Contents

1:	Teaching languages well online: the essentials	I
	What this book is about	2
	Time	3
	Instructional time	3
	Task design	4
	Management	6
	Content/Sequencing	7
	Assessment	7
	The four environments	8
	Blended learning	10
	Learning community	10
	A sociocultural view of language teaching and learning	11
	Why online?	13
	Traditional forms of f2f classroom discourse	15
	Conclusion	18
	References	19
	End of chapter activities	20
2:	Language learning and teaching in oral synchronous online environments	27
	Objectives	28
	Calling attention to forms	29
	Calling attention to lexis	35
	Corralling	38
	Saturating	41
	Using linguistic traps	43
	Modeling	45
	Providing explicit feedback	47
	Providing implicit feedback	50
	Summary	54
	References	55
	End of chapter notes	55
	End of chapter activities	57
	Further reading	61
3:	Language learning and teaching in oral asynchronous online environments	63
	Objectives	64
	Calling attention to forms	65
	Calling attention to lexis	72
	Corralling	77
	Saturating	81

Contents

	Using linguistic traps	-	83
	Modeling		84
	Providing explicit feedback		88
	Providing implicit feedback		91
	Summary		92
	End of chapter notes		92
	End of chapter activities		102
	Further reading		105
4:	Oral venues amplified via text and visuals		107
	Non-intrusiveness		109
	Time savers and L2 gatekeepers		110
	Salience		112
	Accessibility		114
	Familiarity		115
	Summary		117
5:	Language learning and teaching in written synchronous environments		119
	Objectives		120
	Overview		120
	Calling attention to forms		121
	Calling attention to lexis		126
	Corralling		132
	Saturating		135
	Using linguistic traps		136
	Modeling		138
÷	Providing explicit feedback		140
	Providing implicit feedback		141
	Summary		143
	End of chapter notes		143
	End of chapter activities		143
	References		144
6	: Language learning and teaching in written asynchronous environments		147
	Objectives		148
	Overview		148
	Calling attention to forms		149
	Calling attention to lexis		152
	Corralling		156
	Saturating		160
	Using linguistic traps		160
	Modeling		162
	Providing explicit feedback		163
	Providing implicit feedback		165
	Summany		166

	End of chapter activities Further reading	16 16	•
7:	Written venues amplified via sound and visuals	169	9
	Non-intrusiveness	17	71
	Time savers and L2 gatekeepers	17:	2
	Salience	17.	4
	Accessibility	17	5
	Familiarity	170	6
8:	Continuing the conversation	179	9
	Objectives/Preview	180	0
	Designing online language learning curricula	18	3
	Instructional design	180	6
	The craft of language education	18	7
	Playfulness	18	8
	The future is now?	18	8
	Chapter discussion questions	18	9
	End of chapter activity	18	9
	Further reading	18	9
	References	190	о
	Free online teaching spaces	190	0
Gl	ossary of terms	19	I
Au	Author index		5

Subject index

197