

Julie Mitchell

Kids' French Language CBT

26 May 2009

## **Part 1: The Premise Proposal Document**

The project consists of a computer-based training program to teach kids basic French vocabulary. The purpose of the program is to teach words in four different categories: food, animals, colors, and family. The target audience is boys and girls ages seven to twelve who have little to no experience with the French language. The CBT will be created using a combination of Flash and XHTML. There will be a separate page for each category, and the words will be presented one by one, spoken in French and printed on the screen in French and English while showing the item through graphics. There will be arrows to move on to the next word or to go back to the previous one. Once the entire category is completed, the user can take a quiz on what they just learned, where they will be shown the graphic and the English word and asked to choose the correct French word from a list.

## **Part 2: The Treatment Document**

### **Project Summary**

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The project will consist of a Web site with embedded Flash files. Its purpose is to teach children some French vocabulary in the following categories: food, animals, colors, and family. The CBT will utilize text, audio, and graphics to teach the words and then there will be a quiz at the end of each subject to gauge the learner's retention of the material.

### **Steps Required to Reach Program Learning Goals**

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The program will use different media including graphics, text, and audio to help users learn the material. Since this program is for children, the colors and graphics will reflect that and will be created to catch their attention and increase their interest in the program. The navigation will have to be simple enough that kids can use the program by themselves. The quizzes for each section are essential to determining how much the user learned and to provide them with feedback.

### **Learner Objectives**

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The user will learn some beginning French vocabulary. The learner will be able illustrate his or her knowledge by getting at least four out of five of the questions correct on each quiz.

## Project Objectives

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The project will allow children to learn some French vocabulary in a fun and interesting way. It will be an introduction to the language that will hopefully inspire some kids to continue on with their language learning.

## Functions and Features

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- Audio (words spoken in French)
- Graphics (words illustrated)
- Interactive quizzes with feedback

## Program Outline

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- I. Main Screen
  - a. Colors
    - i. Lesson
    - ii. Quiz
  - b. Animals
    - i. Lesson
    - ii. Quiz
  - c. Food
    - i. Lesson
    - ii. Quiz
  - d. Family
    - i. Lesson
    - ii. Quiz

## Content Requirements

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- Graphics
- Audio files of French words spoken
- Simple, easy-to-understand copy

## Technical Requirements

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- PC running Windows XP or Vista or Mac running OS 10.x
- 800x600 resolution or better
- Cable, DSL, or T1 internet connection
- Firefox 2+, Safari 3+, or Internet Explorer 7+
- 2.0 GHz P4 processor (PC) or Intel Core Duo Processor (Mac)
- 1 GB RAM or better
- 16 bit sound card and speakers
- Screen colors True Color (32 bit) or better
- Keyboard and input device (mouse, touchpad, tablet, etc.)
- Flash Player 8+ installed

## Learner Profile & Definition

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The target audience for this project is children, male and female, ages 7-12. They have at least a basic understanding of a computer and the Internet. They may know a little French or none at all. They come from different economic, ethnic, and social backgrounds but all are interested in learning French vocabulary.

The graphics and quizzes will be mainly geared toward this age group, but it may also appeal to some people older than 12 years of age, who will make up the secondary audience.

