and easily in learning procedures.
- Based on the applied survey that in general results regarding the diagnosis related to web 3.0 tools, students prefer to work in intelligent, innovative, and intuitive software, directly involving the EASLE educational platform in their learning process. In addition, results showed that students, as well as teachers, strongly agree to perform enriching activities in digital educational environments rather than traditional methods such as handwriting papers or paper documents.

• EASLE educational platform, which includes high-quality technology such as hypertext preprocessor, MariaDB storage, CSS Bootstrap, and jQuery technology, provides different functional components such as modal windows, display menus, interactive loops, and display buttons that encourage students to participate in high-standards innovative education. Most importantly, it is concluded that the EASLE educational platform, based on the results obtained, not only promotes and improves the learning of English knowledge digitally but also the improvement of language skills. Especially, it facilitates the construction of reading skills effectively in educational contexts.

#### 4.2 Recommendations

Based on the information provided in the conduction of the current research, but also considering the meaningful relationship of the EASLE platform on the development of reading subskills, it is profoundly recommended:

- Teachers and educational authorities should promote the use of the EASLE educational platform in digital learning environments as it considerably contributes to the development of reading subskills in students. It is the best way in which learners can read short or longer texts dynamically. Therefore, it is recommended that teachers implement the EASLE educational platform in EFL classrooms considering that there are 144 reading passages on the platform divided and based on the student's level of English as well as common trending topics that promote reading digitally.
- Considering that skimming and scanning were the best reading subskills
  improved after introducing the EASLE educational platform. It is highly
  suggested that teachers implement the EASLE educational platform to keep
  practicing online the inferring and intensive reading subskill because those
  were the weakest subskills in comparison with those that were included in the
  reading section of the PET standardized test.
- It is advised that teachers, before preparing online materials to introduce reading content, can make a preliminary survey diagnosis to know the preference of students concerning web 3.0 tools and their educational progress. Students might prefer to work on a computer, laptop, or smartphone. Consequently, teachers in association with the EASLE platform will be able to organize online courses, information, activities, and assessment tasks based on the preference based on student's selection to improve reading subskills.
- It is strongly recommended that teachers apply the EASLE educational platform regularly to improve students' reading subskills by recognizing its web 3.0 functionalities to avoid monotony in daily learning contexts. In addition, as demonstrated, students seriously prefer to carry out activities on interactive, original, intuitive, and fashionable platforms such as the EASLE educational platforms that significantly contribute to their learning process.

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## **Annex 1: Approval**

#### FORMATO DE LA CARTA DE COMPROMISO.

#### CARTA DE COMPROMISO

Ambato, 04 de Mayo del 2021

Doctor Marcelo Núñez Presidente Unidad de titulación Carrera de Pedagogía de los Idiomas Nacionales y Extranjeros Facultad de Ciencias Humanas y de la Educación

Yo Mg. Sarah Iza Pazmiño, en mi calidad de Coordinadora de la Carrera de Pedagogía de los Idiomas Nacionales y Extranjeros, me permito poner en su conocimiento la aceptación y respaldo para el desarrollo del Trabajo de Titulación bajo el Tema: "EASLE EDUCATIONAL PLATFORM AND READING SKILLS" propuesto por el estudiante Santiago David Velasteguí Viteri, portador de la Cédula de Ciudadanía, 1729228351 estudiante de la Carrera de Pedagogía de los Idiomas Nacionales y Extranjeros, de la Facultad de Ciencias Humanas y de la Educación de la Universidad Técnica de Ambato.

A nombre de la Institución a la cual represento, me comprometo a apoyar en el desarrollo del proyecto.

Particular que comunico a usted para los fines pertinentes.

Atentamente.



Lic. Sarah Jacqueline Iza Pazmiño, Mg. C.I. 0501741060 0984060528 <u>sj.iza@uta.edu.ec</u>

Source: Universidad Técnica de Ambato

Author: Velasteguí (2021)

# Annex 2: Web 3.0 diagnosis survey

# https://forms.office.com/r/59uHkqLC1W

UNIVERSIDAD TÉCNICA DE AMBATO	
FACULTAD DE CIENCIAS HUMANAS Y DE LA	
EDUCACIÓN (2do PINE)	
PROYECTO DE INVESTIGACIÓN: "Desarrollo de herramientas web 3.0 en la educación como apoyo en el trabajo coolaborativo: OBJETINO: Diagnosticar el uso de herramients web 3.0 en el aprendizaje colaborativo Indicaciones: Marca la respuesta según tu experiencia real con las herramientas web 3.0 en el entorno educativo	
* Required	
DATOS INFORMATIVOS	
1. Nombre de la institución *	
Enter your answer	
2. Sector *	
O Público	
O Privado	
3. Nivel de educación al que usted pertenece: *	
C Educación inicial	
C Educación básica elemental	
C Educación básica media	
C Educación básica superior	
Bachillerato general unificado	
○ Educación superior	
4. Escoja la edad a la que usted corresponde: *	
O 2-3	
○ 47	
○ 8-11	
O 12-15	
O 16-19	
○ 20-23	
○ 24-27	
O 28 o más	
5. Sexo: *	
Hombre	
O Mujer	

**Source**: Web 3.0 diagnosis survey **Author:** Velasteguí (2021)

# Annex 3: Web 3.0 evaluation survey

# https://forms.office.com/r/AbPPk3BdjG

easle P	LATE	E" EDL ORM \ JATION	NEB 3.			
The following questionnaire aim based on the Theory of Reasone collect the necessary information a learning context.  Hi Santiago, when you submit this the context is the context in the context is the context in the context induced in the context in the context in the context in the context	d Action assu I for the evalu	mptions. Therefulation of the acc	ore, this TAM ex	valuation questi web 3.0 devices	onnaire will aim to implemented wit	
* Required						
1. Read each statement caref	fully and sel	ect 1 for the le	owest and 5 fo	or the highest		
1 Strongly disagree 2 Disagree 3 Undecided 4 Agree 5 Strongly agree *						
	1	2	3	4	5	
Using web 3.0 tools allows me to get my work done faster.	0	0	0	0	0	
The use of technological tools in virtual classes improves the quality of my work.	0	0	0	0	0	
Technological tools improve my initiative in class.	0	0	0	0	0	
Technology tools make it easier for me to do my job.	0	0	0	0	0	
In general, I find these tools useful in my work in virtual classrooms.	0	0	0	0	0	
Learning to use gamification and technology tools is easy for me.	0	0	0	0	0	
I find it easy to do what I want with the use of technology.	0	0	0	0	0	
My interaction with a computer is clear and understandable.	0	0	0	0	0	
In general, I find the computer easy to use.	0	0	0	0	0	
In general, I find the web 3.0 and gamification tools to be easy to use.	0	0	0	0	0	
Technological tools help me to work in a team more frequently.	0	0	0	0	0	
The use of web 3.0 and gamification tools allow me to maintain more friendly communication with my environment (classmates and teacher).	0	0	0	0	0	
I have felt satisfied when carrying out activities with web 3.0 or gamification tools.	0	0	0	0	0	
I would like to use this type of tool more frequently within the virtual class.	0	0	0	0	0	
I would like to use these types of tools more often outside of the virtual classroom.	0	0	0	0	0	

**Source**: Web 3.0 evaluation survey

Author: Velasteguí (2021)

### **Annex 4: Pre-test and Post-test**

### **PET Reading section**

### https://forms.gle/ppVvNxAgafR7WGph8



Source: Cambridge University (2021)

### Annex 5: "EASLE" web style manual - Architecture information

https://drive.google.com/file/d/1arNcBYZJgZ -

HiGr7RpIRD7NngdrOvt0/view?usp=sharing



Source: "EASLE" web style manual - Architecture information

Annex 6: Jeremy Harmer lesson plan

Group:	Date:	Tim	e: N	o. of students:	
Recent to	opic work:	Rec	Recent language work:		
Aims: (st	ated in input terms,	i.e. what the teache	er intends to do)		
Objective	es: (stated in output	terms, i.e. what the	students are expecte	ed to do)	
Assessm	ent:				
Materials	<b>:</b>				
Anticipat	ed problems:		+5 - 38 H M		
Timing	Teacher activity	Student activity	Success indicators	Aims of the stage	
				the same of	
Additiona	al possibilities:				
				V = 250 W	
Homewo	rk/Further work:				
/		-		- Therese	

Source: Harmer (1998) Author: Velasteguí (2021)



# UNIVERSIDAD TÉCNICA DE AMBATO FACULTAD DE CIENCIAS HUMANAS Y DE LA EDUCACIÓN CARRERA DE PEDAGOGÍA DE LOS IDIOMAS NACIONALES Y EXTRANJEROS

Proyecto de Trabajo de Graduación o Titulación previo a la obtención del Título de Licenciada en Pedagogía de los Idiomas Nacionales y Extranjeros Mención: inglés.

### THEME:

### "EASLE EDUCATIONAL PLATFORM AND READING SKILLS"

AUTHOR: Santiago David Velasteguí Viteri.

TUTOR: Lcda. Mg. Ruth Elizabeth Infante Paredes.

