



English Discoveries



The Complete English Language Learning Solution.



A subsidiary of ETS,
the creator of the
TOEFL[®] and **TOEIC**[®] tests

- ✓ Comprehensive
- ✓ Captivating
- ✓ Flexible
- ✓ Cost Effective
- ✓ 100% Online

100% online content - no downloads, or special equipment required.

Available to students and teachers anytime, anywhere with a data connection.

Optimized for cross-platform delivery - use the *full curriculum* on all devices - desktop computers, laptops, Chromebooks, tablets and smart phones.



Aligned to standards and frameworks for ESL, College and Career Readiness CASAS competencies and WIOA performance objectives.

Ideal for all program delivery methods -

- Teacher-led instruction in a virtual or traditional classroom
- Individualized, self-passed learning that can take place anywhere with a connection on any device.



English Discoveries features over 2,000 hours of captivating multimedia content differentiated at 10 distinct learning levels.

Instruction in Listening, Reading, Speaking, Writing, Vocabulary, Grammar, Test Preparation and Career Pathways and more!

Engaging curriculum builds student skills from beginning levels through advanced and College and Career Readiness with topic-based units each comprised of an instructional (Explore), reinforcement (Practice) and assessment (Test) component.

A fully customizable, interactive curriculum solution designed to meet *all* of your program's needs.

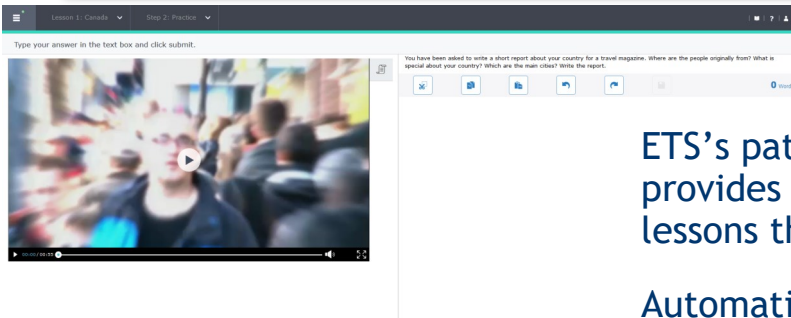
Intelligent Management Tools

A data-driven learning environment that empowers teachers and administrators to improve learning outcomes.

- A dashboard to allow teachers at a glance information by class, group or individual
- A robust management system allows teachers to assign curriculum based on the needs of the individual student and general reports to monitor progress and success.
- The Authoring Tool and Course Builder allow for seamless customization of existing content and the creation of teacher made content, launched as a lesson in English Discoveries
- Custom built database reports track all student use time down to the minute and provide detailed spreadsheet showing time working in the program, both in class and outside of class - delivered directly on the schedule you need for data collection.



Automated Writing Evaluation features Cutting-Edge Technology

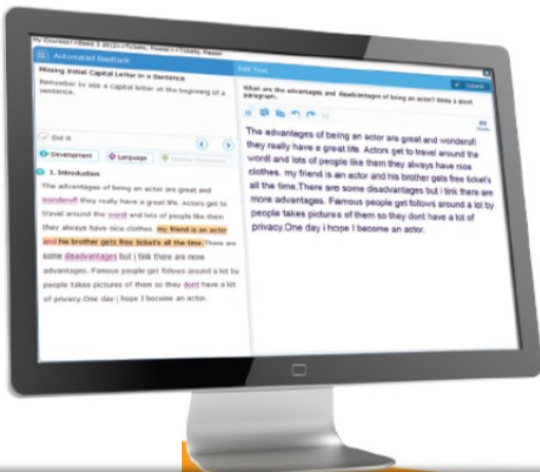


ETS's patented, industry-leading e-rater® engine provides immediate automatic feedback for writing lessons throughout the program at each level.

Automatically analyzes student's writing and provides detailed feedback on organization, style, usage and grammar.

Students can review and rewrite their work using the automatically generated feedback before submitting their work to their teacher for final evaluation.

