



General Overview of ESP programs

The Educational Software Products authoring suite has been designed to appeal to teachers wishing to install motivational software in self-access centres.

The programs enable students to benefit from the combination of competitive gameplay and a carefully planned syllabus designed to address student needs and areas of difficulty in English language learning.

Key features of ESP authoring suite

1. Writers

ESP only employs writers who:

- are qualified to at least DELTA standard
- have had at least ten years' English Language Teaching experience
- have taught in a minimum of three different countries
- are still teaching part-time

This rigorous selection procedure ensures a consistently high quality of content

2. Ease of use

ESP programs are designed for use by teachers who are not experts in the use of computers. This means that they are extremely easy to use and teachers very quickly become confident about using them with their students.

3. Test – teach – test methodology

ESP programs employ a three stage methodology called test – teach – test.

1. **Students are tested** – students play the game, which involves a test of their English Language proficiency.
2. **Students are taught** – students' mistakes are logged by each program and then once the game is finished, these mistakes are shown to the students, along with an explanation of the mistake, thereby focusing only on individual areas of weakness, ensuring the best use of student study time.
3. **Students are then tested once again.** The knowledge they have been given in stage 2 is tested right away to see whether the student has learnt from the mistakes made in stage 1.

Test – teach – test employed in this way ensures a steep learning curve for students.

4. Authoring capability

ESP programs all come complete with large databases of English Language content. A key feature of the programs however, is their authoring capabilities. However good a writer may be, that writer cannot create exercises based on what is being taught to students on a particular day in a particular classroom on the other side of the world. There is no expert who knows as much about a particular class as the teacher who takes that class day in, day out. ESP authoring programs make it possible for any teacher to customise the software to meet the needs of their particular syllabus or class. Software used in this way never becomes obsolete, as it is always up to date, the teacher using the authoring tools able to fully integrate that software into the class routine.

5. Syllabus

The Educational Software Products authoring suite is a multi-level learning system, with those levels based on the internationally recognised **Common European Framework of Reference for Language Learning and Teaching**.

Students who therefore study ESP software at, for example, a Pre-Intermediate level can be sure that the lexis contained within that level in ESP software is the correct lexis for them to be learning.



In the Educational Software Products materials library there are over 100 reference works, comprising English Language Learning materials from all the top English Language Teaching publishers, including the following:

- ❖ Oxford University Press
- ❖ Macmillan-Heinemann
- ❖ Cambridge University Press
- ❖ Longman
- ❖ Harper-Collins
- ❖ Penguin
- ❖ Language Teaching Publications
- ❖ Delta Publishing

These materials are constantly referred to when ESP writers are compiling data sets for ESP software. This ensures the data:

- is relevant
- is based at the correct level for the students
- mirrors what students are studying in major coursebooks and supplementary materials

Once data has been collected, and software written, extensive piloting is undertaken at centres within the British Council network of schools, as well as other schools in a minimum of twelve different countries, to ensure the English Language content is relevant to student needs, of the correct level for the students and ties in with what they are studying in the classroom.