Ambato – Ecuador 2021

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### INTRODUCTION

Nurymov & Umirzakova (2021) define educational platforms as digital tools or technologies that offer arranged opportunities based on activities, information, and dynamic features in which learners potent their abilities through innovative and striking learning environments. Additionally, educational platforms enable students to share information instantaneously generating autonomous training during academic assessments. Equally important, Pereira et al. (2019) argue that education platforms involve relevant information to create a state of interest and motivation among learners in a learning context.

Then, we can infer that educational platforms are considered as an integrated collection of interactive online services that transfer information and create tools. In fact, the implementation of tools is categorized into services for creating, storing, and publishing digital communication, managing student activities, and finding information, among other things. Moreover, it provides online resources for teachers, students, learning communities, and parents in order to assist and improve student's educational academic progress making learning environment more effective and dynamic.

Finally, online educational platforms are having a huge impact on today's society since students rather perform activities without using traditional methods such as handwriting paper activities. Indeed, students can review content on their own anytime or anywhere taking into consideration the accessibility of the webpage making autonomous learning more suitable for online classes. For this reason, in order to achieve the objectives of the current investigation that involves the use of the EASLE educational platform and reading subskills, it was necessary to carry out 6 lesson plans which are adapted by Harmer (1998) on students of the second semester from "Pedagogia de los Idiomas Nacionales y Extranjeros".

### **GENERAL OBJECTIVE**

Design an educational platform that promotes the learning of reading subskills.

### **SPECIFIC OBJECTIVES**

- Design lesson plans with a focus on the use of the educational platform for reading subskills.
- Apply different designs of lesson plans in classrooms.
- Evaluate the post-test application.

### SCOPE OF THE EXPERIMENT

NUMBER OF LESSON PLAN	TOPIC	CONTENTS	NUMBER OF HOURS	READING SKILL	ACTIVITIES
N 1	Phonology – Phonemes sounds and sentence intonation.	Two-paragraph reading content related to the topic.	1	Skimming reading subskill (Reading for gist or global understanding).	<ul> <li>Canva presentation.</li> <li>Two "EASLE" multiple-choice reading activities.</li> </ul>
N 2	Segment in linguistics.	Five-paragraph reading content related to the topic.	1	Scanning reading subskill (Reading for specific information).	<ul><li>Canva presentation.</li><li>Five "EASLE" multiple-choice reading activities.</li></ul>
N 3	Phonemes	Five-paragraph reading content related to the topic.	1	Inferring reading subskill ("Reading between the lines").	<ul> <li>Canva presentation.</li> <li>Kahoot multiple-choice activity.</li> <li>Three "EASLE" multiple-choice reading activities.</li> </ul>
N 4	Phonetics – Vowel sounds	Five-paragraph reading content related to the topic.	1	Predicting reading subskill.	<ul><li>Canva presentation.</li><li>Five "EASLE" multiple-choice reading activities.</li></ul>
N 5	Phonetics – Consonants sounds	Four-paragraph reading content related to the topic.	1	Deducing meaning from context reading subskill.	<ul> <li>Canva presentation.</li> <li>Quizizz multiple-choice activity.</li> <li>Ten "EASLE" multiple-choice reading activities.</li> </ul>
N 6	Definition and features of language	Five-paragraph reading content related to the topic emphasizing the reading of the linguistic context.	1	Reading for detail reading subskill (Intensive reading).	<ul> <li>Canva presentation</li> <li>Educaplay matching activity</li> <li>Five "EASLE" gap-filling reading activities.</li> </ul>

Source: Lesson plans Author: Velasteguí (2021)

### **LESSON PLAN 1: SKIMMING - PHONOLOGY**

### Universidad Técnica de Ambato

Carrera de Pedagogía de los Idiomas Nacionales y Extranjeros

### "EASLE EDUCATIONAL PLATFORM AND READING SKILL"

Lesson Plan 1

Velasteguí Viteri Santiago David

### **LESSON PLAN 1**

Topic: Ph	<b>Topic:</b> Phonology – Phonemes sounds and sentence intonation.								
Age:	18-24 L	evel: B1			<b>Time:</b> 60	minutes		No. of	students:
years old								42	
Recent to	Recent topic work: No limits				Recent	language		work:	English
					consonan	ts sounds	an	d oral	sentence
					intonation	1.			
EASLE	Educ	cational	platfo	orm:	Reading	<b>skills:</b> Skim	min	ng readir	ng subskill
Multiple	choice	questions	and	gap	(Reading	for gist or g	loba	al unders	standing)
activities.									

**Aims:** Students will be able to interpret general information about phonology consonants sound, and sentence intonation.

### **Objectives:**

- Students will be able to improve their skimming reading subskill through different written texts about phonology, consonants sound and intonation.
- Students will be able to practice their knowledge performing multiple choice activities in the EASLE educational platform.

**Assessment:** Reading about phonology to reinforce previous knowledge.

**Materials:** Computer, Internet connection, Zoom Meeting, EASLE Educational platform, Canva slides, pictures, and charts.

### **Anticipated problems:**

- Students might have problems to get the main idea of the written text.
- Students practice other activities not related to the reading activity.
- Platform bugs and internet connection problems.

Time	Teacher activity	Student activity	Success	
			indicators	
	Introduction			
	First, the teacher presents what			
	the skimming reading subskill	All the students		
	is. After, the teacher introduces	screenshot the	Students take	
	general guidelines of the topic	"phonemic chart" to get	notes and rise	
	"Phonology" by presenting	and read the general idea	virtual hand if	

20 so	ome images, pictures, and	of the consonants sounds	they have any
minutes re	eading information through	in the English language	question. Thus,
Ca	Canva visual support.	during the lesson. Annex	they are emerged
		1	in the
"p	Then, the teacher presents the phonemic chart" putting mphasis on the consonants		introductory activity.
so	ound part.	Students practice their skimming reading subskill through	
in in	after that, the teacher presents information related to sentence intonation and the importance to convey a message properly.	understanding the main idea of the reading content provided by the teacher. In addition, they write in the chat their	
th	reachers ask some questions to the students to clarify doubts	own consonants words examples to reinforce information.	
N	Main activity		
Str. Ez. TI sc. Str. sy to	The teacher shares his computer creen to present the activity.	Students login into the EASLE educational platform, they select their level of English and the reading according to the topic studied. Annex 3	
re	Then, the teacher explains the eading main activity. Indeed, ne reading text contains visual	Students enhance their skimming reading	

	support like images, charts,	subskill by underlying the
	diagrams, and so on to give them	main idea of the reading
	a clear idea of the topic. Annex	passage. Moreover, they
	2	take some notes to
		improve their scanning
	The teacher based on the	reading subskill in case
		they do not get the
		principal idea so they
	reinforce the information related	need to focus on specific
	to the reading topics	information when
		reading. Students
	sentence intonation.)	participate in the
	ŕ	activity. If
	The teacher arearines the class	question arises
	The teacher organizes the class	they would rais
	into breakout rooms to monitor	During the breakout roomtheir virtual hand.
	students' reading progress	activity, students may ask
	applying skimming reading	some questions to the
	subskill.	teacher to support general
		information of the text in
	Finally, the teacher enters each	
	breakout room to provide	master their skimming
	specific indications to how	reading subskill.
	students can improve their	
	skimming reading subskill.	
	Each indication will be written	
	in the zoom chat.	
	Post-task activity	In the same breakout
	Finally, the teacher after paired	room, students need to Students mak
	reading, explains the next	answer some questionsquestions if it i
15	activity, which is completing the	related to the topic necessary and the
minutes	multiple-choice questions in the	learned to enhance their put all their
	EASLE educational platform.	reading skimming attention into thei
		subskill. computer screen.

The teacher before finishing the Students workStudents must answer lesson gives some feedback and individually during the correctly the keep multiple-choice activity multiple-choice motivates students to their All the microphonesquestions created putting practice should be turned off toby the teacher skimming reading subskill by reading other written texts by evade distractions. showing that students their own. understand the main idea of the reading content.

**Homework:** The teacher sets up other reading activities to keep practicing the skimming subskill. Students need to login into their EASLE account to answer some questions based on the reading content the teacher assigned them.

