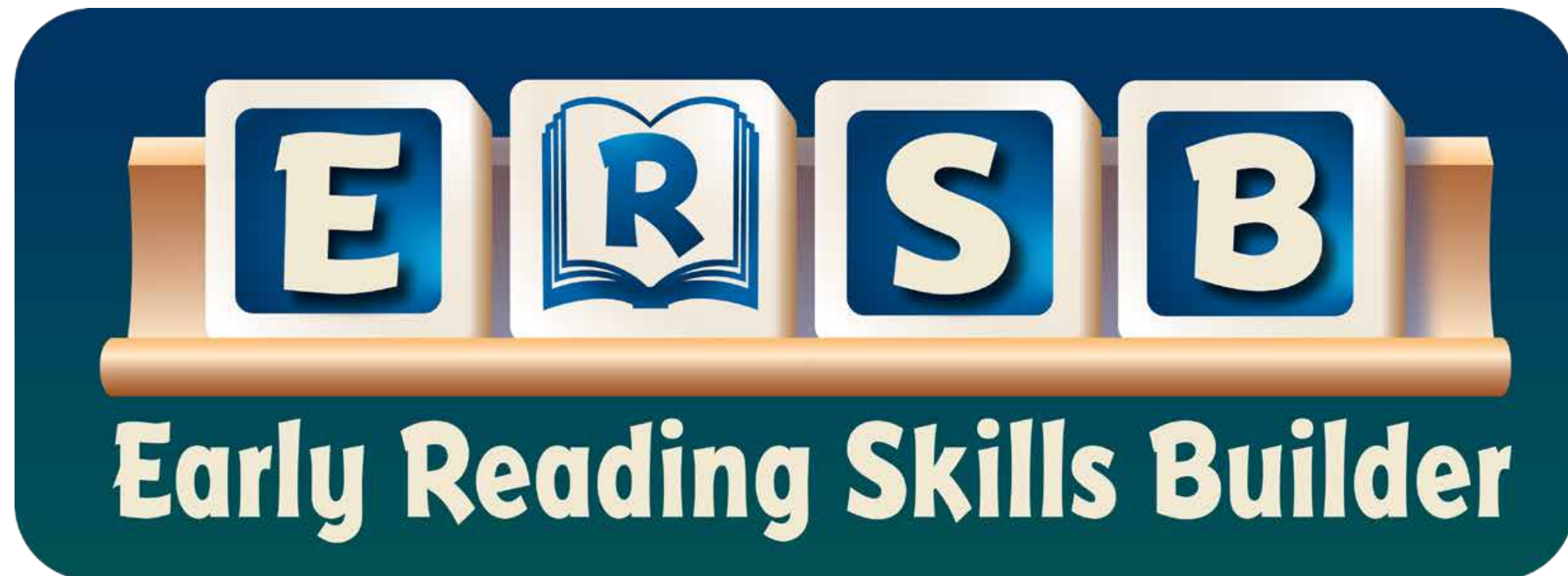

Attainment's



User Guide

Contents

Table Of Contents	2
What Is ERSB?.	3
Levels And Lessons.	4
Student Log In	5
Small Group Login	6
Avatars	7
Navigating	8
Alternative Access	9
Activites	10
Opening	11
Letter/Sound Identification	12
Blending.	13
Segmenting I.	15
Segmenting II	16
Decoding	17
Sight Words	18
Reading Text	19
Comprehension Questions.	20
Options-Add Student Accounts	21
Settings	22
Results	23
System Requirements	24
License Agreement	25
Contact Us.	26

What is ERSB?

Early Reading Skills Builder (ERSB) is a research based early reading curriculum for students learning early reading skills (kindergarten and first grade skills). ERSB is a stepping stone for graduates of Attainment's Early Literacy Skills Builder (**ELSB**) curriculum, but any student who has some basic literacy skills (e.g., print awareness, phonological awareness) is a candidate for learning to read using **ERSB**. At the completion of the **ERSB** program, determined by mastering the lessons at each level, students will be at a beginning second-grade reading level.

