Contents

INTRODUCTION ..................................................................................................................... 3
  Logging In ......................................................................................................................... 4
ACTIVITIES ......................................................................................................................... 5
  Vocabulary ....................................................................................................................... 7
  Prediction ......................................................................................................................... 8
  Read ................................................................................................................................ 9
  Test ................................................................................................................................ 10
OPTIONS ............................................................................................................................ 11
LOGINS/ACCOUNTS .......................................................................................................... 12
ADD STUDENT ACCOUNT ............................................................................................ 13
GENERAL OPTIONS .......................................................................................................... 14
SETTINGS ......................................................................................................................... 15
RESULTS ............................................................................................................................ 17
USAGE ................................................................................................................................. 19
SYSTEM REQUIREMENTS .................................................................................................. 20
LICENSE .............................................................................................................................. 21
CONTACT US ..................................................................................................................... 22
INTRODUCTION

Overview
The Access Language Arts software, created in partnership with East Tennessee State University, is based on the curriculum Teaching to Standards: English Language Arts, which was created by Attainment Company and the University of North Carolina–Charlotte. Research has shown both the software and curriculum to be highly effective in teaching language arts skills (which are directly aligned to state standards) to students with an intellectual disability or autism. Components of systematic instruction embedded in the software’s scripts include the constant time-delay procedure and the system of least intrusive prompts (which addresses feedback and various levels of prompting).

The eight books chosen for the Access Language Arts software are among those typically used in middle school curriculums. The adapted nonfiction books are We Beat the Street, Neighbors, The Diary of Anne Frank, and Sadako and a Thousand Paper Cranes; the adapted fiction books include Holes, Number the Stars, The Outsiders, and Dragonwings.

Support for research and development of this software was provided in part by Contract ED-IES-13-C-0031 and ED-IES-14-C-0018 of the U.S. Department of Education, Institute of Education Sciences, awarded to Attainment Company, Inc.
Logging In

The Access Language Arts app automatically logs in users as Guest until one or more student accounts have been created. When logged in as Guest, test results are not saved. Create a student account for each student to enable his or her individual progress and answers to be saved.

To add a student, adjust user settings, or view results, select File—>Options from the menu bar at the top of the screen. The menu bar is only accessible on the story selection page. If it asks you for a password and you have forgotten yours, Attainment will always work as a master password. Tap here to read more about Options.

The user currently logged in to the software is shown in the upper right corner of the story selection screen. To switch users, click on the current user name. The Login window will appear, where you may add or change users.
ACTIVITIES

Click on one of the eight books to begin.

The book title and author are highlighted as each is read aloud. To hear them read aloud again, click on the play icon in front of the title.

The nonfiction books are organized by chapters within a single book. The fiction titles are organized by sets of chapters in a book. For these books, select a chapter set to begin.
Three activities are provided at the start of a book or the start of a set of chapters: Vocabulary, Prediction, and Read. Test questions are also provided after the passage is read.
Vocabulary

Click on the Vocabulary icon to begin vocabulary instruction. Instruction is given on vocabulary identification and vocabulary meaning. Each story has four vocabulary words.

Two rounds of 0-second time-delay instruction are given in Vocabulary Identification. One at a time, the four cards are enlarged when the narrator says the word and asks the user to touch the target vocabulary word. The three distractors become grayed out. On a third round, users are given up to 5 seconds to select the word (before the prompt is repeated and the distractors are grayed out).

After the 5-second time-delay instruction on Vocabulary Identification, two rounds of 0-second time-delay instruction are provided for Vocabulary Meaning. On the third round, users are given up to 5 seconds to select the word that matches a definition provided (before the prompt is repeated and the distractors are grayed out).

During both exercises, users may skip the 0-second time delay round by clicking on the right directional arrow icon at the bottom of the screen. When vocabulary instruction is completed, users are returned to the activity selection screen.
Prediction

Click on the Prediction icon to preview the text in order to make a prediction about the story. Multiple pages of the text are shown; the pages are automatically turned. Pages are not read aloud.

After previewing the text, the prediction question is asked.

Users click on an answer choice and then tap the right directional arrow icon at the bottom of the screen to return to the activity selection screen. The Read feature begins automatically.
Read

Although completing the Prediction activity first is recommended, users can tap the Read icon to begin reading the text at any time. Each word is highlighted onscreen as the text is read. At the end of the story, Test questions are given.

To pause the narration, click anywhere on the screen. To read the page again, click on the Play icon at the beginning of the line. Or double-click any word to resume reading at that location. Single-click a word to hear it spoken.

Target vocabulary words are underlined in the story. Click on the underlined word to see and hear its definition.

Turn the pages forward or back by clicking on the left or right directional arrows at the bottom of the screen. The row of dots under the text indicates the number of pages in the chapters. The highlighted dot indicates the page currently open. The last page of the story shows a Test button instead of the right directional arrow.

**TIP:** To jump ahead or back multiple pages, click on a page dot.
Test

The last page of the Read activity has a Test button. Click on Test to begin the test questions.

The Test questions begin with a revisit to the Prediction question the user answered before the story was read. The user is reminded of the prediction question and his or her answer. If the prediction was correct, it congratulates the user and moves on. If the prediction was incorrect, the user is asked to select the correct answer.

Testing Vocabulary Identification and Vocabulary Meaning is next.

Next are Multiple Choice questions, which address levels of comprehension including: sequence, literal recall, inferential, application, and analysis. Questions also address story grammar elements: main character, setting, problem, and solution. All questions have a Hint button. When clicked, it will return users to the page in which they can locate the answer.
OPTIONS

To add a student account, adjust user settings, or view results, select File then Options from menu bar on the book selection screen.

