



T-Help

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Our app, T-Help, is a prototype designed to help students learn and understand Tanach. The app is geared towards middle and high school students who are often assigned independent work but don't always have the skills to complete it. T-Help will provide review games, audio, real life applications, summaries and explanations, on-screen note accessibility, word breakdowns and a teacher-student classroom. The app flows from the home page to the main textual page which contains the comprehension features.

From the homepage, you will drill down to get to the desired Perek. For example, to reach Shelach Perek 13 you would click on Chumash, Shemot, Shelach, Perek 13. From there you will be able to see the entire Perek.

Clicking the arrows next to each Pasuk will get to the explanation of the Pasuk. Clicking the square next to a Pasuk will give you commentaries located on a separate page. At the bottom of each Perek is a summary of the Perek's general topic. If you double-click on a word, you will be given the translation, breakdown, and the shoshonim of that word. You will also be able to highlight the text and take notes right on the page, which you can save for future reference. If the "real life applications" button is clicked, a page will appear describing how the text can be incorporated into everyday life. If you click the audio button then you will be given an audio of the Pasukim. If review games are clicked, you will be given a matching game testing the information learned in a fun way.

T-Help also has a classroom section which allows teachers to customize the work for the student's individual needs. In this section, teachers will be able to post assignments for students, give tips, and communicate with the students. The classroom section allows for student-teacher collaboration. Teachers will have the ability to create classrooms and add and remove students. Both students and teachers will have the ability to post to the class forum. The teacher will be able to monitor any notes written on the text page and any work done in the classroom section.

The app has many specific features to assist students with comprehension. Review games involve students and grab their attention making learning fun. Real-life applications help students feel a connection to Torah in their everyday lives. The students will be motivated and excited to learn more. Audio can help students through listening to someone else reading the text. It will help them understand the complicated Nekudot and stops in the Chumash. Hearing the text aloud can help with comprehension and retaining skills. It's like when you read something out loud and suddenly it all makes sense! The on-screen writing is something most



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Chumash apps do not include. Writing on the words themselves can really assist students in keeping more comprehensible notes even for those with messy handwriting.

This experience has taught us so much and we are grateful for the chance to be part of such an inspiring project. We have learned about app design and storyboarding, in addition to many life lessons and skills that we will use in the future. Storyboarding the app was the main part of the project and contained the most obstacles. We constantly edited and re-edited the storyboard to fit the content. We learned that everything will not go as planned and flexibility is key in those situations. For example, we realized that storyboarding on a regular Google Doc wouldn't work, so we learned how to use Google Drawing. Creativity was also a great aspect of our app design. We had to think differently and approach the design in a new way to differ the app from other apps.

While building the features of the app we also learned skills that have helped in our own classroom learning. Breaking down words and explaining Pasukim and Perakim have impacted our learning for the better. We have found interesting ways to apply our knowledge that have gotten us more involved in our Judaic studies. We are now also more independent in our textual learnings, rather than being dependent on a teacher. The app has not only affected users of the app but us as well.

We have also learned how to work better with someone else and to take advantage of each others' talents. We each brought a different perspective to the table, which has influenced the design and storyboard of the app. Communication and collaboration were a big part of the project. We communicated and listened to each other about our ideas. With our ideas, we were able to make a collaborative storyboard.

Working with the teacher as a coach gave us the opportunity to be more involved in the process rather than just following directions. The teacher was there to assist with whatever we needed. We were able to be more independent and creative in our learning. We got to design an app however we wanted. It was different from a regular classroom setting. First, we got to design the app, then the teacher commented and helped improve our work. We had the chance to grow more in our skills as we had to be more independent and responsible and not use the teacher as a crutch. We led all the meetings and plans. We guided the teacher in our ideas and were given the space to work on our vision.

We have learned so much from this experience and want to thank everyone at the Jewish Education Project and the Avi Chai Foundation who made this project possible and our teacher Mrs. Ossip for all of her help. Thank you!