ERSB incorporates systematic instruction in teaching students to read independently. Student's data is continuously gathered and is used to determine when they advance to the next level or repeat levels.

ERSB curriculum is based on a multi-year research project from the University of North Carolina at Charlotte. It's been proven effective for students with moderate-to-severe intellectual disabilities and/or autism, including those with complex communication needs.

ERSB has 26 progressive levels with five structured lessons in each level. Software lessons include a sequence of eight activities, which include identifying letter/sounds, blending sounds to form words, segmenting sounds in words, decoding words, reading sight words, reading connected text, and answering comprehension questions about the text read. Students progress at their own pace, moving to the next level when they have achieved their designated achievement goal for three consecutive lessons.

Levels and Lessons

There are 26 progressing levels and 5 lessons for each level. The first lesson in each level is instructional and prompts the student by giving the correct answer immediately following the direction (known as 0-seconds time delay). Lessons 2 through 5 give the student 4 seconds to respond before prompting the correct answer (known as 4-seconds time delay). The 4 seconds wait time is a default and can be adjusted for each student in Settings.

ERSB collects data on the student's performance as the student progresses through the lesson. At the completion of a lesson, ERSB automatically advances a student to the next lesson in that level. To automatically advance to the next level, the student must reach 80% mastery for three consecutive lessons. The mastery score of 80% is the default percentage and can be adjusted for each student in Settings. Lesson 1 is instructional and the student's performance data is not collected nor used to determine mastery.

The instructor can manually choose at any time to have the student repeat or skip a lesson, to repeat or skip an activity, or repeat or skip a level. It is recommended that if a student's performance is at 50% or lower, he or she should repeat the instructional lesson—Lesson 1—with 0-seconds time delay for one lesson.

Levels progressively add new letter/sounds, new words to decode, new sight words, and new connected text. Some activities increase in complexity, such as the text in the Reading Connected Text activity. For example, for Level 1, the text is a single sentence and is automatically read to the student. For Level 4, the connected text is multiple sentences and the student begins to read silently. The narration support is only provided as support when the student taps on individual words. By Level 6, the connected text is multiple paragraphs and the student reads the whole page silently on his or her own. (For more content details, the ERSB Scope and Sequence is available for download at Attainment Company's website.)

Student Log In



At the Log in window, you can log in a student, log in as Guest, go to the program's Options, or quit the program. To start, select a student name from the pull-down list or click on the Guest button.

To add student login accounts, click on the yellow icon with the white wrench on the login window to open Options. Options is also accessible in the program from the menu bar, File-->Options.

Options is where to add student accounts, view student scores, and adjust preferences, including scan settings.

Student avatars are chosen during the steps of creating student login accounts.