Adapted from: Harmer (1998) Author: Velasteguí (2021)

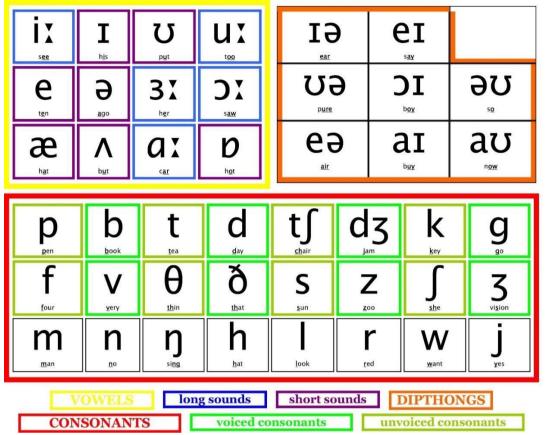
#### CANVA VISUAL SUPPORT

https://www.canva.com/design/DAEf1\_dUae8/gpuBB4jmsj9K1XYkMVzlMO/view?utm\_content=DAEf1\_dUae8&utm\_campaign=designshare&utm\_medium=link&utm\_source=sharebutton



Resource: Canva

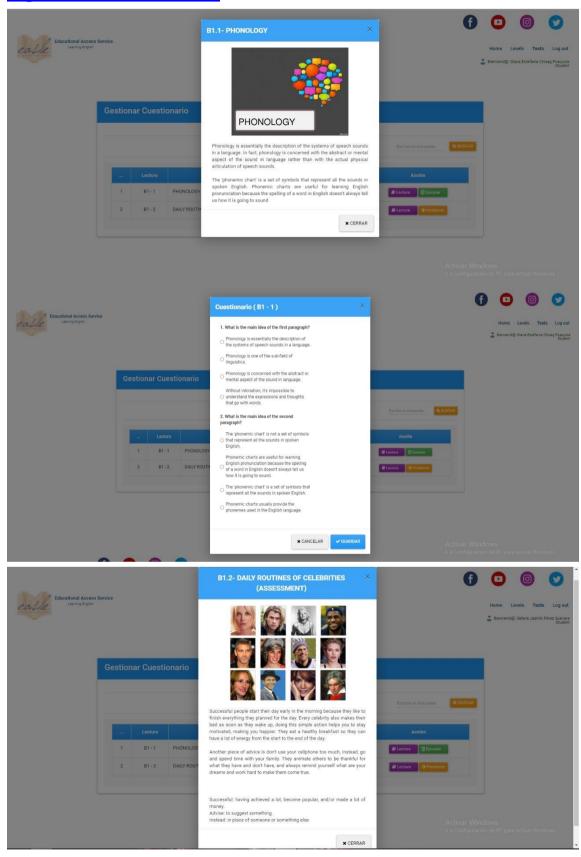
### **PHONEMIC CHART (ANNEX 1)**



Source: English Time Blogspot Author: Velasteguí (2021)

### **EASLE READING ACTIVITY (ANNEX 2)**

### https://www.easle.com.ec/easle/



**Source:** EASLE Educational Platform

### **EASLE EDUCATIONAL PLATFORM (ANNEX 3)**





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**Source:** EASLE Educational Platform

### LESSON PLAN 2: SCANNING – SEGMENTS IN LINGUISTICS

### Universidad Técnica de Ambato

Carrera de Pedagogía de los Idiomas Nacionales y Extranjeros

### "EASLE EDUCATIONAL PLATFORM AND READING SKILL"

Lesson Plan 2

Velasteguí Viteri Santiago David

### **LESSON PLAN 2**

<b>Topic:</b> Segment in linguistics.					
<b>Age:</b> 18-24	Level: B1	Time: 60 minutes	No. of students:		
years old			42		
Recent topic work: No limits		Recent language wo	ork: Phonology -		
		Phonemes sounds and s	entence intonation.		
<b>EASLE Educational platform:</b> Multiple		Reading skills: Scann	ing reading subskill		
choice questions and gap activities.		(Reading for specific in	formation)		

Aims: Students will be able infer specific information about segments in linguistics.

### **Objectives:**

- Students will be able to improve their scanning reading subskill through different written texts about segments in linguistics
- Students will be able to practice their asynchronous learning by performing online multiple-choice activities in the EASLE educational platform.

**Assessment:** Complete reading activities in the EASLE educational platform based on their previous knowledge.

**Materials:** Computer, Internet connection, Zoom Meeting, EASLE Educational platform, Canva slides, pictures, and charts.

### **Anticipated problems:**

- Students might be confused about the skimming and scanning reading subskill when reading texts.
- Students practice other activities not related to the reading activity.
- Platform bugs and internet connection problems.

Time	Teacher activity	Student activity	Success
			indicators
	Introduction	Students pay attention	
	Firstly, the teacher clarifies some	during the teacher	
	doubts related to the activity	participation. Besides,	
	students needed to complete last	they take some notes	
	class in the EASLE educational	about the information	
10	platform.	presented by the teacher	
minutes	After that, the teacher introduces	to have a clear idea of	
	,	the scanning reading	Students follow

	information related to the	subskill.	the instruction, and
	scanning reading skill using a		take notes to avoid
	Canva visual presentation. Annex	Since this is new	a possible
	1	terminology, students	confusion during
	Then, the teacher explains some	ask some questions to	the activity Thus,
	ways to practice the scanning	the teacher to know	they are emerged
			in the introductory
	some examples on his screen.	scanning reading skill.	activity.
		In addition, they write	
	Teachers ask some questions to	down the examples	
	the students to clarify doubts and	shown by the teacher of	
	provide feedback. If there are no	how they can improve	
	questions, the teacher introduces	the mentioned skill in	
	the topic of the lesson.	their notebooks.	
	Main activity		
	First of all, the teacher shares his		
	computer screen to present the whole reading text about segments in linguistics using the EASLE educational platform.	Students login into the	
		EASLE educational	
		platform, they select	
		their level of English and	
		the reading according to	
	The teacher starts reading while	the topic studied. Annex	
	asking students to follow the	3	
	reading applying rapid eye		Students participate
20	movement to scan the information		in the activity. If a
minutes	properly.		question arises, they
	FFJ.	Students enhance their	
	A.C		virtual hand.
	After reading, the teacher divides	subskill by underlying	
	the whole reading text into two	specific information in	
		the reading passage.	
	how they can scan information depending on the questions they		
	depending on the questions they		

will receive later.

Then, the teacher explains the reading main activity using the EASLE educational platform. Indeed, the reading text contains visual support like images, charts, diagrams, and so on to give them a clear idea of the topic. Annex 2

Moreover. they take some notes to improve their scanning reading subskill in case they do not get detailed information when reading.

The teacher based the on presentation stage designs some multiple-choice questions practice the scanning reading subskill. The questions are based on the topic of the lesson.

The teacher organizes the class to the teacher to support into breakout rooms to monitor detailed information of students' reading progress applying scanning subskill.

During the breakout room activity, students may ask some questions the text in order to reading develop and master their scanning reading subskill.

Finally, the teacher enters each breakout room to provide specific indications to how students can improve their scanning reading subskill. Each indication will be written in the zoom chat.

	Post-task activity		
	Finally, the teacher explains the	In the same breakout	Students make
	next activity, which is completing	room, students need to	questions if it is
	the multiple-choice questions in	answer some questions	necessary and they
15	the EASLE educational platform.	related to the topic	put all their
minutes		learned to enhance their	attention into their
	The teacher before finishing the	reading skimming subskill.	computer screen.
	lesson gives some feedback and		Students answer
	motivates students to keep putting	Students must work	correctly the
	in practice their scanning reading	individually during the	multiple-choice
	subskill by reading other written	multiple-choice activity.	questions created by
	texts by their own.	All the microphones	the teacher showing
		should be turned off to	that students
		evade distractions.	understand the
			procedure of the
			lesson.

**Homework:** The teacher sets up other reading activities to keep practicing the scanning subskill. Students need to login into their EASLE account to answer some questions based on the reading content the teacher assigned them.

Adapted from: Harmer (1998) Author: Velasteguí (2021)

### **CANVA VISUAL SUPPORT (ANNEXE 1)**

https://www.canva.com/design/DAEg2W4HHGs/wCRIPXLz0EsvsbjurA7Ycg/view?utm\_content=DAEg2W4HHGs&utm\_campaign=designshare&utm\_medium=link&utm\_source=sharebutton



REQUIRES CONCENTRATION AND CAN BE SURPRISINGLY TIRING.

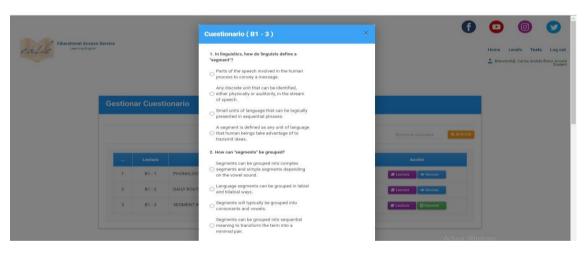
CHOOSE A TIME AND PLACE THAT YOU KNOW WORKS FOR YOU AND START PRACTICING.

Resource: Canva

# EASLE READING ACTIVITY (ANNEX 2) SEGMENTS IN LINGUISTICS

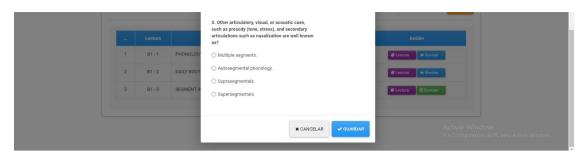
### https://www.easle.com.ec/easle/











Source: EASLE Educational Platform

Author: Velasteguí (2021)

### **EASLE EDUCATIONAL PLATFORM LOGIN (ANNEX 3)**











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**Source:** EASLE Educational Platform Elaborated by: Velasteguí (2021)

### **LESSON PLAN 3: INFERRING - PHONEMES**

### Universidad Técnica de Ambato

Carrera de Pedagogía de los Idiomas Nacionales y Extranjeros

### "EASLE EDUCATIONAL PLATFORM AND READING SKILL"

Lesson Plan 3

Velasteguí Viteri Santiago David

### **LESSON PLAN 3**

Topic: Phonem	nes			
<b>Age:</b> 18-24	Level: B1	Time: 60 minutes	No.	of
years old			students: 42	
Recent topic w	vork: No limits	Recent language wor	rk: Segment	in
		linguistics.		
<b>EASLE Educational platform:</b> Multiple		Reading skills: Inferring	g reading subsl	kill
choice question	ns and gap activities.	("Reading between the li	nes")	

**Aims:** Students will be able to analyze phonemes information in linguistics by enforcing the inferring reading subskill.

