

A Parent's Guide



1. Introduction

Mingoville is a narrative universe that frames all the themes that are to be taught in 3rd grade English according to the Danish curriculum. It is a digital interactive textbook that combines the narrative methods known from the entertainment industry and second language acquisition.

Mingoville contains a multitude of activities that range from stories, rhymes and games to conversations and songs. The activities speak to all senses and intelligences by combining pictures, animation, sound and text. Hence, the application accommodates child's individual language acquisition processes.

Mingoville builds on the following four principles:

- to address child's individual needs for a variety of input with regards to setting, time and tempo
- to suit child's wide ranges of learning styles and his/her multiple intelligences
- to improve the child's autonomy and knowledge about his/her own learning process and the need for continuous assessment.
- to integrate digital tools and curriculum in a holistic learning environment.

Children have various ways of gaining access to a new language. **Mingoville** supports different language acquisition styles through a variety of usage opportunities. The application can be used wherever, whenever and at the pace and within the space of time available. Regardless of the child's prior knowledge he/she will experience the English language in a natural context where it is comfortable, useful and meaningful for them to try out their understanding of the language. They can also track their language acquisition process through activities that they have finished and revisit activities that they are interested in or ones that they may have had difficulties with. Once anxiety levels are lowered and the learners feel comfortable expressing themselves in English through **Mingoville**, they can move on and practice acquired language in communicative non-virtual classroom activities.

2. The Mingoville Universe

Mingoville is the narrative universe where personified flamingos live and language comes alive. We follow the Pinkeltons and their family doctor through 10 missions. The characters introduced are:

					
Bob	Candy	Andrea	Mother Liz	Father Jeff	Dr. Phil Good
					
Grandfather Ryan	Grandmother Martha	Aunt Esmeralda	Cousin Kevin	Cousin Olivia	Uncle Jonathan.

3. Content

Mingoville consists of various Internet-based materials and learning supplements.

Missions is the structured learning course in which 10 themes (Missions) are covered using a variety of recurrent activities. The activities in Missions are grouped under three general headings; **Stories**, **Creative Lab** and **Games**. These groups of activities can be reached through the pupils' portal interface or within the Missions.



List of Contents

10 Missions

126 activities

10 English 'sing-along' songs - Karaoke

Stories – Library filled with interactive stories, interactive scenes and language use activities

Creative Lab – Experimental zone filled with creative activities

Games – A Game Park filled with educational games

My Book – a unique portfolio that is completed by the child throughout the course

Dictionary – An interactive picture dictionary where learners read, see, hear and also have the opportunity to record their own voice for playback and self-evaluation.

Mobile Fun – a library where the child can download ring tones and Mingoville icons

Download – Gives the user the opportunity to download supplemental classroom materials for free

My Profile – an evaluation and administration tool both for parents and their kids.

In this section you can read more about the different parts.

3.1 Missions

"Missions" is the gateway to the narrative universe that the Pinkeltons inhabit.

Entering through "Missions", kids can choose to visit 10 different places in Mingoville, each of which focuses on a new theme.

The missions cover 10 different themes and each mission consists of 12-13 activities. Each activity utilizes a different pedagogical approach. *For detailed information about the different activities, read on the following pages.*



Themes that are covered:

1. Family
2. Colours and Clothes
3. Numbers and Letters
4. Nature and Season
5. The Body
6. Food and Shop
7. Time and Travel
8. Animals
9. House and Furniture
10. Sport and Media

The entrance to each of the 10 missions is through an interactive overview of Mingoville. By selecting a particular mission corridor, learners traverse the town animation and discover themselves in a localized mission setting where activities relevant to the mission take place. A certain problem to be solved by the learners presents itself during the introduction of each mission. Kids are given various hints to the solution in some of the activities and in the final scene they are asked to solve the problem.

3.1.1 Progression

The repetition of words in a variety of contexts and ways is important for children who are learning a new language. Therefore, each mission consists of a sequence of activities which ensure that learners meet the same words repetitiously in varying forms and contexts throughout the mission.

The first activity in each mission takes place in an illustrative setting, called a “Rich Picture”, where the child can explore what the different things in the mission setting are called. The opening activity is followed by a number of activities that let the child experiment with the primary words in each mission. These anchoring activities are followed by more narrative activities which focus on teaching the child the vocabulary in a natural context. Finally, the activities aim at involving the child more deeply with the vocabulary on a spelling level and a sentence level. Each mission is completed with a song, an interview and a brief evaluation exercise that can be used to assess student language acquisition. Each of the missions progresses in the same manner.

