# THE LANGUAGE MARKET















**MARKET** 

THE











CROSS-PLATFORM















## THE LANGUAGE MARKET

The Language Market program is self-paced and ideal for independent learning as well as for small groups in multi-level classes. This means it can also be used as an effective motivational tool for slower learners as well as highly computer- literate learners. Take a fun and fascinating journey with twelve young friends as they explore another language and culture. Students complete hundreds of enjoyable, practical activities and puzzles. The Language Market combines sight and sound to create an effective interactive teaching tool that makes learning a second language GREAT FUN! Using The Language Market, students will learn to understand, read and speak other languages quickly and easily.

### AUSTRALIAN CURRICULUM ALIGNED

#### Fundamentals:

- The Language Market products are today being used in over 4,500 schools throughout Australia and a large number of schools in New Zealand.
- Designed by language teachers and uses native language speakers.
- · Covers a whole year of classroom structured learning.
- Suitable for all ages and learning capabilities.
- 16 sequenced units with over 200 carefully structured interactive learning activities.
- · Self-contained and completely immersive.
- Focuses on form, incorporating explanations, relevant examples and reinforcement activities and exercises.
- Observes, within a unit, the methodological principles of orientating, enhancing, synthesizing and extending.
- Observes the principles of reinforcement and progression within the program to ensure mastery of concepts.
- It emphasizes learning of Chinese characters, with the use of phonetic support as a guide to pronunciation (pinyin for Chinese and romaji for Japanese)

- The Language Market allows the teacher to be the facilitator not the language expert.
- · First activities introduce new vocabulary and functions. After the initial introduction, further activities focus on reinforcing the targeted material.
- Activity types included; arrangement, comprehension recognition, jumbled sentences, jumbled letters, matching, multiple choice, short answer etc.
- Staged deployment starting with single words and short strings leading into longer text and complete sentences.
- Individual logins for personalised scoring
- · Reporting System for tracking and monitoring student performance.
- · Admin System for user management with bulk-import ability to easily and quickly add multiple users.
- . The program caters to the skills of reading, writing & listening.
- · Self-pacing is particularly good for special needs.

## **CURRICULUM ALIGNMENT GRIDS**

Chinese Italian French German Indonesian Japanese



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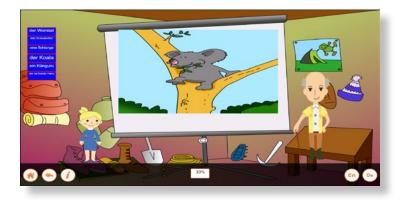
### **MARKET**

Platform independent and compatible with all web browsers including Internet Explorer, Chrome & Firefox on all devices, i.e. iPad, iPhone, Android, Windows Smart Phone, Windows & Mac PC's and Notebooks.

### **KEY ELEMENTS**

- Over 6000 spoken words per language
- Thousands of interactive animated screens
- Animated characters speak with authentic accents
- Total immersion in the language
- Translations available for all spoken audio
- Requires continued student response
- Vocabulary banks and talking dictionary
- Tips and hints available throughout activities
- Personalised printable score certificates





## STUDENT ENGAGEMENT

- The programs are multi-media based using colourful animated graphics and recordings of native speaker speech. Some photographs are also used in the culture activities.
- The Characters & funny animated scenes introduce fun elements for learners.
- Provides opportunities for problem solving and intelligent guessing.

### SCORING SYSTEM

- Each activity is scored, however it is possible to repeat activities any number of times in order to achieve a higher score for the unit.
- · Learners are rewarded each time they do an activity, so activities are learning activities rather than testing
- Items are introduced, practised, and eventually called up from learner's new knowledge base by way of end of unit quizzes.
- Tips and hints are available throughout all the activities.
- · Progressive built in scoring disciplines to measure and control progress.

















