

Speak2Go + Speakathon + You = FUN!

Our goal tonight...

to build a Speak2Go based English speaking experience that is easy for teachers and fun, fun, fun for students.

Welcome to Speak2Go!

Speak2Go is a unique speech processing technology that teaches spoken English, working from computers and phones in the classroom and at home!

We are looking forward to working with you, to “thinking out of the box” 🤔 and to putting some of your great ideas into the Speak2Go platform - UX, content, format, feedback, gaming... Our goal is to create a fun to use Speak2Go lesson that we can demonstrate at the Speakathon.

Over 40,000 students are already working with Speak2Go in classes across Israel, listening to a narrator, speaking, hearing themselves and receiving feedback on everything they speak. Students learn on their own with a headset and microphone. What they practice and learn, supports classroom content, it's a perfect partnership!



At the Speakathon, Speak2Go is participating on the UPGRADE path and suggests its technology as the foundation and tool to make great ideas to come true.

So, let's explore the Speak2Go structure and understand what building blocks are available to Speak2Go Speakathon's teams.

How Speak2Go works?

Speak2Go is all about speaking English. No mouse clicks, no drag and drop - only speech. Speak2Go is a web based application that runs on the cloud.

The application is built from **Products**, which comprise of **Units**, which comprise of **Lessons**.

Each lesson can have one or more of the following:

- Introduction **Video**
- **Words**
- **Speak** sentences
- **Listening** comprehension
- **Conversation** dialog
- Related **Quizlet** study set

Creation of lessons is possible in real time with a couple of clicks 🙌.

What can we do together at the Speakathon?

The short answer is **everything!**

Teams can create Products, Units of Lessons, and embed them with any subject, content or media 🙌.

The Speak2Go team will comprise 4 of our hardworking team who are on hand to help, support and implement any of your ideas 💡.

Please don't limit yourself. Just fly with your creativity as high as you can 🚀🚀🚀!

Technical info

Speak2Go is implemented in a client server architecture.

Our technologies are Node.JS, Angular 8, MongoDB.

In Speaktone we are willing to give developers access to our source code.

Developer's kit and access credentials for our Git can be provided by Kfir Adam kfir@speak2go.com
052-5445215.

Lesson Creation Guide

Speak2Go has a web based tool for automatic creation of lessons.

The Lesson Creation Tool can create any combination of **Sections** (see below).

Most sections have text and media parts that need to be uploaded.

The text part can be uploaded exercise by exercise, or in bulk. The syntax for bulk upload is explained hereinafter.

This guide will describe the text syntax and the media requirements for each section.

Once all media and text are uploaded, the Lesson creation system will process it and build it into a Speak2Go speech lesson. The lesson is available to present immediately on the Speak2Go application.

Speakthon participants can write the lesson content. This is your opportunity to build a Speech practice lesson that teaches kids how to speak English and get them excited about learning.

Sections

1. VIDEO:

This is our opportunity to grab interest.

INTRO introduces the topic, characters, ideas etc that the lesson will focus on, in a short, maybe 10-30 seconds, video.

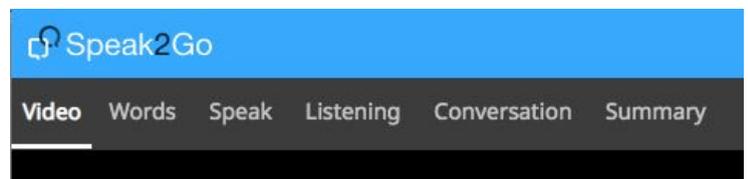
Repetition and recycling, are great learning tools, so think of the INTRO section as a nice way to prepare students for what they will learn in this lesson.

Text syntax:

