

CHARLALA: A GUIDE FOR LANGUAGE TEACHERS

The word "CHARLALA" is rendered in a large, bold, rounded font. The letters are white with a thick black outline. The bottom portion of the letters is filled with a light green color, which is shaped to resemble a rolling landscape or hills. The letters are closely spaced and have a playful, bubbly appearance.

BY JOE DALE

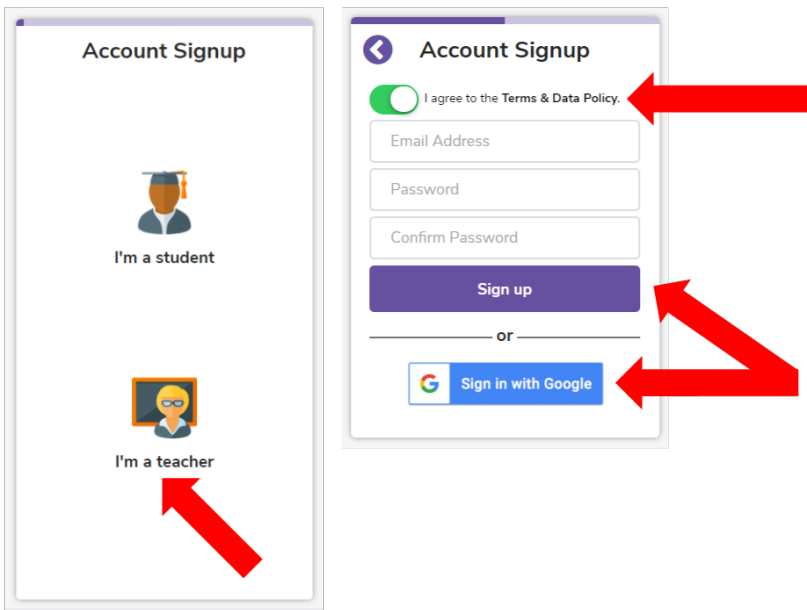
Introduction

[Charlala.com](https://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.

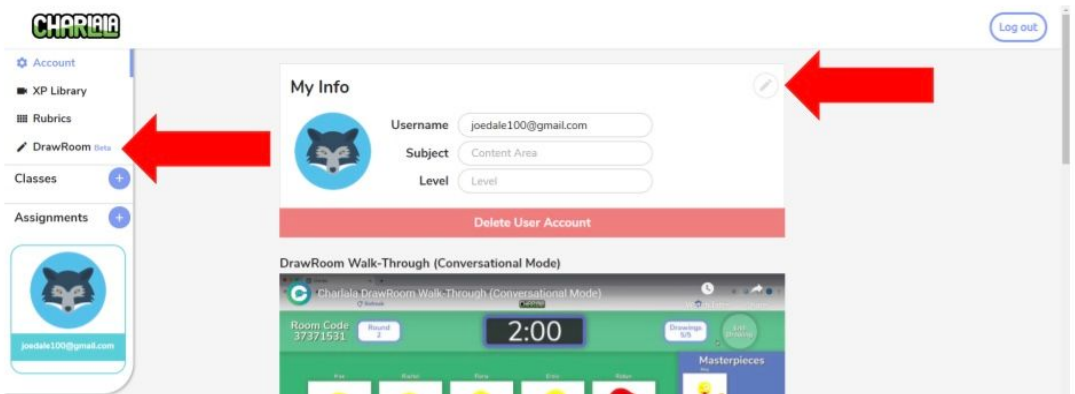
To get started

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.