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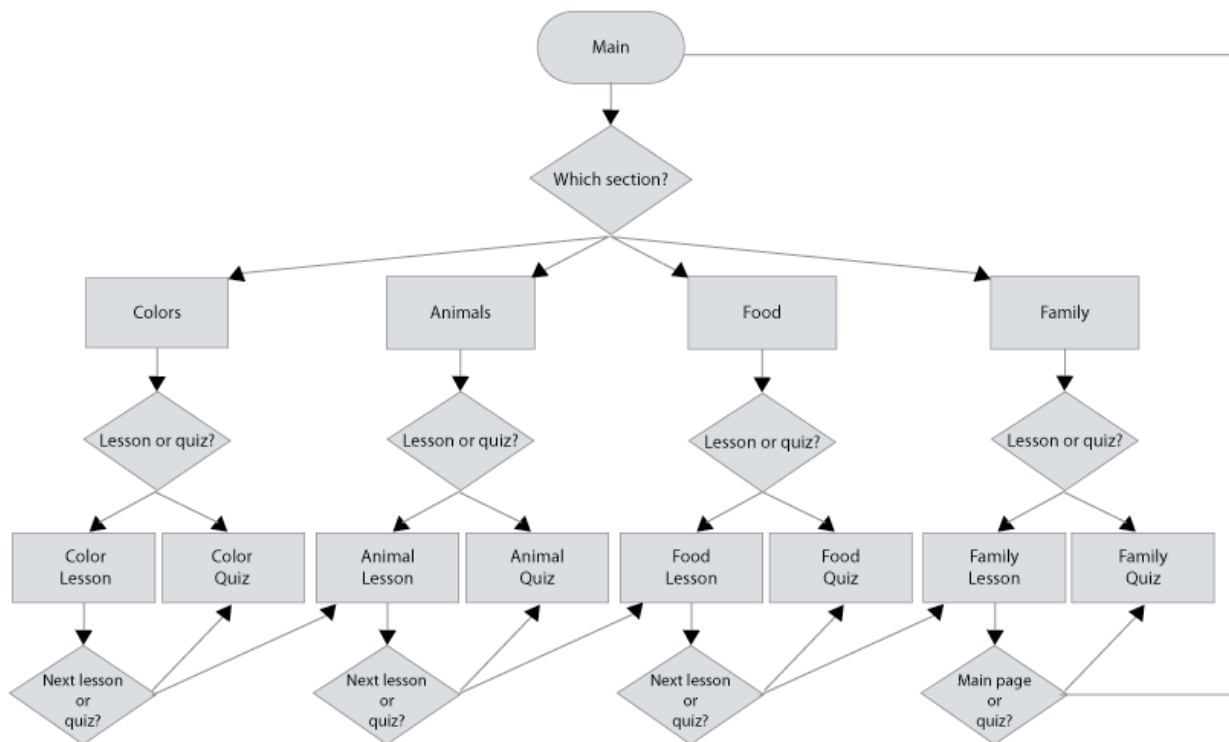
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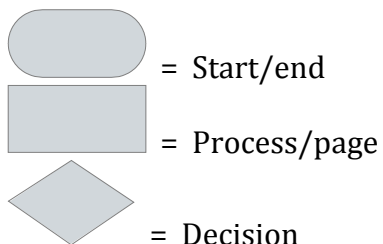
## Project Development

