CHARLALA: A GUIDE FOR LANGUAGE TEACHERS

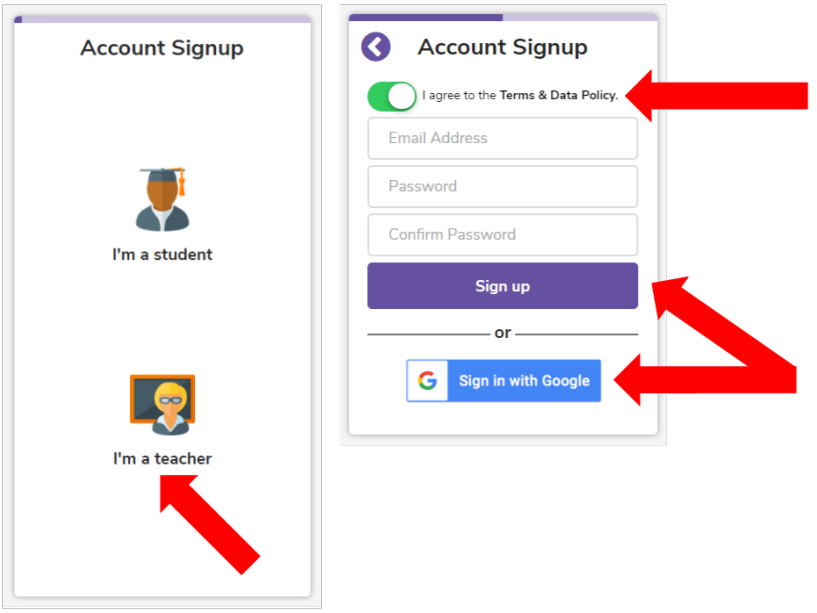
BY JOE DALE

Introduction

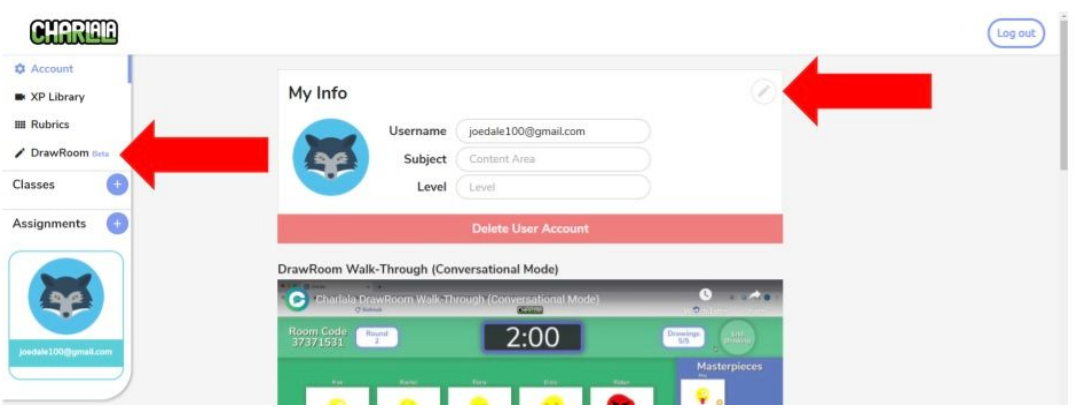
Charlala.com is a free web tool which is designed to encourage students to speak in the target language through personalised drawings. Using the Drawroom feature, the teacher can choose to play two types of activity. For the Conversational activity, the teacher tells the students what they would like them to draw individually. For the Game activity, the teacher creates sets of phrases which the students then have to draw.

To get started

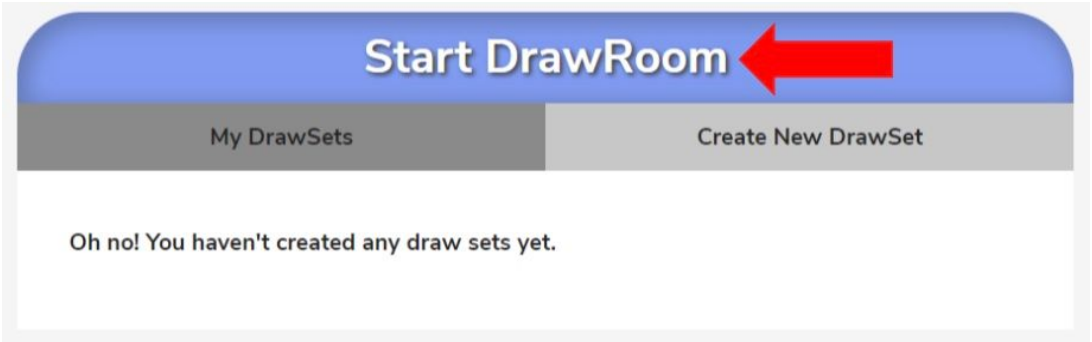
As charlala.com is currently in beta testing you can use the following link to sign up for an account charlala.com/joe and sign up for an account by tapping on Get started.