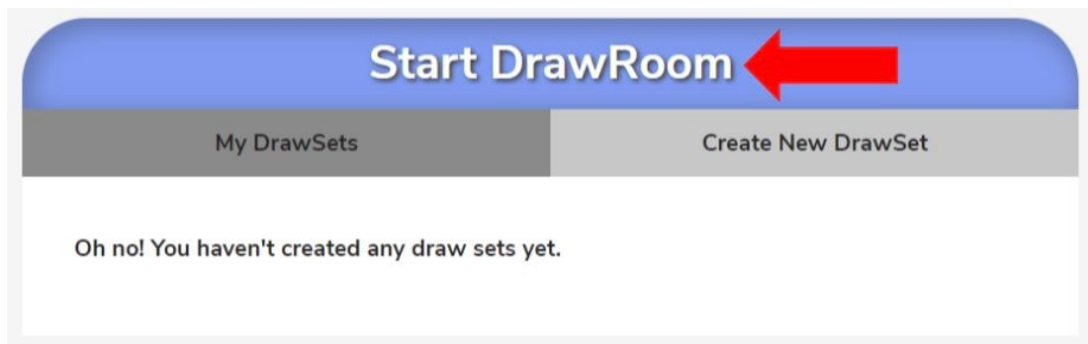




Select I'm a teacher and sign up with an email account or use a Google login which will take you to the Charlala dashboard.



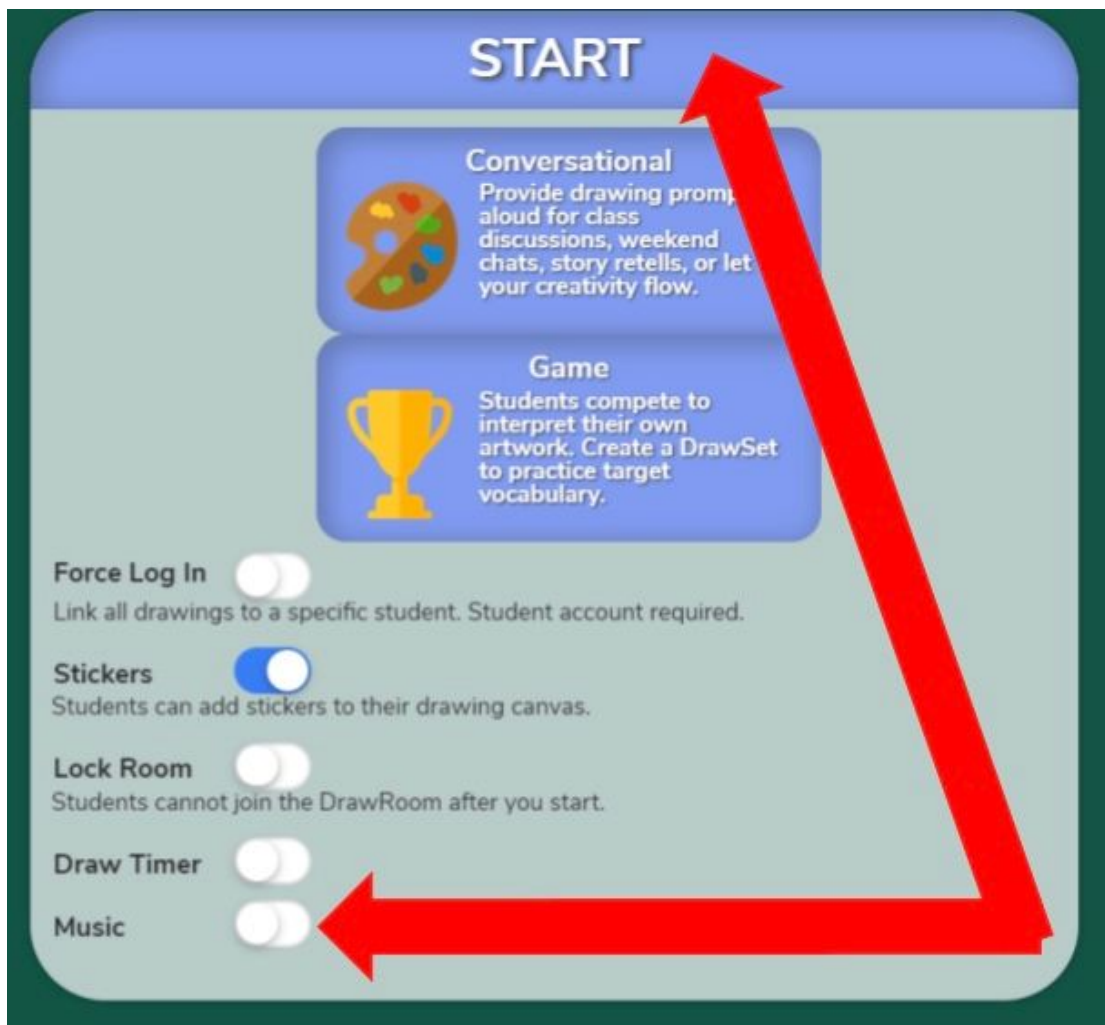
If you wish to change your profile pic, click on the pen tool and choose one of the default options or upload your own image. You can change your Username too. Click on the DrawRoom option when you're ready.



