LocuTour® MULTIMEDIA

Literacy: Spelling Test on Friday!

Client Manager Enabled

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Excerpt from the Full Literacy Manual

"Spelling Test on Friday"

Practice; Take a Test

Objective	The student will learn to spell words through a six-step process: Look, Listen, Say, Listen, Spell, Check.
How to Play	The student looks at the word, hears the word, says the word, listens to the word again, spells the word out loud, then types the word into the empty box. (If she puts a space before or after the word, the computer will count it wrong, reading the space as an incorrect letter). The last step of the six-step process is to have the student click on the *Check Your Work!* button or type return to proof the spelling and move on to the next screen. After completing all 20 words in a section, she will be returned to the game menu. The *Compare* button at the bottom of the screen will allow you to compare the student's first entry with his final correct spelling. When the student is ready to take a test, select the *Take a Test* button. The practice word list will be randomly spoken. The student will listen, type the words into the white box, and hit either return or *Next* arrow to move through the list. When all the words have been given, a proofing page will come up. This provides an opportunity to proof your work before the final grading. Click on the speaker icon and the word will be pronounced. Listen, then check your spelling of the word. If you want to make a change, type the change into the box. The *Results* page will show the words typed and the percent correct. The *Print* button will print a homework page with the selected words.
Response Options	Click on the *Hear Word* button to listen to the word again. The *Hide Word* button hides the word as you spell. The word will stay hidden until the *Show Word* button is clicked. There are three ways to move to the next word during the *Practice* phase: 1) type the word correctly and hit return, 2) type the word correctly and click on *Check Your Work!*, 3) type the word incorrectly, or type nothing, and use the right arrow key or click on the *Next* button. If the word is typed in wrong and the student presses return or clicks on the *Check Your Work!* button, the computer will spell it out correctly. The *Show Word List* button displays the entire spelling list. After you type in the complete list, the computer will automatically return to the main game screen. On this screen you can choose the *Compare* button to see the results of your practice session. You can notice how many words were spelled correctly on the first trial and on the final trial. You will also get information about the total number of words practiced. On the *Results* page you can type in session notes or make notes to remind yourself of the memory hooks you created to learn to spell the practice words. Use the scroll bar to see all of the results of your session.

The up arrow key, or the *up arrow* on the *volume* button, increases the volume and the *down arrow* decreases the volume. *H* takes you to the *Help* screen. *X* allows a quick exit from the program. The *Print* button allows you to print the word lists on a homework page. Refer to *I Like Keys* for more keyboard shortcuts. |
| ***Options*** | *Random/Sequential; Choose the Voice Prompt--Word, Spelling, Word and Spelling, Nothing; Display Words/Hide Words; Lock Finish Button.*

Random/Sequential: When the random option is chosen the pictures display in a randomly chosen order. They will continue to play in this order for subsequent trials at the same level. To reset the random sequence, start a new trial by clicking on the large button above the level buttons or start by pressing the spacebar. *Option R* will toggle the random feature on and off.
Choose the Voice Prompt: This option allows the clinician to tell the computer what to say when each word comes up. If *Word* is chosen, the computer will speak the word. It will spell the word when *Spelling* is chosen. The student will hear both the word and its spelling if the option, *Word and Spelling* |

is selected. Finally, the written word will appear without a voice prompt when the option, *Nothing* is chosen.

Display Words/*Hide Words:* Choose this option to hide the word. *Option H* will toggle the hide words/ show words feature while the word is on the screen to allow auditory memory practice or decoding practice.

Lock Finish Button: When this option is chosen the student cannot end the program before he is finished by clicking on the *Finished* button. This option essentially disables the *Finished* button so the student must complete all of the programmed trials.

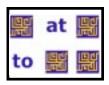|	
Screens	Ninety groups of 20 words each, for a total of 1,800 words.
Game Results	Practice Results: Word; Your Spelling; Correct; %Correct on First Try; %Correct on Second Try ; Number of Words; Number Practiced. Test Results: Word; First Spelling; Proofed; Final Correct; %Correct on First Try ; %Correct on Second Try ; Number of Words; Number Practiced.
Rationale	This task is intended for students in Rancho Levels VII and above and requires the ability to attend to an auditory stimulus, analyze the sound segments, hold this analysis in memory, and perform a motor response.
Applications	This game is appropriate for children and adults learning to read and spell. This game can also help develop pronunciation skills for speakers of English as a second language.

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Match Ups! Spelling Test on Friday Words
Six Cards; Twelve Cards; Twenty-four Cards; Forty Cards

Objective	The student will "turn over" two cards on each turn to find matching word pairs. The student will use verbal rehearsal to provide auditory and visual stimuli to support memory and recall of the pairs.
How to Play	The clinician assists the student in choosing one of the four levels. The student then turns over one card by clicking on it with the mouse. The student hears the card labelled, observes the word or listens to the sound on the card, and tries to recall where he has seen, or heard, a matching card. When the student clicks on his choice the card will turn over. If the cards match they will disappear from the screen after two seconds. If they do not match they will be turned over when the student chooses the next card or clicks on the arrow key at the bottom left corner of the screen. The student may hear the card labelled again by clicking on the card. The student continues to uncover words and find matching pairs until all of the matches have been found. The student will then be given the option of choosing a skill level and playing another game. The cards will be automatically reshuffled unless the student chooses to play the same game over by clicking on the *Replay* button.
Response Options	Click on a card with the mouse to turn it over. After a card is turned over, you can listen to the sound again by clicking on the card. (If you are using a touchscreen, touch the card to turn it over.) You can repeat the last game by clicking on the *Replay* Button. If the cards don't match, they can be turned over by clicking on the button that has a right-facing arrow on it. Or you can click on a new card. If no cards are turned over, you can turn all of the cards over by clicking on the button that has a right arrow on it. *Note that some cards have no sound and some cards have no picture -- just sound.* The up arrow key or the *up arrow* on the *volume* button increases the volume and the *down arrow* decreases the volume. *H* takes you to the *Help* screen. *X* allows a quick exit from the program. Refer to *I Like Keys* for more keyboard shortcuts.
Options	The *Game Card Options* allow great flexibility in this game.

Card 1	Card 2
Show word and say word	Show word and say word
Show word	Say word
Show word	Say spelling
Say word	Say spelling
Show word	Show word
Say word	Say word

Display Cards After Error/Turn Cards Over After Error, Remove Cards After Correct/Continue to Display Cards After Correct, Choose Card Backs, Choose Font.

Display Cards After Error/ Turn Cards Over After Error: The default option is to have the game pause when two cards that do not match are turned over. If this option is turned off, the cards will be turned so that the backs are visible after three seconds.

Remove Cards When Correct /Continue to Display Cards When Correct: The default option is to have the game pause for two seconds when two cards that match are turned over, then remove them from the screen. If this option is turned off, the cards will remain face up through the duration of the game.

Choose Card Backs: Change the card backs from the default pattern to one of 16 choices.

Choose Font: Choose from 18 different font styles.

Game Results	By Trial: Level, Seconds, Moves, Completion Status.
Rationale	This task is intended for students in Ranch Levels VII and above. This is a task of psychomotor performance and is intended to provide practice in instant word recognition, auditory processing, and spelling.
Applications	This game is appropriate for children and adults learning to read and spell. Individuals with auditory/visual short-term memory deficits would benefit from playing this game.