None

Media requirements

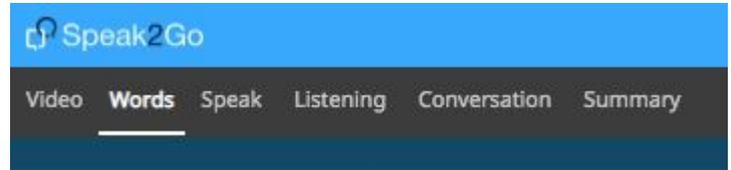
MP4 file



2. WORDS section:

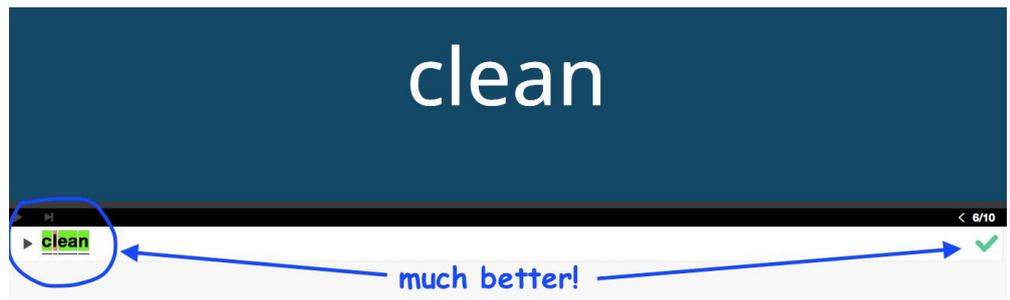
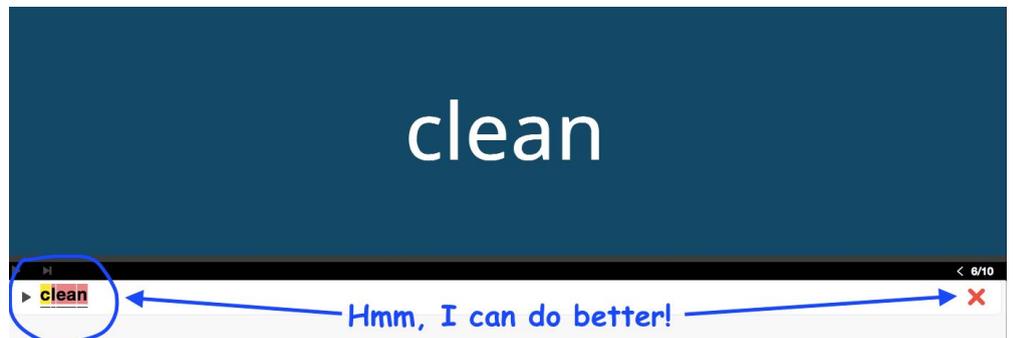
Introduces new vocabulary and lexical chunks that will be practiced. Depending on the age group, this can be:

- 5-7 words+chunks CEFR A1/A2
- 7-9 words+chunks CEFR B1
- Up to 12 new words +chunks for higher levels, but ideally no more than 10.



Functionality

1. Students see the word on screen.
2. Students hear the narrator speak the word.
3. They can listen again and again to the narrator's pronunciation.
4. Students record themselves speaking the word and receive coloured feedback.



Text syntax:

word 1; word 2;

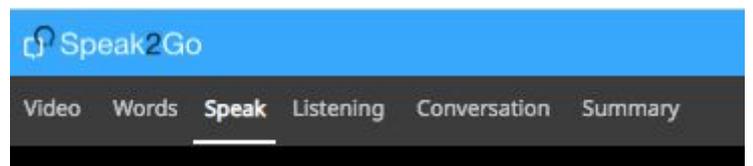
Media requirements

None

🌟💻 CHALLENGE FOR TECHIES: how can we make the repetition of WORDS more exciting, but still teach?

3. SPEAK section:

Now let's use our new vocabulary properly, in correctly structured sentences and in context. We try to keep sentences a manageable length, so its easy for the students to speak them:



- Up to 5 words, CEFR A1

- 5-7 words, CEFR A2
- 7-8 words, CEFR B1
- Up to 12 words for higher levels, but ideally no more than 10.

Text syntax:

sentence 1; sentence 2;

Media requirements

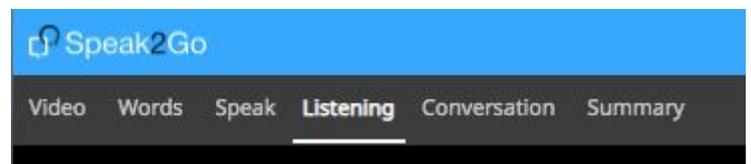
An image + audio of the spoken sentence, or a video, are needed for each sentence.

4. LISTENING section:

This is a listening comprehension. Your students hear a short text - recycling the new vocabulary - and then answer questions.