Click on Start DrawRoom.



Select Conversational.



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

Visit charlala.com/draw and enter the room code

8snh2

Start

1
student Joe

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.



Refresh CHARLALA

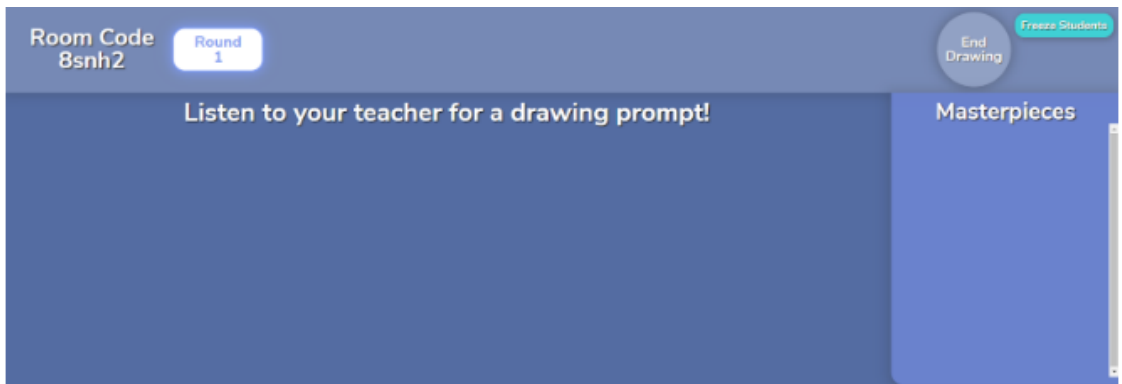
8snh2

Joe

Join Room

This screenshot shows the Charlala interface for joining a room. At the top, there is a 'Refresh' button and the 'CHARLALA' logo. Below the logo, there are two input fields: one for the room code '8snh2' and another for the name 'Joe'. A red arrow points to the room code field, another red arrow points to the name field, and a third red arrow points to the 'Join Room' button.

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



Room Code 8snh2 Round 1

Listen to your teacher for a drawing prompt!

Masterpieces

End Drawing Freeze Students

This screenshot shows the Charlala interface during a drawing round. At the top, there is a header bar with 'Room Code 8snh2', 'Round 1', and buttons for 'End Drawing' and 'Freeze Students'. Below the header bar, there is a large blue area with the text 'Listen to your teacher for a drawing prompt!'. On the right side, there is a vertical sidebar with the text 'Masterpieces'.