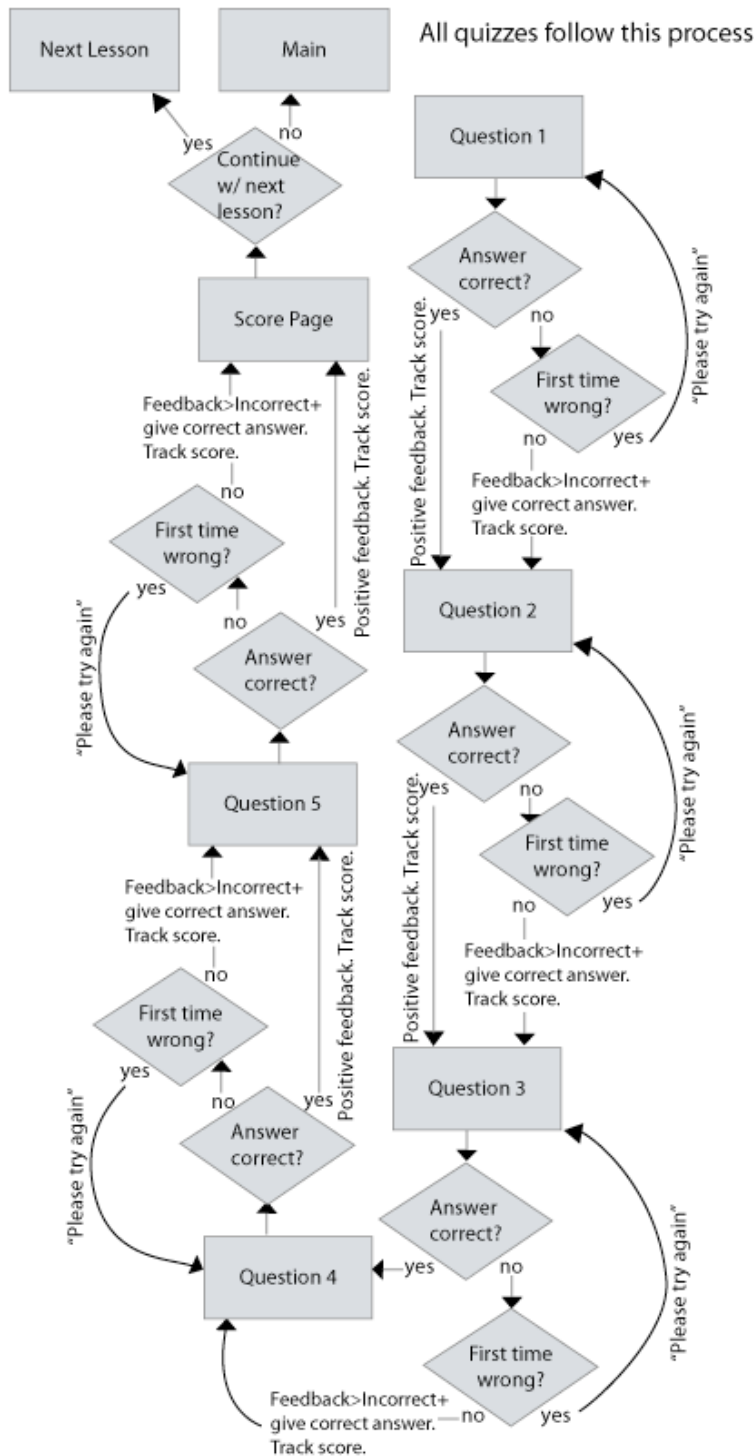
### Flowcharts

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**Main Navigation/Project Flow** - From the main page, users can choose which section to go to: Colors, Animals, Food, or Family. Once on a section page, they can choose whether to view the lesson or take the quiz. After a lesson is completed, users can go to either the next lesson or to the quiz for the section they just completed.





**Quiz Process** - If users get a question wrong, they will be able to try again. After the second incorrect answer, they will be told the correct answer and move on to the next question. Upon completion of the quiz, users can move on to the next lesson or go back to the main page.

## Content Inventory

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**Main Page** - This page is the “home” page and contains navigation to each of the section pages.

- Graphics (logo; background; buttons to colors, animals, food, & family pages; four graphics, one for each section)
- Audio (button click)

**Colors Page** – This is the main page for the colors section, and contains links to the colors lesson and the colors quiz, in addition to a link back to the main page.

“Animals Page,” “Food Page,” and “Family Page” works the same way with different content.

- Graphics (background; buttons to main, lesson & quiz pages)
- Audio (1 audio file, saying “les couleurs: learn your colors!”; button click)
- Text (“Les Couleurs,” “Colors”)

**Color Lesson** – These screens introduce ten color vocabulary words, one at a time, with the word written in French and English, a graphic illustrating the term, and audio plays of the current word. There will be arrows to go to the next and the previous terms. The Animals, Food, and Family Lesson Pages work the same way.

- Audio (10 audio files, one for each screen, pronouncing the French words as they are introduced; button click)
- Graphics (background; 10 graphics, one for each screen, illustrating French terms; buttons for “next,” “last,” “quiz,” and “main”)
- Text (10 French terms, one on each screen, and their English translations)

**Color Quiz** – The user will be presented with one graphic (which was shown during the lesson) and asked to choose the correct French word. Other questions will ask users to type in the French word when presented with the English, or vice versa.

The Animals, Food, and Family Quizzes work the same way.

- Audio (10 audio files, reuse files from lesson pages; button click)
- Graphics (background; 10 graphics, reuse graphics from lesson pages; buttons for “next,” “last,” and “main”)
- Text (10 French terms, reuse text from lesson pages; questions “what color is shown below” in French and English)

### Animals Page

- Graphics (background; buttons to main, lesson & quiz pages)
- Audio (1 audio file, saying “les animaux: learn your animals!”; button click)
- Text (“Les Animaux,” “Animals”)

### Animal Lesson

- Audio (10 audio files, one for each screen, pronouncing the French words as they are introduced; button click)
- Graphics (background; 10 graphics, one for each screen, illustrating French terms; buttons for “next,” “last,” “quiz,” and “main”)
- Text (10 French terms, one on each screen, and their English translations)

### Animal Quiz

- Audio (10 audio files, reuse files from lesson pages; button click)

- Graphics (background; 10 graphics, reuse graphics from lesson pages; buttons for “next,” “last,” and “main”)
- Text (10 French terms, reuse text from lesson pages; questions “what animal is shown below” in French and English)

### **Food Page**

- Graphics (background; buttons to main, lesson & quiz pages)
- Audio (1 audio file, saying “la nourriture: learn about foods!”; button click)
- Text (“La nourriture,” “Food”)