3.2 Stories



Children acquiring a language require comprehensible language input. Mingoville contains a wide range of graphically supported, interactive stories with a language level that is at or slightly above the language that children will be familiar with when they begin Mingoville. Besides introducing new words in natural settings, the stories encourage learners to use and develop guessing strategies that help to convey messages from an early stage.

“Stories” can be reached either through the Portal which leads to Esmeralda’s Library or as activities in the different missions. Some of the stories are also found in the download section and may be used in class role games and drama activities. Letting the children rhyme stories and practice different dialogues is very effective when it comes to language acquisition.

3.3 Creative Lab



In the Creative Lab, the kids can be... creative! They can colour various pictures, listen to songs, sing karaoke and even play their own recorded songs. By establishing the possibility for the children to use an aesthetic form of expression, they can try out their language using media that children enjoy using in a playful low-stress atmosphere.

Children can either explore the creative activities themselves by entering Creative Lab from the Portal, or they can use the creative activities included in each mission.

3.4 Games



Mingoville consists of a large number of activities under the “Games” heading. These games function as a way to train different nouns and expressions in a playful atmosphere. By using uncomplicated computer games, children are encouraged to connect the English language to actions. The games are not an ends in themselves but simply another tool used to enhance the language acquisition process.

The games contain elements of competition and all have a score board that keeps track of the children' actions in all the games.

The pace and degree of difficulty increases as each game progresses. This is very stimulating for learners who have difficulty concentrating in other situations or who are quickly bored.

Games can be reached through "Games" on the Portal that will lead the pupils to the Game Park. You can also find the "Games" activities in each mission.

3.5 My Book



My Book is the child's personal book. It draws upon the portfolio thought, as it assists children in their awareness of what they have accomplished and what to focus on in the future. It also functions as an assessment tool between a child and a parent regarding the child learning process as it documents the child's progression. Upon the completion of a mission, children can evaluate their progress in My Book. They can record sentences learned in a mission and save songs they have recorded in Sing Along.

3.6 Dictionary



Mingoville contains a digital dictionary that serves as a picture dictionary and a personalized tool that allows kids to reflect upon their language acquisition. In addition to allowing kids to read the words, see pictures of words and hear how words are pronounced, they can also practice spelling and pronouncing the words by recording their own voice. In this way, children can build a personalized personal dictionary.

Children can access the dictionary through the portal or while active in any mission activity throughout Mingoville (dictionary access is represented by an easily recognizable icon).

3.7 Mobile Fun



From the portal users can follow a link to a site where the pupils can download ring tones and Mingoville graphics to their mobile phones. The ring tones are music from the application.

3.8 Download

On the "Download" site you can download supplementary materials for free to use in your teaching. This ensures that kids get to use the language they have learned in the virtual missions in non-virtual home/classroom settings.

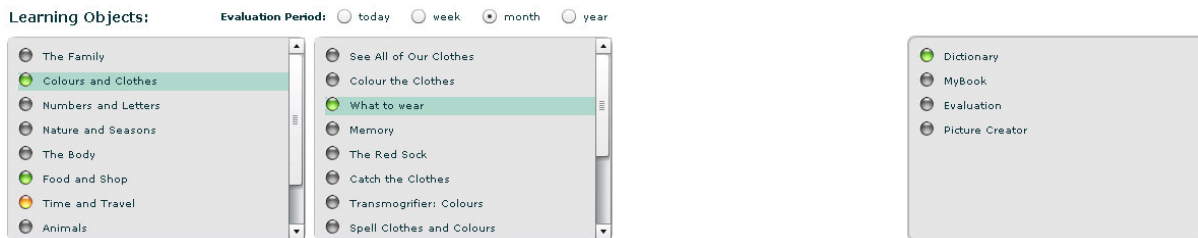
4. How to use Mingoville

4.1 Parent

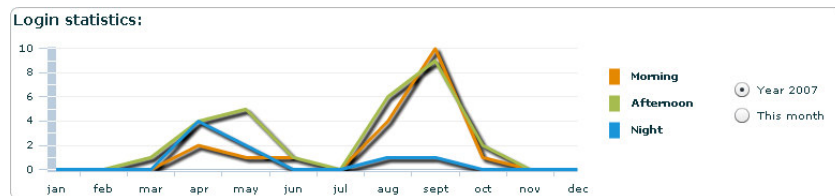
Mingoville presents a range of possibilities to evaluate performance of your child.