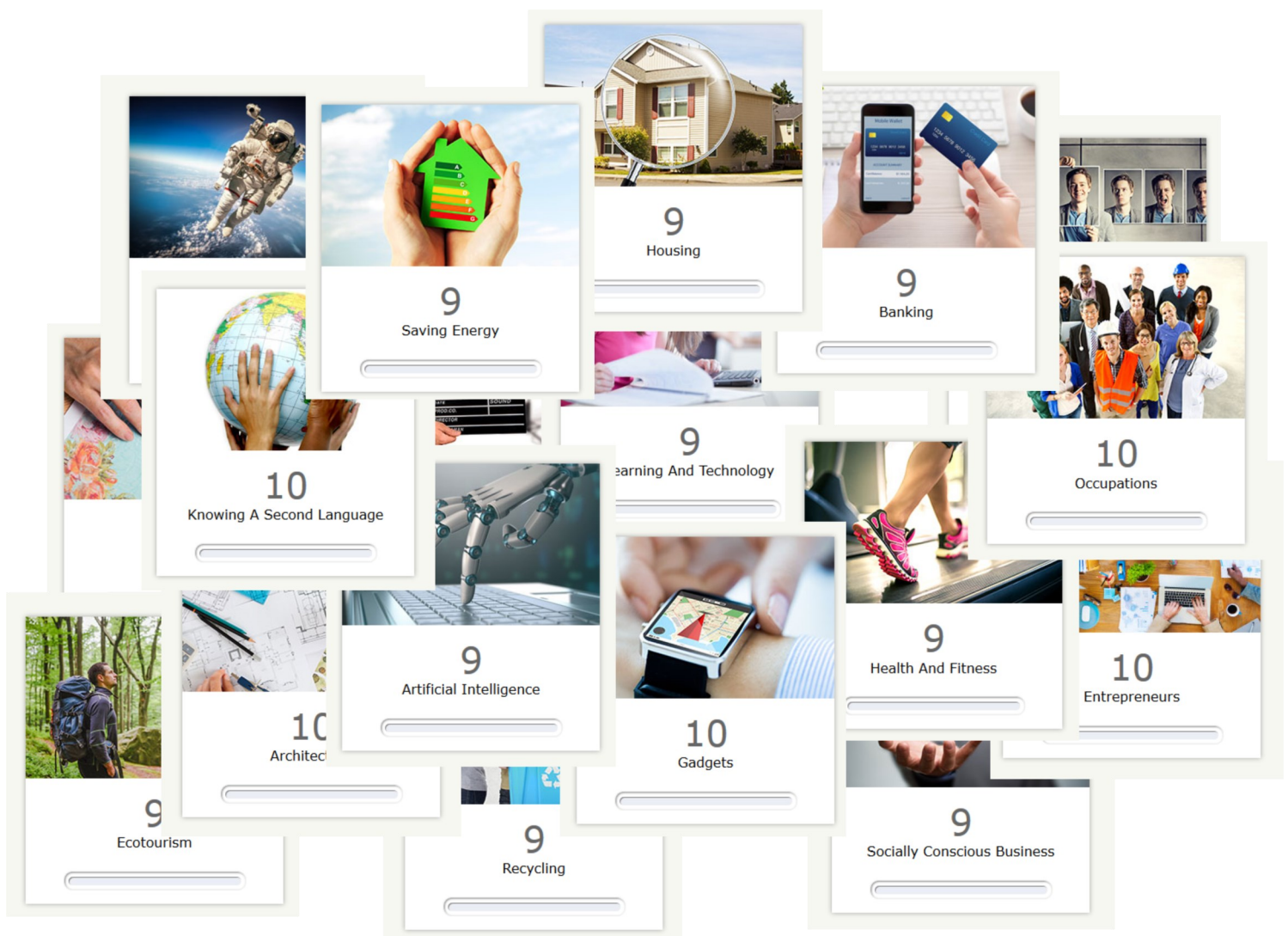
Automated feedback helps save teachers' time while still allowing them to control the learning process and provide personalized feedback.



Building the Skills Needed for College and Career Readiness

English Discoveries Integrated Skills Units:

- Focus on steadily building the essential communicative skills for success in academic and workplace environments
- Utilize contemporary themes and content resources such as web pages, posters, lists, blogs, articles, emails, podcasts, itineraries.
- Allow students to build on multiple skills in a single lesson, simulating real world situations.
- Are aligned to standards and frameworks for ESL and College and Career Readiness.