If it asks for a password and you have forgotten yours, **Attainment** will always work as a master password.
LOGINS/ACCOUNTS

The Access Language Arts software automatically logs in users as Guest until one or more student accounts have been created. When logged in as Guest, test results are not saved. Create a student account for each student to enable his or her individual progress and answers to be saved.
ADD STUDENT ACCOUNT

To add a student account, click on the Add button, type the student's name, and click on Next. The User Icon window appears which allows you to include an image/photo next to the student’s name on the Login window. If your computer has a camera, Snapshot is an option to take a photo. To retake the photo, click Clear. When you're satisfied with the photo, click on Save. Select Cancel to skip this step.

Delete Student Account

Delete a student account by selecting the user name from the drop-down list of names and then click on Delete.
**GENERAL OPTIONS**

- **Teacher Password**: Allows you to create an optional password that needs to be typed to open Options. As a backup, Attainment will always work as a master password in case you forget yours. The password function is not case sensitive: Upper- or lowercase does not matter. Turn On Required to Switch Users to extend the password requirement to include switching users from the story selection screen.

- **Users Must Type Name**: Turn On to require all students to type their login name rather than choose from the dropdown menu.

- **Allow Guest Logins**: Turn Off to remove Guest as a login option. When a student is logged in as Guest, results are not saved. Guest can be removed as a login choice only after one or more student accounts have been added.

- **Track Usage**: Keep On to track a user’s time spent in the program.

To adjust a user’s settings, select the student’s name from the drop-down menu and click on Settings.

The **Access Language Arts** software has two tabs in Settings: Program Settings and System.
Program Settings Tab

**Vocabulary**

**Time delay**—is set to 5 seconds by default but can be adjusted to be 2 seconds to 8 seconds.

**Omit picture cues:** The default is Off, which means vocabulary words are presented with picture cues. This removes the picture cues provided with the words during Vocabulary activities (i.e., Vocabulary ID and Vocabulary Meaning and their corresponding test questions), which is useful for students who can read.

**Allow skip:** The default is On, which means skipping is allowed. The arrow can be used to skip the 0-second time delay rounds of Vocabulary instruction and start with the 5-second time delay rounds.

**Test**

**Must answer correctly:** The default is On. This requires the student to select the correct answer before moving on to the next test question.

**Auto-read choices:** The default is On. This reads the answer choices right after reading the question.

**Read**

**Auto-read:** The default is On. This reads the story automatically.

**Omit picture cues:** The default is Off. When off, the picture cues are omitted from the story pages, which is useful for students who can read.

**Delay before “Next” is active:** The default is Off. This adds a delay before the “Next” page button is active.
**System Setting Tab**

![Ginny's Settings](image)

**Alternative Access**: Built-in scanning provides program access with switches. To use scanning, select one or two switches; by default, scanning is disabled. Selecting one or two switches enables multiple scan settings (e.g., Highlight color and Auditory scanning.)

**Auditory Rollover**: Slide and pause a finger over items to hear auditory confirmation.

**Show Touches**: A white circle appears at the point of contact between a finger and the iPad glass.

**Sound—Music/Speech/Sound Effects**: Choose which sound components will be heard by the student.

**Icon**: Click the set button to select the photo the student will see by his or her name on Login window.
RESULTS

Details of tests taken are saved when the student is logged into his or her account. (This is in addition to Results displayed at the end of tests.) To view test Results, select the student's name from the drop-down menu and click on the Results button on the Options screen. (Note: Results are not saved while logged in as Guest.)

Test results are listed by book title, then date, time, and percentage correct. You can change the layout to sort by date with the Sort by Date toggle switch at the bottom of the General tab on the Results screen.
To delete a single test, highlight that session and click on Delete. The Delete All button is to delete all tests by category (either story title or date); highlight a title (or date), then click on Delete All.

To view a student’s test answers, highlight an individual test and click on View. Results may be printed from this screen for discussion or review.
To view a summary of a student’s time using the program, click on the Usage button on the Options screen. This summary may be printed.
SYSTEM REQUIREMENTS

Windows
Windows 7, Windows 8, Windows 10
Minimum of 512MB RAM
Microsoft .Net 4.5 SP1
NOTE: If the minimum version of .Net is not detected, you will be prompted to install it during the installation.

Mac
Intel processor
OS 10.6, 10.7, 10.8, 10.9, 10.10
Minimum of 512MB RAM

ALTERNATIVE ACCESS

White Boards
This program is designed for use with White Boards.

Touch Monitors
All Attainment software is designed for use with touch screen devices.

Scanning
This program supports single and two switch step scanning. To change scanning settings, go to Options—>Settings—>System tab.
LICENSE

Attainment offers many options for licensing software. Licenses purchased for
multiple computer installation will include a certificate verifying the agreement.

**Three Computer License**
Attainment Company, Inc. grants the original purchaser a Three Computer License.
Under this license, the purchaser may use this software on up to three computers. The
purchaser may make a copy of this software for backup purposes only. Call
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consequential, arising from the use of the program or this documentation.
Some states, however, do not allow the limitation or exclusion of liability for incidental
or consequential damages. In these cases, this limitation may not apply
CONTACT US

If you have a problem running Access Language Arts, please call Attainment Technical Support at the number below. If possible, have the program running with your computer nearby while we discuss solutions. You can speed the process if you collect some basic information ahead of time:

• Running on Windows or Mac?
• What was the error and type of error message, if any?
• What triggered the problem?
• Can you duplicate the problem?
• What operating system are you running?

Tech Support is available weekdays from 9 am - 5 pm (CST)
Phone: 800-327-4269 or 608-845-7880
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