

Learning Solution For the 21st Century



SmartEdge

———— Digital Language Lab ————

Learn English ,Motivate and Inspire with SDLL world

What is SDLL?

SDLL is a **SmartEdge Digital Language Learning Software** is India's First 'On Premise' adaptive learning platform for language learning. It is designed to explore new opportunities offered by a futuristic technology. It is a progressive learning approach have been blended with strong intellectual components. It is based on the rich heritage of the **Cambridge English Language assessment**. It brings together technology and printable materials, providing comprehensive, engaging and well integrated tools for growing learners.

Goals of Language:

- To inform
- To request
- To persuade
- To build relationship with others

Impact of Language:

An excellence of a person is recognized by the language he speaks.

- Effective communication
- Strong vocabulary
- Good diction
- Be confident

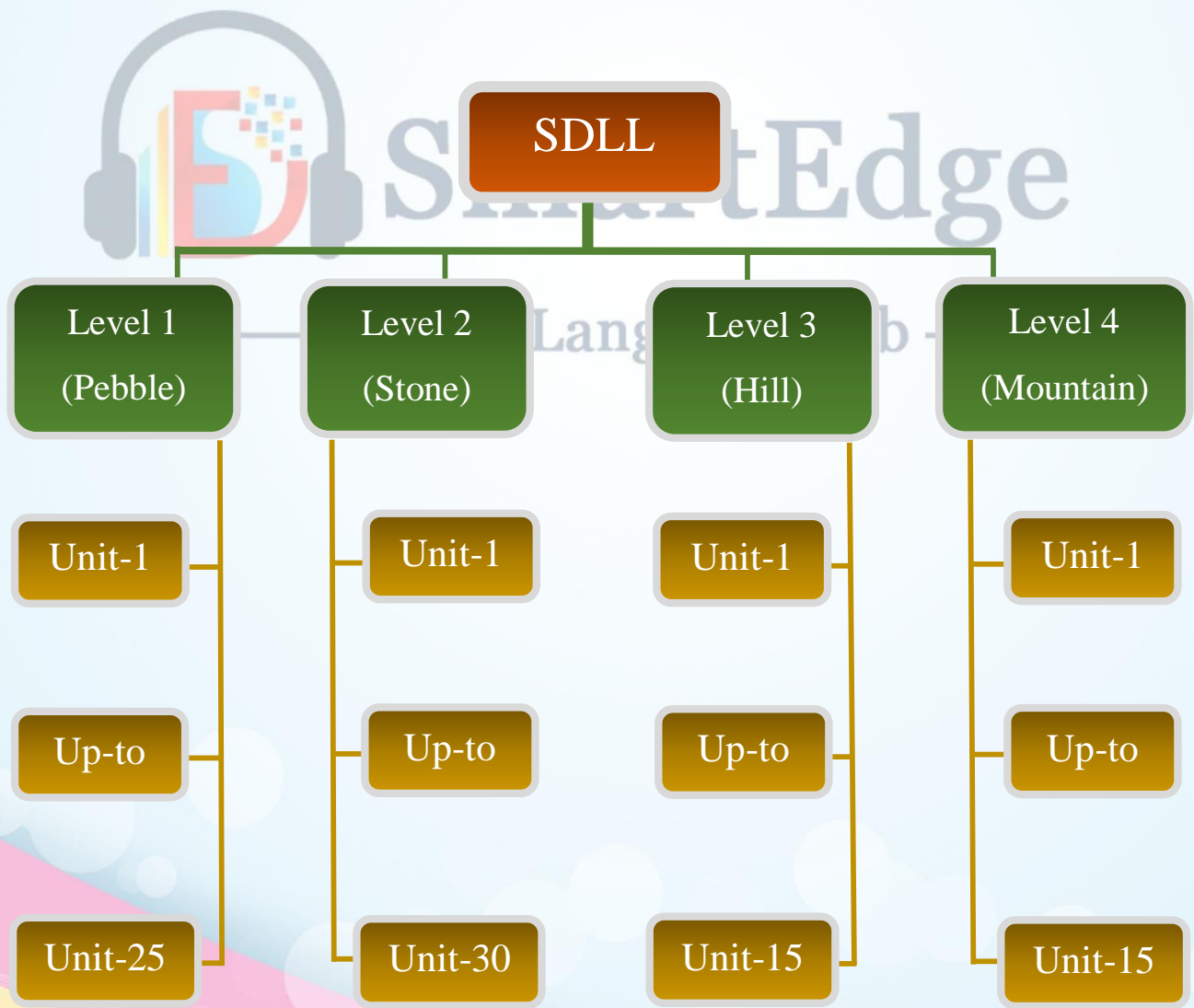
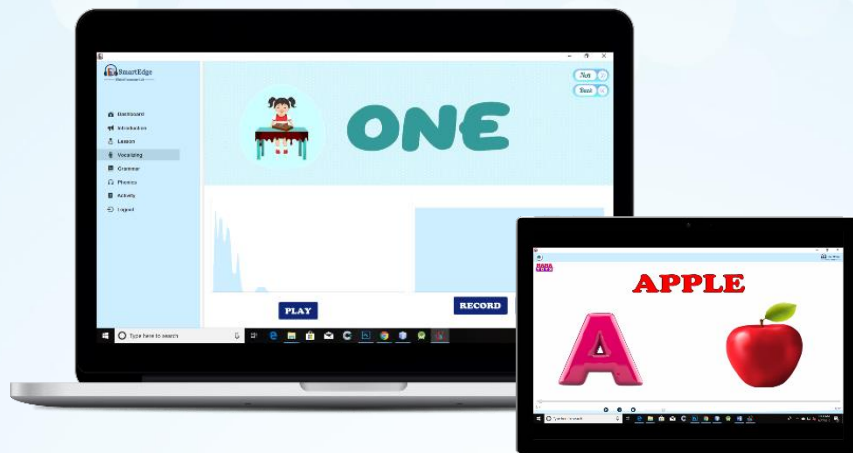
Why we work on it:

