

Guide to Sunday Software's "Let's Talk"



Installation Notes: Run the installation exe file in the download. If you get a Windows security message about "unknown publisher" ignore it and continue. After installing the program, test that the "text to speech" module is working by going into "Talk Now," creating a character and giving them something to say. You should have several "voices" already installed in your Windows OS. If not, see the SAPI file included in the download for additional voices. If you cannot hear any voice in the program, visit Sunday Software's Let's Talk Tech page.

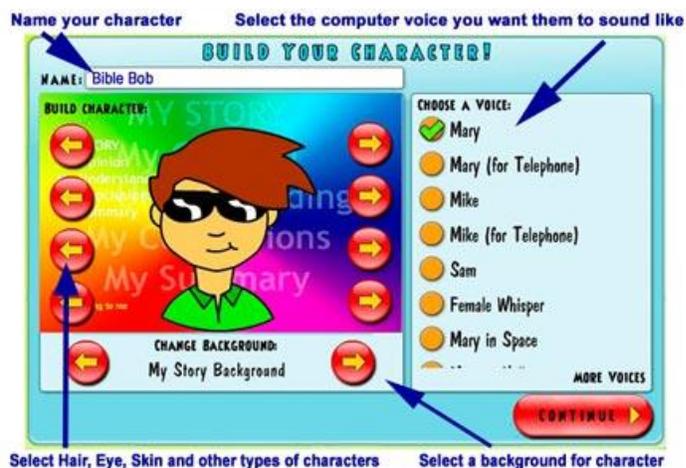
HOW and WHEN to USE LET'S TALK in a LESSON:

1. At times, *teaching* with Let's Talk is **just like any lesson discussion where you ask the questions and students provide the answers**, only in this case they type the words and let their onscreen character do their talking. Using the software simply helps them WANT to respond because it's fun. It also helps shy students share, and helps those who can type their thoughts better than they can say them in front of a group.

The lesson ideas below in this PDF share many different techniques for using Let's Talk to get kids talking.

2. Let's Talk can be used Before, During and After the Bible study.

It depends on what your story or lesson needs are. For example, you could use "Create a Lesson" in Let's Talk to OPEN a lesson by presenting your introductory remarks, a verse or two, and the opening questions. Or you could have the students read the story and create their own opening presentation about the story. Or you can simply use the TALK NOW module AFTER your Bible Study to have students respond to a series of questions you voice in the classroom (the so-called "stand and deliver" technique described below). Or you can ask students to REFLECT, PRAY, OFFER LIFE APPLICATION ADVICE AFTER the Bible Study.



3. Let's Talk is great to use in conjunction with other

software. In fact, it was originally designed to be used to respond to short presentations found in other "short" Bible story presentations found in other software programs or with online content or short videos.

See numerous lesson plan examples at <https://sundaysoftware.com/site/lets-talk-lessons/>

Let's Talk is being made available free of charge to the supporting members of Rotation.org by Sunday School for the use in their Sunday Schools and homes of their congregation's families.

Let's Talk Tech Tips:

1. Be sure to adjust your computer's Windows Display Scaling to approximately 150% to make Let's Talk fill more of your screen. See the Adjusting Display Size pdf in the downloaded files or in the software section at Rotation.org.
2. Only use letters, numbers and common punctuation when typing in the Let's Talk interface. Do not use symbols.
3. Keep the amount of text you type relatively short – typing no more than will fit in the field without scrolling.
4. See the important tech tip graphic on the next page about where to click your mouse when building characters.

5 POPULAR WAYS to USE LET'S TALK

1) "Stand and Deliver"

This is one of the most COMMON way of using the Let's Talk. After a Bible study or viewing of some other content, the teachers "stands" in the middle of the group and "delivers" a question for their students to answer using the Talk Now module. Then you go around the room asking student to "play back" their responses for the class to hear and teacher to respond to.

Tip: Give students an easy warm up question. Give them a "1 minute warning" to finish their response. After hearing their response, ask a follow up question for them to verbally answer.

Example: The teacher asks, "What do you think the Disciples thinking when they saw Jesus on the shore cooking fish after the resurrection?" After everyone creates and plays their response, the teacher than asks, "What question would you have liked to ask Jesus when you saw him cooking that fish?"

2) Make a Presentation for Others -- "Quiz Your Friends"

After your Bible study, split into work groups and have them use the Lesson Builder Module. Kids working together will build a "teacher", create an "intro" statement, add a shortened version of the story or what they think the story means. Then they add three quiz questions and three discussion questions. Once they have their presentation made, they will invite another workgroup to their computer and have that workgroup play their presentation, answer their questions and respond to their discussion questions.

3) "Rewrite the Verse"

Kids use the Talk Now module to rewrite the verse with completely new words. It's the word choices which become fodder for the teacher's follow up after everyone has played their verse for the class.

4) "How Few Can You Do?" (aka "How Low Can You Go?")

This is one of the FAVORITE WAYS to use the Talk Now module. It's particularly good for breaking down LONGER PASSAGES into their most important keywords or concepts.

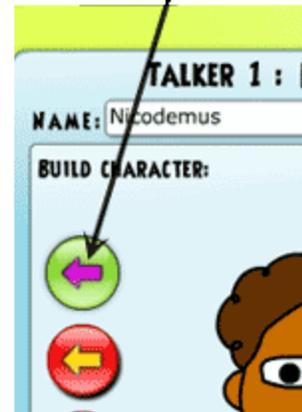
HOW-TO PLAY: First, do your Bible study, then challenge the kids to condense a specific set of verses down to approximately 20 keywords (or slightly fewer depending on the length of the passage). When everyone is finished, let everyone play back their condensed verse for all to hear. Make your teaching comments about their word choices and insights, and then challenge them to a "second round" condensing the passage down to just 10 words. Finally, challenge them in a third round to see how "few" words they can condense the verses down to that still contain the essential message of the passage. HENCE THE NAME OF THE GAME: "How Few Can You Do?"

5) "Text Messaging with Jesus"

This technique uses the "Conversation Now" module – which looks like an internet chat screen or text messaging session (no internet connection needed!) On the left side of the screen is Jesus (or whatever character you want). On the right is your student or class. Back and forth the comments go on the "Conversation Now" screen in Let's Talk. "Why did you do it Judas?" "Why didn't you stop me, Jesus?" Martha: "You should have been helping me!" Mary: Why didn't you come learn WITH me!" The teacher can take on the role of Jesus, or a team of students can create Jesus' questions and responses for the kids on the right. This can be extra cool if you connect a second keyboard to your computer via a USB port. See my creative "Man Beneath the Sheet" lesson example at Sunday Software's Let's Talk webpage.

TECH TIP WHEN BUILDING CHARACTERS

Be sure to click the actual ARROW and not the button around the arrow to see and select all the choices in the Character Builder screen. After clicking the arrow, roll off of it and then back on to make another selection. Don't just keep clicking the arrow as this won't show you all the options.



HOW few CAN YOU DO?