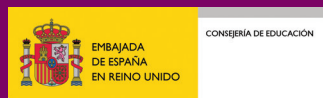


Partners



UNIVERSITY OF WESTMINSTER



UNIVERSITÄT LEIPZIG



Associate Partner



THE LANGUAGE MAGICIAN



Quick Guide



How to use the LANGUAGE MAGICIAN game



www.thelanguagemagician.net



THE LANGUAGE MAGICIAN - Quick guide / Checklist

Before using the online game in class

Check the technical requirements. (see Manual or web-tutorial) Each child needs a device and headphones.

Request the teacher password via our website and familiarise yourself with the story, characters and types of challenge in the game.

Prepare a list with nicknames and ask pupils to write down their nickname.

Introduce the class to the story and characters. You have three possibilities to do so: 1) Images and descriptions in the Manual 2) Trailer 3) Classroom resources available on our website.



In order to download the certificates at the end of the session, you should prepare pupils' birthdates and details of their hours (time hours) of language learning. You enter these details during the game session. (Birthdates can be given as just month and year; the actual day can be the 1st of the month for every child.)

After the game

The session closes automatically after 35 minutes. Once a session has been started, you cannot interrupt and continue it at another time. At the end of the game, the teacher dashboard gives access to the class results. You confirm that all necessary details are filled in. Then you can download the class spreadsheet with the results for your own use. For security, save a screenshot of the overview.

You can also download certificates for each pupil to print out. Only the nickname will appear on the certificates. Fill in the pupils' real names if you like. For reasons concerning data protection, you are the only one who can match nicknames and real names.

Open the game: <https://game.thelanguagemagician.net>

Open the teacher dashboard in another tab: <https://teacher.thelanguagemagician.net>

Enter the name of your class, choose Level 1 or Level 2 and select your test language i.e; the language your pupils are learning. Select a support language i.e. the language of schooling / Mother Tongue of your country.

Agree to the terms and conditions, then click 'Create New Session' and generate a session code consisting of four letters.



Pupils connect to the session you have opened at <https://game.thelanguagemagician.net>

You can either prepare their devices yourself by filling in the code and connecting the devices to the teacher dashboard or the pupils could fill in the session code themselves. Pupils fill in their nickname and choose their avatar.

Once all pupils are connected and ready, press the start button. Pupils see a countdown of 5 seconds on their screen before the game begins.

In the teacher dashboard, you can track how many pupils have logged in. You follow their progress and can check how much time they have left.

The Classroom Resources are accessible via our website. The materials provide activities that focus on the particular skills tested in the game (reading, listening, writing and thinking skills). You can use them and may wish to adapt them for your purposes. They have been created for your support during preparation, revisiting certain exercises before the test is repeated, or for the final session of the school year.

You will also find a 'speaking module' on our website. The ideas can be used to evaluate your pupils' oral skills in the next lesson after playing the game. That way, you can test all your pupils' skills within two sessions.

For troubleshooting and FAQs: see Manual, web-tutorial or website. <https://www.thelanguagemagician.net>