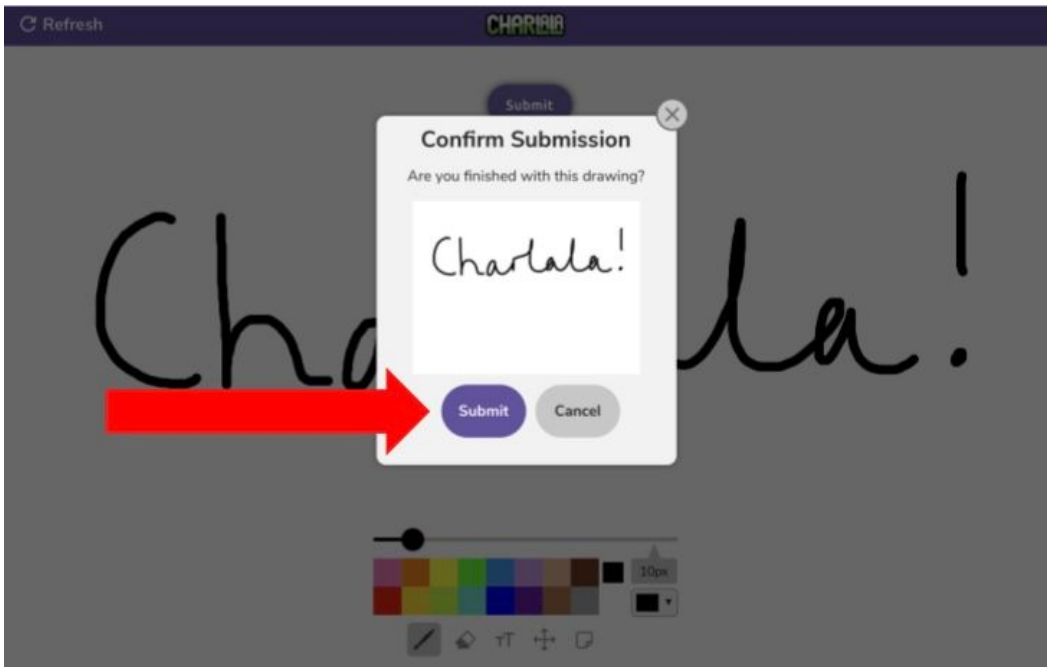
Tell the students what you would like them to draw.

Submit

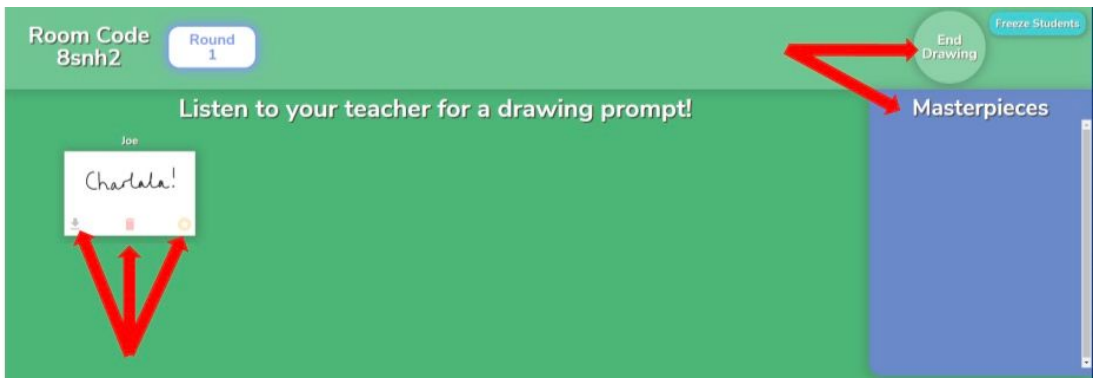
Charlala!



The students draw an image or annotation and click Submit.



