

He Pūmanawa Tautono Ako Reo Māori

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The app was developed initially to support our professional language programme that we use in schools, with the idea that we needed something to support and enhance opportunity for teachers to engage with the language as well as working along side their tamariki, their students within the classroom.

We used an idea called gamification, and it's the idea of taking gaming knowledge and putting it in to action with a teaching resource or teaching and learning opportunity. So we've used gamification to work with Te Reo Māori in terms of creating these apps.

Our tamariki, our students already engage with games, they already have mobile devices, they're everywhere, and so we wanted to be able to utilize and leverage off the idea that people already have mobile devices and make a language app available that has a gaming base rather than something more of a dictionary or language search base.

In terms of language benefit for students, it's about having a look at language development or building vocab. Also it could be about looking at the way words are positioned in sequence, so, the grammatical style.

The app covers five modules. So from puna kupu, through to wete reo, a grammar exercise through to general knowledge questions, where they have to engage with the game to understand and find answers for those answers across the board.

The first thing is its fun. So learning is fun, learning with the app allows a student to work either by themselves, or in pairs or have multiplayer games, game situations with others who are across the otherside of the world.

We see the opportunity for students to build on their own language knowledge, also to reinforce the learning that they've, they're having in school alongside the kaiako, the teacher.

Adults can benefit from using the app by summarising language activities, it allows them also to engage with learning new vocab and tidying up those fiddly grammar points in te reo Māori which often cause second language learners trouble, the 'i' 'ki', the 'a' 'o', and it gives them opportunity to do this in the comfort of their home, but also in the safety where they don't have to stand up, make errors in a classroom or in front of someone else, it can actually be done either individually by themselves or in a game situation with multi player.

What we've seen in terms of benefits for adults with this particular app is the ability to use it any time, anywhere, so its ubiquitous. The idea that they can be sitting at home they can put the ear phones in, they can play the game and let the kids do

dinner and do the dishes, really is something which resonates with a lot of the adults we've seen and heard from. But also again it's the connectivity they can have working with their children their students in something which is fun using the idea of games where student or the child actually becomes the teacher in supporting their parents and adults to engage with the app.

We're also looking at designing and developing a first word app for new learners. It allows them to look at their handwriting, following particular letters and also identifying with common household objects, things from the school, things from the world, in terms of shopping ectera. It provides not only an entry level app, which is going to be called Puna, it also leads well in to the kura app which we are designing at the moment, and eventually, to complete the suite, we'll have something for the more fluent speakers.