

This information may help secure funding.

We promote spontaneous use of everyday Spanish. Our video instruction includes typical and unusual content, drawing many connections between languages and cultures, and our Fluency Builder software zeroes in on a manageable amount of practical language. We make many, many field trips to interesting people and events that teach about our own country while teaching language and culture.

Our assessment tool encourages (1) continued involvement with the instruction and (2) a climate in which the language is used at school. We provide a new set of 100+ downloadable 10-minute video lessons annually. Many lessons encourage the study of other languages and cultures, and explain how to be smart travelers and participants in the world. Our instruction is characterized by both intellectual and physical interaction.

The Max and Max Spanish system makes it easy for schools to experiment with working the instruction into their supertight schedules. Within such confines, we follow language standards in designing flexible and interactive instruction. We build from first grade up while providing something for all the grades. By request, we have included many lessons geared specifically for upper elementary and for students who want to test out of first-year high school Spanish or to begin another language with a big advantage. We provide an additional 100+ lessons each year in the sequence.

Our main goal is to inspire eagerness for safe, smart adventures and friendships around the world. Our confidence is based on feedback from adults who say that this approach is producing students who use the language in ordinary, everyday situations. Expect similar results when adults and kids use our assessment tool and are given friendly incentives to use Spanish together.

Based on Vast Experience

This instruction is based on years in urban and suburban K-12 schools and on 1,500 distance-learning computer-interfaced lessons to diverse K-6. Our program converts this experience to a format that uses familiar applications of ordinary technology. We rely on input to evaluate and modify content and delivery.

Advantages That Really Matter

Inherent obstacles make live distance learning unfeasible for widespread instruction. Our program keeps the qualities of the instruction it's based on: (1) personal "on-air" delivery, (2) rapid response to user feedback, and (3) intellectual content and physical interaction. Interaction includes: reusable handouts with tasks to be performed during sessions; manipulating cut-outs and common items; playing Simon Says; drawing or repeating what is heard; singing; and more.