Getting started with VIVA

All NSBSD students and employees have an account. It is the same username and password used for getting into your computer. If you are not an NSBSD student or employee you will need to ask for a user name and password by contacting the NSBSD Iñupiaq Education Department. You can find the contact information of current staff on the district website.

VIVA doesn’t work in all browsers. It works best in Chrome.

The address is: viva.nsbsd.org

Enter your username and password here.

Click on the VIVA Iñupiaq tile for the VIVA modules. Other tiles have games or programs that support the language but currently (8/1/19) the drag and drop games are dependent on Adobe Flash which is causing issues for some users.
This is what is seen once the modules page loads.

Some of the units are bright while others are dark. The bright ones are starting points and are open to work on. The dark ones are available for listening to the vocabulary but will not be available for progressing through the levels till the learner has mastered the light ones preceding them. Most units are available in the four dialects of the North Slope. Click on the dialect icon to select the dialect before selecting the unit. Click anywhere on the unit tile to open it.

**Bright unit.**

**Dark unit that will open up as the learner masters levels in the prior unit.**

Dialect icons

Dialects:

**Ukpik icon:** Atqasuk, Nuiqsat, Qaaktuvgik, Utqiaġvik

**Agvik icon:** Ulġuniq, Kali

**Aiviq icon:** Tiqigaq

**Tuttu icon:** Anaqtuuvak
Since it is your first time to open the unit the program will require you to listen to the description for each of the pictures.

To listen to a picture's description. Click on the picture to enlarge it. Click on it a second time to hear the description. Be sure to listen to every single picture description or the program will not allow you to move onto the next level.

No matter what level you have gotten through you can always go back to this level by clicking on the yellow box. This is a useful tool for practicing pronunciation.
The next time the unit is opened it will automatically load to the first level of the unit which is the yellow level. It will show two pictures at a time and the learner needs to select the picture for the description they hear.

When the learner gets 100% on the yellow level it will load to the the orange level which will present four cards at a time. The learner will be presented with seven different levels of difficulty. VIVA is a mastery based learning program. This means that the learner is expected to get a score of 100% on a level before the next level will load. This ensures that the learner has had enough exposure to the easier level before moving on to a more difficult level.

*It is important that the learner does their own work as they go through the levels. If other people help the student by giving them the answers they will not get enough repetition of the descriptions to learn them well enough to be successful on your own at the next harder level.*

The goal is for the learner to know the descriptions well enough to be able to say them themselves. When the learner has completed the unit at the star level they should be tested for productive (oral) language proficiency.
Once the learner has mastered a level in a unit the VIVA Challenge tile will appear.

The VIVA Challenge game will present the learner with 12 random pictures from units that they have already worked on in the VIVA Iñupiaq portion of the program. This is an excellent tool for them to practice vocabulary that they have already mastered.

The VIVA Writing Challenge tile will appear once a student has completed the star level of any writing unit. Playing this game will give the learner the opportunity to review the spelling of vocabulary that they have mastered.

The VIVA Speaking Challenge tile will appear once a student has proved mastery of the oral part of a unit. The oral production assessment is done by an Iñupiaq language teacher. The VIVA Speaking Challenge can only be played with a partner and gives the learners the opportunity to show that they remember how to say things that they learned to say in VIVA.
Additional information:

Most of what is done in VIVA is very straightforward. There are a few things that are helpful to know.

Learners earn points for working in the VIVA modules. Points are earned by the number slides a learner selects correctly in the program. There is a progress bar above the unit they are working on that shows how they are doing. If they select the correct slide the progress bar shows green. If they select the wrong slide it shows yellow on the first wrong selection. After they have selected the slide wrong a second time it shows black and red. Once they select it correctly on the third time it shows red. At that point they will not get 100% on that level. They will have to re-play that level till they get 100% before they can move onto the next level.

Green bar shows number of slides correctly picked.

Yellow bar shows slides that have been incorrectly picked once.

Red and black bar shows slides that have been incorrectly picked twice or more.

Red bar shows slides that have been correctly picked after the third attempt.

The points that the learner has earned show up in the upper left hand side of the modules page.