By clicking on “My Profile” on the main portal you can find evaluation/admin tools to help you assess progression and performance made by your child within any given timeframe.

Evaluation: Evaluation gives you an overview of how your child is progressing in terms of time spent on each activity, how they have completed each activity and how many times they have tried each activity. You can use this as an indication of where your child needs to focus his/her effort. For example, you can see what activities have been completed and how well, satisfactorily or poorly.



Login Statistics: Under “My Profile” you and your child can monitor statistics related to login, daytime and the usage of different learning objects.

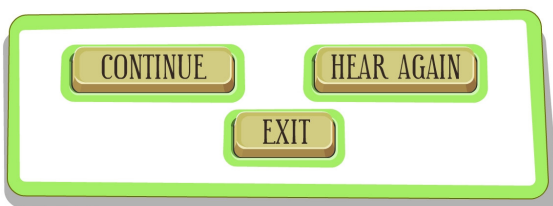


Admin: In “My Profile” you and your child can manage the information about the user (e.g. unique login information etc.).

4.2 Pupils

Once your child has gotten his/her own unique username and password, he/she can log into Mingoville. Every time he or she logs into Mingoville, the application loads the child’s personal information.

The child can work his or her way through the learning course mission by mission.



Some of the activities consist of more than one **level**, and once the child has completed the needed **level** of an activity, he or she will be asked whether they want to try again, continue (this only shows if there are anymore levels) or exit.

If the child chooses to exit the activity, he or she will be asked to evaluate it using the evaluation tool you see here. When the child has evaluated an activity, the evaluation will be stored in his/her "My Book".

SO-- DID YOU GET BETTER AT--

THE SAME MUCH BETTER

READING? ☐

WAITING? ☐

SP. SINGING? ☐

LISTENING? ☐

Date: 7 th November, 2005

CANCEL SAVE

Tell what you think about the family

☐ play ☐ record ☐ stop

Mission 1: Taking the Family Photo

Theme: The Family.

The setting

In mission 1, the Pinkeltons are situated in Candy's family's kitchen where Candy introduces her family to the pupils.

Purpose

The purpose of this mission is for kids to become familiar with words that relate to the family theme. The kids will also become familiar with the way of asking and answering questions about themselves and their family.



Problem:

The family is to take the family photo, but little sister Andrea is missing and the family photo cannot be taken before she is found.
(Hint: She is hiding behind the water reeds)

Key sentences and verbs

Greetings

What's your / your mother/ your father's / your brother's / your sister's name?

My name is...

How old are you?

I'm ... years old

Do you have a brother/sister? Yes, I have... / No, I don't have...

Where do you live? I live in...

to be/ to live / to have

Activities

Meet My Family (Rich Picture)

Colour My Family (Colour This)

Play Memory (Memory)

When Ryan Met Martha (Illustrate the Story)

Make a family picture (Picture creator)

Pacman (Pacman)

I Am, She Is... (Grammar Demo)

Transmogrifier (Transmogrify)

Write Who We Are (Drag and Drop)

The Family Song (Sing-Along)

Let's Talk About You (About Me)

Family Lingo Challenge (Point It Out)

Vocabulary

Mother
Father
Sister
Brother
Grandmother
Grandfather
Aunt
Uncle
Cousin
Parents
Children
Baby
Boy
Girl

Big
Little
Young
Old
Short
Long
Hairy
Bald
Angry
Cheerful
Good
Bad
Happy
Sad

Additional material

On www.mingoville.com you can download free, additional material to use at home or in class.

Mission 2: Titel

Theme Colours and Clothes

The setting

In this mission, the Pinkeltons are going to dress for the town party. The setting is an overview of the Pinkeltons' bedrooms where Bob, the host, tells the users about the clothing his family members own.

Purpose

The purpose of this mission is that the pupils become familiar with different colours and clothing in English and that they learn to describe what they are wearing and how they look. Another goal is that the kids are able to communicate what their favourite colours and clothes are.



Problem

Grandfather Ryan cannot find his bow tie. (Hint: Andrea is wearing it)

Key sentences and verbs

That is...

I like...

I am wearing... / he is wearing...

I want...

