



BurlingtonEnglish

Increasing Digital Literacy and Student Engagement with Gamification.

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BurlingtonEnglish



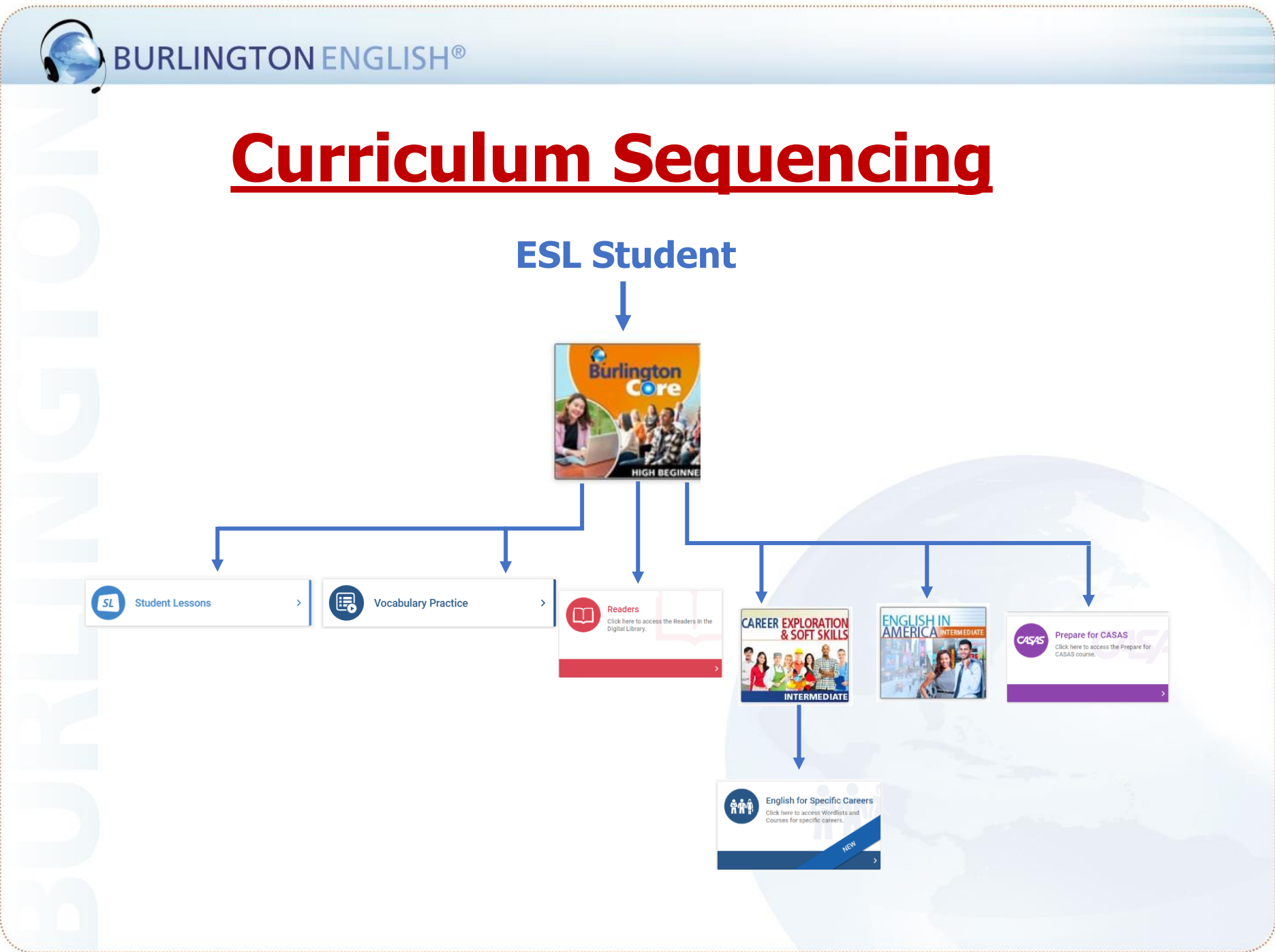
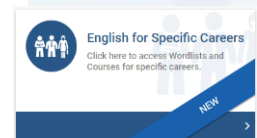
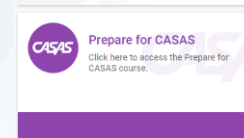
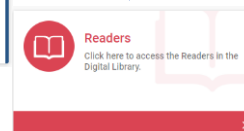
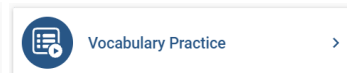
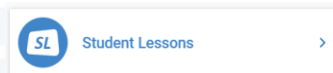
Objectives

1. Using **gradual release** and **curriculum sequencing** when teaching curricular content.
2. Incorporating **intervention** and **supplemental** materials when modeling instruction to increase student learning.
3. Allowing for **autonomy** through **gamification** in student work to increase student learning.