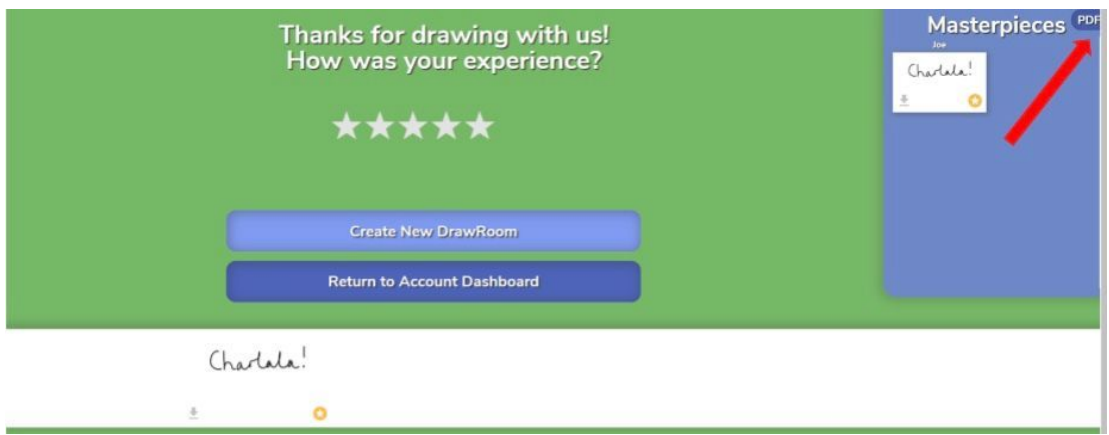
Students click Submit again to confirm their submission.



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.

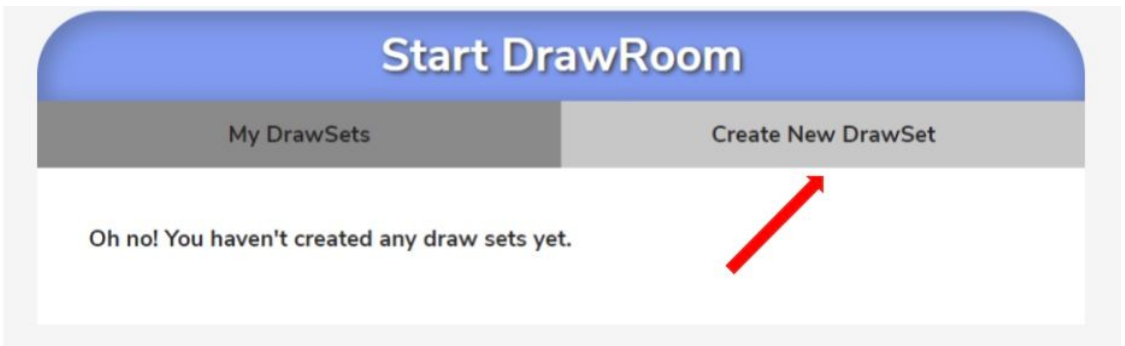


Thanks for drawing with us! All feedback is welcomed at support@charlala.com.

