

# DYNAMIC CLASSICS

English Language Courseware

## STUDY GUIDE



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## **INTRODUCTION**

Welcome to the Dynamic Classics Series! This series of language development titles uses stories from great literature to develop vocabulary, reading and listening comprehension, basic grammar, and critical thinking skills (in English). Each interactive CD is adapted from the Longman Classics edition of the story. These popular stories are written at either Stage One (500-word vocabulary) or Stage Two (900-word vocabulary).

Unlike other CD-ROM courses, the Dynamic Classics do more than just tell a story. Comprehension and language development exercises lead students to study with a purpose they can appreciate and understand. As in all DynEd courses, the emphasis is on controlled practice, along with meaningful repetition, as a means to acquire key language skills and long-term learning. Vocabulary building, grammar study, listening comprehension, and pronunciation practice are all systematically designed into each title.

The accompanying book from the popular Longman Classics series is included as an important part of the course. Each interactive CD introduces the language and characters of the story and prepares students for the reading experience. The balance between listening, speaking, and reading is an important strength of the course and leads to more effective learning since each skill reinforces the others.

With DynEd's unique interactive design, students can study at their own pace and with the level of support they need. At any point in the program students have instant access to repetition, translation, text display, and glossary screens that provide additional information about vocabulary and language points of particular importance. Students may also record their own voice as many times as they like and compare it with the native speaker models.

## **STRUCTURE AND SEQUENCING**

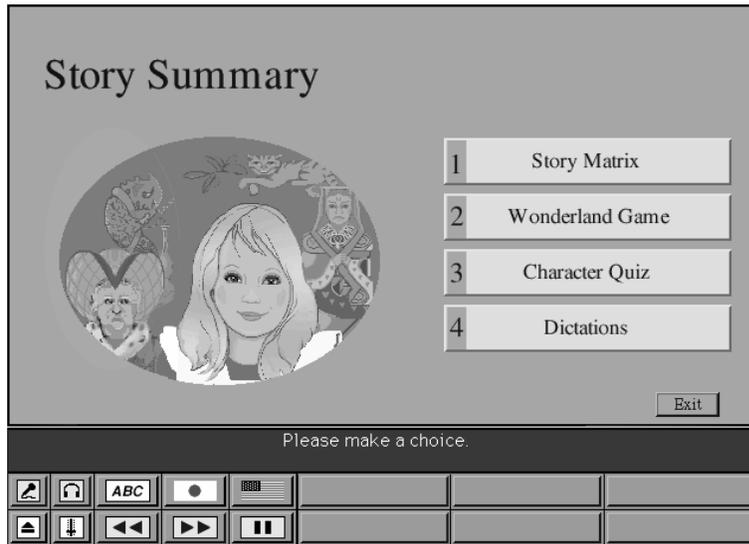
At present there are four titles in the series. Alice in Wonderland and Robin Hood are both at a 500-word vocabulary level and are presented with simple grammar and short sentences. Round the World in 80 Days and A Christmas Carol are at a slightly higher level. Both use a 900-word vocabulary, and longer, more complex sentences.

In all four titles, a particular emphasis is on regular and irregular verbs and on linking words that connect ideas and events. Mastery of this material builds a strong foundation for further language study in either written or spoken form. The goal is to prepare students for higher levels of English study.

The Dynamic Classics have been designed to work well with other courses. Vocabulary and grammar are controlled, reinforced, and practiced in a systematic way. In addition, the power of each story makes the English come alive and increases interest. Serious study is more enjoyable when presented in the context of these world-famous stories.

Normally, each title requires 10-15 hours of study and practice. Most of the time will be spent listening to and reading the narrative lessons that begin each story module. This should be followed up by the Matrix and Games.

## SERIES CONTENTS



### Alice in Wonderland

In these selections from Lewis Carroll's beloved classic, a girl finds herself in a magical land where things are not what they are in her everyday world. She meets unusual people and animals and has strange adventures in this dream world.