Increased Academic Rigor Units

Beginning at Basic 1

Example Integrated Skills Unit

Lesson 1 - Introduction of Topic

- Getting to know the topic
- Vocabulary
- Language/Grammar focus

Lesson 2 -

- Comprehension strategy
- Graphic Reading

Lesson 3: Listening Video

Lesson 4: Speaking video with branching dialogue

Lesson 5: Double Text

Lesson 6: Longer Listening



Rigor that matches the standards.

Content that holds students' attention.



- Integrated curriculum closely reflects rigorous academic learning objectives with a focus on meaning and form.
- Topic based lessons utilize multiple resources and modalities
- Question types include questions designed to replicate standardized test items.
- New opportunities for communication including personalized speaking and writing activities.
- New reading comprehension activities included edit, select and insert text

Now with a Full Array of Classroom Materials including Student Workbooks and Worksheets

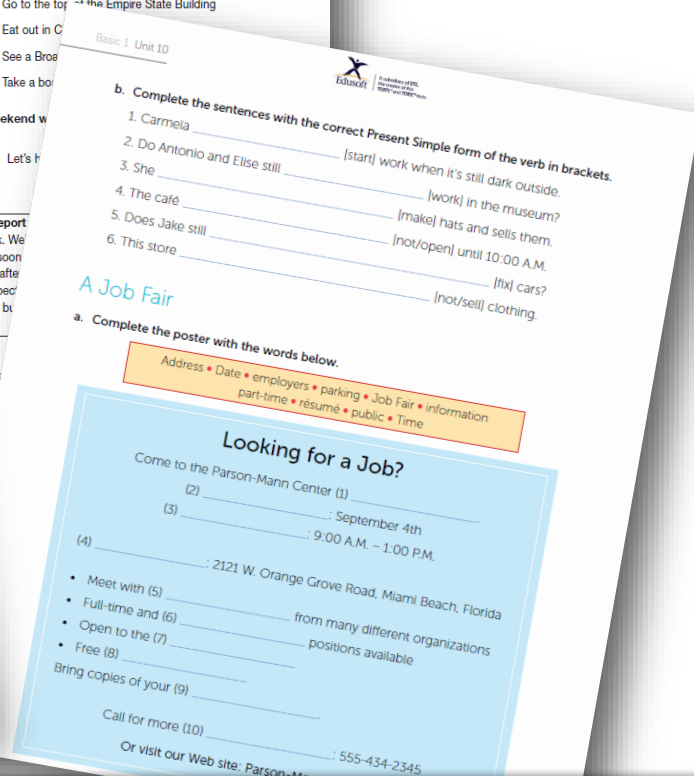
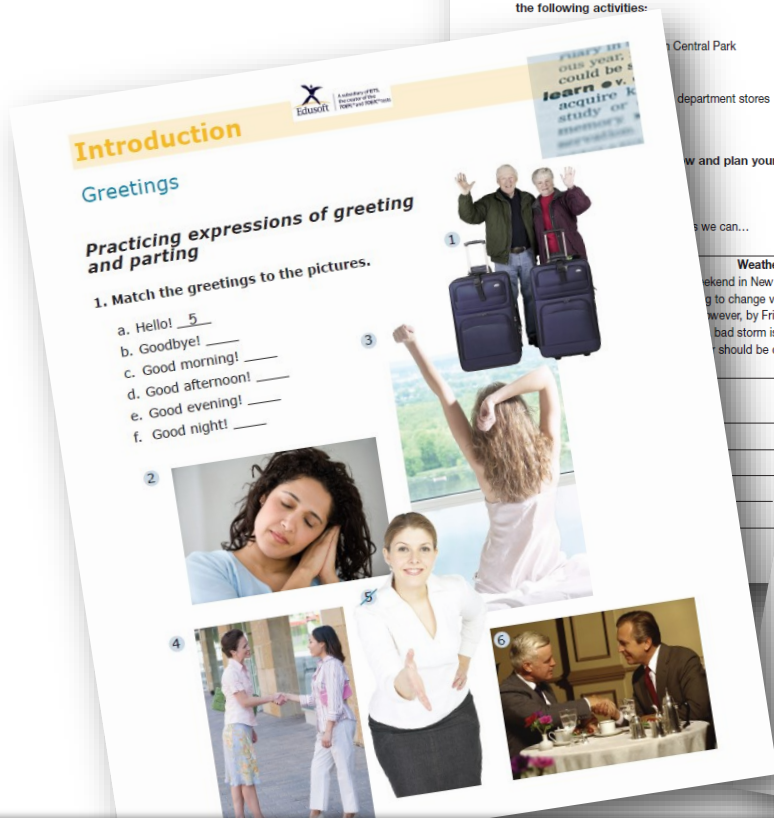
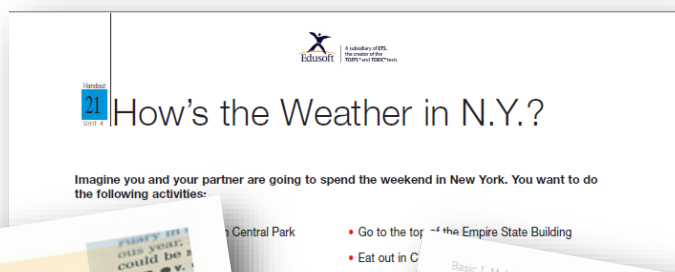
English Discoveries' resources help create a vibrant classroom environment through teacher-facilitated interaction and student collaboration, whether the class is face-to-face or on a virtual platform. With engaging content and proven pedagogical approaches, students develop proficiency across all modes of communication.