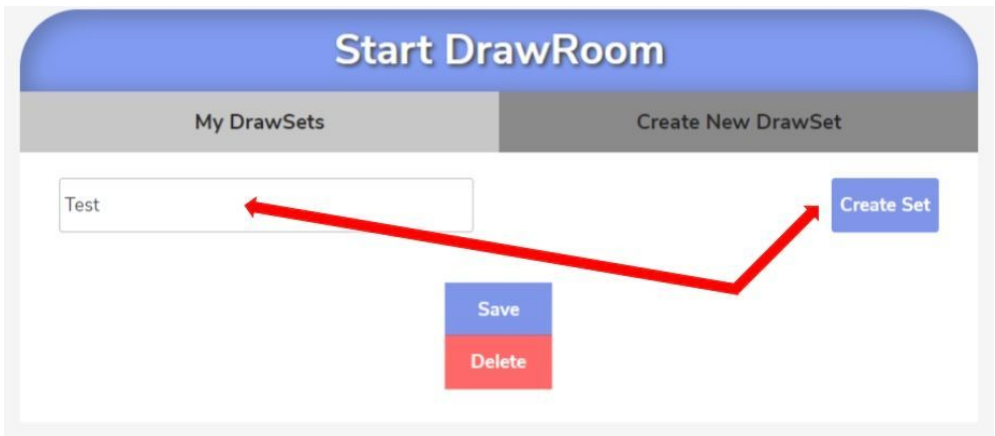
1



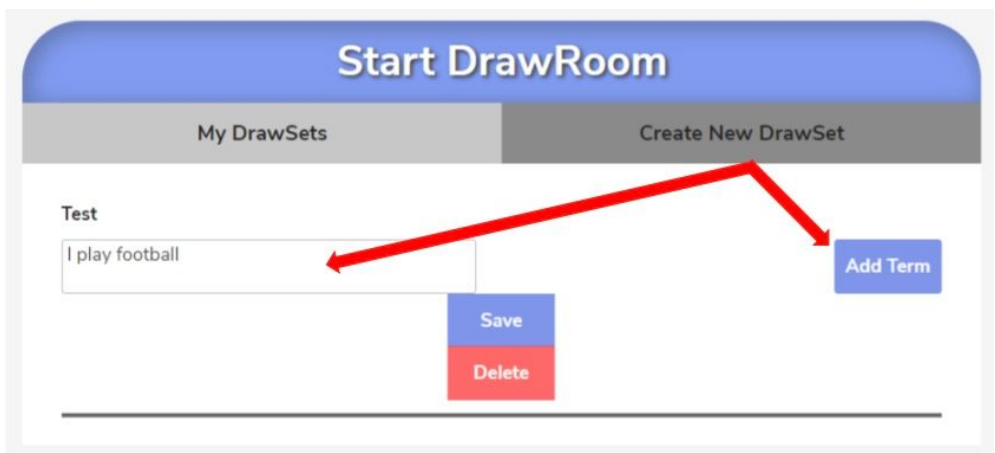
Click Download Storyboard to download the PDF of all the drawings you want to keep which you could use the following lesson for retrieval practice or to create other resources. Click Return to Account Dashboard and click DrawRoom again.



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.

Start DrawRoom

My DrawSets

Create New DrawSet

Test

Add term or phrase

Add Term

Save

Delete



I play football



I go swimming



I watch television



I listen to music

Repeat the process for other terms, then click Save.

Start DrawRoom

My DrawSets

Create New DrawSet

Test

4 terms/phrases

Edit

Delete

Click Start DrawRoom.

START



Conversational

Provide drawing prompts aloud for class discussions, weekend chats, story retells, or let your creativity flow.



Game

Students compete to interpret their own artwork. Create a DrawSet to practice target vocabulary.

Drawing Prompts

Test

Force Log In



Link all drawings to a specific student. Student account required.

Stickers



Students can add stickers to their drawing canvas.

Allows Likes



5

hearts

Students are allowed to like a limited number of student masterpieces.

Lock Room



Students cannot join the DrawRoom after you start.

Draw Timer



Guess Timer



Music



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

Visit charlala.com/draw and enter the room code

9hkp**b**

Start

1
student Joe

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.