Select I'm a teacher and sign up with an email account or use a Google login which will take you to the Charlala dashboard.

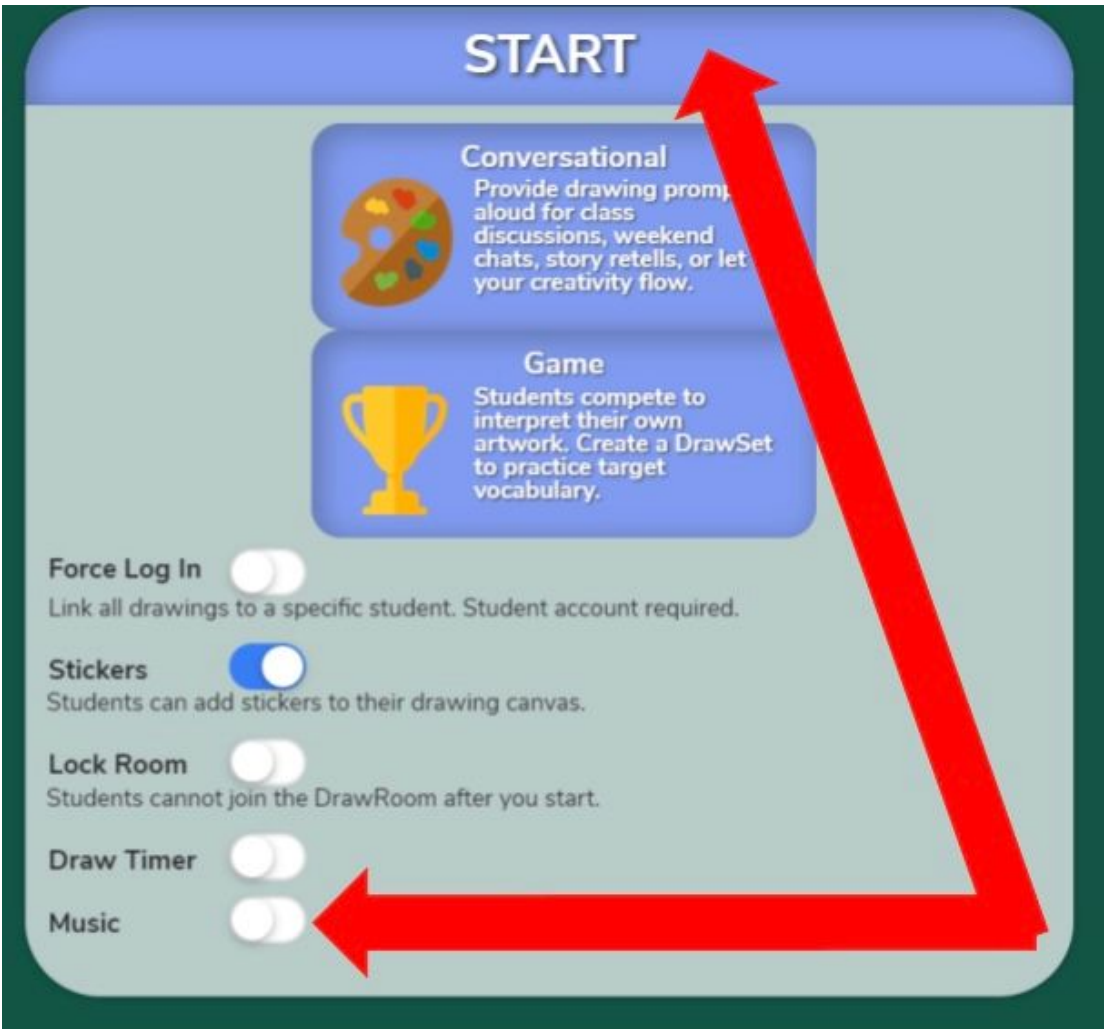


If you wish to change your profile pic, click on the pen tool and choose one of the default options or upload your own image. You can change your Username too. Click on the DrawRoom option when you're ready.



Click on Start DrawRoom.

