

Educational Guide



STEAM tool for oral expression, creativity, and interdisciplinary learning

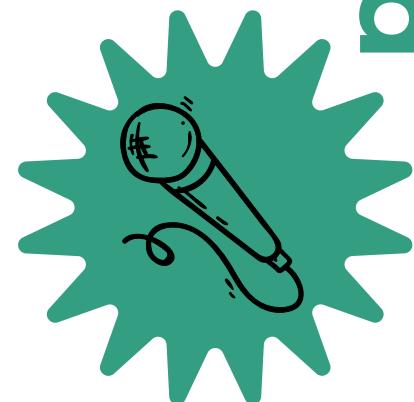
“Fake news, social networks, information overload... Our children must learn to distinguish between truth and falsehood. NUMETIS WeSpeak, used as part of media and information literacy (MIL), helps them develop critical thinking and digital citizenship.”

This guide has been designed to support teachers in implementing school webradio projects through the NUMETIS WeSpeak system.

Designed for kids from 6 year old classes, NUMETIS WeSpeak is a comprehensive learning tool: it fosters oral expression, cooperation, creativity, and citizenship.

Portable, simple, and autonomous, NUMETIS WeSpeak can be used in the classroom, in the library or outdoors, fully integrating into active learning and outdoor education approaches.

“Giving students a voice means giving them the power to think, create, and understand.”



NUMETIS WeSpeak A complete Solution

Easy to implement in school

1. GENERAL INTRODUCTION

NUMETIS WeSpeak places speech at the heart of learning.

It enables students to design, record, and broadcast radio productions while developing linguistic, social, and technical skills.

Main objectives:

- Promote oral expression and self-confidence.
- Encourage collaboration and active listening.
- Develop media and digital literacy.
- Build bridges between school subjects and real-life situations.



Table of Contents

- 1.General introduction
- 2.Educational benefits of webradio
- 3.Media and Information Literacy
- 4.Curriculum skills addressed
- 5.Observed educational uses
- 6.In-depth pedagogical uses
- 7.STEAM approach and gender equality
- 8.Inclusion and differentiation
- 9.Digital Competence Framework
- 10.Mobility and outdoor class
- 11.Pedagogical organisation
- 12.Assessment
- 13.NUMETIS WeSpeak equipment

Annexes and extensions

2. EDUCATIONAL BENEFITS

SKILLS DEVELOPED

- ORAL LANGUAGE: SPEAKING CLEARLY AND WITH INTENTION.

- Radio in school is a pedagogy of speech and action.
- Students learn to plan, produce, listen, and reformulate.

- COOPERATION: WORKING TOGETHER ON A CONCRETE PROJECT.

- WRITING: STRUCTURING AND ADAPTING SPEECH.

- CREATIVITY: INVENTING, DARING, INTERPRETING.

- CITIZENSHIP: LISTENING, RESPECTING, ARGUING.

ACTIVITY EXAMPLES

- WEEKLY MINI-JOURNAL
- CURRENT AFFAIRS DEBATE
- SCIENTIFIC REPORT
- LITERARY REVIEW
- GUEST INTERVIEW



3. MEDIA AND INFORMATION LITERACY OBJECTIVES

- Radio is an ideal medium to connect production, broadcasting, and reflection.

UNDERSTAND HOW A MESSAGE BECOMES INFORMATION.

DEVELOP CRITICAL THINKING REGARDING SOURCES.

EXPRESS ONESELF RESPONSIBLY AND RESPECTFULLY.

COLLABORATE ON A COLLECTIVE PRODUCTION.

4. CURRICULUM SKILLS ADDRESSED

Language, MIL, Science & Technology, Digital Literacy

UP TO 6 YO KIDS

CLASSROOMS : DISCOVER THE MICROPHONE AND AUDIO RECORDING; COOPERATE TO "MAKE THE CLASS RADIO".