My favourite colour is...

to wear, to want, to paint

Activities

See All of Our Clothes (Rich Picture)

Colour the Clothes (Colour This)

What to Wear (What to Say)

Play Memory (Memory)

The Red Sock (Illustrate the story)

Catch the Clothes (Catch it)

Transmogrifier: Colours (Transmogrifier)

Spell clothes and Colours (Type spelling)

Dress Me Up (Opposites)

Write What I'm Wearing (Drag and Drop)

Ready to Go (Sing-Along)

Let's Talk About Clothes (About Me)

Colours & Clothes Challenge (Point it out)

Additional material

On www.mingoville.com you can download free, additional material to use at home or in class.

Vocabulary

Jacket
Sweater
T-shirt
Shirt
Tie
Trousers
Underwear
Socks
Shoes
Trainers
Skirt
Blouse
Shorts
Dress
Cap
Gloves
Jewelry
Watch
Jeans
Hat
Scarf
Suit
Coat
Bow tie
Grey
Yellow
Blue
Purple
Pink
Silver
Gold
Blue
White
Black
Brown
Red
Green
Orange
Favourite

Mission 3: In the Classroom

Theme Numbers and Letters

Setting

In mission 3, we zoom in on Mingoville Primary School, where Mrs. Pinkelton and her pupils are having English. Mingoville is a very small town with few inhabitants, and therefore, there are only a few pupils in Mrs. Pinkelton's class.

Purpose

In this mission learners are introduced to many things. The main purpose is to teach them the numbers from 1-20 and the alphabet. The second purpose is that the pupils become familiar with the tens and dip into what the things in the classroom are called. Furthermore, the goal is that the pupils learn to rhyme with numbers and that they learn classroom phrases that can be used in the non-virtual classroom setting.

Problem

The letter 'O' in the school sign is missing and teacher Liz needs the pupils to help her find it. (Hint: It is placed on the basketball basket)

Key sentences and verbs

How do you spell?
What rhymes with?
How many?
There are/is
to count/ to rhyme / to know

Activities

In the Classroom (Rich Picture)
Memory (Memory)
Catch ABC and 123 (Catch it)
Let's Rhyme with Numbers (Give Us a Clue)
The Basket (Illustrate the Story)
Spell The Numbers (Type spelling)
Liz and the Pupils (What to Say)
Is or Are? (Grammar Demo)
Write About My School (Drag and Drop)
ABC and 123 (Sing-Along)
Let's Talk About School (About Me)
Classroom Lingo (Point It Out)

Additional material

On www.mingoville.com you can download free, additional material to use at home or in class.



Vocabulary

A-Z
1-20
Tens (10-90)
One hundred
Teacher
Pupil
Classroom
School
School yard
Black board
Chalk
Desk
Ruler
Pencil
Eraser
Book
Notepad
School bag
Lunch box
Alphabet
Letter
Number
Plus
Minus
Equal

Mission 4: Check the Weather Out

Theme: Nature and Seasons

The setting

From Esmeralda's balcony we view the landscape near Mingoville. Esmeralda has a 'magic stone' that she uses to control the weather in Mingoville. Somehow the stone has disappeared and the weather in Mingoville switches from winter, to spring, to summer, and to autumn in no time at all. Therefore, Grandfather Ryan, Bob, Olivia and Candy are out on the fields close to Mingoville looking for the Magic stone.



Purpose

The purpose of this mission is that children familiarize themselves with the 4 seasons, different kinds of weather and words about nature.

Problem

Esmeralda's magic stone is missing.
(Hint: It's by the fire pit.)

Key sentences and verbs

It is...

When it's winter/spring/summer/autumn it ...

My favourite time of year is...

to shine, to love, to rain, to snow, to blow

Activities

Check the Weather Out (Rich picture)

Play Memory (Memory)

Pacman (pacman)

Paint the Landscape (Colour This)

The Magic Stone (Illustrate the Story)

Make a nature picture (Picture creator)

Transmogrieff: Weather (Transmogrieff)

Spelling Weather Words (Type spelling)

Ryan's Childhood (Give Us a Clue)

Write About Seasons (Drag and Drop)

The Nature Song (Sing-Along)

Let's Talk About Nature (About Me)

Earth Lingo Challenge (Point It Out)

Additional material

On www.mingoville.com you can download free, additional material to use at home or in class.

Vocabulary

Winter
Spring
Summer
Autumn
Rain
Sun
Snow
Wind
Moon
Sky
Cloud
Star
Tree
Plant
Flower
Grass
Stone
Lake
Forest
Field
Sea
Fire
Earth
Water

Cold
Warm
Wet
Dry
Hot
Rainy
Sunny
Snowy
Windy
Cloudy

Mission 5: At the Doctor

Theme The Body

The setting

In mission 5, we visit Dr. Phil Good in his practice, where he has a picture of a flamingo body. Dr. Phil Good is a nice old Mingo who likes to teach kids about the body and the different illnesses a Mingo can get.