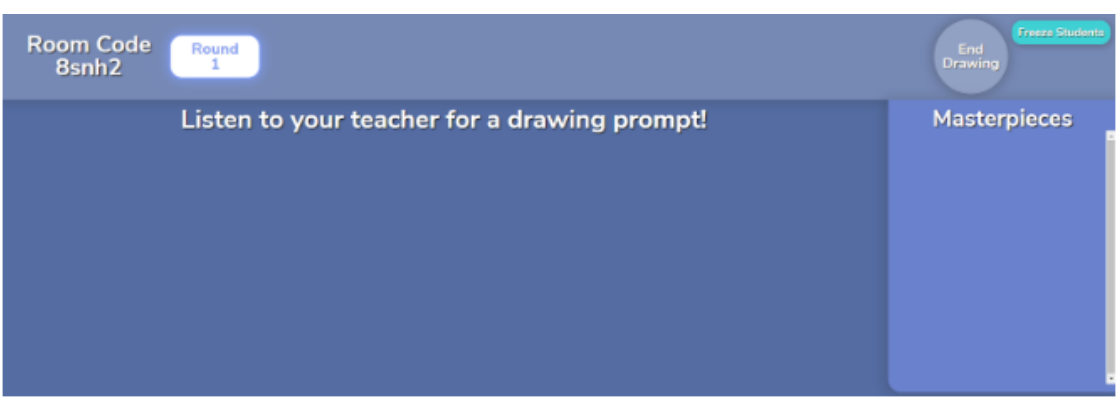
Select Conversational.



Turn off Music (unless you don’t find this distracting) and click START.

Ask the students to go to charlala.com/draw and enter the room code plus their name. Once all the students have entered the room, click Start.

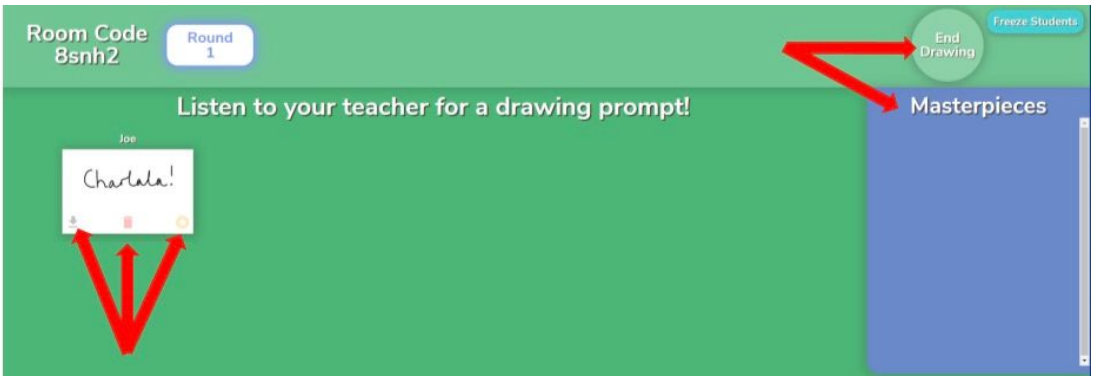
This is what the students' see on their screen when joining the room.



Tell the students what you would like them to draw.

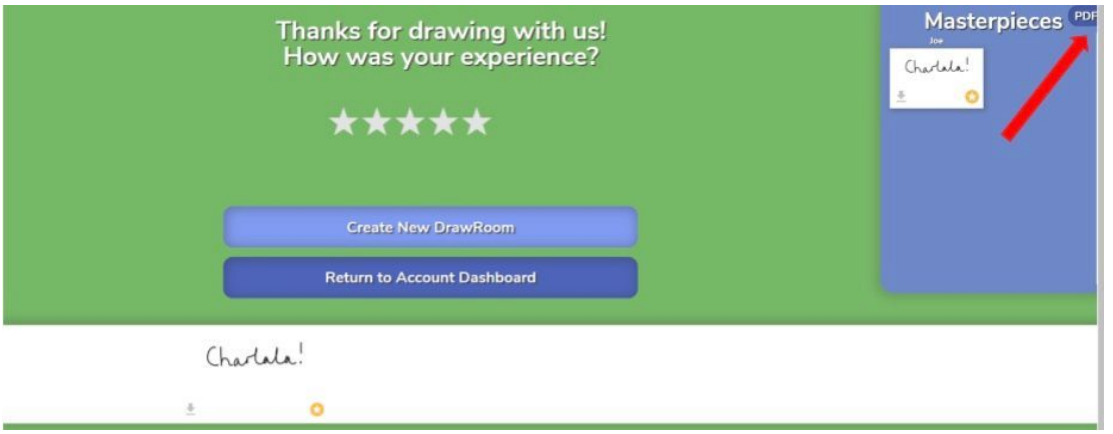
The students draw an image or annotation and click Submit.