Our kids are expert like others in their own subjects. But without English they cannot enter the sophisticated world of competition.

SDLL helps:

SDLL helps in the additional foundation levels for learners with opportunity for individualization and interactive teaching process. **SDLL** helps to increase the time. Students spent activity in learning and improving their overall performance and results.

Course Structure



Prepares For Success

SDLL is **the first** Primary course created in co-operation with **Cambridge English Language Assessment**. Tasks in the style of the **Cambridge English: Young Learners Exams** build familiarity with the exam's format.

SDLL is mapped to the **Cambridge English: Young Learners curriculum (YLE)** and the Common European Framework of Reference (**CEFR**).

	SDLL Level	CEFR	Cambridge YLE
1	Pebble	Pre-A1	Pre-Starters
2	Stone	Pre-A2	Starters
3	Hill	A1	Movers
4	Mountain	A2	Flyers

Pre-Starters Level 1(Pebble) – No prior knowledge of English required, nor of reading or writing. Children first listen to English then practise speaking.

 **Pebble**

Pebble will be for beginners
where kids will learn basics.
Age group: 2-4 years.

Starters Level 2 (Stone) – Children move from visual activities for pre-readers to text based activities. Includes introduction to phonics, plus wider range of vocabulary (adjectives, propositions, and conjunctions). By the end of this level, children are ready for the Cambridge Young Learners Starters test.



Stone

Stone is for Age group: 5-7
years.

Movers Level 3 (Hill) – Introduces more complex texts (stories, dialogues, and information texts). Greater emphasis on developing study skills.



Hill

Hill is for Age group: 7-9
years.

Flyers Level 4 (Mountain) – Introduction to more complex language structures.

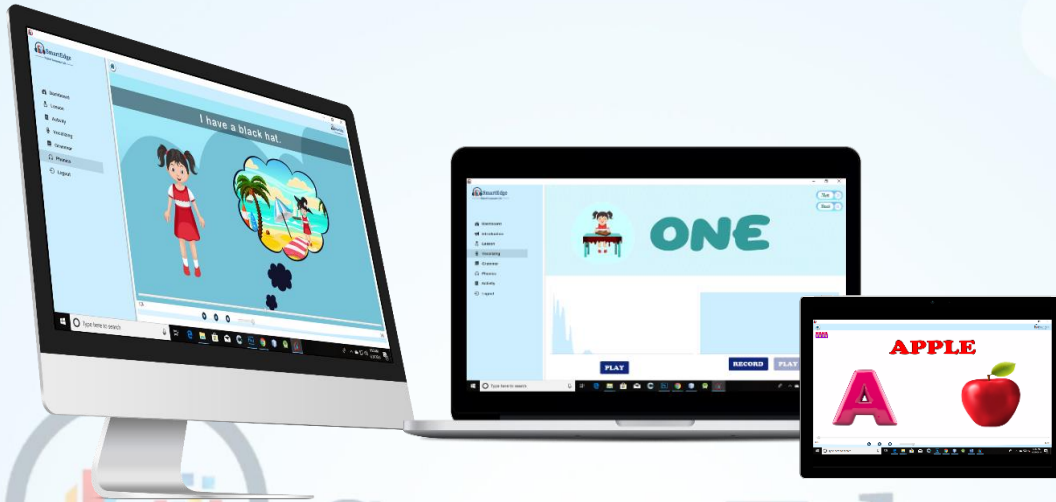


Mountain

Mountain is for Age group:
10-12 years.