### **Food Lesson**

- Audio (10 audio files, one for each screen, pronouncing the French words as they are introduced; button click)
- Graphics (background; 10 graphics, one for each screen, illustrating French terms; buttons for “next,” “last,” “quiz,” and “main”)
- Text (10 French terms, one on each screen, and their English translations)

### **Food Quiz**

- Audio (10 audio files, reuse files from lesson pages; button click)
- Graphics (background; 10 graphics, reuse graphics from lesson pages; buttons for “next,” “last,” and “main”)
- Text (10 French terms, reuse text from lesson pages; questions “what food is shown below” in French and English)

### **Family Page**

- Graphics (background; buttons to main, lesson & quiz pages)
- Audio (1 audio file, saying “la famille: learn about family members!”; button click)
- Text (“La Famille,” “Family”)

### **Family Lesson**

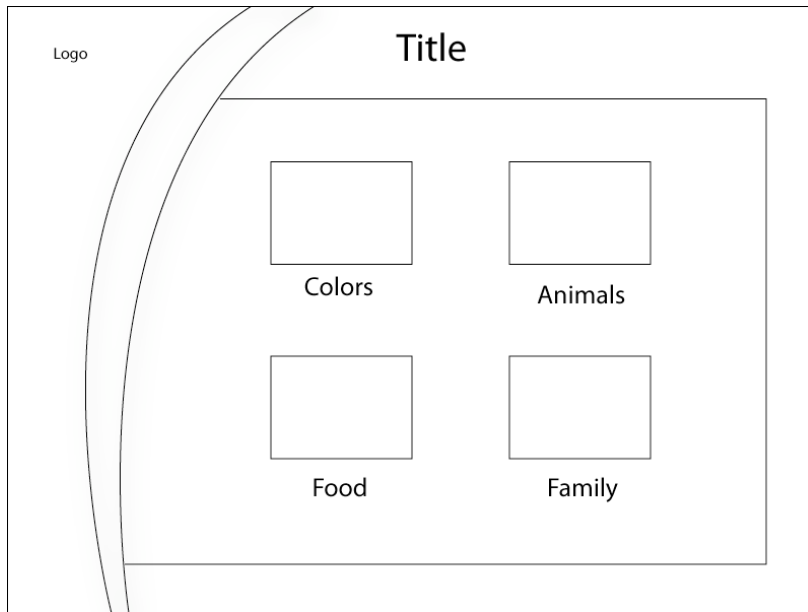
- Audio (10 audio files, one for each screen, pronouncing the French words as they are introduced; button click)
- Graphics (background; 10 graphics, one for each screen, illustrating French terms; buttons for “next,” “last,” and “main”)
- Text (10 French terms, one on each screen, and their English translations)

### **Family Quiz**

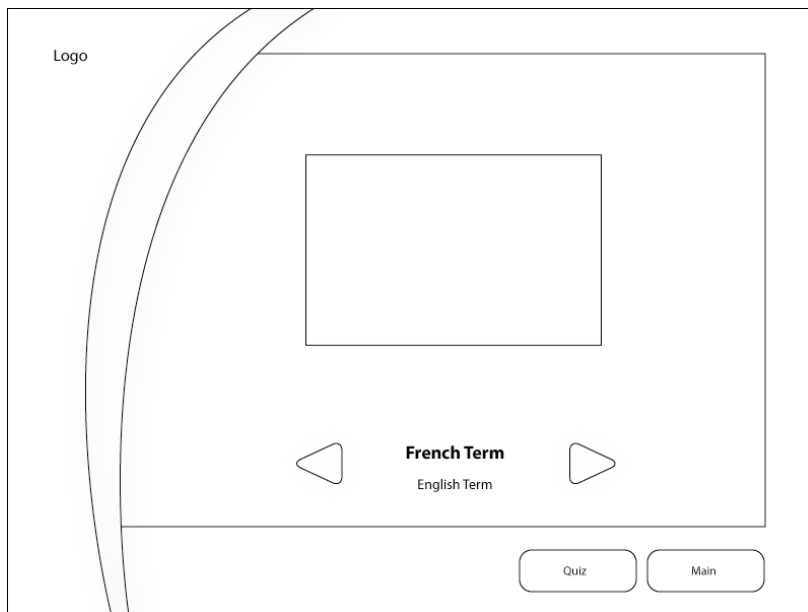
- Audio (10 audio files, reuse files from lesson pages; button click)
- Graphics (background; 10 graphics, reuse graphics from lesson pages; buttons for “next,” “last,” “quiz,” and “main”)
- Text (10 French terms, reuse text from lesson pages; questions “which family member is the arrow pointing to” in French and English)

## User Interface Sketches

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**Main page** - the navigation on this page leads to the Colors, Animals, Food, and Family Pages. The design uses a simple sans serif font (Myriad Pro) at a relatively large size so that children (the target audience) can easily read everything. Care was taken not to include too much information on each screen, so as not to overwhelm users. The color palette is simple as well: blue, white, and red. The colors are brighter colors to attract and keep kids' attention.