Students click Submit again to confirm their submission.



Once submitted, students will see their drawings appear on the teacher's screen. The teacher can elicit from the class which structures each drawing represents. The teacher can download each drawing, delete it or add it to the Masterpieces board. Click End Drawing when all the pictures have appeared and you've chosen all the masterpieces you want to highlight.

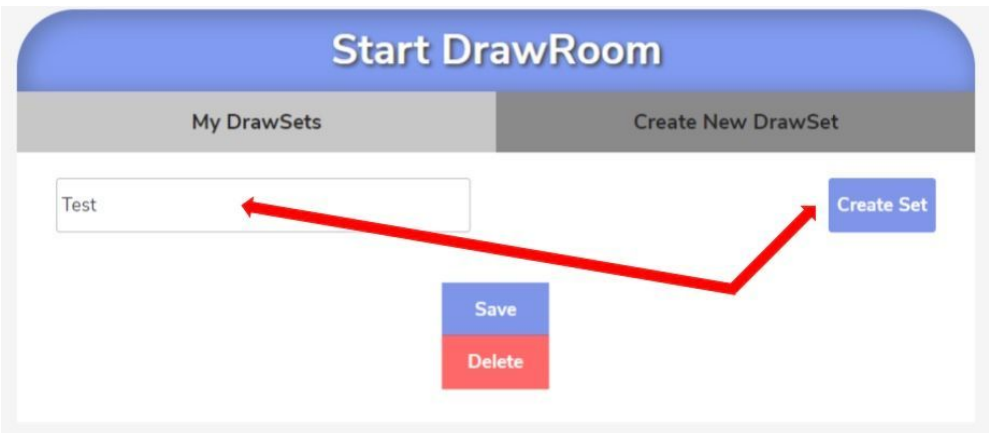
Click on New Round to repeat the process or click End Room to finish the activity.



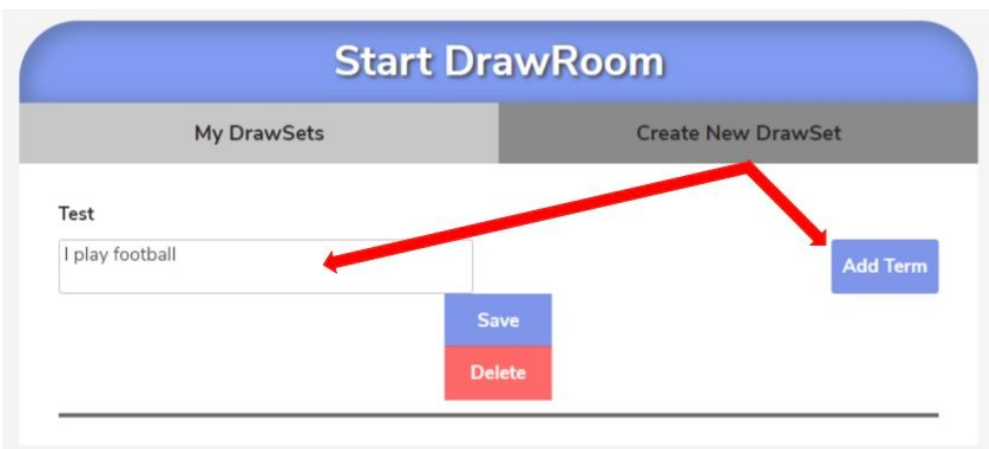
Click on the PDF option to download all the masterpieces on a single PDF.

Click Download Storyboard to download the PDF of all the drawings you want to keep which you could use the following lesson for retrieval practice or to create other resources. Click Return to Account Dashboard and click DrawRoom again.