Refresh

CHARLALA

9hkp**b**



Joe

Join Room

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

Refresh

CHARLALA



0



5

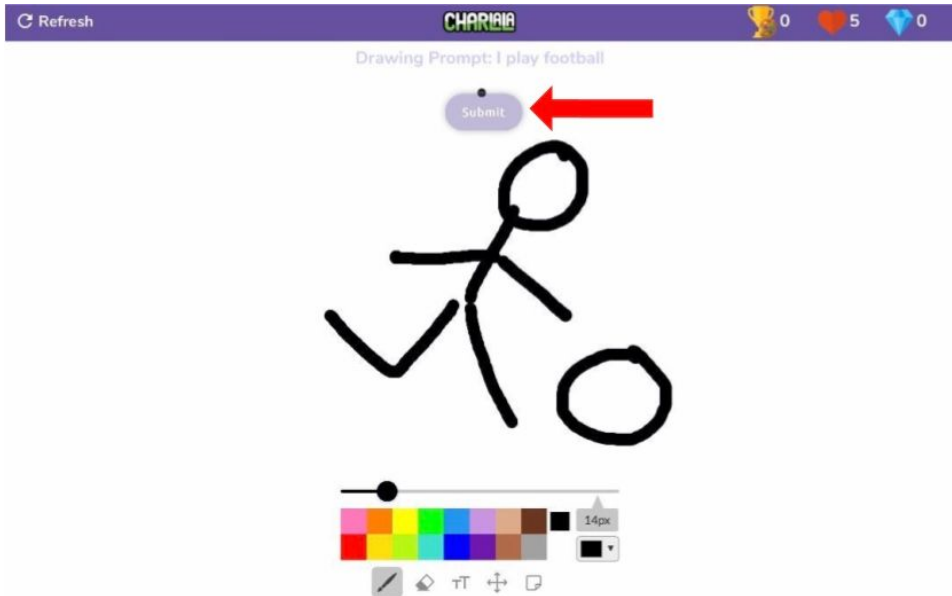


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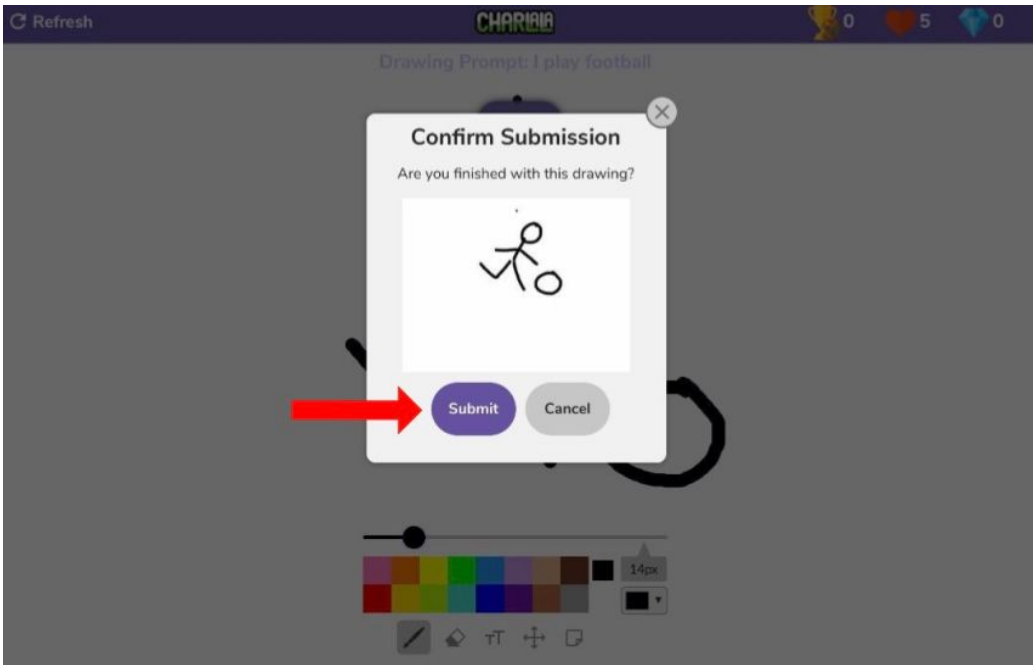
Drawing Prompt
(click to hide)