Comprehensive Teaching Toolkit

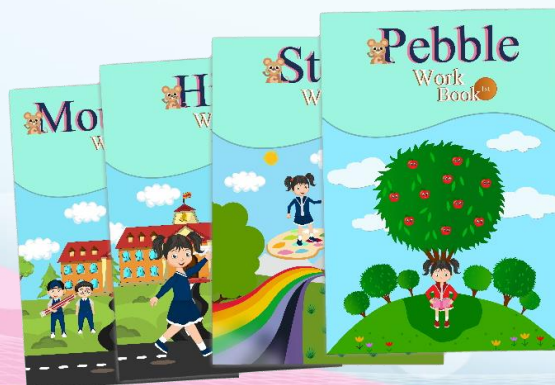
Computer Software Content -SDLL can be installed as an application on a computer.



Student Book Content -SDLL provides level wise student books content.



Work Book Content -SDLL provides level wise work books content.



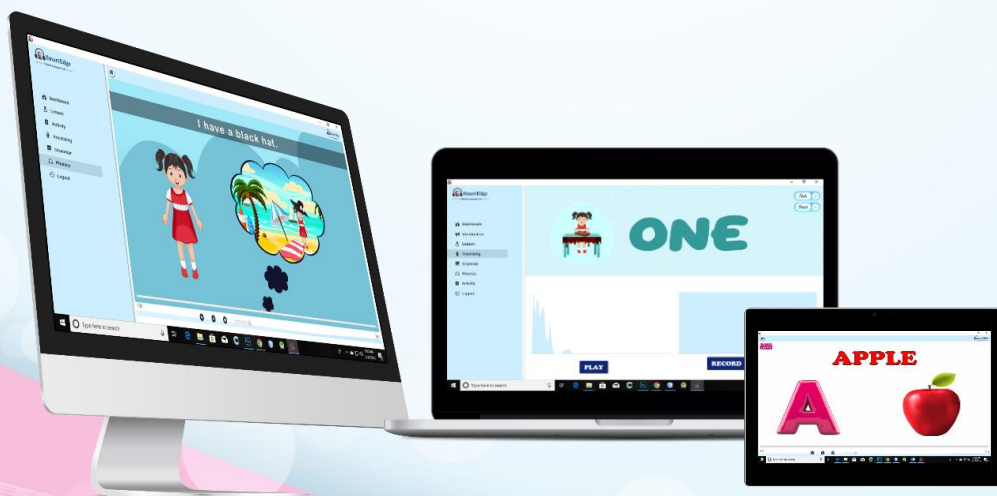
Flexible Solution

SDLL offers a variety of print and digital course components, including step-by-step lesson plans adjustable for different numbers of teaching hours. Teachers can use the components all together or mix them with other English courses.

Books + Games - **SDLL** offers a variety of print and digital course components, that can be blended together for a seamless learning experience. Also the digital components can be used separately as a standalone piece or mixed with other English courses.



Games Only -The **SDLL** games can also be used as a standalone product or mixed with other English courses.



SDLL Learning Management System

SDLL provides Simple and intuitive offline tool that allows teachers to track student progress, manage students, classes, levels and student assessments.



Features Include:

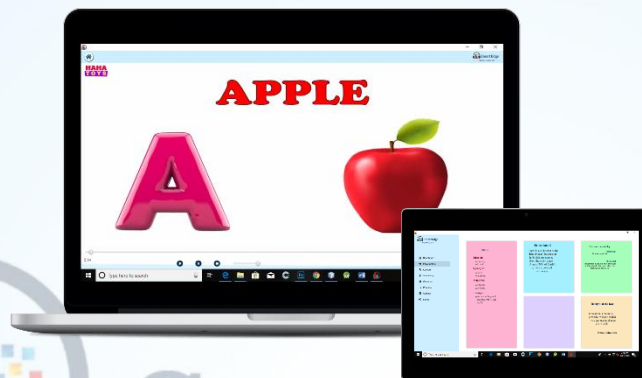
- Real-time assessment tracking -Data syncs with the teacher account for accurate reporting
- Manage classes and students
- Manage students with level wise
- Promoted students into next level
- Manage and create multiple admin
- View student curriculum(Lesion plan)
- Access to the offline desktop version of SDLL

Offline SDLL: - Offline **SDLL** can be installed as an application on a computer. Once this has been Installed on compter system or laptop the user can view and play the games without the need for an internet connection.