FROM 6 TO 9 YO KIDS

CLASSROOMS : PRODUCE A SIMPLE SHOW; UNDERSTAND MEDIA ROLES (JOURNALIST, TECHNICIAN...).

FROM 9 TO 12 YO KIDS

CLASSROOMS : DESIGN AND COMPLETE A FULL PROJECT: INTERVIEW, DEBATE, REPORT, EDITING, AND BROADCASTING.

FROM 12 YO KIDS CLASSROOMS :

NO LIMIT: BECOMES A JOURNALIST

5. OBSERVED EDUCATIONAL USES

UP TO 6 YO KIDS

CLASSROOMS : “LITTLE JOURNALISTS’ MICROPHONE”
— PEER INTERVIEWS AND GROUP LISTENING.

FROM 6 TO 9 YO KIDS

CLASSROOMS : “CLASS JOURNAL”
— WEEKLY MINI-REPORTS.

FROM 9 TO 12 YO KIDS

CLASSROOMS : “WEBRADIO CLUB” — INTERDISCIPLINARY SHOWS BROADCAST WITHIN THE SCHOOL.



6. IN-DEPTH PEDAGOGICAL USES

- Webradio adapts to all learning contexts:

WHOLE-CLASS SESSIONS,
SMALL GROUPS,
AUTONOMOUS WORKSHOPS.

SCIENCE RADIO: PRESENTING AN EXPERIMENT.

HISTORY RADIO: TELLING AN EVENT.
ART CHRONICLE: COMMENTING ON AN ARTWORK.

CIVIC RADIO: DEBATING THE VALUES OF THE REPUBLIC.

7. STEAM APPROACH AND GENDER EQUALITY

STEAM APPROACH

- Webradio combines:

SCIENCE (SOUND WAVES,
ACOUSTICS)

TECHNOLOGY (CONSOLE,
MICROPHONE)

ENGINEERING (SOUND
ADJUSTMENTS)

ARTS (STORYTELLING,
PERFORMANCE)

MATHEMATICS (FREQUENCY
MEASUREMENT)



Encouraging girls towards STEM careers

HIGHLIGHTING CREATIVITY AND
COMMUNICATION.

ACCESS TO TECHNICAL AND
LEADERSHIP ROLES.

INCLUSIVE AND MOTIVATING
TECHNOLOGICAL ENVIRONMENT.



8. INCLUSION AND DIFFERENTIATION

VISUAL AND HANDS-ON MATERIALS (ADAPTED FOR DYS, EAL, ASD STUDENTS).

MULTIPLE ROLES TO FOSTER PARTICIPATION FROM ALL LEARNERS.

COOPERATIVE ACTIVITIES VALUING EACH STUDENT.

LOW DEPENDENCE ON WRITING: AUDIO SUPPORTS EXPRESSION.

9. DIGITAL COMPETENCE FRAMEWORK

ASSOCIATED SKILL

COMMUNICATION & COLLABORATION

CONTENT CREATION

DIGITAL ENVIRONMENT

10. MOBILITY AND OUTDOOR CLASS

- The autonomy of the kit allows mobile recording

INTERVIEWS IN THE
SCHOOLYARD OR PARK.

REPORTS DURING FIELD TRIPS.

CAPTURING NATURAL
SOUNDSCAPES.

PRACTICAL TIPS

- TEST EQUIPMENT BEFORE OUTINGS.
- CHECK BATTERY LIFE.
- CHOOSE A QUIET PLACE.
- PREPARE A CLEAR INTERVIEW PLAN.



 **Speech makes sense when connected to the real world.**

11. PEDAGOGICAL ORGANISATION

- Project steps:

PREPARATION – PRESENT THE RADIO AND DEFINE THE TOPIC.



WRITING – PREPARE SCRIPTS AND RUN SHEETS.



RECORDING – USE THE KIT.



LISTENING – ANALYSE AND IMPROVE.



