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**13<sup>th</sup> International Conference on TESOL**  
**Breakthroughs in English Language Teaching**  
**in the Post-Pandemic**

*SEAMEO RETRAC, November 17-18, 2022*

# BRINGING THE WORLD INTO THE ENGLISH CLASSROOM WITH GOOGLE ARTS & CULTURE

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# DISCUSSION (5m)

1. Do you think arts and culture are important in language learning?  
Why/ why not?
2. If your lesson is about arts/ culture, which sources do you use to find supplementary materials for that lesson?
3. What do you think would help students find lessons about arts and culture more interesting?



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# WHY ARTS AND CULTURE?

- Language is an organized learned symbol system used to represent human experiences within a geographic or cultural group (Porter and Samovar, 1997).
- A language encompasses the historical and cultural backgrounds of a people.
  - It's important for us to have knowledge of cultural contexts that underpin the language we're learning in order to master that language.
- Art is a means of communication, through which we can express our happiness or sadness. A work of art is considered more than a speech (Aicha, 2022).



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# THE MESSAGE ...

Language, arts and culture are inseparable.  
Learning a language is learning about arts  
and culture.



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# ARTS AND CULTURE SOURCES

- Youtube videos
- Books
- Magazines
- Blogs
- Websites
- Facebook pages
- ...

Google Arts & Culture Website  
Google Arts & Culture App





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# WHAT IT OFFERS

- Access to over 2,000 of the world's great museums, galleries, and historic sites
- Google Street View tours of over 1,000 historical and cultural sites
- Thousands of zoomable works of art
- Cross-disciplinary and interactive experiments exploring topics
- A mix of groundbreaking new content



# WHY USING GG ARTS & CULTURE

- Wide range of topic
  - Interactive and immersive experiences
  - Reputable information
  - Primary sources
- Suitable for content-based instruction (CBI) or content and language integrated learning (CLIL)



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# DISCOVER CONTENT

- Collections: art, artifacts, and online exhibits
- Themes:
  - Subjects: world cultures, history, geography, performing arts & literature, etc.
  - Videos: 2D, 360°
  - 3D models
  - Virtual field trips
- Experiments: gaming experiments
- Features: zooming, camera features, augmented reality, etc.





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# LET'S EXPLORE

<https://artsandculture.google.com/project/education>



# WHAT DO YOU THINK?

How would you use Google Arts &  
Culture in your teaching?



# USING GG ARTS & CULTURE IN TEACHING

1. Integrated learning materials
2. Teaching content directly
3. Teaching concepts
4. Context for learning

Any  
Questions



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