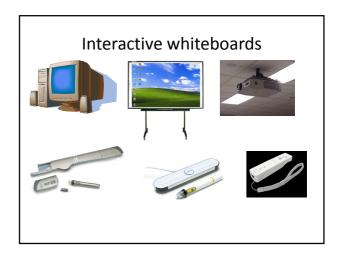
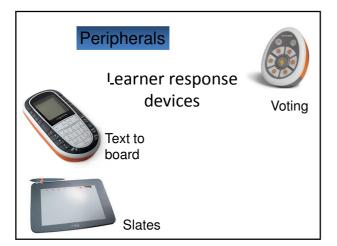
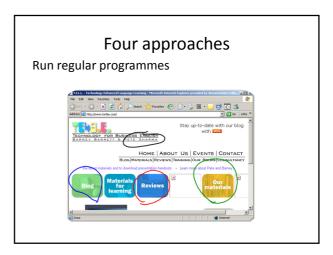


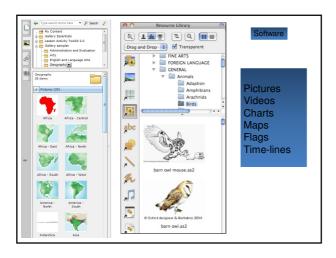
Critical analysis of five technologies

- 1) Interactive whiteboards
- 2) Blogs
- 3) Wikis
- 4) Virtual Learning Environments
- 5) M-learning