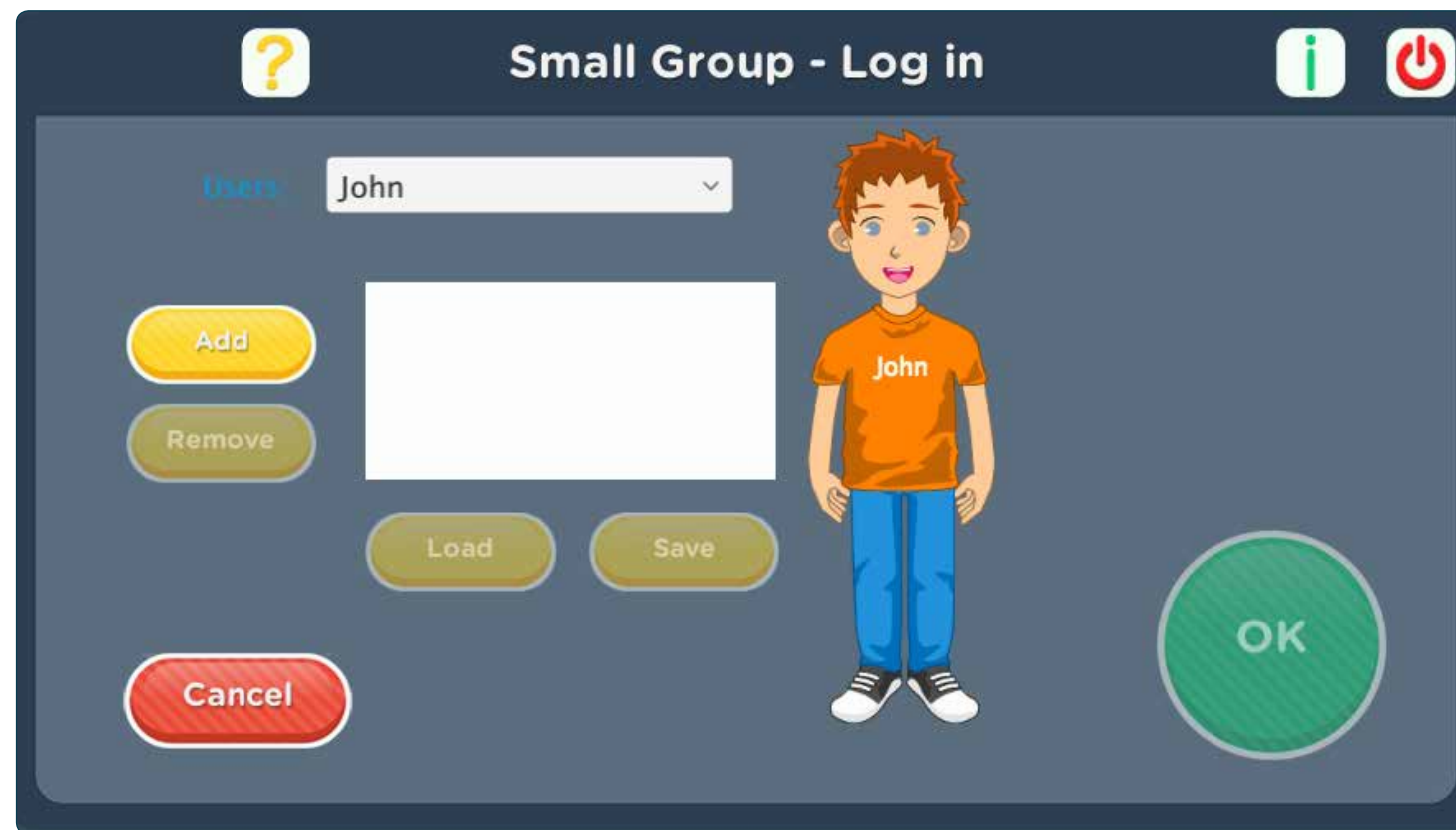
A student's performance when completing activities is saved to Results when the student is logged in with his or her account. Results of scores can be viewed in Options —Results. Results are not collected for Lesson 1 since this should be an errorless lesson.

Guest Log in

Logging in as Guest provides a way to explore ERSB software. A student's work will not be saved when logged in as Guest. Students must be logged in with their own account for their work to be saved. To use the software as Guest, on the login window select the Guest button.

Small Group Login

ERSB has a fun feature that allows multiple students to use the software at the same time, from the same computer, while taking turns to respond. We refer to this as Small Group participation. When two or more student accounts have been created, Group becomes an option on the Log in screen.