#### Unit 1: The White Rabbit

Narrative  
Verb Game  
Fill-Ins  
Dictations

#### Unit 3: Pig and Pepper

Narrative Verb  
Game  
Fill-Ins  
Dictations

#### Unit 2: The Golden Key

Narrative  
Verb Game  
Fill-Ins  
Dictations

#### Unit 4: Story Summary

Story Matrix  
Wonderland Game  
Character Quiz  
Dictations



## Robin Hood

This is a collection of stories from Old England about a folk hero who was a champion of the common people. He and his band of "Merry Men" helped the poor in their struggle against the rich and powerful.

### Unit 1: Robin Hood and his Merry Men

Narrative  
Fill-Ins  
Dictations  
Verb Game

### Unit 3: Alan-a-Dale and the Tournament

Narrative  
Fill-Ins  
Dictations  
Verb Game

### Unit 2: Robin and Maid Marian

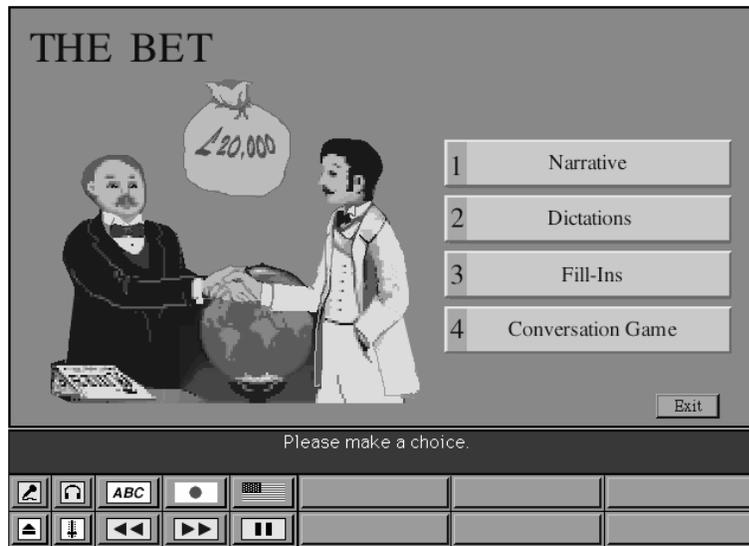
Narrative  
Fill-Ins  
Dictations  
Verb Game

### Unit 4: The Sheriff and the King

Narrative  
Fill-Ins  
Dictations  
Verb Game

### Unit 5: Story Summary

Story Matrix  
Robin Hood Game



## Round the World in 80 Days

This Classic by Jules Verne tells the story of a race around the world to win a bet. Phileas Fogg has adventures in many different countries using various means of transportation

### Unit 1: The Bet

Narrative  
Dictations  
Fill-Ins

### Unit 3: Across America

Narrative  
Dictations  
Fill-Ins

### Unit 2: To India

Narrative  
Dictations  
Fill-Ins

### Unit 4: The End of the Journey

Narrative  
Dictations  
Fill-Ins

### Unit 5: Story Summary

Story Matrix  
Story Game



## A Christmas Carol

This famous story by Charles Dickens is about Ebenezer Scrooge, a mean, cold man who loves money more than people. With the help of Christmas spirits, he is transformed into a kind, loving person.

### Unit 1: Marley's Ghost

Narrative  
Dictations  
Fill-Ins

### Unit 3: The Second Ghost

Narrative  
Dictations  
Fill-Ins

### Unit 2: The First Ghost

Narrative  
Dictations  
Fill-Ins

### Unit 4: The Third Ghost

Narrative  
Dictations  
Fill-Ins

### Unit 5: Story Summary

Story Matrix  
Story Game

## GETTING STARTED



The main menu lists all the units in the course. Click on the unit you wish to study.

There is also a bilingual help screen that describes the Control Bar. To access this screen, click on the .