### **Objectives:**

- Students will be able to summarize short or long texts by applying the inferring reading subskill when reading.
- Students will be able to practice their asynchronous learning by performing online multiple-choice activities in the EASLE educational platform.

**Assessment:** Complete reading activities in the EASLE educational platform based on their previous knowledge.

**Materials:** Computer, Internet connection, Zoom Meeting, EASLE Educational platform, Canva slides, Kahoot, notebooks, pictures, and charts.

### **Anticipated problems:**

- Students find the new information extremely difficult so they cannot perform reading tasks.
- Students practice other activities not related to the reading activity.
- Platform bugs and internet connection problems.

Time	Teacher activity	Student activity	Success
			indicators
	Introduction		
	Firstly, the teacher clarifies some		
	doubts related to the activity	Students pay attention	
	students needed to complete last	during the teacher	
	class in the EASLE educational	participation. Besides,	
10	platform.	they take some notes	
minutes		about the information	

		mma anta d less 4le - 4 1.	
	Then, the teacher introduces	presented by the teacher	C41
	inferring reading subskill using a		the instruction,
	Canva visual presentation. Annex	subskill.	and take notes to
	canva visuai presentation. Annex		avoid a possible
			confusion
	Then, the teacher explains some		during the
	ways to practice the inferring		•
	reading subskill by providing		
	essential information as well as		are emerged in
	some practical examples on his	about the inferring	the introductory
	screen.	reading subskill.	stage.
	Teachers ask some questions to		
	the students to clarify doubts and		
	provide feedback. If there are no		
	questions, the teacher introduces		
	the topic of the lesson.		
	Main Activity		
	First of all, the teacher shares his	Students login into the	
	computer screen to present the	EASLE educational	
	whole reading text about	platform, they select their	
	phonemes in linguistics using the	course of English and the	
	EASLE educational platform.	reading according to the	
	*	topic studied. Annex 4	Students
	The tenches starts		understand the
	The teacher starts reading the	Students draw short	meaning from a
		conclusions of each	text that it is not
20		paragraph by their own in	explicit in the
minutes		their notebooks. If there is	reading passage.
	teacher also recommends students	a confusion around the	
	to start inferring and drawing	class, they rise their	
	conclusions of each written	virtual hand.	
	paragraph by their own.		

After reading, the teacher reads the passage by putting emphasis on each paragraph. Indeed, the teacher underlies some phrases to help students draw conclusion about that. Besides, the teacher asks students to pay attention to the clues in the reading passage.

Then, the teacher explains the reading main activity using the EASLE educational platform. Indeed, the reading text contains visual support like images, charts, diagrams, and so on to give them a clear idea of the topic. Annex 2

The teacher based the on presentation stage designs reinforce Kahoot activity to information about the inferring reading subskill. Annex 3

The teacher organizes the class During the breakout room into breakout rooms to monitor activity, students may ask students' reading progress efficiently by applying inferring reading subskill.

Finally, the teacher enters each breakout room to provide specific

Students improve their inferring reading subskill

by reading the specificStudents can underlined information inprovide easily the reading passage. different

conclusions

related the

Furthermore, studentsmain reading participate in the activity activity.

analyzing the conclusion of each paragraph they previously did in their notebook. The

answer can be written in Students the zoom chat. constantly

request feedback

keep

Students infer information improving by looking at the cluesinferring reading underlined by the teacher. subskill.

some questions to the The majority of the teacher to support detailed the students write information of the text intheir conclusions

order to develop and in the zoom chat. inferring master their

reading subskill.

	indications to how students can		
	improve their inferring reading		
	subskill. Each indication will be		
	written in the zoom chat.		
	Post-task activity		Students answer
	Finally, the teacher explains the		correctly the
	mext activity, which is combleting		multiple-choice
	the multiple-choice questions in	individually during the	questions created
15	the EASLE educational platform.	multiple-choice activity.	by the teacher
minutes	The teacher before finishing the	All the microphones	showing that
	lesson gives some feedback and	should be turned off to	students
	motivates students to keep putting	evade distractions.	understand the
	in practice their inferring reading		procedure of the
	subskill by reading other written		lesson.
	texts by their own.		

**Homework:** The teacher sets up other reading activities to keep improving the inferring reading subskill Students need to login into their EASLE account to answer some questions related to information presented in the lesson plan.

Adapted from: Harmer (1998) Author: Velasteguí (2021)

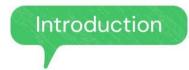
### **CANVA VISUAL SUPPORT (ANNEX 1)**

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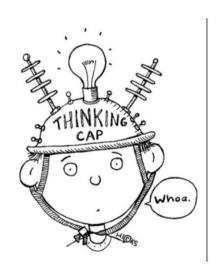
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Inferring requires readers to use prior knowledge and the information stated in a text to draw conclusions

inference is drawing conclusions based on information that has been implied rather than directly stated and is an essential skill in reading text.

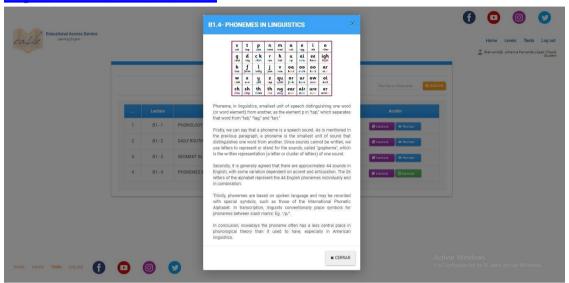
Resource: Canva

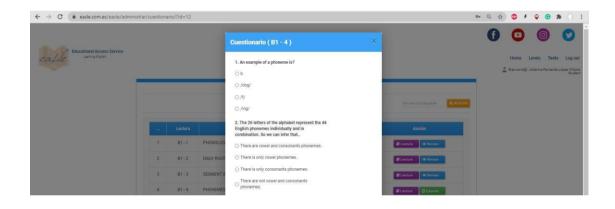


### **EASLE READING ACTIVITY (ANNEX 2)**

### PHONEMES IN LINGUISTICS

### https://www.easle.com.ec/easle/







**Source:** EASLE Educational Platform

### **KAHOOT ACTIVITY (ANNEX 3)**

 $\frac{https://create.kahoot.it/share/inferring-reading-subskill/38ff347c-5854-44fb-a885-d5b7ad34ae0b}{a885-d5b7ad34ae0b}$ 





Sometimes "Inferring reading subskill", it's called "reading between the lines"



Source: Kahoot

### **EASLE EDUCATIONAL PLATFORM LOGIN (ANNEX 4)**



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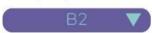




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**Source:** EASLE Educational Platform

### LESSON PLAN 4: PREDICTING – PHONETICS (VOWEL SOUNDS)

### Universidad Técnica de Ambato

Carrera de Pedagogía de los Idiomas Nacionales y Extranjeros

### "EASLE EDUCATIONAL PLATFORM AND READING SKILL"

Lesson Plan 4

Velasteguí Viteri Santiago David

### **LESSON PLAN 4**

<b>Topic:</b> Phonetics – Vowel Sounds			
<b>Age:</b> 18-24	Level: B1	Time: 60 minutes	No. of
years old			students: 42
Recent topic work: No limits		Recent language work: Phonemes	
<b>EASLE Educational platform:</b> Multiple		Reading skills: Predicting reading subskill	
choice questions and gap activities.			

**Aims:** Students will be able to interpret vowel sounds information by implementing the predicting reading subskill.

### **Objectives:**

- Students will be able to comprehend texts by applying and improving their predicting reading subskill.
- Students will be able to practice their asynchronous learning by performing online multiple-choice activities in the EASLE educational platform.

**Assessment:** Complete reading activities in the EASLE educational platform based on their previous knowledge.

**Materials:** Computer, Internet connection, Zoom Meeting, EASLE Educational platform, Canva slides, notebooks, pictures, and charts.

### **Anticipated problems:**

- The information presented is not appropriated to the student's level of English
- Students practice other activities not related to the reading activity.
- Platform bugs and internet connection problems.

