

Storylabs Evaluation Guide

Storylabs stated purpose: Synthesize the power of story and technology to serve language classrooms around the world

Storylabs proposed uses:

- 1) to support recreational reading by allowing for a diversity of content and student tracking,
- 2) to make technology more effective by centering it around the five steps of story-learning,
- 3) to make useful resources readily accessible to students,
- 4) to enable teachers to effectively flip their language classrooms,
- 5) to allow teacher collaboration through publishing and sharing,
- 6) to allow under-served languages to digitally create and distribute their own materials at a low cost

Suggested Evaluation: Log-in with your student account, your teacher account and your publisher account to evaluate the stated purpose and proposed uses as described above.

Student Account:

Access via Desktop at www.storylabs.app
& iOS device (download STORYLABS app free from app store)

Claim: Recreational reading, defined as reading in which the learner chooses the content and reads for pleasure instead of performance, is now easier for teachers to assign as they have more access to content and can track student usage.

Content: Code to "Storylabs Literature": 2QBPO
*This content is given solely to the judges for a sampling of our acquired material, with the understanding that included content is in various stages of preparation.

Question:
Is there something here that I would like to read?
Can I understand it?
Do I like it?

Claim: Technology is more effective when centered around the five steps of story, which are

Content: The Girl Wants Hot Chocolate - Free Book
*This is the free content available to all users. Sample one of the languages you are not familiar with.

Question:
Do I feel satisfaction, engagement and confidence in my progression from comprehension to conversation?

1) Read & Listen: Reading and listening to an illustrated story makes the language more comprehensible while simultaneously supporting listening and speaking skills.

2) Play: Gamification of the story text engages users while bringing targeted focus to vocabulary and grammar structures.

3) Converse: Comprehension questions and personalized questions from story vocabulary and structures allow classrooms to communicate using the story theme as a familiar base. The purpose is not to learn to recite the story, but rather to build fluency around a story.

4) Create: Students are encouraged to add details in re-writing or re-enacting the story to aid in language acquisition.

5) Share: Sharing stories with other classmates or classrooms creates even more repetition while keeping engagement. Repetition + Engagement = Acquisition

Claim: Teachers can harness the power of free, online resources by making it available to students in our platform where time spent and journals can be tracked.

Content: Code to "Teacher Resources": TLH86
*This is where teachers can digitally distribute purchased or free content to students.

Question:
Is it helpful to be able to check off what I have already watched and record my reactions in the Storylabs e-journal?
Do I feel more satisfaction and accomplishment?

Teacher Account:

Access via Desktop at www.storylabs.app

Claim: Tracking student usage makes it easier for teachers to share resources with their students and maintain accountability.

Content: [MVA 6th Grade](#)

*This is access to one of my current 6th grade classrooms. It MUST remain private. It allows me to reward and comment on diligent students. It also simplifies the process so I don't need to keep reminding them of their passwords, nor do I have to log into multiple systems to check on their progress.

**Wait for initial download of class list after clicking the class in the "View Progress" section.

Question:

How many passwords and apps would I have had to link and log into to have done this?

Which activities did my students spend the most time on? Which ones do they like the most?

Claim: Classes that are limited in opportunities to meet can maximize classtime by providing materials ahead of time so students come ready to converse.

Content: [El Muchacho Pastor](#)

*I meet with 120 students once a week for 35 minutes to 70 minutes, depending on the school. Flipping my classroom is how I have maintained momentum and helped students feel confident and successful.

Question:

Does putting all of my materials in one chapter and writing my lesson plans in the Storylabs e-journal help me improve my teaching the next year?
Am I getting better and making improvements when I continue teaching the same material?

Claim: Teachers can share their materials and stories with their students or other classrooms. This provides an opportunity to grow the free Storylabs library, accessible to all. It is also an opportunity for teachers to improve their own language skills. Teachers can sign up with a Boomalang tutor for as little as \$5 for five minutes and review the story for accuracy.

Content: [Bilingüe Novel - Free Book](#)

*A teacher wrote this story in two days and generously shared it with Storylabs.

Question:

How many personal or current event stories do I have that I could use in my classroom?

Publisher Account:

(Old website is being used for this. It is a month away from being tested with users.)

Access via Desktop at www.storylabslanguage.com - DIFFERENT WEBSITE!!

watch how-to video at www.storylabs.online/judges

Claim: Under-served languages can create and digitally distribute their stories and resources.

Content: ["Judge #" books](#)

*Each judge has been given a chapter in a book to customize. We have set up the system so that each judge can see the books the other judges have created, as well as tracking the time spent on each file. Typically there will only be one teacher in a classroom who can view the students.

Question:

Am I more interested to read the stories I wrote and the stories my colleagues wrote?
Will be students be more interested to read their own stories and the stories written by their classmates?

Claim: It's fun.

Content: [Storyboard That](#)

This is optional. Go to www.storyboardthat.com and log in with (Judge_1 or Judge_2 or Judge_3 or Judge_4 or Judge_5) and ACTFL as the password. Make some illustrations, then download the separate .jpg images of them and upload them into a Google doc. Then download the Google doc as an ePub and put it into the Storylabs system for the enjoyment of your fellow judges.

Question:

Can I catch the vision of how this works and how much it will be simplified when it is put into the new version of the website at www.storylabs.app?

Please notify Storylabs Admin when you story is uploaded so the text-to-speech and ePub file can go live. It has to be done from the back end until the publishing system goes live in our new website. If Storylabs Admin is not notified it will be updated as it is discovered.