**Inner page** – the navigation here is to the quiz or next lesson, to the main screen, and the arrows take users to view the next or previous terms.

## Program Metaphor

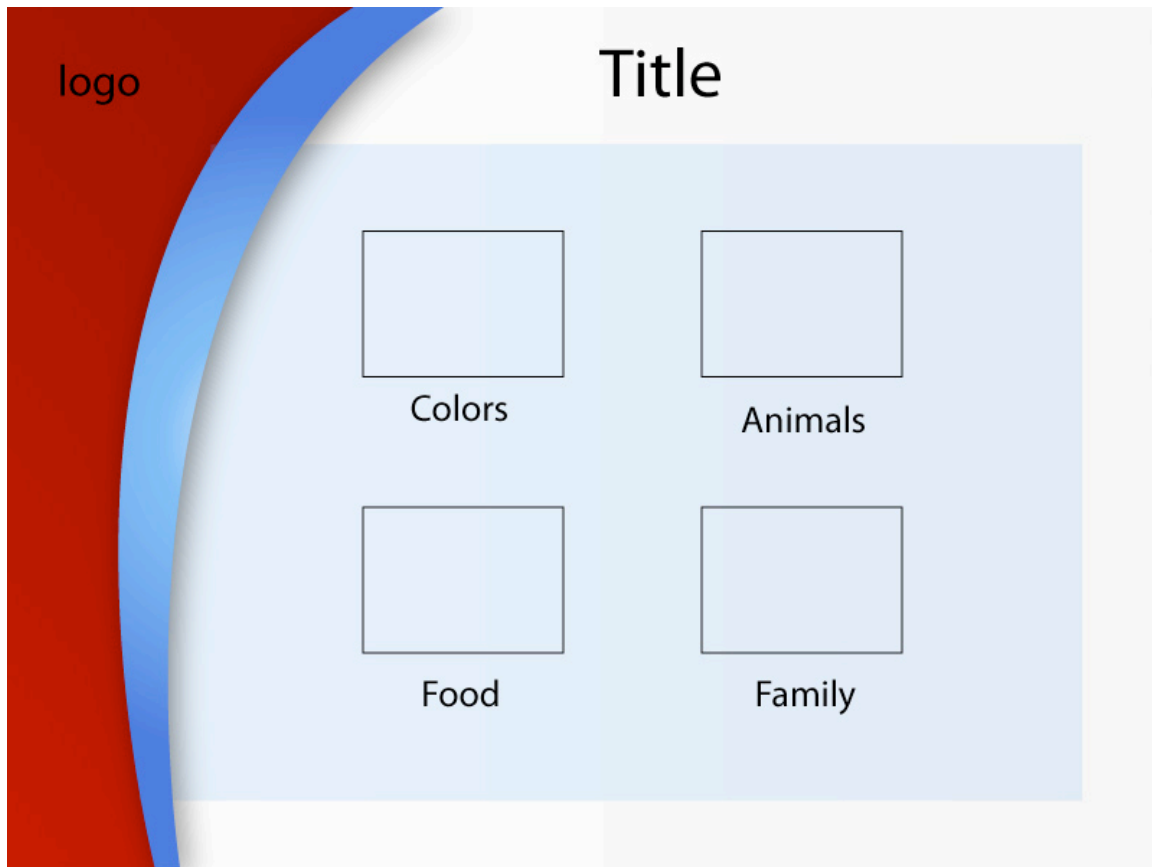
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The program uses a blue, white, and red color theme. These colors are used because they are France's national colors and flag colors. The colors are fairly bright in order to appeal to children, who are the program's target audience. The screen design is uncomplicated in order to keep users' focus on the content and to make the navigation easy to find and use. The audio consists of spoken recitations of the vocabulary words presented, which will help users to be able to speak as well as read and write the words.

## Wireframes

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Main page



## Inner Pages