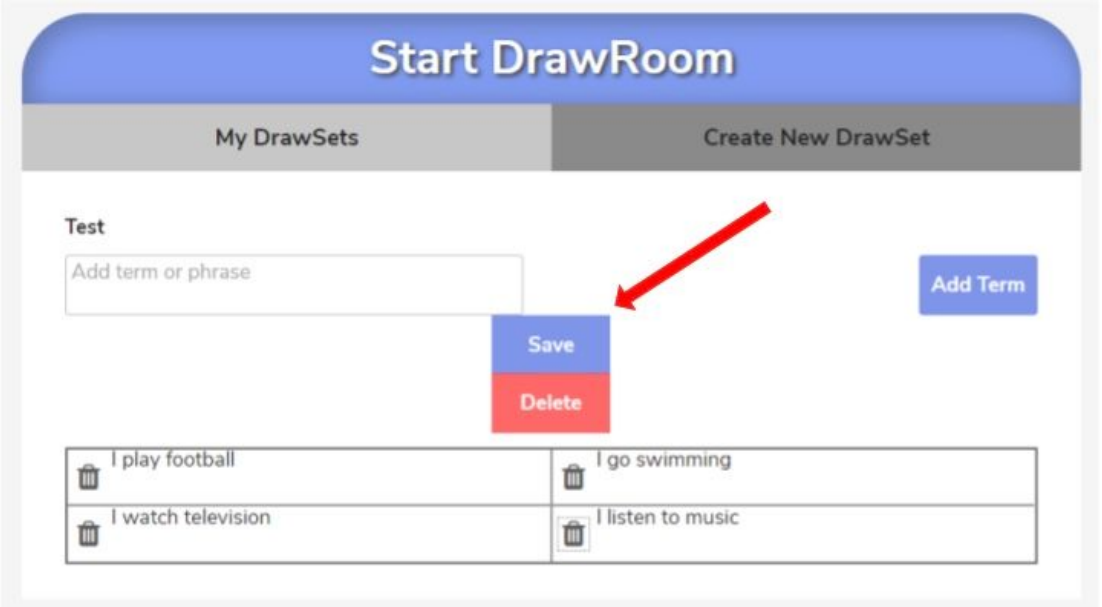
Click Create New DrawSet.



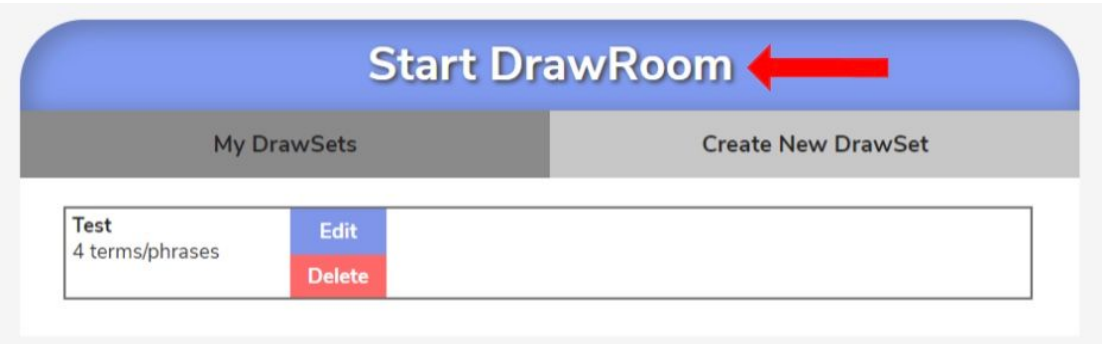
Give your Set a title and click Create Set.



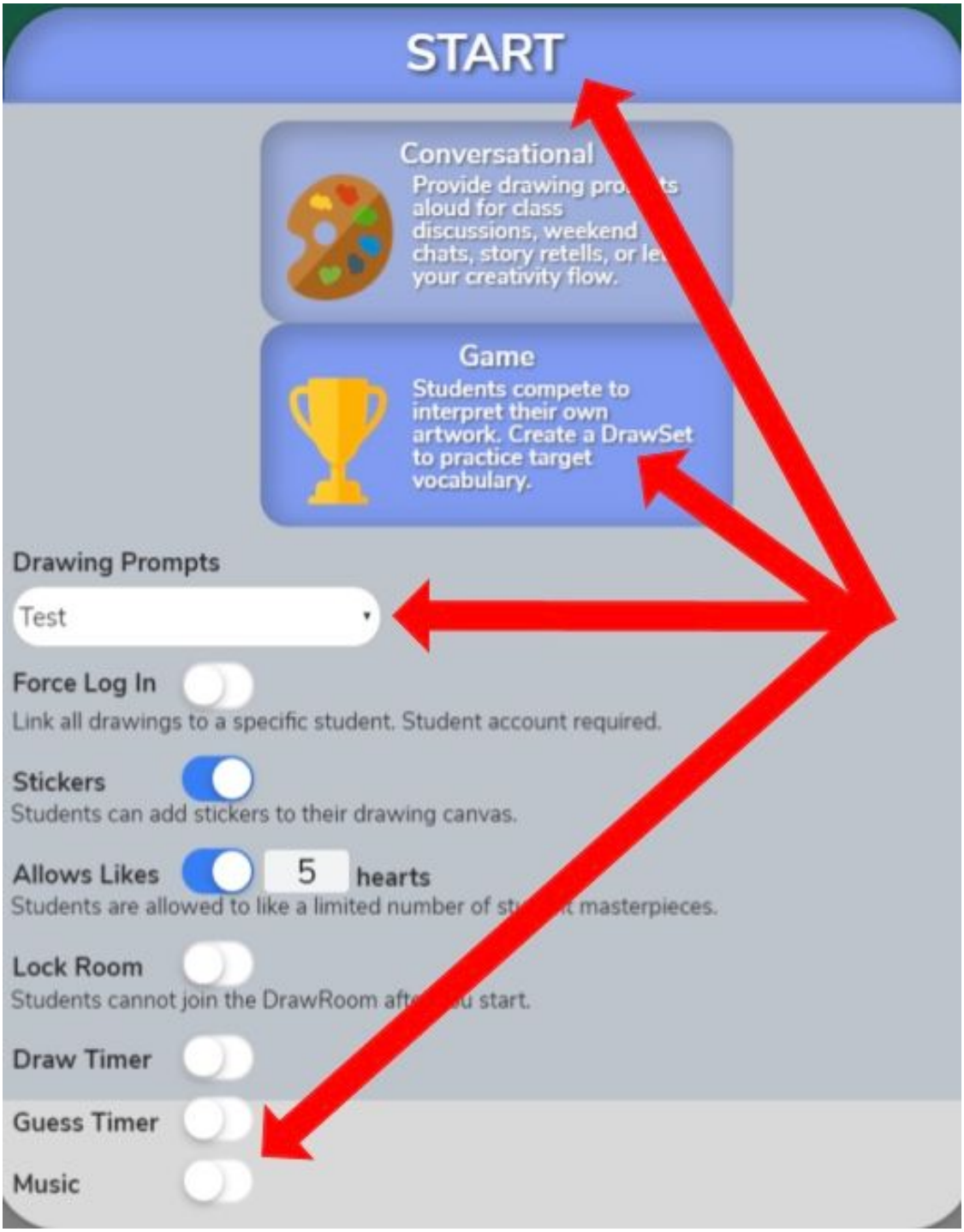
Type in your first expression you want your students to draw and click Add Term.