BROADCASTING – SHARE WITH THE COMMUNITY.

POSSIBLE ROLES:

- PRESENTER
- COLUMNIST
- SOUND TECHNICIAN
- JOURNALIST
- BROADCASTING OPERATOR

12. ASSESSMENT

- Skills observed:

ORAL EXPRESSION
CLARITY, ARTICULATION, TONE

CONTENT
STRUCTURE, COHERENCE,
CREATIVITY.

TECHNICAL
USE OF EQUIPMENT

COOPERATION
PARTICIPATION, MUTUAL HELP

AUTONOMY
INITIATIVE AND ROLE
MANAGEMENT

ENCOURAGE SELF-ASSESSMENT:
STUDENTS IDENTIFY THEIR
STRENGTHS AND PROGRESS
POINTS.



CASES STUDIES



Case Study 1: Classroom Debate and Civic Engagement

Context:
Middle school students discuss current events.

Preparation:
Students read newspapers, study books, and internet article to prepare the discussion.

Activity:
Four students debate using the NUMETIS WeSpeak podcast station, while a fifth monitors sound levels. The debate is broadcast to the class through the external speaker.

Learning Outcomes:
Oral expression, critical thinking, teamwork, and media literacy.

Marketing Angle:
Shows how NUMETIS WeSpeak encourages active citizenship and engaging, student-led discussions.





Case Study 2: Museum Field Reporting

Context:

Students visit a museum for a history or art project.

Activity:

With the portable NUMETIS WeSpeak kit, students record interviews with guides or classmates. Multiple mics allow group reporting, and the speaker lets them review recordings on-site.

Learning Outcomes:

Journalistic skills, interviewing, and real-time audio production.

Marketing Angle:

Shows NUMETIS WeSpeak's portability and effectiveness for learning both inside and outside the classroom. Aiming hands-on experience in field reporting.





Case Study 3: Outdoor Ecology & Nature Sound Capture

Context:

Students explore a nearby forest during a science and ecology project.

Activity:

Using the portable NUMETIS WeSpeak kit, students record natural sounds (birds, insects, environment) and conduct short debates on ecology topics. Multiple microphones let them work in small groups, and the speaker allows instant playback in the field.

Learning Outcomes:

Environmental awareness, audio recording skills, teamwork, and scientific observation.

Marketing Angle:

Demonstrates NUMETIS WeSpeak's mobility and durability outdoors, turning nature excursions into hands-on audio learning experiences.



TECHNICAL SPECIFICATION

Complete educational webradio kit including 4 microphones (XLR-to-jack, colour-coded cables and windshields), 5 headsets (4 for students + 1 for technician), wired external speaker (mains or battery powered), and dedicated carrying case. Ideal for classroom, outdoor, or field activities.



Features	Description
Microphones	4 dynamic microphones with XLR-to-jack connections, colour-coded cables and matching windshields.
Headsets	5 headsets (4 for students, 1 for operator) with colour-coded cables for easy channel identification and real-time monitoring.
Speaker	Wired external speaker, powered via mains or external battery, with 5-meter cable for full-classroom listening.
Console	Turn-key, ready-to-use, with integrated audio mixing and simple control interface suitable for classroom use. 32 SD card included for up to 600 Hours recording.
Cables & Connectivity	All necessary cables included, colour-coded for quick setup and easy identification; compatible with tablets and computers for recording or broadcasting.
Portability	Dedicated carrying case for secure transport of all components, ideal for field activities or excursions.
Power Options	Console can run on standard power supply; speaker can operate on mains or portable battery. Integrated USB-C rechargeable battery allowing autonomy of up to 10 Hours
Dimensions & Weight	Compact, lightweight design to ensure mobility and ease of use in various learning environments.
Compatibility	Works with tablets, computers, and other digital devices for recording or broadcasting content.
Operating System	No OS required; plug-and-play system
Warranty	2 years



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