Time	Teacher activity	Student activity	Success
			indicators
	Introduction		
	Firstly, the teacher provides some		Students follow
	feedback related to the activity	Students pay attention	the instruction,
	students needed to complete last	during the teacher	and take notes
	class in the EASLE educational	participation. Besides, they	to avoid a
10	platform.	take some notes about the	possible
minutes	•	information presented by	confusion
		the teacher to have a clear	during the

	Then, the teacher introduces	idea of the predicting	activity.
			Therefore, they
	predicting reading subskill using a		are emerged in
	Canva visual presentation. Annex		the introductory
	1		stage.
	Then, the teacher explains some	Just in case there are some	
	ways to practice the predicting	questions, students read	Students predict
	reading subskill by providing	the presentation and write	the topic of the
	essential information as well as	down important	lesson by
	some practical examples on his	information about the	watching the
	screen.	predicting reading	chart the
		subskill.	teacher presents
	Teachers ask some questions to the		to the class.
	students to clarify doubts and		
	provide feedback. If there are no		
	questions, the teacher introduces		
	the topic of the lesson by sharing a		
	chart.		
	Main Activity	Students login into the	
	inst of all, the teacher shares his	EASLE educational	
	computer screen to present the	platform, they select their	
	whole reading text about vocal	course of English and the	
	sounds using the EASLE	reading according to the	Students get the
	educational platform.	topic studied. Annex 3	main idea of the
			text by
	The teacher starts reading the		appreciating the
	whole text about vocal sounds	Students pay attention to the	
20	underlying complementary linking	Î	reading text.
20	words and expressions, or	underlined in each	
minutes	replacements that refer forwards or	paragraph. If there is confusion around the class,	
	backward in the text. There would	they would rise their virtual	
	be blanks in the reading passage.	hand.	

After reading, the teacher explains each underlined sentence. In fact, the teacher underlies those phrases help students predict to information during the activity. Besides, the teacher asks students to pay attention to the clues in the reading passage.

Indeed, the reading text contains visual support like images, charts, diagrams, and so on to give them an overall idea of the topic. Annex

Before asks students to complete the activity the teacher organizes the class into breakout rooms to monitor students' reading progress efficiently by applying predicting reading subskill.

The provides teacher predict information based on the some they need to introduce a phrase that includes description among others.

Students Students improve theirconstantly predicting reading subskillrequest feedback by reading the specificto keep underlined information in improving their the reading passage. Then predicting they need to select the bestreading subskill. option that will take place next in the reading passage to make it more comprehensible. of Most the students

Students participate in the activity by activity by providing some suggesting the possible answers to the possible phrase teacher and classmates. will that be forward or

participate in the

backwards in the

Students predict blank text. information by looking at the clues underlined by the

some During the breakout room information about how they can activity, students may askStudents questions to theunderstand underlined phrases. For instance, if teacher to support detailed information information of the text inabout vowel examples, order to develop and master sounds by their predicting readingpredicting subskill. possible sentences to

teacher.

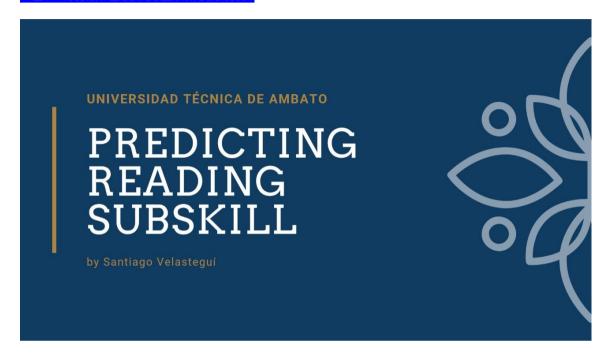
	Finally, the teacher enters each	make the reading
	breakout room to provide specific	text more
	indications to how students can	coherent and
	improve their predicting reading	understandable.
	subskill. Each indication will be	
	written in the zoom chat.	
	Post-task activity	
	Finally, the teacher explains the	Students answer
	next activity, which is completing	Students must work correctly the
	the multiple-choice questions in	individually during themultiple-choice
15	the EASLE educational platform.	multiple-choice activity. All questions created
minutes	The teacher before finishing the	the microphones should be by the teacher
		turned off to evadeshowing that
	motivates students to keep putting	distractions. students
	in practice their predicting reading	understand the
	subskill by reading other written	procedure of the
	texts by their own.	lesson.
Homew	rork: The teacher sets up other re	ading activities in the EASLE educational

**Homework:** The teacher sets up other reading activities in the EASLE educational platform to keep practicing the predicting reading subskill.

Adapted from: Harmer (1998) Author: Velasteguí (2021)

## **CANVA VISUAL SUPPORT (ANNEX 1)**

https://www.canva.com/design/DAEg7iSGGVO/YjOeKuCO0sTXYkbVYgRk7g/view?utm\_content=DAEg7iSGGVO&utm\_campaign=designshare&utm\_medium=link&utm\_source=sharebutton



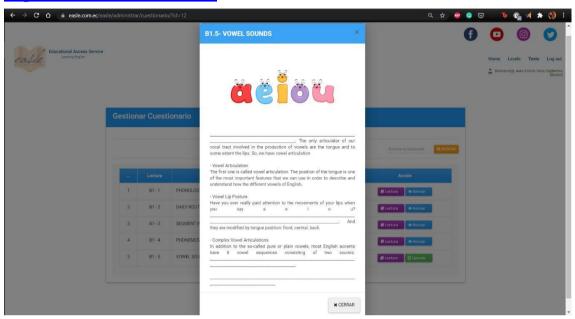
# **DEFINITION**

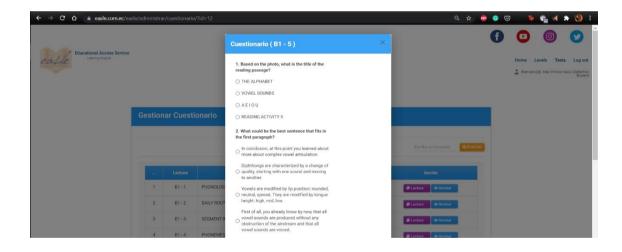
PREDICTING MEANS USING CLUES BEFORE WE BEGIN READING, TO GUESS WHAT A TEXT MAY BE ABOUT.

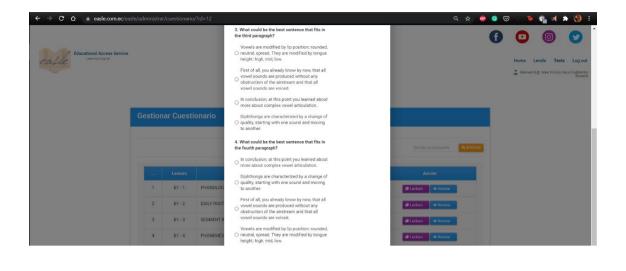
Resource: Canva

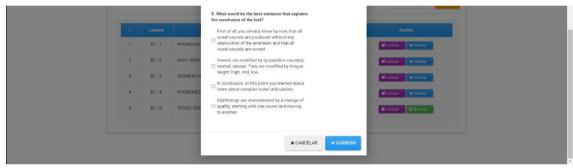
# EASLE READING ACTIVITY (ANNEX 2) VOWEL SOUNDS

https://www.easle.com.ec/easle/









Source: EASLE Educational Platform

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Source: EASLE Educational Platform

# LESSON PLAN 5: DEDUCING MEANING FROM CONTEXT – PHONETICS (CONSONANTS SOUNDS)

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Carrera de Pedagogía de los Idiomas Nacionales y Extranjeros

"EASLE EDUCATIONAL PLATFORM AND READING SKILL"

Lesson Plan 5

Velasteguí Viteri Santiago David

#### LESSON PLAN 5

Topic: Phonetics - Consonants sounds				
<b>Age:</b> 18-24	Level: B1	<b>Time:</b> 60 minutes	No. of students:	
years old			42	
Recent topic work: No limits		Recent language work: Phonetics – Vocal		
		Sounds.		
<b>EASLE Educational platform:</b> Multiple		Reading skills: Dedu	cing meaning from	
choice questions and gap activities.		context reading subskill		

**Aims:** Students will be able to comprehend short or long texts by selecting the appropriate language features in different semantic contexts.

### **Objectives:**

- Students will be able to discover information related to consonant sounds by deducing the meaning of unknown words in a linguistic context.
- Students will be able to practice their asynchronous learning by performing online multiple-choice activities in the EASLE educational platform.

**Assessment:** Complete reading activities in the EASLE educational platform based on their previous knowledge.

**Materials:** Computer, Internet connection, Zoom Meeting, EASLE Educational platform, Canva slides, Quizizz, notebooks, pictures, and charts.

### **Anticipated problems:**

- Students find the new information extremely difficult so they cannot perform reading tasks.
- Students practice other activities not related to the reading activity.
- Platform bugs and internet connection problems.

Time	Teacher activity	Student activity	Success
			indicators
	Presentation	Students pay attention	
	Initially, the teacher asks students	during the teacher	Students
	if they had problems in completing	participation. Besides,	participate in the
	the last reading task in the EASLE	they take some notes	introductory
	educational platform.	about the information	activity by reading

10	Then, the teacher introduces	presented by the teacher	the "Portugal"
minutes		to have a clear idea of	
	deducing meaning from context		1
	reading subskill using a Canva		Besides, they
	visual presentation. Annex 1	subskill.	participate
			randomly if the
	Then, the teacher explains some		teacher requires
	ways to practice the deducing		individual
	meaning from context reading	Students ask some	participation
	subskiii by providing essentiar	questions to the teacher	
	information as well as some	to know more about the	
	practical examples on his screen.	deducing meaning from	
	Teachers ask some questions to the		Besides, they
	students to clarify doubts and	subskill.	might ask some
	provide feedback. If there are no		questions related to
	questions, the teacher introduces		the subskill they
	the topic of the lesson.		are learning.
	Practice	Students login into the	_
		EASLE educational	
	At first, the teacher based on the	platform, they select	
	presentation stage designs a	their course of English	
	Quizziz activity to reinforce	and the reading	
	information about the deducing meaning from context reading	_	
		studied. Annex 4	motivated because
	subskill. Annex 2		they participate
		Students participate	synchronically in an
	Then, the teacher shares his	synchronically in the	
20	computer screen to present the	Quizizz activity, the pace	
minutes	whole reading text about	of the activity will	
		ior activity Will	
	consonant sounds in linguistics	depend on the number of	previously
		depend on the number of	
	consonant sounds in linguistics	students who enter the	explained by the
	consonant sounds in linguistics using the EASLE educational	1	
	consonant sounds in linguistics using the EASLE educational	students who enter the	explained by the

underlying the last words before Students finding blank spaces to emphasize teacher's directions by the linguistic context in which the lidentifying the parts of Students students themselves.

