
Say and Learn

INVENTION

The University of North Carolina at Greensboro is actively seeking parties interested in licensing and supporting the development of the “Say and Learn,” language learning tools. This technology consists of a two way language learning concept that enables the user to learn either Spanish or English through a word search puzzle, also called ‘learning while playing’. However, this concept can be used for any language or subject area. Various features such as images, audio files, verbal repetition and text identification can be incorporated into almost any electronic version of “Say and Learn” in order to make the experience more interactive.

APPLICATION

The invention is an expansion of the “Say and Learn” word search puzzle book to numerous electronic formats. It is a language learning system through word search puzzles with reading assistance using cognitive association of images, audio files, verbal repetition and text identification. It offers assistance to students of non-native languages and can be used as a tool for teachers and professors of foreign languages.

ADVANTAGES

- As a dual language learning tool, it can be utilized to learn either Spanish or English.
- Studies about communications and psychology have demonstrated these combined actions are helpful when learning a new language.
- Low cost.
- Implemented as a hand held tool, it is convenient for user.
- The feature of verbal repetition makes learning interactive.
- The electronic version plays an audio file with the pronunciation of words.
- On the screen of any of the electronic devices, the user is able to see a picture showing the object (word) that is being searched and translated.
- Provides reading help with the phonetic transcription of every word search on the puzzle.



TECHNOLOGY

The technology represents a didactic digital method, system, program and apparatus of language learning through word search puzzles with reading help using cognitive association of images, audio files, verbal repetition and text identification. It offers the ability to transform this concept into electronic versions of the flip book called “Say & Learn: Word search puzzles with reading help,” which is currently available in the market.

Flip book, Portable Game, Mobile Download, Satellite TV, Online Puzzle