All supplemental content is reinforced by, and fully integrated with online and self-study material, which enriches language acquisition, encourages students to apply what they have learned, and inspires them to achieve the next level of mastery.

With workbooks and worksheets to accompany each lesson, English Discoveries provides new ways to enrich and engage your students.

All workbook lessons and worksheets are **available in two versions** to easily adapt to any delivery model

- printable workbook and worksheet handouts for a face-to-face environment
- digitally fillable workbook and worksheet handouts for distance learning



Now with Teacher Lesson Plans and Guided Discussions for all Courses

Teacher lessons plans provide teachers with the information they need to make sure students get the most from English Discoveries curriculum. Paired with the comprehensive Scope and Sequence documents, teachers have everything they need to plan and deliver instruction.

- Pre and Post Classroom activities to accompany each lesson
- Recommended Workbook pages and Handouts to accompany each lesson
- Pre and Post Computer Activities with detailed, easy to follow procedures that help introduce and then summarize each lesson.

Unit 2: Against The Law
Pre Computer: The Diamond Necklace

Activity	Procedure
Introducing the topic and language of the computer lesson	Explain to students that they are going to practice what to say when they first meet a person. Brainstorm with students what they can say when they meet someone for the first time. Write their suggestions on the board: Hello, Hi, how are you? How do you do? Nice to meet you. Underline the phrase <i>How do you do?</i> Tell students that we use this phrase in formal situations. Point out that <i>how do you do?</i> is not really a question, and that we answer <i>are you?</i> which requires a states that they don't usually sit
Reviewing the computer lesson Workbook Appendix: Page 74	Ask students if they guessed the events of the computer lesson correctly. Refer them to the computer lesson and check their answers to the questions from the previous lesson. <i>Where are the characters? (in a restaurant)</i> <i>What is in Mr. Petrov's suitcase? (a necklace)</i> <i>What is in Mike's suitcase? (money)</i> <i>In what country does the dialogue take place? (United States)</i> Ask students: <i>What do you think happens in the end? What will the next scene show?</i>
Practicing introductions Handout 7: Nice to Meet You! (one for each student)	Tell students that they are now going to find out more about their classmates. Tell students to find a partner who they haven't worked with before. Give each student a copy of Handout 7 and tell them to ask each other the questions on their handout in order to complete their partner's ID card. When they have finished, they should take turns introducing each other to other pairs of students. [As an alternative or additional activity, students can pretend to be famous people.]
Checking homework tasks in pairs or small groups Workbook: Pages 13, 14	Key: a. Formal: 1, 2, 6, 7 Informal: 3, 4, 5 b. 1, 3, 4, 7, 8 c. 1. How are you? 2. This is my friend from New York. 3. Nice to meet you. 4. How do you do? 3. Please call me Victor! d. Divide the class into groups of three and have them role-play the conversation between Susan, Mike and Mr. Petrov.

