MATERIALS DEVELOPMENT

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MATERIALS EVALUATION

- measuring the potential value of a set of learning materials by making judgments about the effect of the materials on learners using them
• The appeal of the materials to the learners
• The validity of the materials
• The ability of the materials to interest the learners and the teachers
• The ability of the materials to motivate the learners
• The potential learning value of the materials
• The assistance given to the teachers in terms of preparation, delivery and assessment
• The flexibility of the materials

PRINCIPLES OF MATERIALS EVALUATION

• The Evaluator’s Theory of Learning and Teaching
• Learning Theories
TYPES OF EVALUATION

- Pre-Use Evaluation
- Whilst-Use Evaluation
- Post-Use Evaluation

MATERIALS ADAPTATION

- efforts to adapt learning materials in response to specific needs of learners, teachers, or situations
• reducing the number of activities
• shortening or lengthening an activity
• changing the order of activities
• simplifying instructions of an activity

REASONS FOR ADAPTING MATERIALS

• The teaching environment (national, regional, institutional, cultural, etc.), e.g. the materials have not been designed for accommodating local cultural values.

• The learners' specific characteristics (age, language level, prior knowledge, learners' needs, learning styles, etc.), e.g. the complexity of learning materials must be adapted in accordance with learners' literacy level.
• Teachers' own preferences (personality, teaching styles, beliefs about language learning and teaching), e.g. the materials offer a lot of communicative activities but a teacher thinks that his students are not ready yet to carry out free-production communicative tasks.

• The course objectives (syllabus, curriculum, institutional policy, national policy, etc.), e.g. the materials provide input texts for teaching reading and a teacher intends to integrate it for teaching speaking.

• Materials (texts, tasks, activities), e.g. a teacher wants to modify the communicative activities s/he selected with one or two relevant games.
PRINCIPLES OF MATERIALS
ADAPTATION

• Reception before production
• Start and end a lesson with learners’ texts that are closely related to their learning environment
• Listening before speaking
• Listening before reading