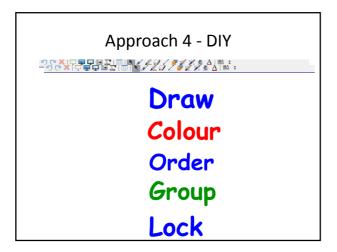


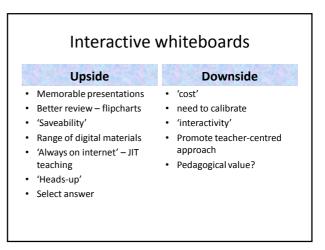




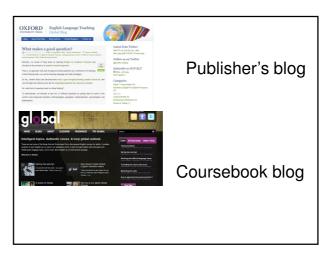


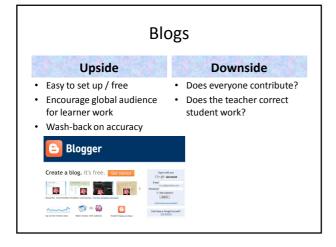


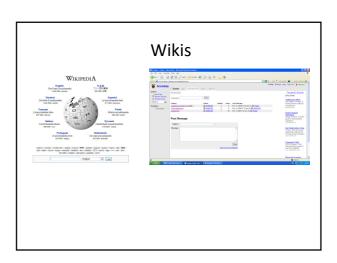


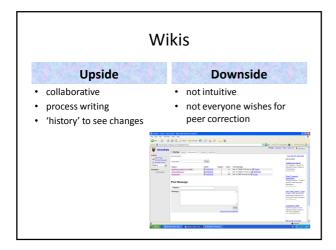






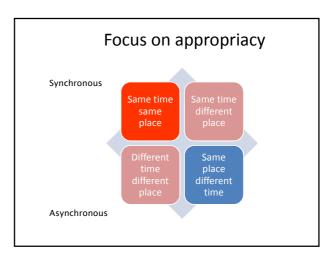




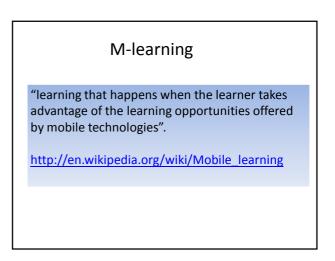


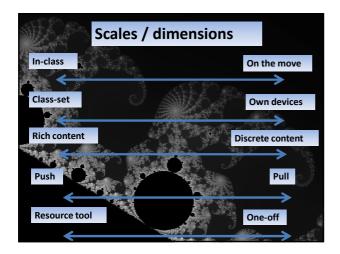






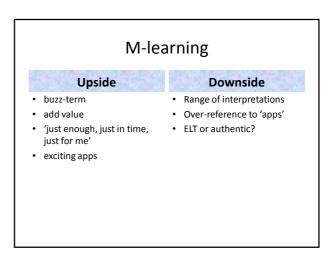
Virtual Learning Environments Upside Information on demand Appropriacy e.g. critical thinking Pre / post course tasks Downside Itime-consuming to learn Empty at first Itime-consuming to learn Itime-consuming to learn





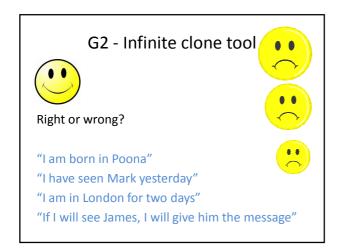


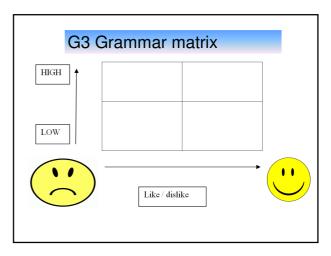


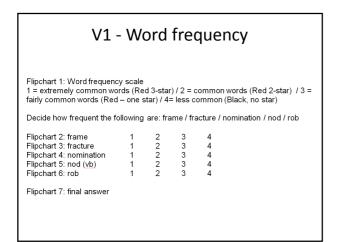




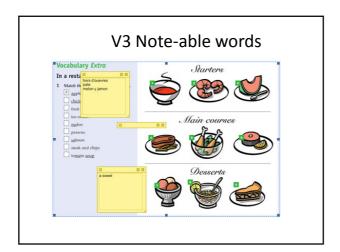






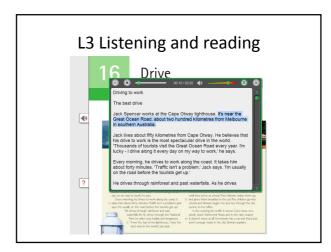






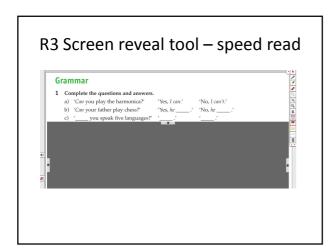




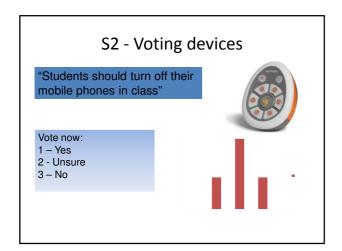


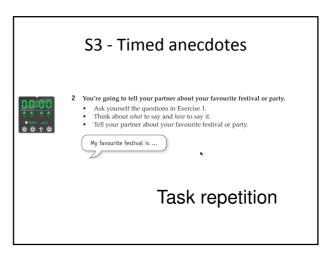


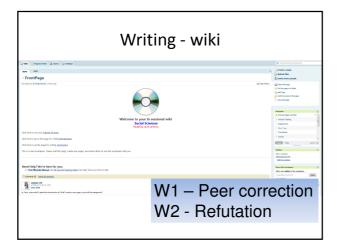


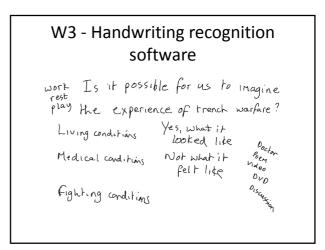


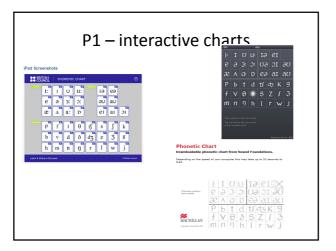












Pronunciation

- P2 Sound linking
 - –Take it in / one apple / five elephants
- P3 Homographs
 - -Read / wind / row / tear