The exciting thing here is to create a visual  for the short text, that helps students to

remember the new vocabulary and understand how to use the words. The more visually appealing the intro, the more your students will remember.



After hearing the text, students are asked questions - there is only 1 correct answer. If the student gives an incorrect answer they see the correct answer on screen and have to speak it. They always receive feedback on their spoken answer.

🌟📱 CHALLENGE FOR TECHIES: how can we make the response to a correct answer more rewarding so it builds enthusiasm to learn?

Text syntax:

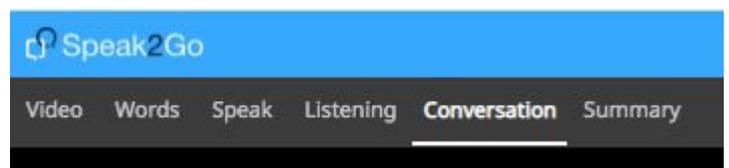
The introduction is followed by a question with a number of answers, one of which is correct: Question 1? Answer 1a; Answer 1b. | Question 2? Answer 2a; Answer 2b.

Media requirements

1. The listening part uses an image + audio, or a video to play the listening comprehension clip at the beginning of the section
2. Each question needs an image + audio, or a video to play.
3. Each answer needs audio recordings.

5. CONVERSATION section:

This is a mini-dialog using the new vocabulary.



Students hear a short introduction to explain what the CONVERSATION will be about (be creative 🎭, make it real 😊). Then, they hear a question or statement followed by a choice of possible responses (1-3). All of the responses are appropriate responses to the question/statement. 🗨️ Remember: recycle the new vocabulary, keep it real and be super creative - this is where you really teach practical use of the new vocabulary.

Text syntax:

The conversation uses a short introduction to explain what the 'chat' will be about, either image + audio, or a short video. This is followed by a question/statement with a number of responses, ALL of which are correct: Question 1? Response 1a; Response 1b.| Statement 2? Response 2a; Response 2b; Response 2c.

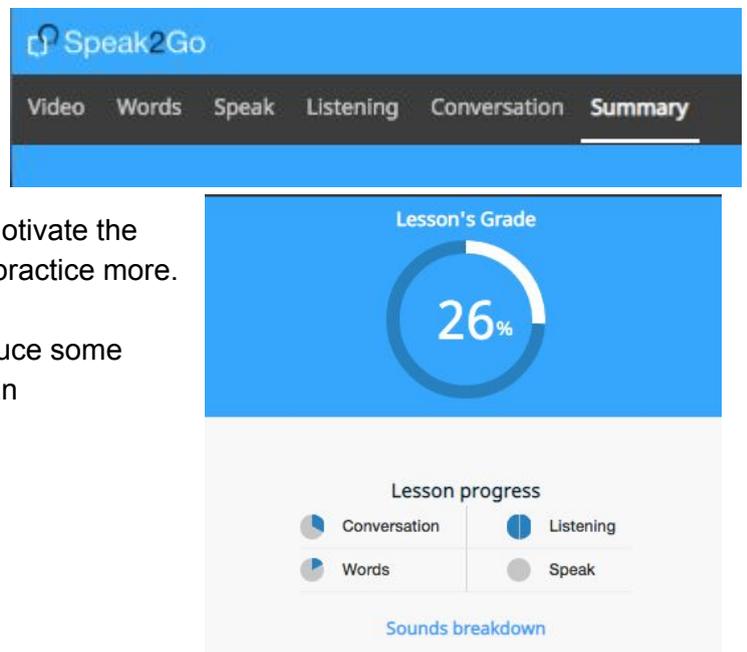
Media requirements

1. The conversation part uses an image + audio, or a video to play a short clip at the beginning of the section.
2. Each question needs an image + audio, or a video to play.
3. Each answer needs audio recordings.

SUMMARY:

The Summary section is created automatically. We need to achieve two goals here. Firstly, to update the teacher on progress and secondly to motivate the student to feel good about their achievement and practice more.

🌟💻 CHALLENGE FOR TECHIES: can we introduce some gaming here, make the SUMMARY a bit more of an achievement?



Additional info

Speak2Go learns each user's pronunciation - that's a personalised voice-print for each user.

Speak2Go learns the speaking level of each user and gives coloured feedback to show whether a pronunciation is **better** than previously (**green**), **similar** (**amber**), or **below** the previous standard (**red**).