To help you find the last lesson you studied, a bookmark function is available. After entering the program, click  to enter the lesson you were in last.

If you don't know how to get into a lesson, please look at the *DynEd User's Guide*.

When you start the first lesson, follow these procedures to familiarize yourself with the program.

## HOW TO DO THE NARRATIVES

1. For each sentence, click on the pause button  so that it is flashing red.
2. With the pause button flashing, click on the Repeat button . This will repeat the sentence. The pause button will continue to flash.
3. Click on the translation button . This will give you a spoken translation (bilingual versions only). The pause button will continue to flash.
4. Click on the ABC button . This will write out the text of the sentence. Click on one of the highlighted words to see the Glossary. Then click on  to continue.
5. Next, click on the flashing pause button  so that it stops flashing. This

will take you to the next sentence.

*Please remember that when the pause button is flashing red, the program is paused. To continue, you must click on the flashing red button, or, if a question is being asked, you may click on an answer.*

6. Repeat the above series of steps for each new sentence. To go back, click on the rewind button, or exit the lesson. (Please see “Understanding Program Features” in the *DynEd User’s Guide*.)
7. When you come to a comprehension question, the program will time down and wait for you to click on an answer. The answer will be a picture or a word. If you want to hear the question repeated, click on the repeat button.
8. After you have listened to the first few sentences several times, go back and repeat each sentence. To go back, keep clicking on the rewind button until you are at the first sentence.
9. To record your voice, click on the record button  which will turn red. Then click on the monitor  button to hear your recording.

To compare your recording with the native speaker, click on the repeat button, and then the monitor button.

Repeating each sentence is an excellent way to improve both your listening and your speaking. If a sentence is too long, try repeating just the first or last part of it. If this is still too difficult, go through the sentences again without repeating them until you feel more confident. Don’t try to practice speaking until you are comfortable with the sounds and can hold them in your memory.

10. After about 20-30 minutes, stop. Don’t try to do too much the first time. The first lesson in each unit of the Classics is a Narrative. Please master this lesson and all the questions in it before going on to the next lesson.

## HOW TO DO THE DICTATIONS AND FILL-INS

These lessons review the language from the previous Narrative.

### Dictations

In the Dictation lesson you will first hear the sentences presented in order. Then the screen will change and you will see a group of 15 words displayed at the top of the screen.

In the Control Bar, you will see the numbers 1-4 displayed.



To do the dictation, follow these steps:

1. Click on the number 1 in the Control Bar. You will then hear the first sentence, and it will be displayed on the screen with a number of blank spaces where words are missing.
2. Click on the repeat button to hear the sentence again. This will also pause the program so that you have plenty of time.
3. Look at the words at the top of the screen. Your task is to find which word goes in each blank. Then click on your choice until it turns red. Next, click on the space in the sentence where you want the word to go. When you do this, the word will appear in the blank space. If you have made a mistake, you may change your choice by putting another word in the same place.
4. Continue this process until you have finished the first sentence.

5. Click on the number 2 in the Control Bar, and follow the same procedure.
6. When you have completed all four sentences, click on SCORE in the Control Bar. This will check your answers and give you a score.
7. If your score is less than 65%, you will have a chance to do the dictation again.
8. If your score is more than 65%, you will hear each sentence again, and the sentences will be reentered on the screen. Your errors will be indicated by colored text, and you will have the chance to correct them.
9. For example, to correct an error in sentence 1, click on the number 1 in the Control Bar and listen to the sentence. Then find the correct answer, click on it, and use it to replace the incorrect word. If your choice is correct, the color of the word will turn white.
10. When you have finished correcting your errors in the dictation, click on END in the Control Bar. You will then have a chance to repeat the same dictation or move on to a different dictation. You may also decide to exit the lesson and return to the main menu. Remember to use the translation button if you do not understand the instructions.

## Fill-Ins

This lesson will help you focus on important grammar and vocabulary items from the previous lessons.