Purpose

The purpose of this mission is that the kids become familiar with the different body parts, illnesses and senses in English. Additionally, the child learns to describe another person and how they look themselves.



Problem

Dr. Phil Good cannot find out why little Andrea cries all the time.
(Hint: Her dummy/ pacifier is stuck in her throat)

Key sentences and verbs

I have ... eyes/hair

My... hurts

to hear, to see, to smell, to touch, to taste

Activities

At the Doctor (Rich picture)

Colour the Body (Memory)

What's Wrong? (What to Say)

Pacman (pacman)

When Jeff Had a Bad Day (Illustrate the Story)

I'd Rather Lose My... (Grammar Demo)

Spell the Body Words (Typespelling)

Transmogrifier (Transmogrifier)

Write About the Body (Drag and Drop)

The Body Song (Sing-Along)

Let's Talk About Your Looks (About Me)

Body Parts Challenge (Point it out)

Learn More About the Body (Projects)

Additional material

On www.mingoville.com you can download free, additional material to use at home or in class.

Vocabulary

head
hair
eye
nose
mouth
teeth
neck
body
throat
back
chest
shoulder
arm
elbow
stomach
hand
finger
bottom
knee
leg
foot
toe
broken leg
stomach pain
headache
medicine
flu
sense
sleepy
awake
sick
well
fat
slim
round
square
tall
short
ugly
beautiful

Mission 6: At Jeff's Shop

Theme Food and Shop

The setting

We visit Father Jeff in his grocery shop next to the Pinkeltons' house. The mission includes a number of activities that can be used as a starting point for communicative shopping activities in class.

Purpose

The main purpose in this mission is that the children familiarize themselves with what the different goods in Jeff's shop are called and that they try grocery shopping in English. They also learn how to categorize different food items.



Problem

Jeff has an ice-cream machine in the shop, but it isn't working. He needs the pupils to help him figure out why. (Hint: The cord has been unplugged)

Key sentences and verbs

a/an

Can I help you?

Can I please have...

I would like some..., please

Have you got any...

How much is it?

to drink, to eat, to buy, to pay, to like

Activities

At Jeff's Shop (Rich picture)

Catch the Food (Catch It)

'A' or 'An' Apple? (Grammar Demo)

Colour the Food (Colour This)

Play Memory (Memory)

Lady Butter (Illustrate the Story)

The shop picture (Picture creator)

Spelling Funky Foods Words (Type spelling)

How Can I Help You? (What to Say)

Write About the Shop (Drag and Drop)

What Food Can Be (Sing Along)

Let's Talk About Food (About Me)

Shop Lingo Challenge (Point it out)

Additional material

On www.mingoville.com you can download free, additional material to use at home or in class.

Vocabulary

Coffee
Tea
Juice
Soft drink
Wine
Beer
Milk
Butter
Egg
Vegetable
Tomato
Cucumber
Lettuce
Potato
Onion
Carrot
Fruit
Apple
Banana
Orange
Pear
Pineapple
Strawberry
Watermelon
Bread
Cheese
Jam
Fish
Ham
Sausage
Ice cream
Lollipop
Chocolate
Soap
Shampoo

Mission 7: At the Station

Theme: Time and Travel

The setting

Uncle Jonathan has settled down as a Station Master at Mingoville Station where he sells tickets.

Purpose

The overall purpose of the mission is that the child becomes familiar with telling the time in English, the different times of the day and the different means of transport. Another purpose is that the child experiences how he/she buys a ticket and gets from one place to another.

Problem

Something is wrong at the station and Jonathan does not seem to be able to figure out what it is (Hint: The clock is not working)

Key sentences and verbs

What time is it?

It's...o'clock / It's half/quarter past/to...

I get up at... o'clock

I eat at...o'clock

When does the train leave?

