

Trace Effects Resource Pack For Teachers



Dear Esteemed Teachers:

The Trace Effects Resource Pack for Teachers was designed to help you integrate Trace Effects into your classroom teaching activities. The Trace Effects 3D video game is designed as a fun, interactive tool to support your established teaching aims and objectives, not as a stand-alone course. The teacher, as always, is the key to fostering interaction in the communicative classroom. We hope that you will find Trace Effects and the Resource Pack useful in developing your own Trace extension activities to engage your students in fun and adventurous learning.

The Office of English Language Programs would appreciate your feedback. We would especially enjoy learning about how you use these materials.

Please don't hesitate to contact us at americanenglish@state.gov.

We wish you an enjoyable and successful teaching experience with Trace Effects!

- The Materials Branch Team

**Office of English Language Programs
Bureau of Educational and Cultural Affairs
U.S. Department of State**

American English: <http://americanenglish.state.gov>

Office of English Language Programs: <http://englishprograms.state.gov>

English Teaching Forum: <http://exchanges.state.gov/forum/>

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CD & DVD Information

The DVD is designed to play best using a multimedia player on your computer.

Upon insertion of the Trace Effects installation DVD, your computer should prompt you to run the disk. If it does not, double-click to open the DVD, and then choose the traceeffects.exe file.

The Trace Effects Video Walkthrough DVD is designed to play best on a standard DVD player or on a computer using a media player. After inserting the DVD into the computer, the DVD video should open automatically. If it does not, click the “Start” button, open “All Programs,” and then open the media player to play the DVD.

Mac Trouble-Shooting:

If you attach your Mac to a TV screen, it might “remember” the display mode and not automatically revert back to a normal resolution. To change it manually, follow these steps:

1. Open a new Finder Window
2. Hold command shift and press the G key
3. Type ~/Library/Preferences
4. Delete the file named "unity.Department of State.U.S. Department of State - Trace Effects.plist"
5. Relaunch the app, and it should open in the correct sized window

What's in This Folder:

1. **Teacher's Manual:** An introduction to Trace Effects with special sections on using gaming in education accompanies a thorough chapter-by-chapter teaching guide covering best practices, grammar, vocabulary, and extensions.
2. **Teacher's Pack of Activities:** Open the file that reads “Trace Extension Activities” to use these worksheets. You will find:
 - Scavenger Hunt Student Worksheets
 - Trace Board Game
 - Word Bricks
 - Guess What? Cards
 - Find Someone Who- activity and blank Word template



3. Computer Lab Tools:

- a. Navigation Chart- this PDF can be printed and placed at each computer station in a lab. Players can refer to it while they are playing to help them move in the game.
- b. Background screen print – because the game is not full-screen, you load this background onto each computer so the game is easier to see.

4. English Teaching Forum Articles:

The articles below are about current topics in gaming, CALL, and English teaching from *English Teaching Forum* magazine. They can be found in the Teacher's Resources section of this DVD, in the Forum Articles folder.

- Boas, Isabela Villas. "Process Writing and the Internet: Blogs and Ning Networks in the Classroom."
- Chinnery, George M. "VoLM-Mediated Cooperative Tasks for English Language Learners."
- Fay, David. "Student Storytelling through Sequential Art."
- Horn, Bradley. "The Future is Now: Preparing a New Generation of CBI Teachers."
- McCaughey, Kevin. "Ten Great Low-Cost Teaching Tools."
- Petrie, Gina M. and Avery, Lisa. "Identifying Our Approaches to Language Learning Technologies: Improving Professional Development."
- Rosenberg, Rick. "Tools for Activating Materials and Tasks in the English Language Classroom."
- Sad, Süleyman Nihat. "Using Mobile Phone Technology in ESL Classes."
- Tardy, Christine M. "Writing for the World: Wikipedia as an Introduction to Academic Writing."
- Tuksinvarajarn, Ananya and Todd, Richard W. "The E-pet: Enhancing Motivation in E-portfolios."
- Yassaei, Shahla. "Using Original Video and Sound Effects to Teach English."



5. Sing Out Loud!

In this folder you will find the complete MP3s of each song in our *Sing Out Loud: Traditional Songs* and *Sing Out Loud: Children's Songs*. You will also find reproducible classroom posters for *Sing Out Loud: Children's Songs*.

Here are some resources to consult if you'd like to learn more about using games for teaching.

Bibliography

Boas, Isabela Villas. "Process Writing and the Internet: Blogs and Ning Networks in the Classroom." *English Teaching Forum*, 49, no. 2 (2011): 26–33.

http://exchanges.state.gov/englishteaching/forum/archives/docs/11-49-2/49_2_4_boas.pdf

Calongne, Cynthia. "Teaching and Learning Using Simulations in Virtual Environments." Presentation at University of Maryland at Baltimore County, Baltimore, MA, January 21, 2010. <http://www.slideshare.net/lyrlobo/teaching-using-simulations-in-virtual-environments-2962188>

Chatfield, Tom. "7 Ways Games Reward the Brain." *TED*. Nov. 2010.

http://www.ted.com/talks/lang/en/tom_chatfield_7_ways_games_reward_the_brain.html

Chinnery, George M. "VoIM-Mediated Cooperative Tasks for English Language Learners." *English Teaching Forum*. 46, no. 4 (2008): 28-34.

<http://exchanges.state.gov/englishteaching/forum/archives/docs/08-46-4-e.pdf>

Fay, David. "Student Storytelling through Sequential Art." *English Teaching Forum*. 45, no. 3 (2007): 2-13. <http://exchanges.state.gov/englishteaching/forum/archives/docs/07-45-3-b.pdf>

Horn, Bradley. "The Future is Now: Preparing a New Generation of CBI Teachers." *English Teaching Forum*. 49, no. 3 (2011): 2-9.

http://exchanges.state.gov/englishteaching/forum/archives/docs/forum-11-49-03/49_3_2_horn.pdf

Kessler, Greg and Bikowski, Dawn. "Developing collaborative autonomous language learning abilities in computer mediated language learning: Attention to meaning among students in wiki space." *Computer Assisted Language Learning*. 23, no. 1 (2010): 41-58.

McCaughay, Kevin. "Ten Great Low-Cost Teaching Tools." *English Teaching Forum*. 48, no. 4. (2010): 24-29.

http://exchanges.state.gov/englishteaching/forum/archives/docs/forum-10-48-04/48_4_5_mccaughay.pdf

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http://exchanges.state.gov/englishteaching/forum/archives/docs/forum-11-49-03/49_3_3_petrie_avery.pdf

Rosenberg, Rick. "Tools for Activating Materials and Tasks in the English Language Classroom." *English Teaching Forum*. 47, no. 4 (2009): 2-12.

<http://exchanges.state.gov/englishteaching/forum/archives/docs/09-47-4-b.pdf>

Şad, Süleyman Nihat. "Using Mobile Phone Technology in ESL Classes." *English Teaching Forum*. 48, no. 4 (2008): 34-38.

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<http://exchanges.state.gov/englishteaching/forum/archives/docs/10-48-1-c.pdf>

Tuksinvarajarn, Ananya and Todd, Richard W. "The E-pet: Enhancing Motivation in E-portfolios." *English Teaching Forum*. 47, no. 1 (2009): 22-26.

<http://exchanges.state.gov/englishteaching/forum/archives/docs/09-47-1-e1.pdf>

Yassaei, Shahla. "Using Original Video and Sound Effects to Teach English." *English Teaching Forum*. 50, no. (2012): 12-16.

http://exchanges.state.gov/englishteaching/forum/archives/docs/forum-12-50-01/50_1_4_yassaei.pdf