

Materials

It is helpful for students who need extra practicing, sharpening proofreading skills or as an interactive reinforcement of skills already mastered. Grade levels 4-12.

Let's Go Guang!

Let's Go Guang! Chinese for Children by aha!Chinese is a fun, interactive way of teaching Mandarin as a second language. A team of linguists from the Beijing Foreign Language Institute, former George Lucas animators, an Emmy-nominated composer, and educators came together to create an experience that entices children to learn. Using the aha!Method, Let's Go Guang! takes a bilingual approach that introduces Chinese vocabulary along with English, which is then reinforced through the use of repetition, mini-lessons, and sing-a-long songs. Ling and Kai visit their grandparents and unexpectedly discover Guang, a fun-loving dragon who guides them through the rich world of Chinese language and culture. Children learn useful everyday expressions, including greetings, introductions, numbers, and much more. For ages 2-8.

Patch Products

Patch Products language cards help kids build early language skills. They increase vocabulary, promote language development, and strengthen communication skills. Each tin features full-color photographs or illustrations on large cards that make recognition easier and are perfect for use in small groups. An activity guide with each set offers ideas, games, and activities. The coated cards and the quality tin storage box are built to last. Ages three and up.

Pocket Chart

These large tabletop models are portable, making them great hands-on learning centers for small groups or individuals. Each durable nylon pocket chart comes with its own tabletop stand, which folds for easy storage. The 10 clear pockets on the front can hold the tiles currently in use, and a convenient storage pouch sewn in the back stores all the pieces. Colorful pictures on the tiles make recognition easy, and a self checking feature allows students to work independently. Homonyms, antonyms and compound words are all included in this 4-in-1 set. Colorful tiles help develop and increase their reading, writ-

ing, vocabulary, and language skills.

Rainbow Rumble

With Rainbow Rumble, students from Pre-K up can develop oral language, vocabulary, critical thinking, and just about any skills you can imagine. Students shake the Rainbow Rumble to see which card pocket the color-match cube inside will point to. The designated card then prompts students to perform any one of a variety of activities, including identifying a picture, creating a rhyme, solving a math or science problem, or forming a sentence.

Sit'n Spin

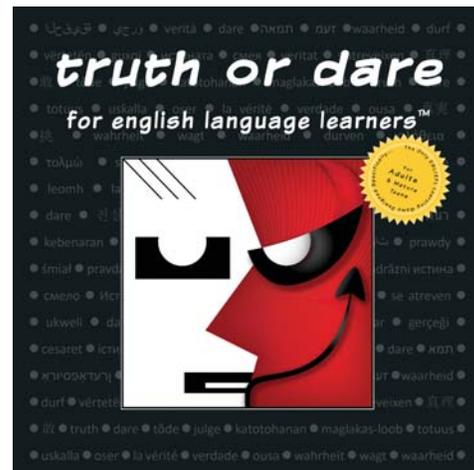
Now with the Go, Diego, Go! Sit'n Spin, there's a little rainforest adventure for explorer types. This Playskool product allows kids to spin off to the jungle with silly animal sounds, toe-tapping music, and Diego's famous bilingual phrases (like "Come on! ¡Al Rescate, Amigos!" and more). The game targets preschoolers' favorite full-body fun: Spinning and twirling.

Synonyms

Synonyms is a new word challenge that entertains and educates in a fast-paced and fun boardgame. A roll of the die and a card is selected. The timer is set: Can you name three synonyms for smart? You have one minute to earn a letter — unless a competitor declares a challenge. Pass and challenge cards add strategy and competition to the game equalizing the odds for all players. Easy to grasp and fun to play, the difficulty of the game can be adjusted according to the skill level of the players. Over 400 cards with over 10,000 words, color-categorized according to difficulty level provide hours of exciting vocabulary-building fun.

Think-ets

Think-ets Teacher Edition by Think-a-lot Toys contains an assortment of 30 miniature trinkets which act as classroom aids for teaching writing, speech, emotional awareness, and community building. The trinkets are designed for storytelling and imaginative play to encourage kids to talk. There are also 10 different games to play, including "What's Missing?" "What's Your Story?" and "Who's Last?". It comes with three lesson plans and activities for ESL and other teachers.



Truth or Dare

Truth or Dare for English Language Learners is an analog game designed to initiate and extend spoken output in the language learning classroom. Integral to the design are mechanistic elements built to randomize responses and equalize the output of both the shy and loquacious. That serious pedagogy is disguised in a fun format and attractive package is no accident either. The objective is to dampen Krashen's affective filter, dampening also L1 interference through the use of preparatory spontaneous-response exercises. Gameplay stimulates meaningful, student-centered oral output through a format that is anxiety-reducing and satisfying. ToD is the only analog game designed exclusively for adult learners. Adults have a rich fount of experience to draw upon that children simply have not yet acquired. Through gameplay adults leverage these experiences to the greater task of language acquisition. Children have a lot of advantages when it comes to language learning but this is one area where adult learners shine.

Twisted Tails

Twisted Tails, by Canadian non-violent games developer AHA! Software, is a reading game based on the classic fairy tales of the Brothers Grimm and Hans Christian Andersen. But it gives the old-time fairy tales a hilarious new twist by inserting randomly-selected names, words, and phrases into the traditional story framework. It is designed to strengthen the English skills of young learners in a recreational setting.