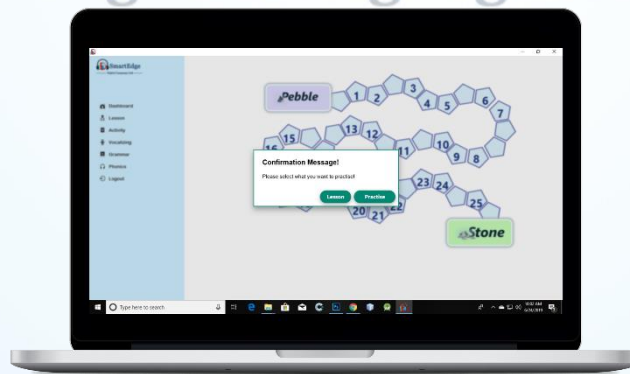
SDLL Learning Contents

SDLL provides complete package of learning content and included Level Introduction, Lesson plan, Grammar, Vocalizing, Phonics, and Activity.

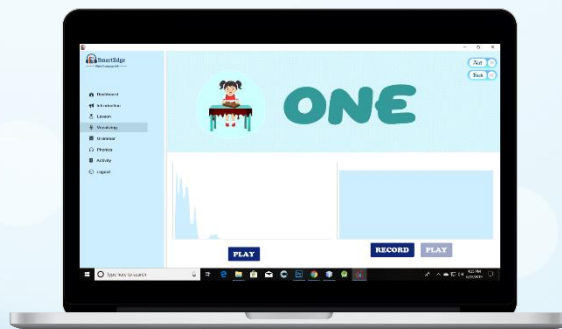
Introduction- This section provided the introduction about the level, basically this video define all the basic information about the level.



Vocalizing- This section provided the all the vocabulary words contents unit wise. Inside vocalizing section it consists two phase 1st is vocalizing word video and 2nd is practice on vocalizing words.



Video



Practice

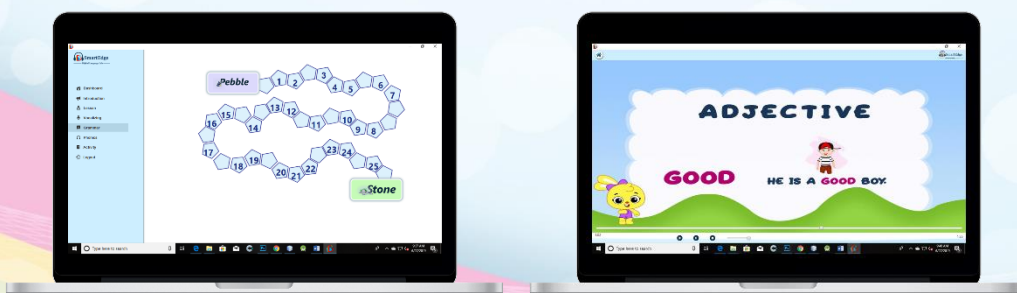
Lesion plan- This section contains all the lesion plan materials units wise that is used in the level. All content available in the form of video according to units.



Phonics- This section provided the all the phonics words contents unit wise. Inside phonics section it consists two phase 1st is phonics word video and 2nd is practice game on phonics words.



Grammar- This section contains all the grammar materials units wise that is used in the level. All content available in the form of video according to units.



SDLL Games



SDLL Games Key Facts -SDLL offering a large numbers of games based on the Cambridge Young Learners Syllabus which also corresponds to the CEFR.

- 255 Games In Total
- 75+ Games Per Level
- 25+ Units (Chapters) Per Level
- 3 Games Per Unit (Chapter)

SDLL	Game Units	CEFR	Cambridge YLE
1 Pebble	Unit1-to-Unit25	A1	Pre-Starters
2 Stone	Unit1-to-Unit30	A2	Starters
3 Hill	Unit1-to-Unit15	Pre-A1	Movers
4 Mountain	Unit1-to-Unit15	Pre-A2	Flyers

All of the **SDLL** games are aligned to the Cambridge Young Learners Syllabus which also corresponds to the CEFR.