Repeat the process for other terms, then click Save.

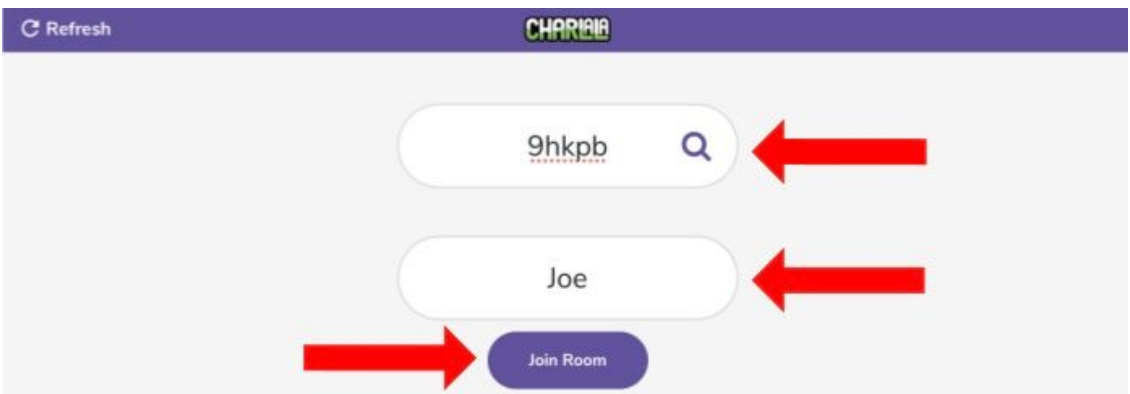


Click Start DrawRoom.



Click Game and select the set you want to play from the Drawing Prompts dropdown menu. Deselect the music before clicking START.

Ask the students to go to charlala.com/draw and enter the room code plus their name. Once all the students have entered the room, click Start.