Then, the teacher recommends that the students begin to identify if the underlined word is a verb, noun, adjective, or article. This action can be carried out in their while reading notebooks the continues.

After reading, the teacher asks the students to pay attention to the underlined words that appear in the reading passage.

After that, the teacher explains the main reading activity using the EASLE educational platform. The text would be related to consonant sounds in linguistics. In fact, the reading passage contains visual aids/clues such as pictures, graphs, diagrams, etc. Annex 3 The teacher organizes the class into breakout rooms to monitor students' reading progress efficiently by applying deducing meaning from context reading subskill.

follow are immersing speech in the reading positively immersed passage presented by thein the linguistic teacher. context to select the appropriate word to The students, in theirmake the reading notebook, decide if thetext understandable. word underlined by the teacher is a verb, an Once students have adjective, a noun, anidentified which article, among others. parts of speech they are reading, they are Furthermore, studentsready to move on participate in theduring the lesson. breakout room activity by analyzing the word blank to Students constantly before the choose the appropriate request feedback to answer that fits with the keep improving

Thetheir deducing text structure. answer can be written inmeaning from the zoom chat. reading context subskill.

Students, based on the linguistic context. deduce the possible word/answer that would fit forward the blank in

the text. Most of the students participate directly During the breakout providing possible

		room activity, studentsanswers without
	Finally, the teacher enters each	may ask some questionstaking into
	breakout room to provide specific	to the teacher to supportconsideration a
	indications to how students can	detailed information of reference resource
	improve their deducing meaning	the text in order tosuch as dictionaries
	from context reading subskill.	develop and master their or google translator.
	Each indication will be written in	deducing meaning from
	the zoom chat.	context reading subskill.
	Production	Students must workStudents answer
	Finally, the teacher explains the	individually during the correctly the
15	next activity, which is completing	multiple-choice activity multiple-choice
minutes	the multiple-choice questions in	All the microphonesquestions created by
	the EASLE educational platform.	should be turned off to the teacher showing
		evade distractions. that students
		understand the
		procedure of the
		lesson.

**Homework:** The teacher sets up other reading activities to keep practicing the reading subskill. Students need to login into their EASLE account to answer some questions based on the reading content the teacher assigned them.

Adapted from: Harmer (1998) Author: Velasteguí (2021)

#### **CANVA VISUAL SUPPORT (ANNEX 1)**

https://www.canva.com/design/DAEg77sbYVO/k9RXnw\_vv2HqgEvk7SQG9g/v iew?utm\_content=DAEg77sbYVO&utm\_campaign=designshare&utm\_medium =link&utm\_source=sharebutton



#### DEFINITION

Deducing meaning from context involves reading the words around an unknown word or thinking about the situation the unknown word is used in to try and work out its meaning.

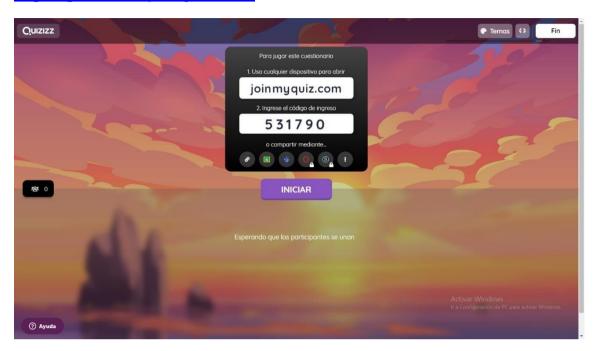
Activar Windows

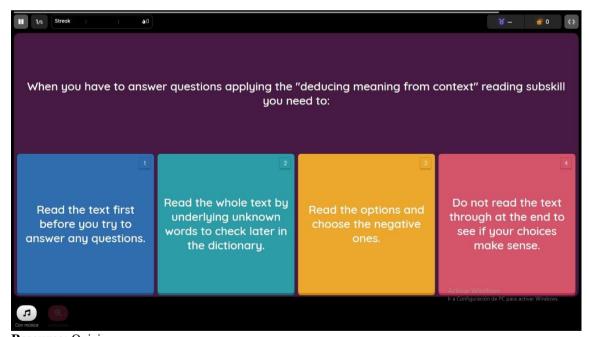
Ir a Configuración de PC para activar Windows

Resource: Canva

# **QUIZZIZ ONLINE GAME ACTIVITY (ANNEX 2)**

# https://quizizz.com/join?gc=531790



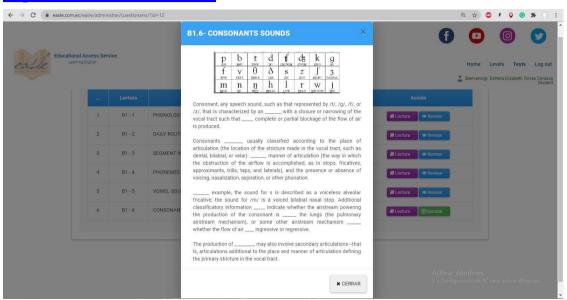


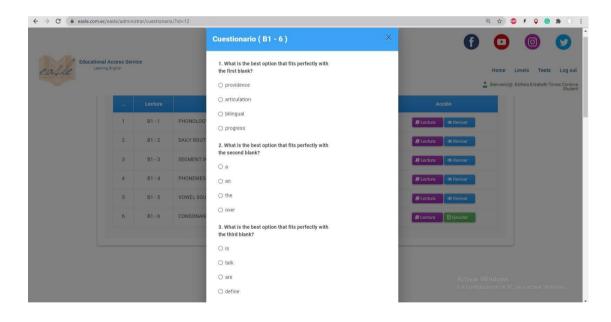
Resource: Quizizz Author: Velasteguí (2021)

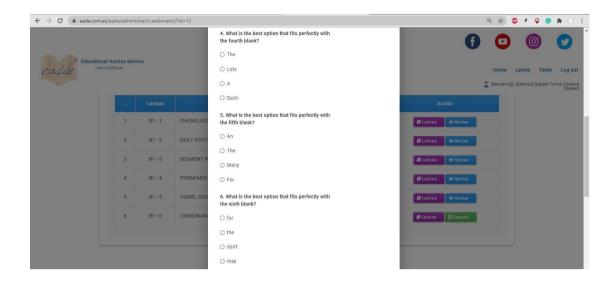
#### **EASLE READING ACTIVITY (ANNEX 3)**

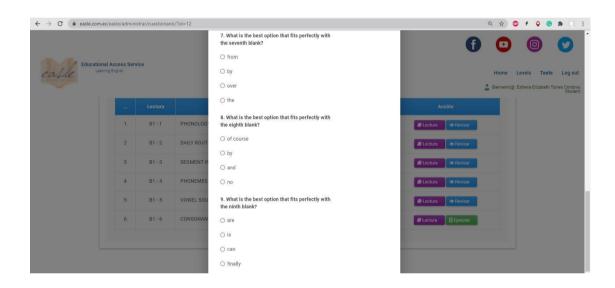
#### **CONSONANTS SOUNDS**

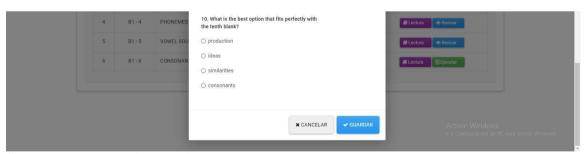
#### https://www.easle.com.ec/easle/











**Source:** EASLE Educational Platform

## EASLE EDUCATIONAL PLATFORM LOGIN (ANNEX 4)











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# LESSON PLAN 6: READING FOR DETAIL (INTENSIVE READING) – DEFINITION AND FEATURES OF LANGUAGE

# Universidad Técnica de Ambato

Carrera de Pedagogía de los Idiomas Nacionales y Extranjeros

"EASLE EDUCATIONAL PLATFORM AND READING SKILL"

Lesson Plan 6

Velasteguí Viteri Santiago David

#### **LESSON PLAN 6**

<b>Topic:</b> Definition and features of language.						
<b>Age:</b> 18-24 years	Level: B1	Time: 60	) minutes	N	o. of	student
old				42	ļ,	
Recent topic work: No limits		Recent	language	work	: Ph	onetics
		Consona	nts Sounds	S.		
<b>EASLE Educational platform:</b> Multiple		Reading	skills:	Readi	ng f	for deta
choice questions	(Intensiv	re reading)				

**Aims:** Students will be able to dissect the features of language by applying the reading for detail subskill.

#### **Objectives:**

- Students will be able to analyze the meaning out of every word in sentences by reading specific information about the language and its features.
- Students will be able to practice their asynchronous learning by performing online multiple-choice activities in the EASLE educational platform.

