

Week 2 — Progress Report: *Playing with Syntax & Sentence Building*([github](#))

LatinAlive Weekly Progress Report

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1. Goals for This Week

- Help students internalize SVO order and case roles (accusative object, ablative place where).
- Provide instant, AI-assisted feedback on sentence formation.
- Pilot a lightweight game format that can scale in Weeks 3–4.

2. Tasks Completed

- Built a **Streamlit mini-app** with:
 - **Unscramble game**: students click tokens to form a sentence; app checks correctness and shows a morphology table.
 - **Grammar MCQs**: case/agreement questions with explanations.
- Authored a **3-exercise dataset** (scenes, target sentences, tokens, translations, MCQs).

3. Tools & Methods Used

- **NLP**: Stanza (Latin pipeline: tokenize, POS, lemma) for morphological readouts.
- **Frontend**: Streamlit for rapid interactive UI.
- **Content authoring**: JSON dataset (`Week2/data/exercises.json`).
- **Version control**: GitHub repo updates with Week 2 folders and scripts.

4. Challenges & Solutions

- **Token ordering acceptance**: students may form acceptable variants.
 - *Solution*: For Week 2 MVP, enforce an exact target match; note alternatives for Week 3 by allowing multiple acceptable sequences.
- **Parser disagreements in features**:
 - *Solution*: Kept feedback explanatory and cross-checked key cases manually during content creation.

5. Next Week's Plan

- Add **literary micro-adaptations** (Week 3) and support **multiple correct orders**.
- Introduce **audio** (pronunciation) via TTS for key sentences.
- Expand dataset to 8–10 exercises with varied prepositional usage.

6. Links / Artifacts

- App entry point: `Week2/scripts/game_app.py`
- Dataset: `Week2/data/exercises.json`
- Teacher notes: `Week2/docs/teacher_notes.md`