 Name: Tammy Green

 District: Levittown Public Schools

 Grade: Middle School 7-8

 Subject: World Languages

**Akinator the Genie** by Elokence

CCLS Standards Addressed:

**Language: Knowledge Of Language**

L.7.3 Use knowledge of language and its conventions when writing, speaking, reading, or listening.

**Language: Vocabulary Acquisition and Use**

L.7.4 Determine or clarify the meaning of unknown and multiple-meaning words and phrases based on grade 7 reading and content, choosing flexibly from a range of strategies.

L.7.5 Demonstrate understanding of figurative language, word relationships, and nuances in word meanings.

L.7.6 Acquire and use accurately grade-appropriate general academic and domain-specific words and phrases; gather vocabulary knowledge when considering a word or phrase important to comprehension or expression.

Speaking and Listening Standards

SL.7.1 Engage effectively in a range of collaborative discussions (one-on-one, in groups, and teacher-led) with diverse partners on grade 7 topics, texts, and issues, building on others’ ideas and expressing their own clearly.

SL.7.4 Present claims and findings, emphasizing salient points in a focused, coherent manner with pertinent descriptions, facts, details, and examples; use appropriate eye contact, adequate volume, and clear pronunciation.

SL.7.6 Adapt speech to a variety of contexts and tasks, demonstrating command of formal [English] when indicated or appropriate.

 Website/ Location of app: <https://itunes.apple.com/app/akinator-the-genie/id484090401?mt=8>

Description of application: Akinator is a game that is based on “Twenty Questions.” It uses an Artificial Intelligence program to determine which character the player is thinking of by asking a series of questions. The program can find and learn the best questions to “read the players mind.” It can determine real or fictional characters. The app can be used in several languages, including French, English, Spanish, and Italian.

Incorporation explanation

This app is a nice twist on the game of “Twenty Questions”. The “Akinator” asks questions to determine the character that you are thinking about. The game can be played to determine historical or popular figures, real or fictional, in any culture. It is useful for most topics such as personal identification, earning a living, and leisure. My students have played this game individually, in pairs, and as a class. The students are intrigued by the faces that the genie makes as he tries to guess your person or object. They enjoy using answers to help him -- or give him false information for comic results to make the game last longer. In the process, students encounter questions in various tenses, with references to the target culture. I find that the more frequently students play this game, the more versatile their questioning techniques become. This also leads to the Akinator “learning” their interests and making for shorter, more interesting games. In the process of responding, it probes their knowlege of language and culture. You could also set this app to MyWorld for students to use pictures they have stored on their iPad, thus further personalizing the experience and expanding the possibilities of topics to play.

Students at any level -- from beginner to advanced -- can enjoy this game, as each question has five possible answers: yes, I don’t know, no, probably, or probably not. Therefore, all students can experience success with this game. Just as the Artificial Intelligence program learns their answers, students learn appropriate responses. Their performance improves as they increase their vocabulary and repertoire of real and fictional figures in the target culture. Currently this app is $1.99 in the iTunes store. Note that it is very important to activate the child protection filter in options before playing in order to assure that the game suitable for children.