The train leaves at... o'clock

Where does the train leave from?

to fly / to travel / to drive / to leave / to start / to go / to ride / to arrive / to depart/ to sail / to lie / to close / to open/ so sell / to take

Activities

At the Station (Rich picture)

Catch Station Items (Catch It)

Pacman (pacman)

Which platform? (What to Say)

When Does the Bus Depart (Show the time)

The Trip to San Flamingo (Illustrate the Story)

Spelling at the Station (Type spelling)

New Gooseville (Give Us a Clue)

Write about Jon's Station (Drag Drop)

Time to Travel (Sing Along)

Let's Talk About Travelling (About Me)

Station Lingo Challenge (Point it out)



Vocabulary

Train
Bus
Boat
Car
Road
Station
Harbour
Timetable
Ticket
Arrival
Departure
Bicycle
Airport
Airplane
Ship
Taxi
Water scooter
Platform
Clock

Morning
Noon
Afternoon
Evening
Night
O'clock
Quarter
Half
Past / to

Additional material

On www.mingoville.com you can download free, additional material to use at home or in class.

Mission 8: In Jonathan's House

Theme: Animals

The setting

We visit Uncle Jon once again, but this time we enter his home within the station building. Uncle Jon used to be a sailor. On his trips around the world, he met many animals that he has brought with him home to Mingoville. Some of the animals are pets, some are stuffed and others he only has a picture of. The kids will be introduced to animals through the activities in this mission.



Purpose

The main purpose in this mission is that the kids become acquainted with types of animals and that they are able to talk about their own pets, about what animals look like and of the actions commonly associated with certain animals.

Problem

One of his animals is missing and as usual the pupils have to find out where the animal is. (Hint: It is hiding beneath the gate in the floor)

Key sentences and verbs

Do you have any pets?

I have a...

An (animal) is...

An (animal) can...

to fly/ to eat/ to look / to live

Activities

In Jonathan's House (Rich picture)

Paint the Animals (Colour This)

Jon's Pet (Give Us a Clue)

Play Memory (Memory)

How Jon Lost His Leg (Illustrate the Story)

The animal picture (Picture creator)

Pacman (Pacman)

Spell the Animals (Type spelling)

New Gooseville (Give Us a Clue)

Write about the Animals (DragDrop)

The Trip to Majaica (Sing Along)

Let's Talk About Animals (About Me)

Animal Lingo Challenge (Point it out)

Animals Project

Vocabulary

Cow
Horse
Parrot
Spider
Dog
Cat
Mouse
Pig
Fly
Fish
Chicken
Bird
Crocodile
Snake
Tiger
Lion
Elephant
Monkey
Polar bear
Whale
Shark

Additional material

On www.mingoville.com you can download free, additional material to use at home or in class.

Mission 9: Olivia's New House

Theme: House and Furniture

The setting

In "House and Furniture" we visit Olivia, Kevin and Esmeralda in their new house near the stream that runs through Mingoville. The little family has just moved to Mingoville from another city.

Purpose

The main purpose in this mission is that the kids are exposed to what the different rooms and furniture in the house are called. It is also a goal that the kids become comfortable describing their own room and home. Additionally, prepositions are formally introduced for the first time.

Problem

In the new house, a piece of the water pipe is missing and the little family cannot find the missing piece. (Hint: It is on top of the house)

Key sentences and verbs

What do you have in your room?

In my room I have...

I live in a...

to play, to sleep, to shower, to sit,

Activities

- Olivia's New House (Rich picture)
- Catch the Furniture (Catch It)
- Spell Our Furniture (Type spelling)
- Feathers in the Chimney (Illustrate the Story)
- Colour the Furniture (Colour This)
- The Old House (Give Us a Clue)
- Under, On & Words Beyond (Grammar Demo)
- Writing About My House (DragDrop)
- We Are Moving In (Sing Along)
- Let's Talk About Your Room (About Me)
- House Lingo Challenge (Point it out)

Additional material

On www.mingoville.com you can download free, additional material to use at home or in class.



Vocabulary

House
Garden
Stairway
Balcony
Kitchen
Bedroom
Bathroom
Living room
Dining room
Window
Door
Wall
Floor
Table
Chair
Sofa
Closet
Bed
Lamp
Painting
Mirror
Cooker
Fridge
Water pipe

Prepositions
Under
Behind
Next to
Above
in front of
in
on

Mission 10: Kevin's Room

Theme: Sport and Media

The setting

In this mission, we visit Kevin in his room. Kevin is a reporter for the Mingoville Times and he loves to watch and write about different sports events. His room is filled with different kinds of media and sports items. Therefore, it functions as a starting point into the world of sport and media.

Purpose

The purpose in this mission is that the pupils are exposed to the sports in English and that they learn how to talk about what they like to do in their free time. Kevin is quite a media-freak. When visiting his room, kids will learn that the words for the different media in other languages are similar to those in English.

