



Between worlds: Extending students' multimodal literacy practices with augmented reality Lynde Tan and Alice Chik

Augmented reality (AR) has become part of our everyday lives through social media filters, e-commerce apps, and gaming platforms like Pokémon Go. It's a tool that allows users to make choices for purposeful communication.

This book bridges the gap between personal digital practices and formal pedagogic practices by introducing a pedagogical framework that will empower primary literacy teachers to add the use of AR apps to their literacy teaching toolkit.

Chapter 1 Preface

Chapter 2 Augmented reality and its affordances for multimodal literacies

Chapter 3 A pedagogical framework for enhancing multimodal literacies using augmented reality

Chapter 4 Multimodal representations of setting,

characters and narrative in Foundation

Chapter 5 Developing understanding about the

spatial mode in Year 2

Chapter 6 Multimodal composition in Year 3/4

Print Paperback: RRP \$39.95 — Member price \$25.95

Chapter 7 Conclusions

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There are multiple opportunities for teachers to leverage this technology for literacy teaching and learning - and support the development of multimodal literacies. The book reviews several AR apps, showcasing those opportunities in three case studies that detail how AR has been effectively used in a primary school setting.

In 2019 the authors, together with Angela Thomas, were co-recipients of a Primary English Teaching Association Australia (PETAA) Research Grant.

ePub: RRP \$29.95 — Member Price \$19.45

ISBN 978-1-925132-67-0 (print)

ISBN 978-1-925132-68-7 (digital)



PRIMARY ENGLISH TEACHING ASSOCIATION AUSTRALIA (PETAA)











