



Great ways to use STORYWORLD in your classroom

STORYWORLD is a learning-through-story language tool that can be used to supplement any language learning curriculum!

We provide interactive stories that offer each language learner individualized support — exactly when needed.



Guided Learning

Read Out Loud

Each student chooses a story (according to their level). Ask each student to listen to the story and practice reading on their own. When ready, the student reads the story out loud.

Extension: The student summarizes the key points in the story.

Vocabulary Practice

After the student completes reading the book, ask him/her to pick 10 of the words clicked during that read (or go back and click 10 of the most challenging words.) From the list at the end, ask the student to listen to the word from this list, and then create a new sentence using that word (or group of words).

Extension: pick 20 words



In-Class Participation

Read and Share

Each student chooses a story (according to their level). When ready, the student reads the story aloud to the class.

Extension: Start a class discussion about the book: i.e. What happened in the story? What did you like most? What might happen next?

Buddy Read

Divide the class into “buddy” pairs of readers. Each buddy pair reads one book. One student reads one page aloud, the other reads the other page aloud. Each time they read, they check their pronunciation with the story’s narrator.

Extension: The pair read the book to the class and “quiz” the class using the activities at the end of each book.



Independent Learning

Read and Play

During independent learning time, ask students to read a book of their choice and play the games. Suggest they re-read the story and repeat to “beat their score.”

Extension: Ask students to create their own “game” questions from the story.

Write your Own

Take 10 words (and/or the suggested focus vocabulary) ask the student to write a new short story.

Extension: Ask the student to draw something that goes along with the story and share with the class.