Problem

The problem is that Kevin has forgotten who FC Mingoville is playing against the coming Sunday.

Key sentences and verbs

What is your hobby?

What do you like to do in your spare time?

I like to...

To play, to swim, to run, to jump, to write, to listen, to watch, to dance,

Activities

Kevin's Room (Rich picture)

Catch the Ball (Catch It)

Pacman (Pacman)

Kevin Became a Reporter (Illustrate the Story)

Play Memory (Memory)

The Interview with Bob (What to Say)

I Play, He Swims, We Run (Grammar Demo)

Transmogrifier (transmogrify)

Write About Action! (DragDrop)

Run Jump Have Fun (Sing Along)

Let's Talk About Sport (About Me)

Action Lingo Challenge (Point it out)

Sports Project (Project)



Vocabulary

Football
Badminton
Swimming
Dancing
Horseback riding
Basketball
Skateboard
Radio
Television
Computer
Mobile
Stereo
Poster
DVD
CD
Video
Internet
Link/URL
Ipod
Newspaper
Camera

Adjectives
Fast
Slow
Strong
Weak
Scared
Brave
Bored
Surprised
Lazy
Active

Additional material

On www.mingoville.com you can download free, additional material to use at home or in class.

6. Types of activities

6.1 Stories

6.1.1 Rich picture



Description

The physical setting of each mission is introduced in the Rich Picture activities. Within these scenes, the child can select individual items by clicking on them to hear and/or read what the things are called in English.

Purpose

The purpose of this activity is to introduce and begin enlarging the child's vocabulary. Words and expressions introduced here will be repeated and learned throughout each particular mission.

Progression

The activity progresses from level one, where fundamental/ basic nouns are introduced, to level two, where expressions connected to the current theme are introduced.

6.1.2 Illustrate the story



Description

Short stories involving Mingoville characters are told by a character in this activity and then retold by the child using images. The stories are divided into 16 page defined parts, with each page accompanied by an illustration that supports the kids' understanding of the story line and assists them in the retelling of the story.

Purpose

The purpose of this activity is to prepare the child to follow longer sequences, to decode what they hear and act according to instruction. Additionally, the purpose of this activity is to strengthen the child's awareness of English language intonation.

Progression

Each story consists of three rounds. In the first round, the story is told and the kids have to follow along by listening, browsing the text and observing the pictures. In round two, the story is told without the accompanying pictures. Kids decode the text themselves and subsequently drag the correct illustration onto the page. In the third round, the story is told with the pictures situated where the kids have placed them.

6.1.3 Give Us A Clue



Description

A story with interruptions asking for help is told by one of the characters in Mingoville. The narrator stops from time to time and encourages the child to help continue the story by selecting a correct keyword or answer the narrator's questions.

Purpose

The purpose of this activity is to encourage kids to develop strategies to find out what a person is talking about without fully understanding all of what is being said. Without the pressure of having to respond to a real person, kids take the risk of describing things they do not exactly know the words for.

6.1.4 What to say?



Description

A conversation between two characters is heard, seen and interacted with in this activity. From time to time, the dialogue stops and the pupils become involved in the storytelling process by choosing how characters should respond to questions. These responses allow the conversation to continue.

Purpose

The purpose of this activity is to present authentic language to the pupil. This enables the pupil to engage in dialogue with classmates using similar language. Moreover, the purpose is to enhance the pupil's awareness of the different sentence patterns.

6.1.5 Grammar demo



Description

Small graphical illustrations and text teach kids basic elements of grammar. The kids observe grammatical changes to words and usage in the English language. The different aspects shown in the demos are incorporated in other activities following the grammar demo.

Purpose

The purpose of this activity is to create rudimentary grammatical awareness for kids.

6.2. Games

6.2.1 Colour This



Description

In this activity, kids are instructed to colour various things in a variety of colours within the Rich Picture setting.

Purpose

The purpose is to help kids decode instructions to complete the assignment, and to try out vocabulary and hypotheses of concepts that they have learned in a playful atmosphere.

Progression

The activity is divided into two levels. In the first level, we operate with a simple command, based on an item or object. e.g., "Paint the rock." In the second level, kids must colour specific items with specific colours as per a more focused command addressing the item and the colour in a sentence. e.g., "Paint the flowers using a nice red colour."