SDLL Game Types

SDLL has over 50+ different game types, all of which are aligned to the YLE syllabus and CEFR. Each game type is designed to focus on a different teaching objective.

SDLL Games Types Few Examples:



Listen and point correct objects.



Put all card in correct train box.



Arrange all body parts in correct order.



Scene based true false game



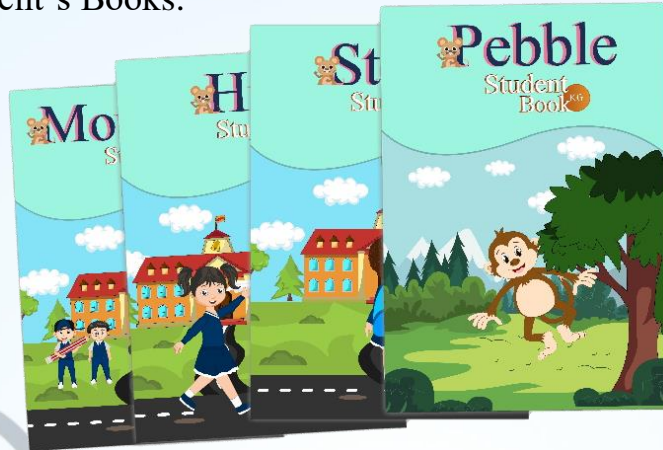
Drag drop object on the mat.



Read observe and write object name.

SDLL Book Materials

Student's Book - The Student's Book is the overview about the lesson plan and provided information to ensure a seamless learning experience. **SDLL** provides level wise different-2 Student's Books.



- **SDLL** provides level wise Student's Books.
- Provides full overview about the lesson plan.
- Improve the learning experience.

Work Book - The Work Book and games mirror each other to ensure a seamless learning experience. **SDLL** provides level wise Work Books and Perfect for homework and in-class additional practice.



- **SDLL** provides level wise Work Books.
- Perfect for homework and in-class additional practice.
- Improve the learning experience with more practice.

Technical Requirements

SDLL is quick and easy to set up and use, it can be accessed in so many varied ways making it ideal for use in the home and classroom. With an offline desktop version children can easily enjoy self-guided learning wherever they are.

Minimum PC requirement: - Minimum PC requirements for complete offline **SDLL** installation on a computer.

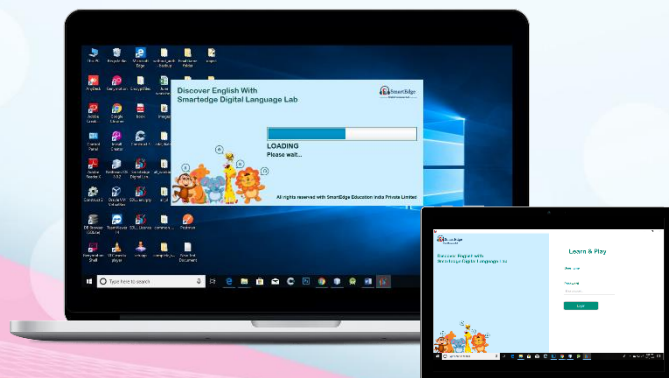
For Single PC:

- Windows 7, Windows 8/8.1, Windows 10 (64-bit Operating System).
- 3.30 GHz 3.31 GHz processor.
- 4GB System RAM
- 16 Bit capable Sound card
- 128MB Graphics Card with OpenGL support.

For N-Computing:

- Windows 7, Windows 8/8.1, Windows 10 (64-bit Operating System).
- 3.90 GHz processor.
- 2GB RAM per user.
- 16 Bit capable Sound card
- 128MB Graphics Card with OpenGL support.

Offline SDLL: - Offline **SDLL** can be installed as an application on a computer. Once this has been Installed on computer system or laptop the user can view and play the games without the need for an internet connection.



Contact Us

About The Company: -SmartEdge Education India Pvt Ltd. Is a Leading Company in the field of ICT Program since 2009. We worked with very high Aspirations and now have bigger results.

Contact Us To Access:

- The Catalogue
- Academic Guide
- Product Sheet
- Student's Book (Sample)
- Work Book (Sample)
- Curriculum Map
- Games Content Map
- Technical Requirements
- Conducting Demo



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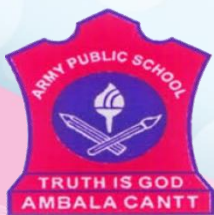
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