**Assessment:** Complete reading activities in the EASLE educational platform based on their previous knowledge.

**Materials:** Computer, Internet connection, Zoom Meeting, EASLE Educational platform, Canva slides, Educaplay, notebooks, pictures, and charts.

#### **Anticipated problems:**

- Students find the new information extremely difficult so they cannot perform reading tasks.
- Students practice other activities not related to the reading activity.
- Platform bugs and internet connection problems.

Time	Teacher activity	Student activity	Success	
			indicators	
	Presentation		Students pay	
	Initially, the teacher asks students	Students pay attention	attention during	
	if they had problems in	during the teacher	the oral	
	completing the last reading task in	participation. Besides,	presentation by	
	the EASLE educational platform.	they take some notes	the teacher. In	
10	After, the teacher presents the last	about the information	addition, it could	
minutes	<u> </u>	presented by the	be clearly seen	

		,
	reading sub-skill congratulating	teacher to have a clear that they take
	the students for having completed	idea of the reading for notes to avoid
	the previously created activities	detail subskill. possible
	over time. The Canva presentation	confusion during
	contains visual aids to get students	the main activity.
	motivated.	Moreover, students ask
	Then, the teacher explains some	some questions to the
	ways to practice the intensive	teacher to know how to Students are
	reading subskill by providing	improve their intensive motivated to keep
	essential information as well as	reading subskill so learning and
	some practical examples on his	they can understand understand all the
	screen.	the meaning out of information
	Teachers ask some questions to	every word in related to the
	_	sentences, especially intensive reading
	provide feedback. If there are no	when reading long subskill.
	questions, the teacher introduces	texts.
	the topic of the lesson.	
	Practice	
	At first, the teacher based on the	Students login into the Students feel
	presentation stage designs an	EASLE educational inspired because
	Educapiay offine game activity to	platform, they selecthey participate
	support in an innovative way the	their course of English synchronically in
	information about the intensive	and the readingan online game
	reading subskill. Annex 2	according to the topicactivity. There
		"Definition and featuresmight be a strong
	Then, the teacher shares his	of language". Annex 4 interest in
	computer screen to present the	improving their
20	whole reading text about	Students participate intensive reading
minutes	"Definition and features of	synchronically in the subskill
	language" using the EASLE	Educaplay activity,
	educational platform.	
	r	Students follow the Students are
		teacher's directions by confidently

The teacher reads the passage underlying the last words before finding blank spaces to emphasize the linguistic context in which the students are immersing themselves.

Then, the teacher recommends that the students begin to identify if the underlined word is a verb, noun, adjective, or article. This action can be carried out in their notebooks while the reading continues.

After reading, the teacher asks the students to pay attention to the underlined words that appear in the reading passage. Besides, the teacher remarks the advice he explained to the whole class in the presentation stage.

After that, the teacher explains the main reading activity using the EASLE educational platform. The text would be related "Definition and features of language". In fact, the reading passage contains visual aids/clues such as pictures, graphs, diagrams, etc. Annex 3

The teacher organizes the class into breakout rooms to monitor

identifying the parts of immersed speech in the readinglinguistic context passage presented by comprehending the teacher. how sentences are structured. and The students, in theirhow each linguistic notebook, decide if thedetail in the word underlined by the sentence helps teacher is a verb, anthem to improve adjective, a noun, antheir intensive article, among others. reading subskill.

studentsOnce students have Furthermore, participate theidentified which breakout room activityparts speech by analyzing the wordthey are reading, before the blank tothey would choose the think about probably be the possible answer that excited to move on with textduring the lesson. structure. The answer can be written in the zoom chat. Students

constantly request Students, based on the feedback to keep linguistic context andimproving their by understanding each intensive reading word deduce the subskill. probable word/answer that would fit forwardMost of the the blank in the text. students participate directly

breakout during the main

During

the

	students' reading progress	room activity, studentsreading activity
	efficiently by applying the	may ask some questionsproviding potential
	intensive reading subskill.	to the teacher to supportanswers based on
	Finally, the teacher enters each	detailed information of their own
	breakout room to provide specific	the text in order toknowledge to
	indications to how students can	develop and masterconstruct and
	improve their intensive reading	their intensive readingunderstand
	subskill, putting emphasis that the	subskill. sentences more
	possible answer will depend on	accurately.
	their language knowledge.	
	Production	Students answer
	Finally, the teacher explains the	Students must workcorrectly the gap
15	next activity, which is completing	individually during the filling questions
minutes	the gap filling questions in the	gap filling activity. All created by the
	EASLE educational platform	the microphones should teacher showing
	based on the positive results	be turned off to evadethat students
	during the presentation stage.	distractions. understand the
		procedure of the
		lesson.

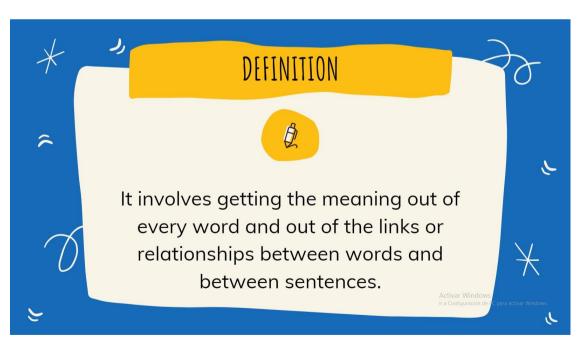
**Homework:** The teacher sets up other reading activities to keep practicing the intensive reading subskill. Students need to login into their EASLE account to answer some questions based on the reading content the teacher assigned them.

Adapted from: Harmer (1998) Elaborated by: Velasteguí (2021)

# **CANVA VISUAL SUPPORT (ANNEX 1)**

https://www.canva.com/design/DAEhCTkP85A/2UiO1mL2TY1UtlAP70y61w/view?utm\_content=DAEhCTkP85A&utm\_campaign=designshare&utm\_medium=link&utm\_source=sharebutton

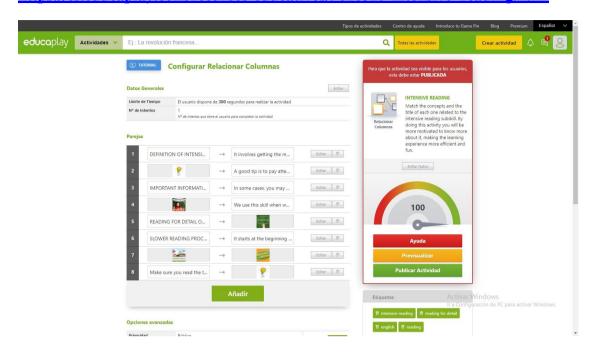


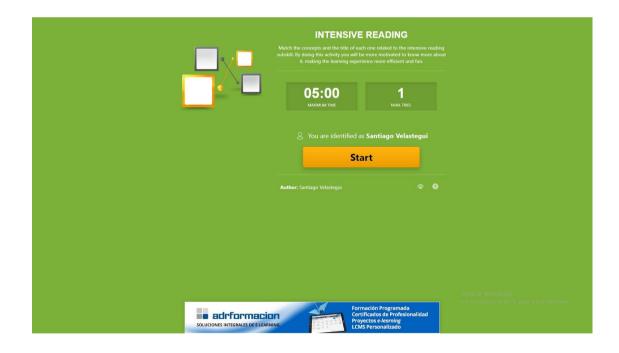


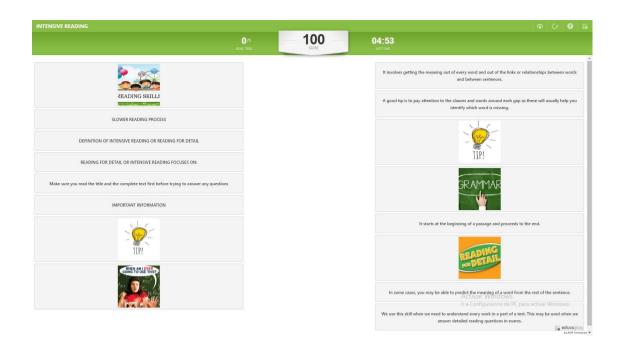
Resource: Canva

# **EDUCAPLAY ONLINE GAME ACTIVITY (ANNEX 2)**

https://es.educaplay.com/recursos-educativos/9626325-intensive\_reading.html









Resource: Educaplay Author: Velasteguí (2021)

#### EASLE READING ACTIVITY

### https://www.easle.com.ec/easle/

#### NOMBRE:



#### DEFINITION AND FEATURES OF LANGUAGE

Language is today, an inseparable part of human society. Indeed, language is the collection of all efforts humans use to communicate. Whether spoken, \_\_\_\_\_\_, or insinuated by movement and gesture, the three characteristics of language remain relevant and important to human communication.

