



Induction Pack

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FlashAcademy®

Welcome Letter

Hello, Welcome to FlashAcademy®

Who we are?

Learning Labs is a fast-growing EdTech company of teachers, linguists, technology experts and designers based at the Innovation Birmingham Campus, UK. The team is passionate about building technology to make language more accessible to all students, to help unlock their potential. FlashAcademy® is a multi-award-winning Digital English platform created by Learning Labs - bringing students, teachers, and parents together to rapidly acquire English skills. The platform incorporates a unique combination of lessons, games, and adaptive technology to engage students and accelerate their English progress.



More about the FlashAcademy® platform...

The platform has a unique multi-modal approach, incorporating listening, speaking, writing, and reading challenges in a way that is fun and enjoyable for students. The platform enables students to work independently from home or together in class. Uniquely, the platform teaches English from 46 different home languages, a key factor for high engagement and more independent learning opportunities. Teachers have access to a full Teacher Admin Dashboard, from which they can set assignments, build custom lessons, and track students' progress quickly and easily. Check more about Learning Labs and FlashAcademy here.

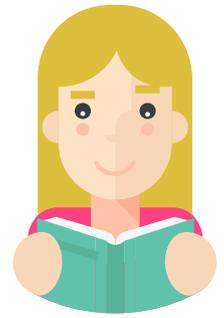


What impact has FlashAcademy® made on students?

We are excited about changing students' learning experience, making it fun and easy to learn another language. Students do not get bored or exhausted, instead they compete with friends, share their experience, and celebrate their success. During their learning process teachers strengthen their capacities to implement innovative tools in teaching and remote learning.

“The programme is very student-friendly, engaging. The teacher dashboard allows you to personalise a student’s learning and monitor their progress”.

S. Wexler, TA, Lostock Hall Academy



“A good way to support young people - particularly UASC, beyond their school or college with additional ESOL provision that is easily accessible and trackable by staff at Virtual School”.

Moira Adams, Assessment and Quality Assurance Manager, Sutton Virtual School

Onboarding

When you first come onboard with us, you will be contacted by a dedicated member of the Success Team. We run a 6-week onboarding process to take you from a complete beginner, right the way through to a confident FlashAcademy® master! Your onboarding specialist will set you up and run sessions with you. These sessions will focus on consolidating your understanding of the platform and its features such as:

- Setting up learners, teachers, and classes
- Monitoring student progress and engagement
- Searching for lesson content and resources
- Setting and monitoring tasks
- Creating custom lessons
- Setting and monitoring an assessment
- Implementing FlashAcademy in school

There will be a check in call after you have received your training to ensure that you’re confident and capable of launching FlashAcademy in your school. After this, you will **graduate** from the onboarding phase, meaning that your training is complete, and then you will continue to receive ongoing support from the wider Customer Success Team.



45+ Home Languages

Curriculum English from each child’s home language.



Tailored Teaching

Bespoke learning whether a pupil is in class or learning remotely.



Accessible Learning

Progress synced across any device (smartphone, tablet or PC/laptop).



Save Time

Reclaim hours in your day with auto-marking and ready-made resources.



Monitor Progress

Track usage and progress data from a school, class, or individual level.



Dedicated Success Manager

Helping you get started quickly and providing on-going support

Ongoing Support

After the review call you **Graduate** from the onboarding phase and receive ongoing support from our wider Customer Success team.

We provide on-going support in lots of ways:

1. Contact our Success Team by email support@flashacademy.com
2. Check out our [Help Centre](#) which is full of articles and walkthrough guides on using FlashAcademy®.
3. Look out for invitations for upcoming webinars and training events.
We run these periodically throughout the year.

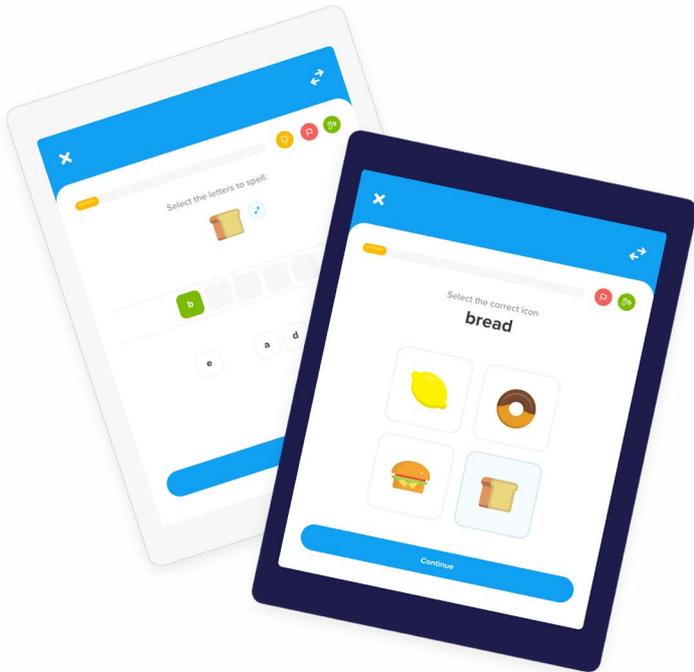


Please do get in touch if you ever have any questions or feedback for us!

