## **ELP Correlation Matrix**



W: Word S: Sentence		ELP Levels		
D: Discourse		Beginner <> Level 1	Intermediate <> Levels 2-3	Advanced <> Levels 4-5
Modality	Speaking	W: Use images and matching pairs to support naming of things in social language. Answer yes/no questions with visual and audio support.  S: Insert single statements and questions on draw-it or fill-in-the-blank to identify syntax in familiar phrases and practice speaking with audio support.  D: Scaffold questions within familiar social settings using images/audio and make connections between words and ideas	W: Insert oral speaking graphic organizer into draw-it that sorts high frequency words/phrases by sound, meaning, or categories.  S: Use sentence starters and images to describe daily routines. Use audio to reinforce and model grammatical structures and new phrases related to the content area.  D: Use VR/images as visuals to elicit main ideas. Label images with definitions and thinking prompts. Provide sentence starters to scaffold a response.	W: Use VR/3D/images to make associations between words and abstract concepts.  S: Use polls/quizzes with true/false options to preteach meaning in key sentences or quotes. Compare and contrast meaning and syntax across its purpose in content areas.  D: Use interactive sways to build context for choosing and defending a point of view. Then use collaborate to share ideas before discussion. Relate conversations to content areas using VR/video/images as a follow up.
	Listening	W: Add audio to visuals to model pronunciation and syllabication. Use audio/video to support matching activities on draw-it.  S: Supplement short commands and whquestions with audio/images. Question stems use social language and elicit yes/no,1-3 word responses.  D: After listening to audio, use draw-it to build schema by linking new concepts with prior knowledge. Present ideas within single statements with TPR and video.	W: Use audio to create multi-step oral commands or idioms. Use draw-it for sequencing/categorizing language with visual support.  S: Supplement sentence frames with audio and use images and VR as visual support.  D: Use audio to present conversations and engage Ss in quizzes, polls, and open ended questions. Embed visual supports in a series of related ideas specific to content area.	W: Present a video with a graphic organizer on draw-it to identify definition, examples, and non-examples. Use context clues from audio to guess meaning of technical words.  S: Listen to audio clips containing target syntax and grammatical structures that are characteristic of particular content areas.  D: Use audio in combination with collaborate and open ended questions to elicit diverse perspectives and opportunities for small/whole group debate and discussion.
	Reading	W: Use draw-it and matching pairs for matching common symbols, signs, or words. Supplement text with audio as a fluency exercise. Use draw-it/collaborate to allow searching for images that match key words.  S: Preteach common words/phrases with audio support and modeling. Use quizzes/fill-in-the-blank to assess understanding of short sentences by pointing out key words.  D: Create labeled images or illustrated glossaries in self-paced mode to scaffold reading and comprehension of new concepts. Embed images directly into single	W: Convert text to a draw-it to allow the practice of annotating parts of speech, look for key vocabulary, and identify multiple meanings.  S: Insert graphic organizer on a draw-it to chunk compound sentences and identify meaning. Supplement reading with audio clues to help \$s locate sentence patterns across content areas by underlining.  D: Add VR/3D/video/images to build comprehensible input of fictional and nonfictional text. Use draw-it to present graphic organizers that divide a text into chunks that support sequencing and paraphrasing.	W: Use 3D/VR/images to make associations between words and technical/abstract concepts. Display images on a draw-it to create a word map of multiple meaning.  S: Display sentences alongside images to demonstrate ideas in sentences. Annotate details within descriptive sentences and identify new grammatical structures with self-paced audio supports.  D: Use VR/images/video/3D to build background knowledge of selected passages on a draw-it. Color code for main ideas, arguments, reasons, and evidence and gather inferences on collaborate.
	Writing	W: Use draw-it for non-linguistic representations of target vocabulary. Use slideshow for self-paced exploration of social words.  S: Insert short phrases on draw-it with opportunities to circle target vocabulary in those sentences. Use fill-in-the-blank to learn phrasal patterns and grammar.  D: Use VR/images to contextualize words/phrases in real life situations and draw-it to group words/phrases into categories or matching words to ideas. Use image slideshow to visually scaffold short conversations as a self paced exercise.	W: Use draw-it for matching visuals to content vocabulary or short descriptions. Use fill-in-the-blank to complete the sentence.  S: Practice sentence patterns and main ideas with a a graphic organizer on draw-it. Create compare/contrast, opinions, preference questions on collaborate, polls, open ended questions with images/video support.  D: Use VR/images/video for contextualization and expanding expression of an idea. Use draw-it with visuals, sentence starters, and conjunctions to construct a short narrative.	W: Underline context clues to identify meanings on a draw-it. Use draw-it to facilitate open word sorting of technical vocabulary.  S: Insert graphic organizer on a draw-it that link complex sentence with conjunctions to organize ideas in content area. Insert images/video to build background knowledge.  D: Use VR/video and writing prompts for essay ideas and quizzes and open ended questions to gauge understanding of essay form and conventions. Create different lessons on phases of producing multiparagraph essays or a research report.