Language is Arbitrary:

Language is Arbitrary:

Language \_\_\_\_\_ arbitrary in the sense that there is no inherent relationship between the words of a language and their meanings or the ideas conveyed by them. It may be noted that if had language not been arbitrary, there would have been only one language in the world.

Language is Social:

Language is a set of conventional communicative signals used by humans for \_\_\_\_\_\_ in a community. In other words, language exists in society; it is a means of nourishing and developing culture and establishing human relations.

Language is Systematic:

Although the language is symbolic, yet its symbols are arranged in a particular system. All languages have their system of arrangements. Every is a system of systems. All

languages have phonological and grammatical systems, and within a system, there are several

In \_\_\_\_\_\_, language and the ability to communicate is an essential building block of human relationships. It helps us share information, ideas, and feelings with one another, making language structure and development critical to groups of people and on an individual

**Source:** EASLE Educational Platform

sub-systems.

## **EASLE EDUCATIONAL PLATFORM LOGIN (ANNEX 4)**











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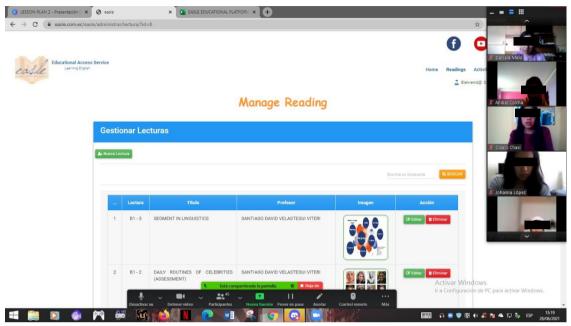




Source: EASLE Educational Platform

### **Annex 8: Evidences**

# Student's classes

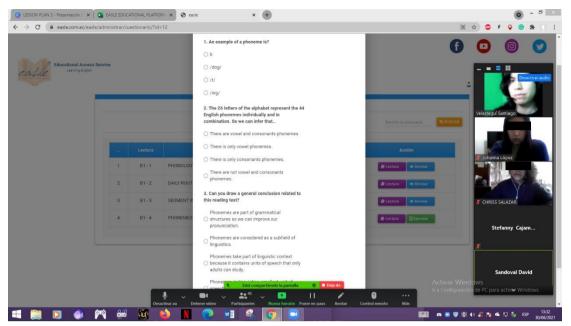


**Source:** Activities

Author: Velasteguí (2021)



**Source:** Activities



**Source:** Activities

Author: Velasteguí (2021)



**Source:** Activities

### Student's enrollment

CEDULA	NOMBRES	APELLIDOS	DIRECCIÓN	EMAIL
1805708136	Evelyn Karen	Allqui Barrera	Pelileo	karenallqui@gmail.com
704973023	Abi Anaela	Asanza Bravo	Machala	aasanza3023@uta.edu.ec
550128185	Dayana Liceth	Ayala Tipanluisa	Latacunga	dayala8185@uta.edu.ec
1723770622	Carlos Andres	Bravo Acosta	Santo Domingo/ El portó	cbravo0622@uta.edu.ec
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503900961	Odalis Daniela	Chasi Baquero	Quito - San Blas	oditadaniela@gmail.com
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1805083126	Darwin Anibal	Colcha Nuñez	Cevallos	anibalcol20.10@gmail.com
1804538542	Eugenio Josias	Cruz Torres	Pelileo	ecruz8542@uta.edu.ec
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1805715065	Katheryn Lizbeth	López Morales	Pelileo	klopez5065@uta.edu.ec
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1804009619	Carlos Mauricio	Naranjo Mayorga	Ambato	cnaranjo9619@uta.edu.ec
550267892	Dany Alexander	Oña Endara	Latacunga	dona7892@uta.edu.ec
1804396446	Katherine Viviana	Paucar Machado	Tisaleo	kpaucar6446@uta.edu.ec
1805066022	Selena Jazmín	Pérez Guevara	Ambato/Martínez	selenaprez15@yahoo.es
1805297742	Viviana Michelle	Pérez Piñaloza	Ambato-Centro	vperez7742@uta.edu.ec
1805338827	William Sebastian	Perez Yancha	Ambato- La Floresta	wperez8827@uta.edu.ec
1850071885	Hiary Stephanie	Pinto Abril	Ambato	hpinto1885@uta.edu.ec
940847825	Debra Denisse	Preciado Sanchez	Huachi Chico	dpreciado7825@uta.edu.ec
202083135	Jason Marcelino	Ramos Escobar	Salinas/Guaranda	jramos3135@uta.edu.ec
1850345552	Cristina Mariuxi	Salazar Guamán	Ambato	csalazar5552@uta.edu.ec
1850401991	Cristina Alexandra	Salinas Tamayo	Huachi Grande	cristinasalinas0101@gmail.com
400500047	Daniela Lisbeth	Sanchez Rodriguez	Cevallos	dsanchez2047@uta.edu.ec

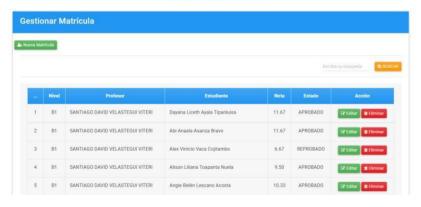
Source: Excel

Author: Velasteguí (2021)





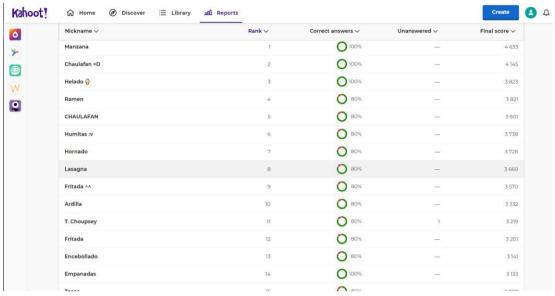
# Manage Enrollment





**Source:** EASLE Educational Platform

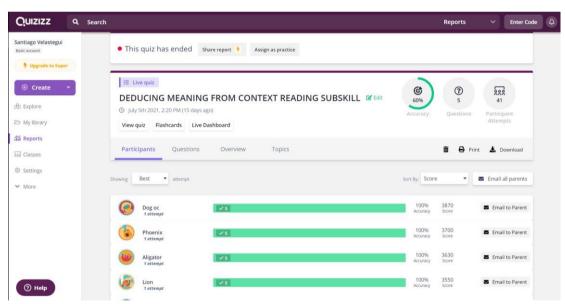
# Kahoot report



Source: Kahoot

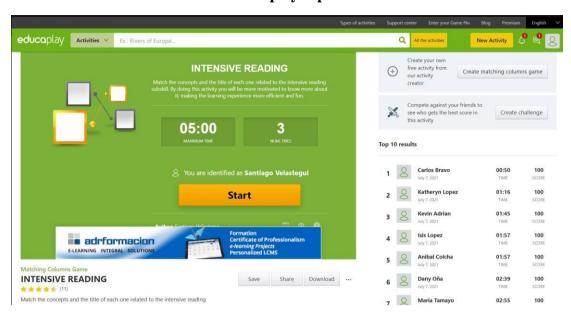
Author: Velasteguí (2021)

# Quizziz report

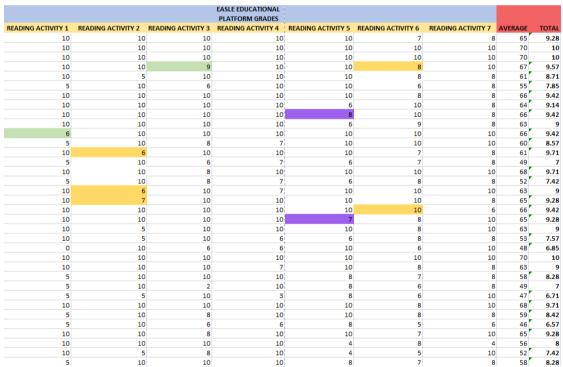


**Source:** Quizziz

# **Educaplay report**



# Student's grades



**Source:** Excel



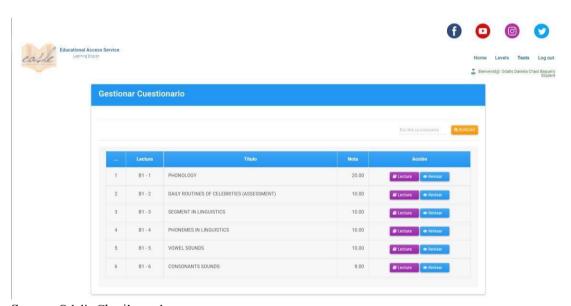


### Manage Levels



Source: Odalis Chasi's grades average

Author: Velasteguí (2021)



**Source:** Odalis Chasi's grades **Author:** Velasteguí (2021)





### Manage Levels



Source: Carlos Bravo's grades average

Author: Velasteguí (2021)





**Source:** Carlos Bravo's grades **Author:** Velasteguí (2021)

# **Annex 9: Urkund report**



# Urkund Analysis Result

TESIS VELASTEGUI SANTIAGO.pdf (D110592769)

Analysed Document: Submitted: 7/19/2021 6:13:00 PM

Submitted By: santiagovelastegui36@gmail.com

Significance: 2 %