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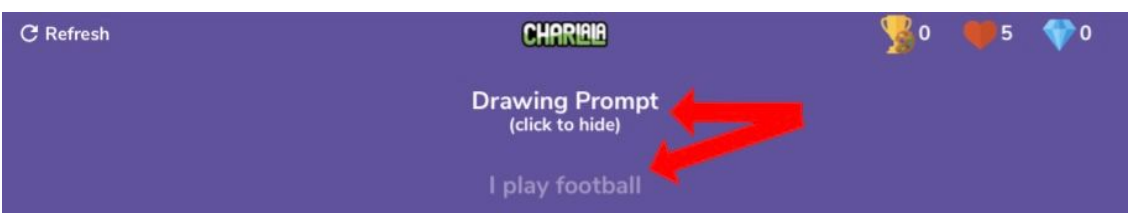
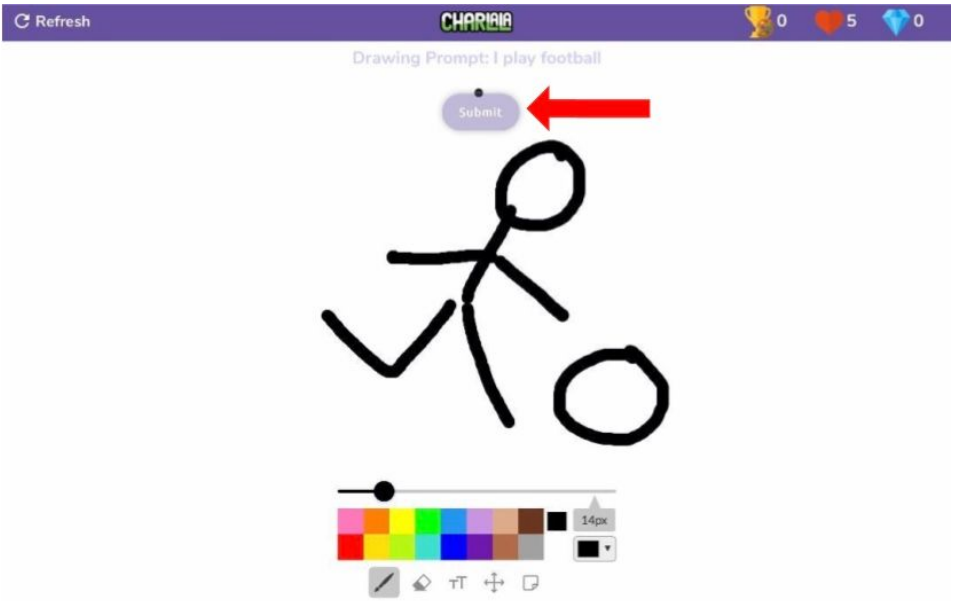
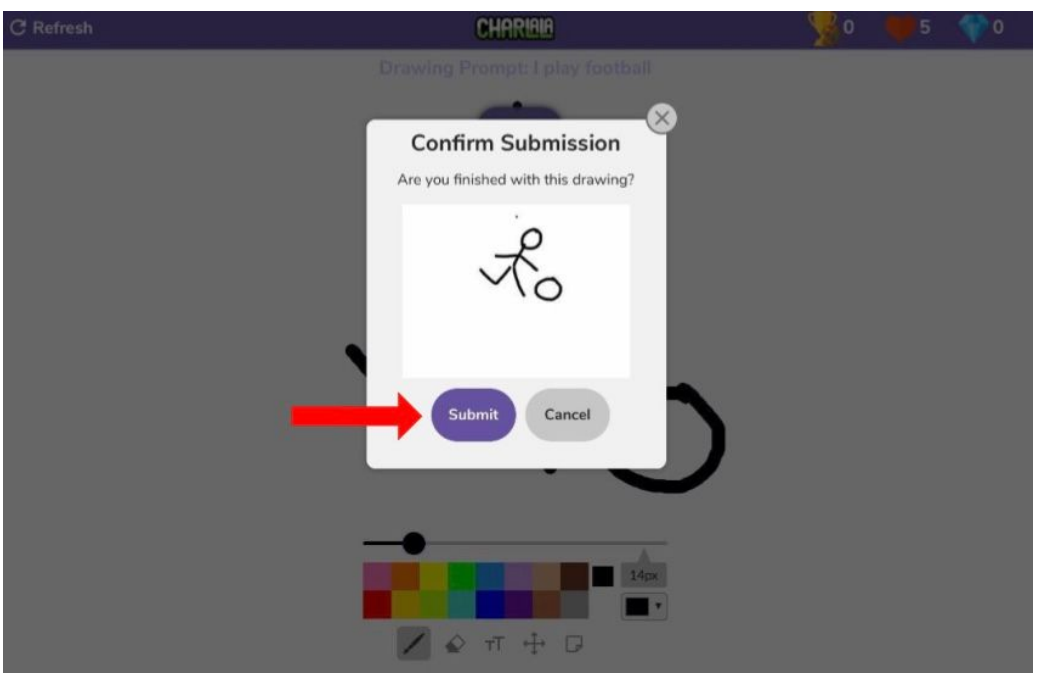