I play football

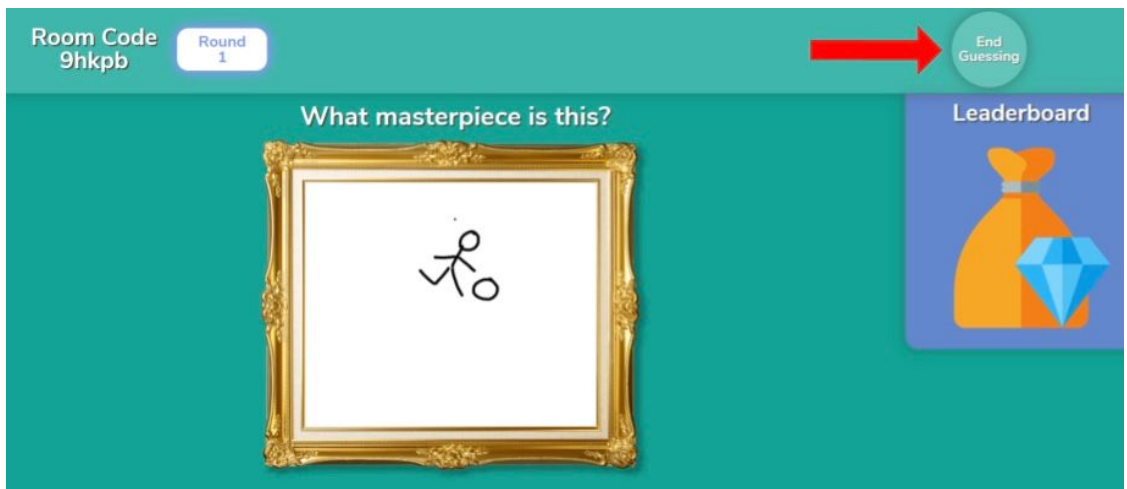
The students click on the Drawing Prompt and draw a picture of what the Drawing Prompt is asking them to draw.



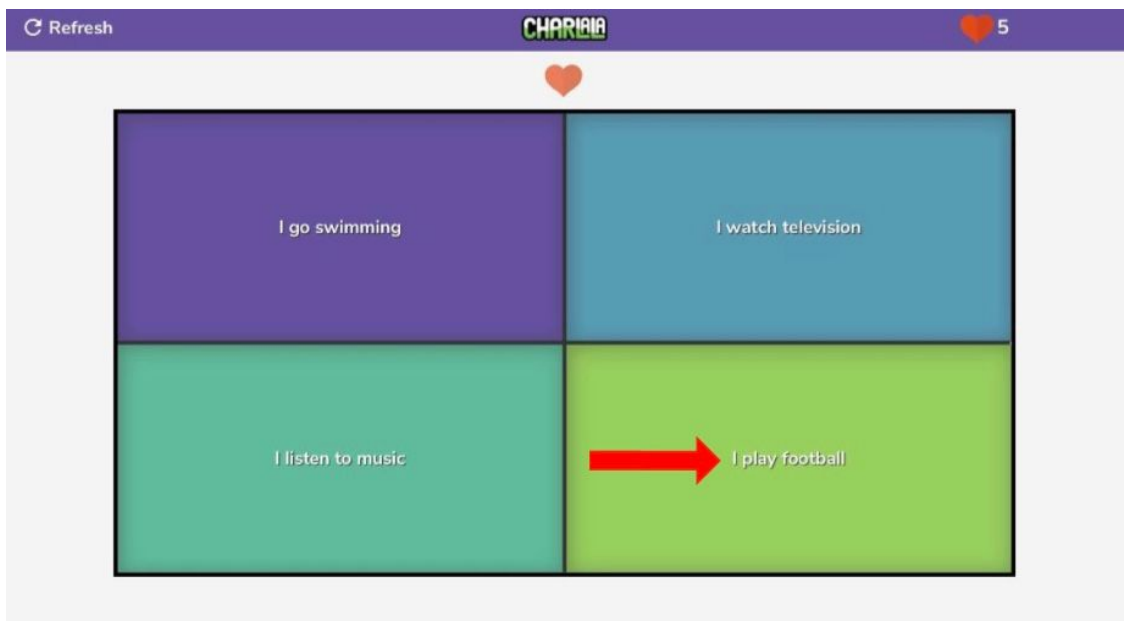
The students draw an image or annotation and click Submit.



Students click Submit again to confirm their submission.



Once submitted, students will see their drawings appear on the teacher's screen.



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