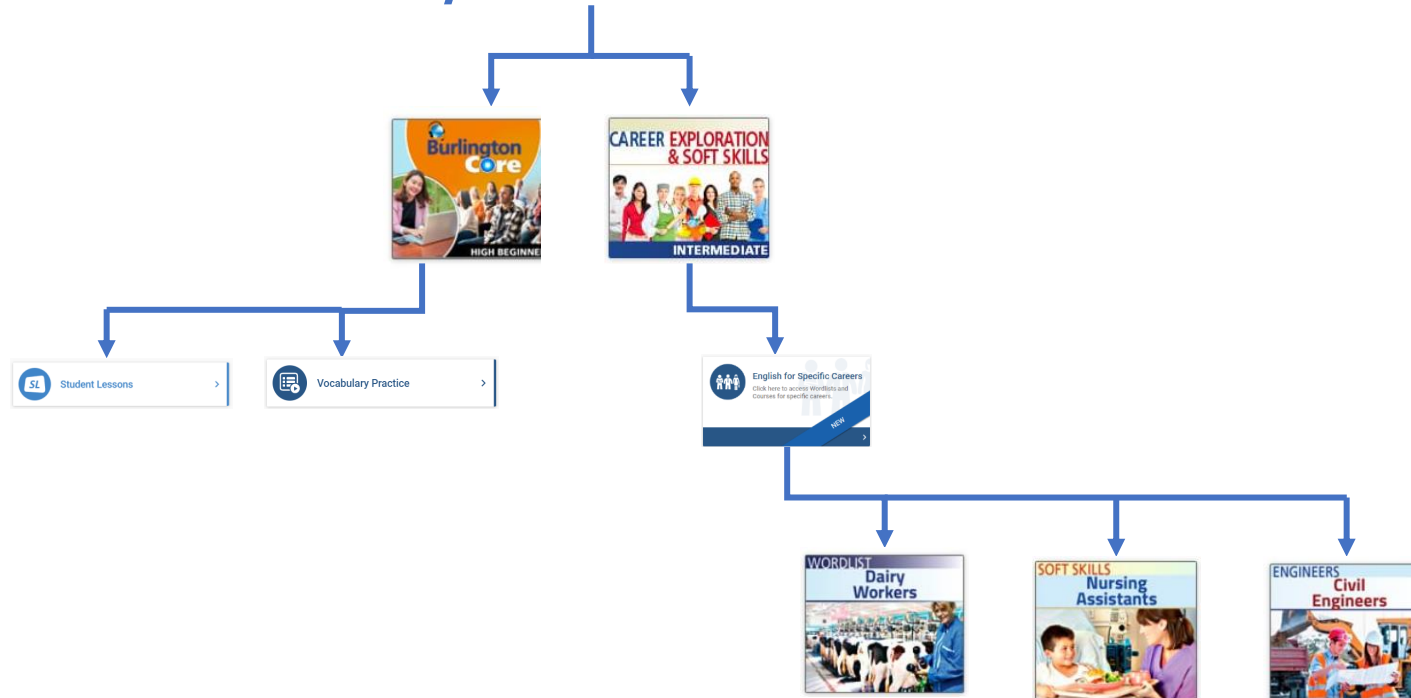
Curriculum Sequencing

ESL Student



Curriculum Sequencing

Career/Workforce Student





Components Description

- **Burlington Core-** A standards-aligned blended curriculum for adult ESL students, taking them from Beginning ESL Literacy to Advanced ESL using the NRS levels 1-6, with more than 100 hours of teaching per level. It covers all 4 language skills and grammar and integrates important life skills, digital literacy, and EL Civics. It also promotes the goals of WIOA's IET (Integrated Education and Training) strategy, which emphasizes adult education and literacy, workforce preparation, and workforce training and the aims of WIOA's IELCE (Integrated English Literacy and Civics Education) programs for ELLs. The course series is also aligned to ELP standards, CCR standards and other competencies like CASAS.
- **Student Lessons-** Independent lessons containing rich and engaging content that review and reinforce the In-Class Lessons taught by an Instructor.
- **Vocabulary Practice-** Provides practice exercised and games for lesson vocabulary words and phrases and pronunciation practice for students so that they can learn the vocabulary needed.
- **Readers Tile-** The BurlingtonEnglish Library is an online collection of multilevel graded Digital Readers that have been adapted specifically for English language learners and include fiction and nonfiction, classic and modern novels and short stories abridged from the original titles that are ideal for students at all levels.



Components Description

- **Career Exploration and Soft Skills-** A blended course for Beginner, Intermediate and Advanced levels designed to help students plan their career pathways and explore career options, gain the workplace and soft skills needed to find a job and succeed in the workplace and learn about educational and training opportunities. It includes 16 Career Clusters and is divided into two parts: **Part A: Exploration** where students learn about career pathways, career clusters, and how to make informed career and educational choices. **Part B: Soft Skills** where students develop the essential workplace soft skills necessary to succeed in their chosen career.
- **English in America-** Designed with a strong EL Civics focus to help students living and working in the US to improve their language skills and gain important life skills. It includes a wide range of topic-based modules such as Education, Emergencies, Diversity, Digital Literacy, Internet Safety, Transportation, Healthcare, Pharmacy, Nutrition, Resources, Soft Skills, Banking, Housing, Becoming a Citizen and Environment.
- **Prepare for CASAS-** Reflects a blended-learning methodology by combining teacher-led in-class lessons with student-directed online learning. It includes Reading and Listening tests for Levels A, B, and C. Students can practice and test competencies and gain familiarity with testing structures and formats.
- **English for Specific Careers-** Provides students with the language and communication skills needed to help them attain, succeed in, or transition to a new career.



Gamification

- the process of adding games or game-like elements to something (such as a task) so as to encourage participation.