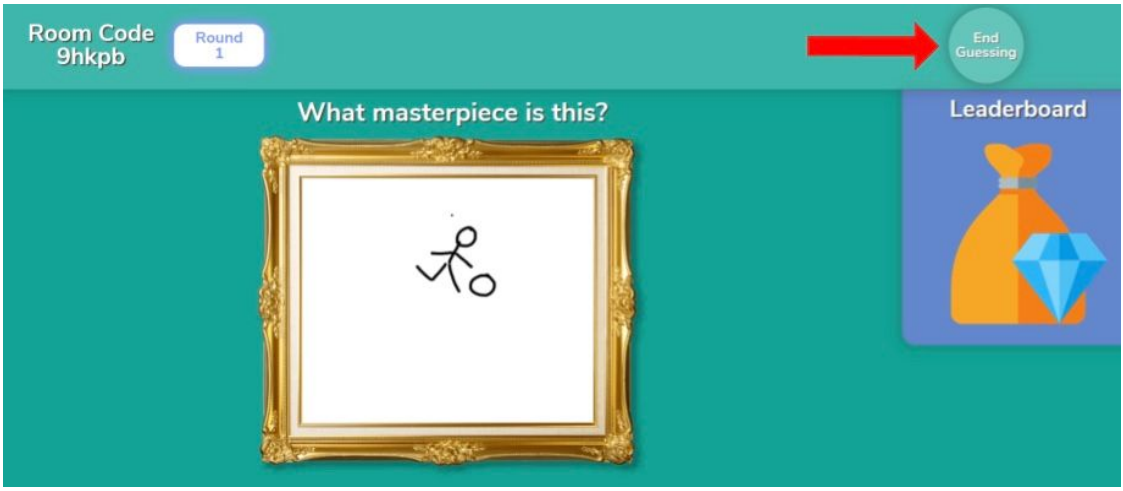
The students click on the Drawing Prompt and draw a picture of what the Drawing Prompt is asking them to draw.



The students draw an image or annotation and click Submit.



Students click Submit again to confirm their submission.



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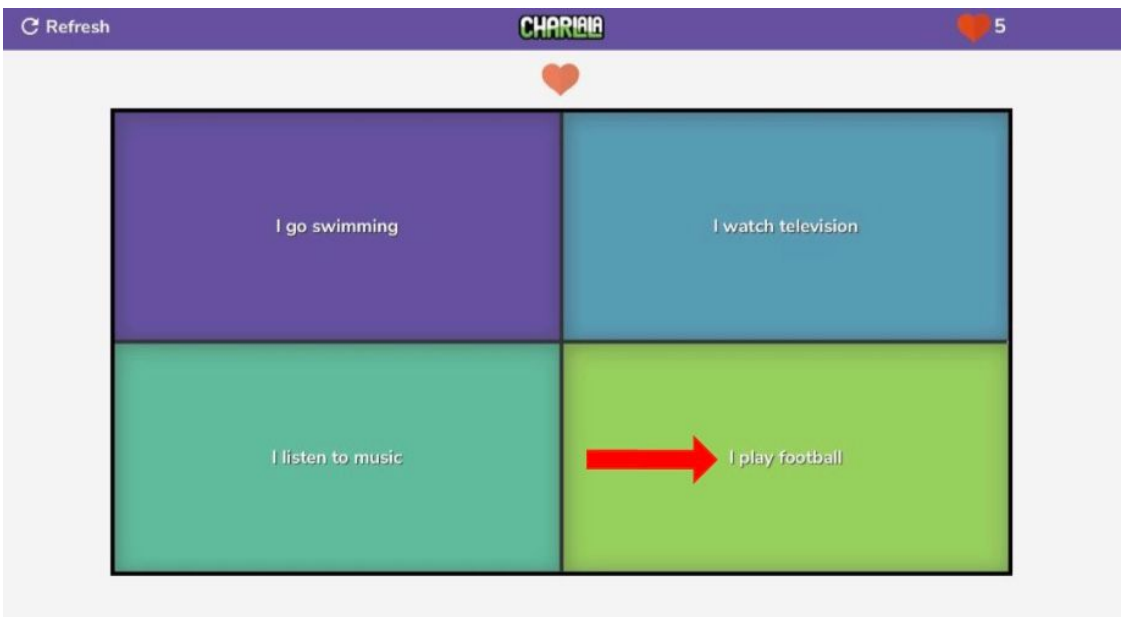

On the students' screens, they see four suggestions of what the drawing is on the teacher's screen. They select the one they think it is. The teacher clicks End Guessing.

The name of the artist who drew the picture appears on the Leaderboard and the teacher can reward that student extra points too if desired. The teacher can play a new round or end the room.

I hope you've found this guide useful and it's given you some ideas on how you can use Charlala as a drawing tool in your language lessons!

Feel free to send me some feedback via email: joedale@talk21.com or via Twitter: @joedale