

Using Languagenut Live

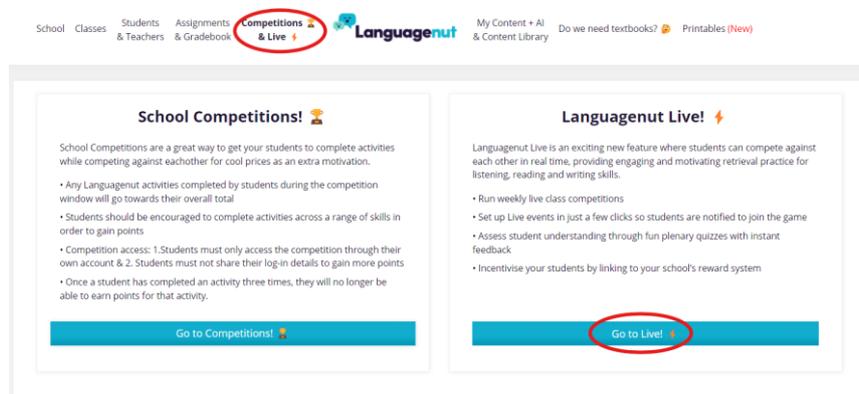
Languagenut Live is an exciting new feature where students can compete against each other in real time, providing engaging and motivating retrieval practice for listening, reading and writing skills.

- Run weekly live class competitions
- Set up Live events in just a few clicks
- Assess student understanding through fun plenary quizzes with instant feedback
- Incentivise your students by linking to your school's reward system

To set up a game of Languagenut live:

It's really simple to set up a game of Languagenut Live – so you can do this during the class with just a few clicks, or you can set up the competition ahead of time and just click "Start" when students are ready to play!

Step 1: Go to the admin area and click on **Competitions and Live**. Then select "Languagenut Live"



Step 2: Here you can see any previous Live matches you have created. To set up a new live game, click "Create a Live Match"

The screenshot shows the 'Live / Overview' page. At the top, there is a search bar and a 'Create a Live Match' button (highlighted with a red circle). Below this is a table listing live events. The table has columns for Name, Language, Last Live Event, Rounds Completed, Created by, Classes, and Status.

Name	Language	Last Live Event	Rounds Completed	Created by	Classes	Status
global-542: Demo Live	Spanish	30-07-24	0	Archie Bennett	Clayton Demo Class, Rosa Garcia, Luis Gomez, Alejandra Cruz, Manuel Perez, Elena Gonzalez, Carlos Ramirez	Start Live Event
global-328: test	French	02-07-24	0	Archie Bennett	10M Mandarin - 2425, A Smith, P Smith	Start Live Event
global-157: Languagenut Live - Spanish Quiz!	Spanish	19-06-24	0	Emma B	7A MFL 23/24, Lucy Brown, Iris Carter, Millie Bright, Rachel Dury, Victoria Keating, Ava Greenwood, Leah Williamson, Georgia Stammers, Leah Forme, Emma Walsh, Elysia Henry, Beth Wood, Chloe Kelly, Alicia Brown	Start Round 1

Step 3: Select the level and language for the competition

The screenshot shows the 'Step 3' interface. At the top, there are four step indicators: Step 1 (Build Live Match), Step 2 (Summary), Step 3 (Build Live Match), and Step 4 (Summary). The main content area has two dropdown menus: 'Select Product' set to 'Secondary' and 'Select a language' set to 'Spanish'. Below these is a 'Select components for each round' dropdown menu set to 'Vocabulary'. A 'Next' button is visible at the bottom right.

Step 4: Select the vocabulary set you would like students to practise during the competition. Then click "Next"

The screenshot shows the 'Step 4' interface. At the top, there are four step indicators: Step 1 (Build Live Match), Step 2 (Select Vocab), Step 3 (Build Live Match), and Step 4 (Summary). The main content area has a header 'Vocabulary / Shopping & Eating Out' and 'Estimated live match duration -'. Below this are eight checkboxes for vocabulary sets: Clothes, Food & Drink (checked), Pocket Money, Shops, Eating Out, Fruit & Vegetables, and Shopping. A 'Next' button is at the bottom right.

Step 5: Choose the live Match activity you would like students to complete. Then click next.

The screenshot shows the 'Step 5' interface. At the top, there are four step indicators: Step 1 (Build Live Match), Step 2 (Select Vocab), Step 3 (Build Live Match), and Step 4 (Summary). The main content area has a header 'Please select the vocabulary activity' and 'Estimated live match duration 03 minutes'. Below this are six checkboxes for activities: Reading - Word Pop (checked), Reading - Multiple Choice, Listening - Multiple Choice, Listening - Word Pop, Writing - Word Pod, and Speaking - Speech Practice. A 'Next' button is at the bottom right.