We look forward to meeting you in the first call and can't wait to go on this journey with you!

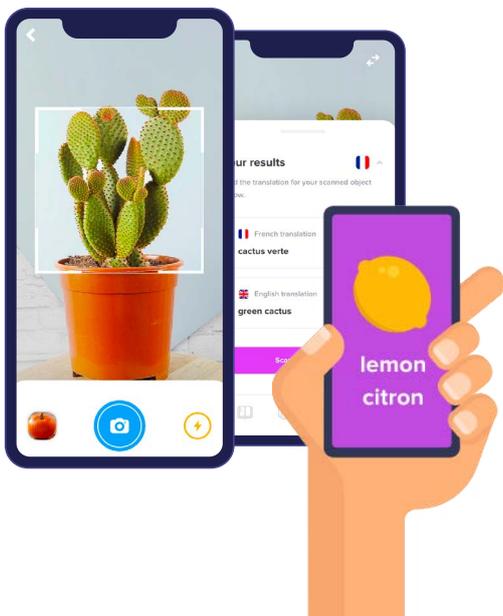
*Kind regards,
The FlashAcademy® Team*

We Are Using FlashAcademy®



Complete lessons and
unlock word games!

Earn XP points
and complete
with friends!



Use the object translator
to learn new words!

Guide to Implementing FlashAcademy® in the Classroom

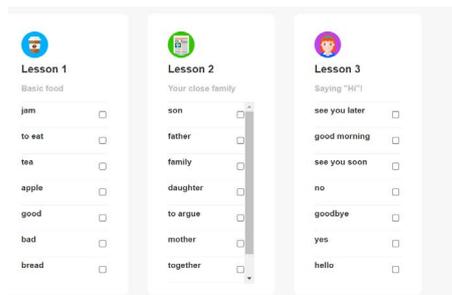


Teachers can set custom lessons, choosing the content they want students to learn, or just use the lessons on the platform

FlashAcademy® is extremely flexible



Choose to encourage pupils to work through the app at their own pace or set them specific assignments and deadlines



Custom lesson builder



Students can work through tasks independently, in groups or as a whole class

Students can access **everything** on the platform as soon as they log in

Students utilise different skills, putting vocabulary they've learnt into context alongside practicing pronunciation

Ways to implement FlashAcademy® in the classroom:

Vocabulary:

- Use the custom lesson tab to create a lesson with specific vocabulary that you would like your students to learn. Give each student a list of the vocabulary and ask them to write down the meaning of each word after they have completed your custom lesson – this will test understanding and is a good way of reinforcing learning.
- Vocabulary drilling is an effective way of ensuring words are remembered – recite words students have learnt together as a class!
- Show images from FlashAcademy® lessons/flashcards on the main whiteboard and ask students to call out the matching word as they see it – perhaps do a quick-fire round and make it into a fun competition!
- Set mini vocabulary tests after going through lessons on FlashAcademy® to test learning.
- Ask students to complete reading comprehensions on the app to put their new vocabulary into context.
- Encourage students to write down words they struggle with - they can cross them off the list when they feel confident enough to; this is a good way of encouraging them to feel successful and proud of their learning!
- Ask students to talk about their home country when discussing different topics – you can question: how do you say it in your home language and how do you say it in English? Use the flashcards to check if they are not sure!

Tips

Ask students to complete lessons on FlashAcademy® that are aligned with the curriculum then test their learning in those curriculum classes – for example if you've gone through a science based lesson with FlashAcademy®, ask the student in their science lesson to recite a couple of relevant words that they learnt on the platform!

Grammar:

- Play a grammar video to the class and go through the concept that it shows – ask students to complete the relevant grammar lesson on the platform in groups or individually. Use additional resources to reinforce the grammar points that they are learning!

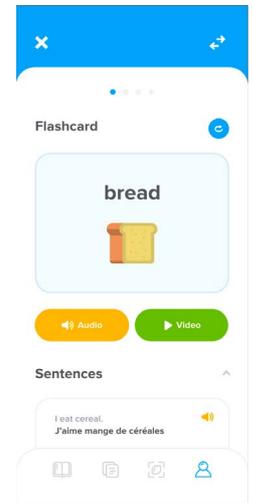
Guide to Implementing FlashAcademy® in the Classroom

Pronunciation:

- Create a custom lesson with tricky words that are hard to pronounce. Play the videos from the flashcards to the whole class – ask the class to recite each word to practise together. Ask what each word means as you go along!