Unit 2: Against The Law
Post Computer: The Diamond Necklace

Activity	Procedure
Reviewing the computer lesson Workbook Appendix: Page 74	Ask students if they guessed the events of the computer lesson correctly. Refer them to the computer lesson and check their answers to the questions from the previous lesson. <i>Where are the characters? (in a restaurant)</i> <i>What is in Mr. Petrov's suitcase? (a necklace)</i> <i>What is in Mike's suitcase? (money)</i> <i>In what country does the dialogue take place? (United States)</i> Ask students: <i>What do you think happens in the end? What will the next scene show?</i>
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Lesson 3
Topic: Travel

ACTIVITY	ENERGIZER	INITIATE THINKING ABOUT THE TOPIC
1	PURPOSE: Initiate thinking about the topic. MATERIALS: Paper and pencil APPROXIMATE TIME: 30 minutes	

Procedure

- Ask the students where they would like to go on a variety of places from different continents. Write their answers on the board.
- Have the students think of items that they would like to take with them. Encourage them to ask questions as they think of them: *What will you need if it is winter there? or How will you travel around? or What if you get sick? etc.*
- Draw a line after every 6 items.
- Divide the class into pairs.
- Put them in their order and let them choose a holiday destination.

3

ACTIVITY	VACATION HOMES
PURPOSE:	Asking questions and gathering information, preparing ads
MATERIALS:	Cellotape or blue-tack, paper, markers
APPROXIMATE TIME:	50 minutes

Procedure

- Tell the students they are going to go on vacation and they will be staying in a vacation home, unlike a hotel.
- Explain that a vacation home is usually a regular home that you can rent for a short time. It is deciding on which vacation home to rent, such as:
 - Where is your vacation home? Is it near the sea?
 - How many bedrooms are there? How much is the rent?
 - Is it near a shopping center?
- Write the questions on the board as the students suggest them.
- Divide the students into pairs. Explain that their activity is to make a small ad for a vacation home. Their ad is going to appear in the classified ads in the newspaper, so it should be no more than ten words.
- Each pair prepares a short ad and then sticks it up on the wall. Students then walk around and look at all the ads.
- One partner from each pair stands beside the ad. He/She is "the owner" of the vacation home. The other partner becomes a tourist looking for a vacation home. "Tourists" decide if they want to rent the vacation home. They approach "owners" and ask the questions listed on the board in the activity.

Guided Discussions can be used to enhance lessons based on the topic or you can use them stand alone to create a great classroom activity.

All Guided Discussions can be easily adapted to a virtual platform to bring a classroom feel to online learning.

English Discoveries' Community Page

Featuring *Discoveries Magazine*

Discoveries Magazine articles are perfect instructional materials for classroom or virtual assignments such as discussions, vocabulary building work, writing prompts, group project based learning activities, oral reading, or individual learning and research.

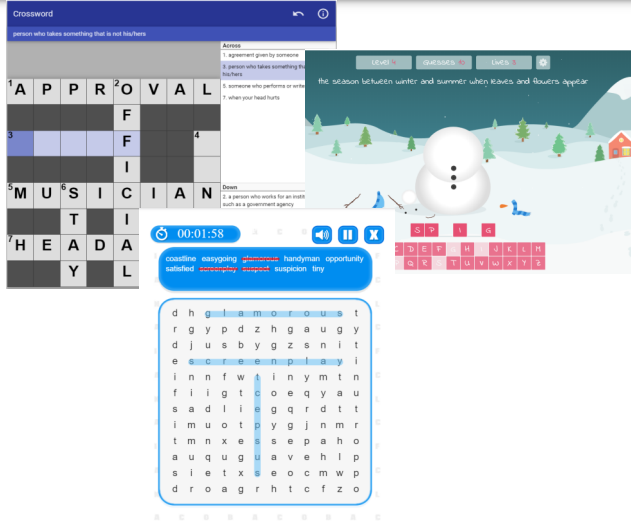
- Three new human interest articles every month in three different topic areas
- Articles are current, relevant and high interest for students
- Easy 1-click differentiation for Basic, Intermediate and Advanced learners