Step 6: Give your Live game a name and choose the class (or classes) you would like to set the competition for. Then click “Save”

Step 1 Build Live Match Step 2 Select Vocab Step 3 Build Live Match Step 4 Summary

Name: Food and Drink 8B Live Competiton Round Summary: Vocabulary | Food & Drink | Reading - Word Pop

Search Show all Classes Save

Class name	Assign to
11A FR - 24/25	All Students <input type="checkbox"/>
7A FR - 24/25	All Students <input type="checkbox"/>
8B SP - 24/25	All Students <input checked="" type="checkbox"/>
10A FR - 24/25	All Students <input type="checkbox"/>

Step 7: When you are ready to start the live match, just click “Start Live Event”

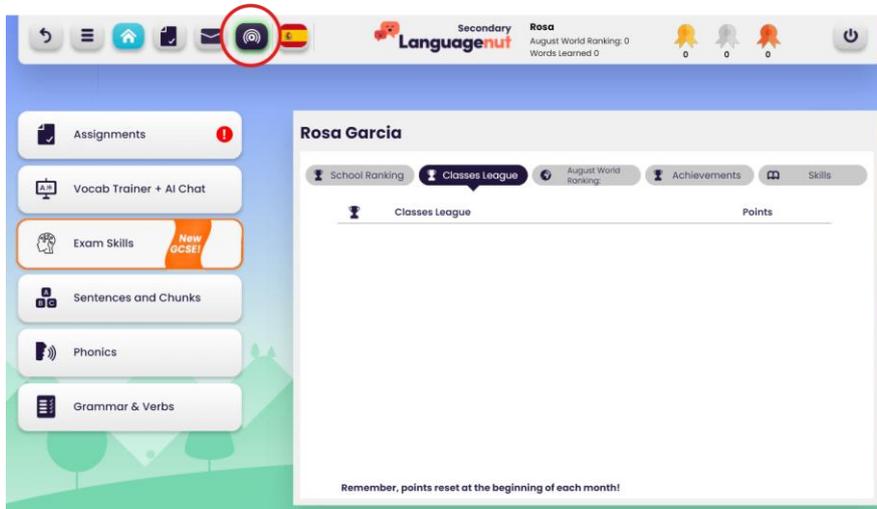
Live / Overview Live Events About Languagenut Live Create a Live Match

Name	Language	Last Live Event	Rounds Completed	Created by	Classes	Status
global-545: Food and Drink 8B Live Competiton	Spanish	05-08-24	0	Archie Bennett	8B SP - 24/25 Alban Dutch	Start Live Event
global-542: Demo Live	Spanish	30-07-24	0	Archie Bennett	Clayton Demo Class Rosa Garcia Luz Gomez Alejandro Cruz Manuel Perez Elena Gonzalez Carlos Ramirez	Start Live Event

Step 8: This will take you to the Languagenut Live Lobby, so you can see which students have joined the game.



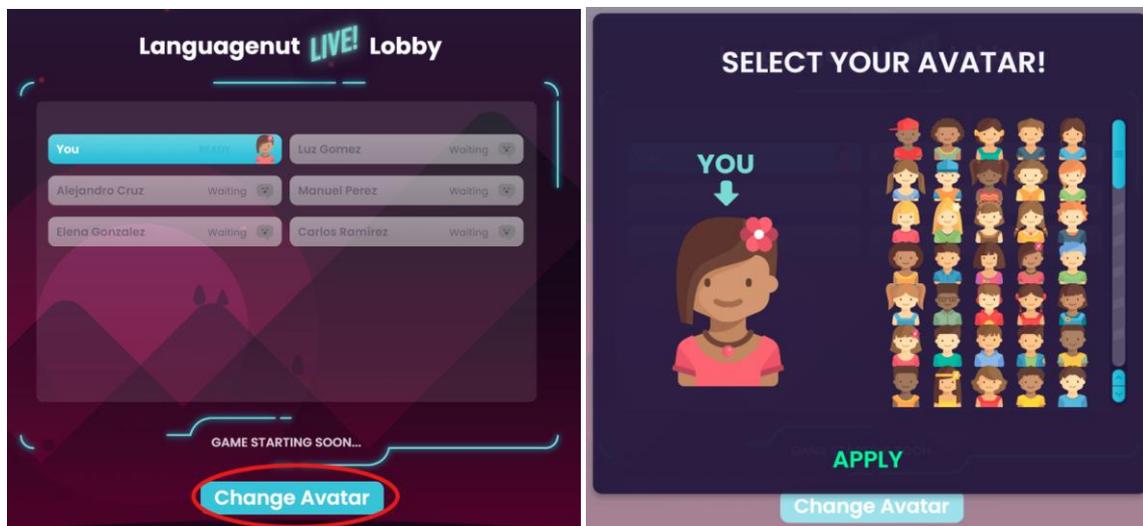
Students will be notified via the Live icon when a match has started. The icon will flash red and green.



When students click on this icon, they will have the option to join the Live match.



Students can even personalise their avatar!



Step 9: Once all your students have joined the game and you are ready to start, just click “Start Game”



Now the Live match has started, you will be able to see which students have finished and who is still playing. As students finish, you can see their score, as well as the time it took them to complete the game.



The game will end once all students have completed the activity, or you can choose to click “Finish Round” to end the game. You will then see the overall Live leaderboard, as well as the results for just that activity.

Step 10: You can then choose to start a second round or end the live match there.

