Thank you for your interest in ANVILL-LTI. This 9-pg. handout is a basic overview of the core functions of the “standalone” version of the software. To learn more, request access to one of our demonstration courses for teachers, such as Getting Started with ANVILL-LTI. In it, you’ll find sample course content as well as ideas and frameworks for lessons that you might like to create.

Create an Account if you haven't done so already.
1. Click on the “Getting an Account” tab at the top left of the home screen.
2. Fill in the information requested. Important Note: In order to create lessons in ANVILL-LTI, you must enable the “teacher’s account” option and fill in the requested information.

Login
1. Log into ANVILL-LTI by clicking on the button in the upper right corner.
2. Choose “Non-UO Login” (unless you have an Oregon DuckID).
3. Type in your Email Address and Password.

Joining a Course (for students)
1. Your teacher has sent you an email invitation to join her ANVILL-LTI course.
2. Clicking on the link in the email will: a) check to see if you have an ANVILL account; and b) enroll you in the appropriate course. If it’s your first login, you’ll be asked to create an account—provide a username, email address, first and last name, and to respond to a “Captcha”.

Content: Courses > Lessons > Activities > Panels
In ANVILL-LTI, courses have lessons, lessons have activities, and activities can have one or more panels (containers for text or media). Lessons are located on the left. Most lessons here have multiple elements. Click the Menu button (bottom left) to see all the lessons in a course.

Creating Content: Courses > Lessons > Activities > Enrolling Students
1. To create a course, click on Courses (upper right corner of your browser), and then the Add Course tab from that menu. Fill in the requested information (much of it is optional). You must have editing privileges to do this.
2. To create a lesson, click on the Add Lessons (+) button, give it a title (and other optional information).
3. To create an activity for a lesson (or to edit existing activities), click on the gear icon on the right. It’s a dropdown menu to manage content, edit content, unpublish content.
4. Activities are sources of input (instructions, images, .pdfs, embedded media like YouTube videos or Slideshare presentations, and more). In most lessons they set the stage for one of ANVILL’s speech/writing tools.
5. Voiceboards, portfolios, and chat are ANVILL’s interactive tools. They let students post audio, video, and text messages, which are either viewed by all course members (VBs), only the student and the teacher (Ps), and interact in real time via audio or video (chats).
6. Invite students to join your course by clicking on the “Course Members” tab in the course menu. Multiple invitations may be sent at the same time.
Accounts
Register with the “Getting an Account” tab at the top. Instructors should check the green button below.

Logging In
Button is in the upper right. Use the email address and password fields. Note: green button is only for U.Oregon.

Profiles
These contain registration and account information. Coming soon—a library of everything that has been created.

Courses
These include both ones you're teaching and ones you're taking. (In an LMS, you won’t see courses, just ANVILL lessons.)

Invitations
Invite students to join your course by clicking on the “Course Members” tab in the course menu.
Lessons
This is where you’ll do most of your work. Here we see a list of lessons, each containing several activities (click to see). Note: ANVILL uses “responsive design” so web pages look equally good on mobile devices as desktops.

Menus
All content in a course can always be seen from the menu button (arrow) in the bottom left corner. Just as courses consist of lessons, so do lessons consist of activities. All of this is stored online, is easily searched and is easily modified, duplicated, and shared.
Content in ANVILL: Activities

A “normal” page in ANVILL is called an activity. It has 2 edit tabs, one for content and one for layout.

Content is placed in “panels”, which can be arranged in a variety of configurations. The content can be text-based or media-based. ANVILL accepts many kinds of media. Here we see a YouTube video.

Content can be uploaded, embedded from the web, recorded directly by the teacher, or retrieved from your library (my files).
Interaction in ANVILL: Voiceboards

First off, voiceboards can do text as well as speech. In fact, most teachers find grading goes much faster when they can scan 1-sentence summaries of student oral work. Voiceboards let students record audio (all browsers) and video (in Firefox). No plug-ins are necessary.

Feedback that your recorder is working. Note: Video currently only works in the Firefox web browser.

VB recordings are available to the whole class to listen to and comment on. They’re designed for groups—to promote discussion and/or feedback.
Interaction in ANVILL: Portfolios

Portfolios
Like VBs, Portfolios are a container for text as well as multimedia: images, speech, video.

Portfolios allow learners to directly record themselves in a browser (desktop computers) or upload audio/video (mobile). No plug-ins are necessary.

Portfolio recordings are private: accessible only to the individual student and his teacher(s). Feedback can be spoken or written.

Like other alternative assessments, their power lies in their ability to track progress over time, and to allow learners to see that progress dynamically.

One portfolio per course will easily store a year's worth of student content.
Interaction in ANVILL: Chat

Chat
Chat doesn't do anything differently from other synchronous communication tools. Its main advantage is that it's safe, only open to those in the class, and simple to use.

Collaboration and cooperative learning tasks are the most obvious uses of Chat.

From practicing dialogs to sharing notes on a listening or reading to prepping for an online discussion or class, more meaningful (and fun) practice is possible.

Limitations:
Currently video chats only work in Firefox and Chrome (they support WebRTC).

Sequencing
ANVILL tries to contextualize speaking tasks so that they occur naturally in a lesson, and flow directly from other kinds of input (a class discussion, a video to be watched before class, etc.)
LTI... stands for learning tools interoperability. It’s a good thing to inform yourself about.

The latest version of ANVILL has been designed to work with LTI compliant LMSs, like Moodle, Canvas, Blackboard, and others.

Traditionally, these LMSs did not incorporate speech. Now some do, and that’s great.

ANVILL will always be focused on adding value to language teachers’ toolboxes, so that means we focus on adding context to speaking tasks (good scaffolding) making feedback easy to give in multiple formats, and presenting a unified and digestible set of lessons rather than a long list.
1) You’d like to incorporate an audio journal in your class where students will reflect or comment on readings and videos in the course book—in 2-3 minutes. You want to provide a set of prompts to guide them from a basic description of the week’s tasks and themes to an analysis of 1 or more key ideas in the course content. This will be a private journal. You plan to give oral feedback every 2-3 weeks.

2) You really want students to try their hand at authentic listening material outside of class. You encourage them to spend 30 minutes a week to listen to a podcast on a topic that’s interesting to them and related (in some way to this week’s lessons). You create a Voiceboard where they have to give a short summary of what the podcast is about and they have to comment (orally) on at least one other person’s podcast.

3) You’re designing a teacher training course on digital games in language learning. You’re trying to make your lessons as interactive as possible. To minimize their frustration as they play the game, you use short audio and video clips to alert your trainees of upcoming issues, e.g., navigating through particularly murky aspects of the game’s world.