- Build skills that meet the challenges of College and Career Readiness Anchors and Standards
- An extensive archive bank allows teachers and students to search for articles by topic or publication date

Community Page Features

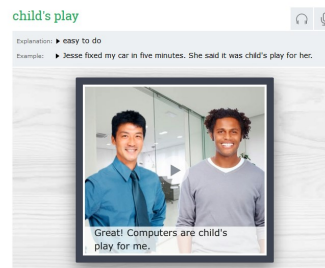
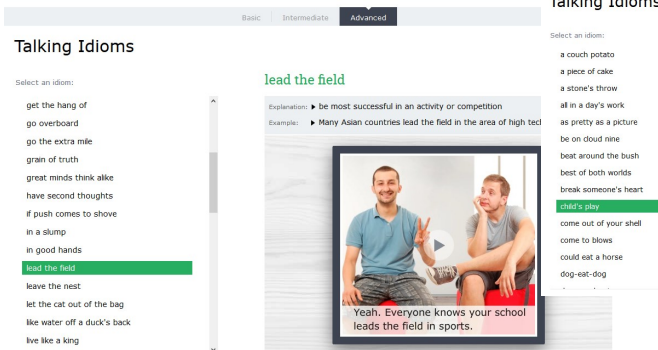
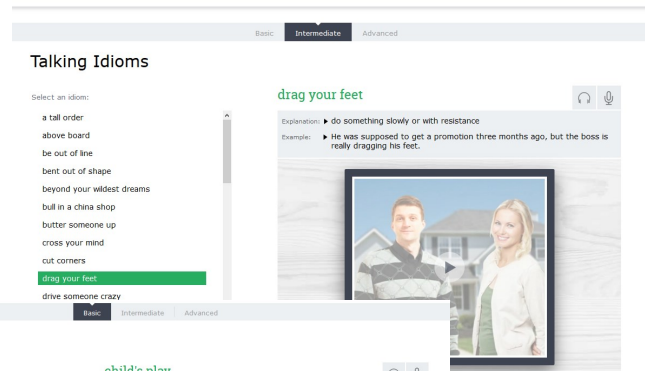
Games, Discussion Forums and Talking Idioms



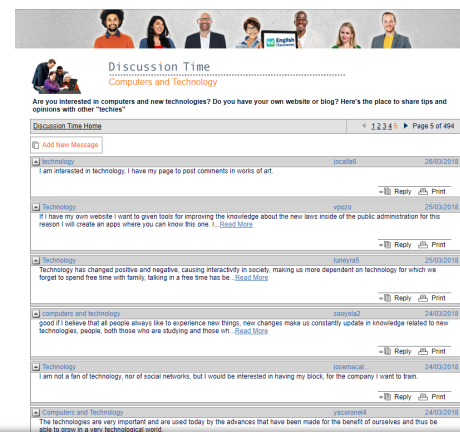
Three great vocabulary building games give students the opportunity to play independently or as a class. Great fun in a virtual classroom!

With easy 1-click differentiation for Basic, Intermediate and Advanced learners

Idioms come alive with this extensive bank of commonly used phrases for Basic, Intermediate and Advanced learners



Design and monitor class discussion forums on any topic to add a new way to practice class communication, reading and writing.





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**The Complete English
Language Learning Solution.**



2,000,000 Users Worldwide

Edusoft Ltd. is a subsidiary of Educational Testing Services (ETS) – the world’s largest private educational assessment and research organization, and the maker of the TOEFL® and TOEIC® tests. Edusoft is a global leader in technology-based English Language Learning and Assessment Solutions, serving a range of educational, government, and corporate sectors in over 30 countries worldwide. Prestigious schools, parent-teacher associations, and boards of education throughout the world have selected *English Discoveries* for its distinguished leadership. With more than 25 years of expertise in the field, Edusoft specializes in comprehensive blended learning solutions, based on the latest interactive technology and field-proven pedagogical approaches.

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