

Tom



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Eddy



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DynEd Kids is a groundbreaking course using insights from neuroscience to build a strong language base for primary school students using both conversational and academic English. A wide variety of topics, exercises and a charming cast of characters make this an engaging course for 7–10 year olds.

Level

Beginner – Basic
(0.2–0.5)

Features

Extensive Content

16 Units
64 Lessons
4 Mastery Tests

Defined Pedagogy

Coordinated lessons, exercises and games. Well-designed scope and sequence.

Teaching Support

Teacher's Guide
Class Worksheets
Training Materials
Extension Activities

DynEd Kids completes a series of courses that supports English acquisition for K–6th grades. With an emphasis on expanding vocabulary and increasing sentence sophistication, core content is presented and practiced through animation-based listening and comprehension lessons, vocabulary-building exercises and three different types of games to build both listening and reading comprehension skills. The course introduces new learning techniques mixing audio, visual and text prompts to develop working-memory skills required for language chunking and automaticity.

DynEd Kids provides a solid framework that facilitates language acquisition, not short-term memorization. Language

items appropriate for the target age group are modeled, exercised, reviewed and recycled in an expanding sequence so that students build on what they have learned, step-by-step. DynEd Kids supports efficient language learning by providing:

- A well-designed **scope and sequence** that aids the "bootstrapping" learning process.
- **Interactive features** such as Voice Record/Playback to promote language mastery and oral fluency.
- Content that **automatically adjusts to student performance**.

BEST EDUCATIONAL SOFTWARE AWARDS

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BESSIE AWARDS

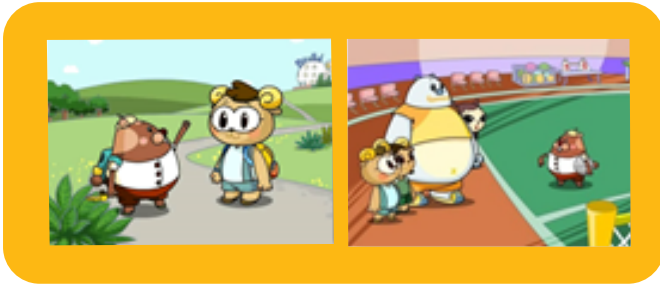
ComputED Gazette, Carlsbad, CA

Unit Structure

DynEd Kids has 16 Units, each with 4 coordinated lessons: Dialogs, Listening, Vocabulary, and Games.

Dialogs

Each Unit has one or two short animated Dialogs that present key topics and language models, along with comprehension questions.



Listening

These lessons are divided into 2 or 3 Parts which present and extend the language from the Dialogs, along with comprehension questions.

Vocabulary

These lessons are divided into 3 Parts. Each part presents a different set of vocabulary words and text, particularly important in a school setting.

Games

These lessons include several types of learning games, each with a different focus, including spelling, fill-ins, grammar and matching exercises. These games provide on-going review and practice.

Reporting and Assessment

DynEd's award-winning Records Manager tracks and controls the study activities of classes and students in all DynEd courses and tests. A key differentiator for DynEd, this dynamic system evaluates how effectively students are using their study time, and provides full details of learner activities, including test scores and learning path. Feedback from the Intelligent Tutor directs how students can improve their study habits and Study Score.

Placement Tests

DynEd's computer-adaptive, variable-length tests judge language proficiency levels and place students appropriately so that they are studying at the optimum comprehension level.

Mastery Tests

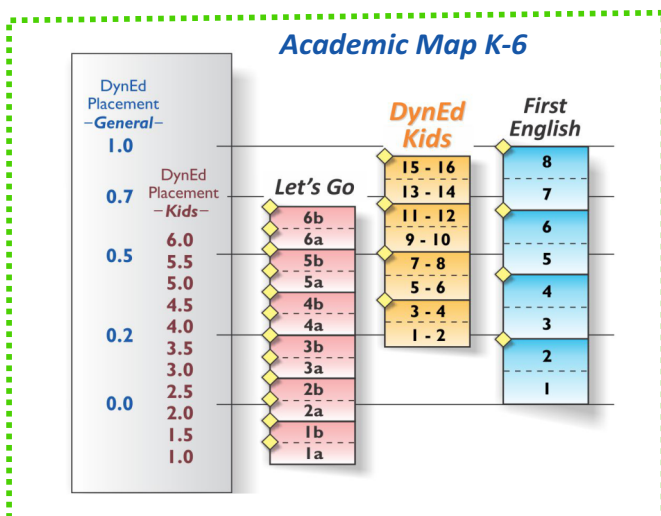
These tests check how successfully students have completed the lessons. Test items are randomly selected from item banks to ensure variation from test to test.

Study Path Manager

This system monitors progress and opens new lessons or courses as learning targets are achieved.

Progress Manager

This tool provides yet another way to monitor both individual and class progress. It reports study frequency, time-on-task, study scores and test scores in easy to interpret charts that are generated with a simple mouse click.



DynEd®

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