1. Read each sentence and note the blank space. Try to decide what word should go in the blank.



2. Look at the group of four or five words displayed on the screen. Decide which of these words can go in the blank.
3. Click on your choice.
4. You will generally have two chances to get the correct answer. Then the program will show you the correct answer.
5. To find out more about the answer, click on the highlighted word in the answer, and a Glossary screen will appear which may help you better understand the answer.
6. These problems will need to be reviewed often, as they are important.
7. Try doing all the fill-ins in sequence by clicking on the numbers in the choice menu.

Then, click on the Question Box button , and you will have a chance to test yourself by doing the same problems in a random order. Good luck.

## HOW TO DO THE STORY MATRIX

The Story Matrix is an interactive exercise which you should do after you have completed all the Story units. This lesson reviews important characters and conversations from the story and helps you see the story as a whole.



1. Click on each picture and listen. Do this several times, for each character. You may wish to use the ABC button for text support.
2. When you think you are ready to test yourself, click on the Question Box button.



In this mode you will hear a description or quote and the program will time down as it waits for you to indicate the correct answer. For more time, click on the pause button or use the repeat button to hear the description or quote again. You may hear the description or quote as many times as you wish before you make a choice.

If you wish to see the text, please click on the ABC button, which will display the text. If you click on a highlighted word, you will see a Glossary screen that will give you additional information.

## GENERAL STUDY TIPS

1. First, learn how to use the Control Bar and other features of the program. Please read the *DynEd User's Guide* for more information.



Use each button, and get familiar with the mouse. If you hear an instruction in English, use the translation button to hear it in your language. Go slowly. Use the pause button, the repeat button, and the translation button until you are confident. It generally takes time to familiarize your ear to the sounds and rhythms of English.

2. Use the pause button whenever you need time to answer a question or to stop and think. If you don't do this, the program may time out and exit you from the lesson. You are in control, but only if you use the mouse to click on the control buttons. You will always have plenty of time if you get into the habit of using the pause button. Once you do this, the learning experience will be enjoyable.
3. Study for 20-30 minutes at a time. If you are a beginner, concentrate on one scene or episode only. It is important to go through each scene or episode several times before going on.
4. Students whose reading skills are good should read portions of the Longman Classic text before and after studying each scene or episode on the CD. For students with less developed reading skills, it is best to study the CD first, and then follow up with the text.

Please note that there is more of the story in the book than on the CD. One purpose of the CD is to better prepare the student for reading by focusing on key vocabulary, grammar, and important elements of the story. This makes the reading task easier and more enjoyable. The balance of intensive listening together with intensive reading practice is ideal.

5. When using the CD, if you don't understand something, use the translation button or consult the Glossary or a good learner's dictionary.
6. After each Narrative lesson is completed, try the Dictation and Fill-In lessons. These focus on key vocabulary and grammar points that were included in the Narrative. It is important to review these lessons often.
7. When all the Narrative units are completed, go to the Story Matrix and other review lessons included in the last unit of each course. These are fun units that test your knowledge of the story and characters. Good luck, and enjoy!

### **General Comments:**

Learning a language is like learning a musical instrument. It is a skill that must be acquired over time, through constant practice and repetition. The more time you spend in each lesson, the more you will learn. As with learning to play an instrument, practice time must be focused to be effective. Each time you study you should have a purpose or goal for that practice session. This helps you to concentrate and facilitates long-term acquisition of the language.

Suggested goals for each practice session:

1. General comprehension and listening. Learn the basic vocabulary of the unit so that you understand the meaning.
2. Sentence by sentence study. Listen and repeat each sentence. Check the grammar in each sentence, and use the Glossary.
3. Read and record each sentence. With the text on, read each sentence and compare your reading with the native speaker.
4. Do the Dictation, Fill-In, and other exercises such as the Verb Game until you have mastered them.
5. When you have finished all the Narratives and supporting lessons, try the Story Summary and Matrix units. These are excellent review and will test your understanding of the story.