Tips:

- Encourage students not to skip the pronunciation steps – it can be embarrassing for some students because they do not want to sound silly but ask the whole class to practice together to avoid this!
- The phonics lessons available in English, French, German and Spanish are really useful for practicing pronunciation!



At the end of the lesson:

- Ask each student to tell their partner a number of words that they remember – extra step: ask the partner to recite to the class the words they've just been told to test their listening skills.
- Ask each student to tell you a grammar/vocab/culture tip that they remember!
- Ask students to write down a number of words that they remember to test spelling.

Tips:

- Make sure that there is a good rewards system in place - motivation increases massively when success is celebrated! Use the certificates available on FlashAcademy.
- Use the live leaderboard to show students how many XP points they have – it can provide good incentives to work hard to be at the top!

Home Learning:

- Encourage students to read their learner profiles – tell them you would like to hear some points that they found interesting in your next lesson! Teachers can also set specific lessons based on what each profile says their learner will struggle with most.
- Encourage parents and people at home to ask students what they have learnt and to teach them some words.
- Set custom lessons, assignments and deadlines for students to complete at home.
- Use additional resources to set as homework.
- Ask students to use the object translator! Ask them to write down new words and show you the screenshots.



Tips:

- If students do not have access to a device, a teacher can present to the whole class so that they work through the lessons together.
- Additional resources are extremely useful to print off and use as whole class activities.
- Ask students to log in at home on their PC, iPad or Android if they can't in school. Use the live dashboard to track progress and engagement and share this with the students!

Guide to Implementing FlashAcademy® in the Classroom

Games to play in the classroom!



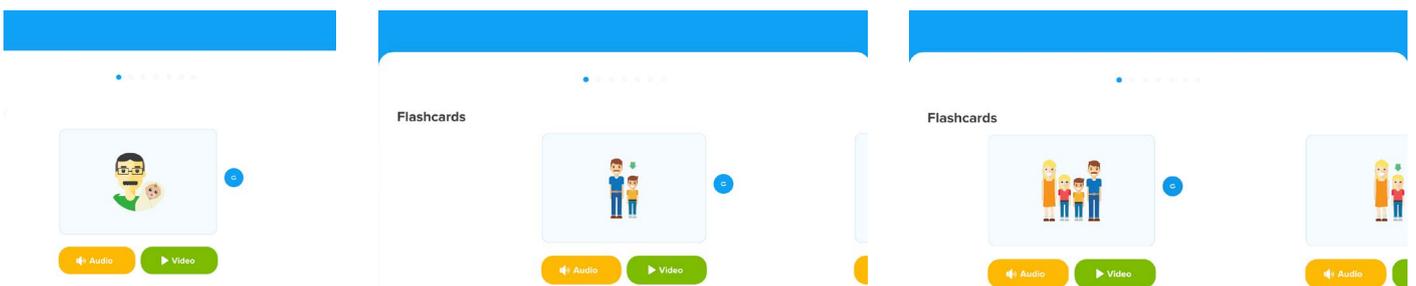
Flip & Swipe FlashCards!

This game can be played whenever all students playing have completed one full category. It is useful to help students revise their newly learned vocabulary and contextualise it by using it in sentences.

Instructions:

1. Log into the FlashAcademy App on your computer and share your screen to the projector.
2. Split students into two or more teams.
3. Select a category and lesson that all students are familiar with, open the FlashCards.
4. Flip through FlashCards. Each student has 30 seconds to form a sentence with the word shown on the screen.
5. For every sentence formed, the team earns 5 points. The team with the most points by the end of the lesson wins.

Tip: To make this game more challenging, award students only 3 points for a sentence formed that is grammatically incorrect, and offer more points at the end for any team that can remedy the mistakes.



Hunting for objects!

This is a great game to use the Object Translator in the FlashAcademy App. This game is fun and keeps children active and energised throughout the day.

Instructions:

1. Hide various items around the school playground or classroom (i.e. behind trees, under benches, on shelves etc.)
2. Explain to students their task is to find the items and scan them using the Object Translator in the App.
3. Students should write down the new words they learn from scanning the objects.
4. The student with the most words is the winner.

Tip: Setting a time limit makes this game more exciting. You can use the newly discovered words to create new sentences or modify the Flip & Swipe FlashCards game above with your own flashcards.

Useful Links

In this section of the Welcome Pack, you can find necessary links to guides and resources that are super handy and easy to follow.

1. FlashAcademy's official website: [FlashAcademy® - Learning Platform for EAL, MFL & Literacy](#)
2. Visit Help Centre for useful articles: [FlashAcademy Help Center](#)
3. A link to free grammar videos: [Grammar Videos Archive - FlashAcademy](#)
4. A link to free worksheets: [MFL / EAL Resources - FlashAcademy](#)
5. A link to webinars and events: [Events Archive - FlashAcademy](#)
6. A link to EAL learner profiles: [EAL Learner Profiles - FlashAcademy](#)
7. Contact us: [Contact Us - FlashAcademy](#)