6.2.2 Catch It



Description

In this game, one of the Mingoville characters is placed in a setting where different items, including text and sounds, fall from above and must be caught. The kids move characters and make sure the images, words or sounds are caught in a wagon.

Purpose

The purpose of this activity is to consolidate vocabulary and concepts introduced in the mission.

Progression

The activity progresses in speed and with the numbers of objects falling.

6.2.3 Memory



Description

This activity builds upon the well known memory game. In this version of memory, the cards either show text, a picture or a loudspeaker icon indicating that a sound will be played. Kids have to match: text with a picture, text with a sound or a picture with a sound.

Purpose

Through this activity, kids interact with vocabulary as it is presented in varying forms: sounds, text and pictures. This playful combining of forms encourages child ownership of vocabulary.

6.2.4 Pacman



Description

In this version of Pacman, the kids have to eat the letters that spell different nouns introduced throughout the missions. In the process, they must beware of the ghosts moving about in the corridors who want to catch them.

Purpose

The purpose of Pacman is that kids are made aware of how to spell the words in a playful atmosphere where they have to think and react fast.

Progression

As the kids advance through different rounds, the ghosts move faster. This demands that the child think fast about how words are spelled and navigate according to where the letters are placed.

6.2.5 Type spelling



Description

Teacher Liz or Dr. Phil Good guide learners through a game of type spelling and tell them what to write. The main focus is on nouns. Therefore, there is also an illustration of the things that the kids have to write. If a parent/teacher so chooses, kids can also see the word they have to write in a text bubble.

Purpose

The purpose of this activity is to support spelling awareness skills.

Progression

The length of the words increases as the activity progresses.

6.2.6 Dragdrop Writing



Description

Teacher Liz guides the pupils through a game of Drag and Drop Writing in a classroom setting. Kids are to write different sentences by dragging different words into the boxes on the blackboard.

Purpose

The purpose of this activity is to allow kids the opportunity to enhance sentence pattern awareness with the help of a recognizable template. Additionally, there is no need for a child to consider spelling while completing this activity.

Progression

The activity progresses as sentences increase in length.

6.2.7 Point It Out Challenges



Description

In this activity a child has to click on the things the host tells him/her to click on in the Rich Picture scene.

Purpose

The purpose of the activity is to enable the parent/teacher to evaluate how much their kids/pupils have learned in the individual missions. The activity presents itself as a challenge to the child.

Progression

The activity consists of two levels. In the first level, kids will be told exactly what to click on. In the second level, they have to extract the item to be chosen from a sentence.

6.2.7 Show the time



Description

In this activity kids first try to set the clock on their own. Then they have to solve some practices where they have to tell the right time.

Purpose

The purpose of the activity is to let the kids practice the numbers and learn the time (in English) in a fun and playful way.

6.3 Creative Lab Activities

6.3.1 About Me



Description

Kids are interviewed for an article in the local newspaper, Mingoville Times. They are asked 6 different questions that they can answer by choosing among possible answers or by typing their own. The questions and answers are collected in an article that is automatically saved in the users' "My Book". Afterwards, the kids may use the article for classroom interview sessions or share with others.

Purpose

Kids are given the experience of listening and actually producing language themselves by interacting directly with a computer animated character. Furthermore, the kids will learn how to express themselves and ask questions in "face-to-face" dialogues in English relating to the topics covered in these 'About Me' interviews.

6.3.2 Sing Along



Description

The kids can listen to songs with varying degrees of complexity related to the mission using a karaoke machine. Each song is different in genre, from rap to rock to house. Once they have listened to a song, they can sing the song themselves, record it and save it in "My Book".

Purpose

By singing the songs, the pupils spontaneously learn English grammar, intonation and the vocabulary in each mission.

6.3.3 Transmogrifier



Description

In this activity kids have to drag different adjectives onto a magic box in order to transform or describe a situation surrounding the character Magic Mingo.

Purpose

The purpose of this activity is to enlarge the kids' concept formation and knowledge about different adjectives by connecting the adjectives to pictures/animations.

6.3.4 Picture Creator

Description

In this activity kids have to make their own picture by dragging the picture elements from the (certain) mission on the screen.

Purpose

The purpose of this activity is to let the child play and explore with the language in a fun way.

6.3.5 Projects

Description

The kids read about a specific topic (e.g. sport, animals or the body) and get encouraged to find more information about the topic on the internet.

Purpose

The purpose is to "dispatch" the kids to the internet, to let them try to find some specific information on an Internet page in English.