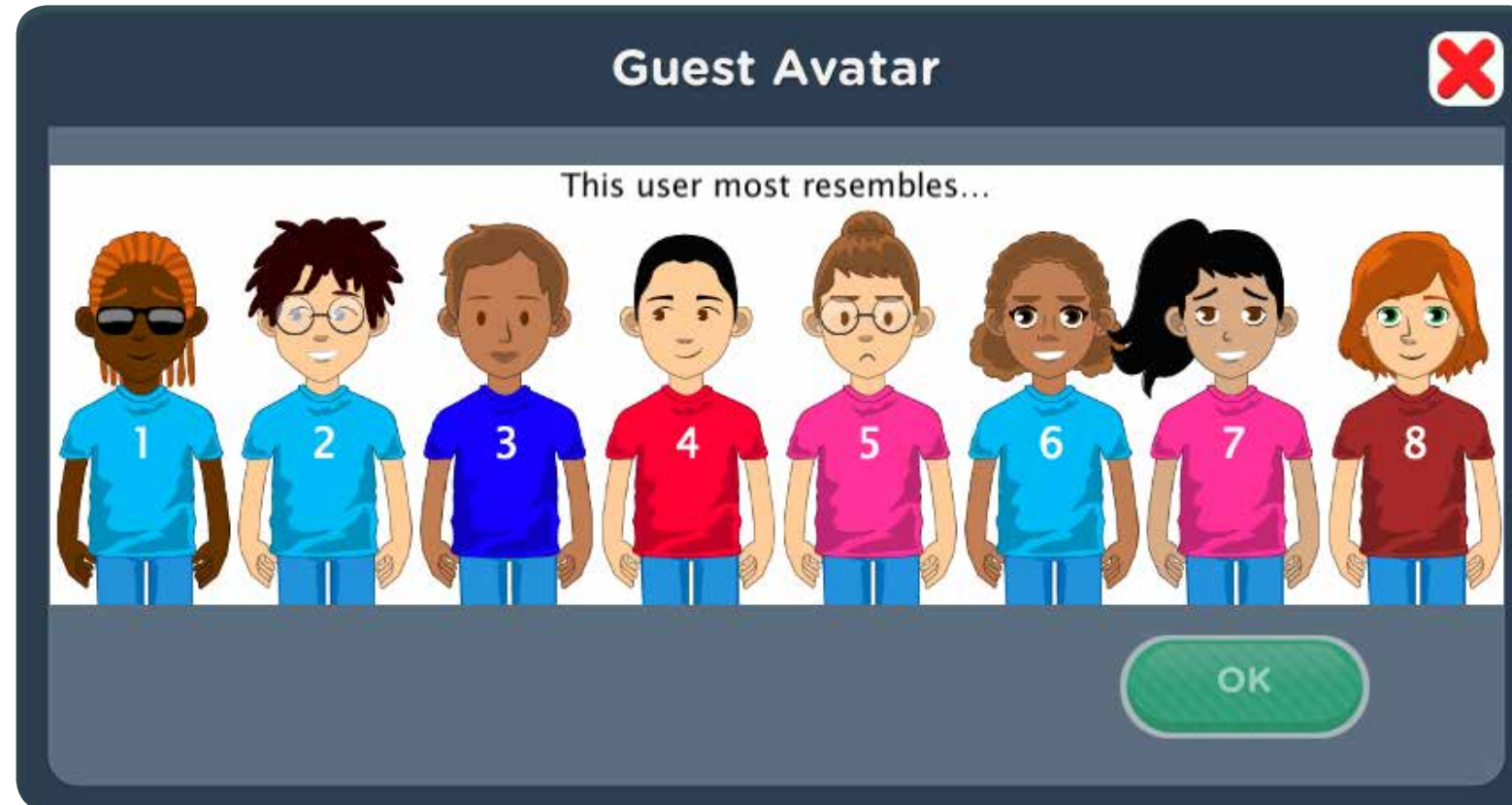


When Group button has been clicked, select, and add the students that will be participating in the lesson. Press OK once the students have been added or select Save to save the selected students as a group.

Scoring for each student is saved, but automatic advancing through levels uses the lowest score of any individual in the group.

Avatars

During participation in ERSB software, an avatar represents the student. Each student's avatar can be unique. Avatars are chosen during the steps of adding a student login account. However, the avatars head, hair/hairstyle, eyes, nose/mouth, eyebrows, and body are characteristics that can be individualized.



Avatars can be edited anytime by going into the program Options-->Settings--> System tab-->Avatar-->Edit.



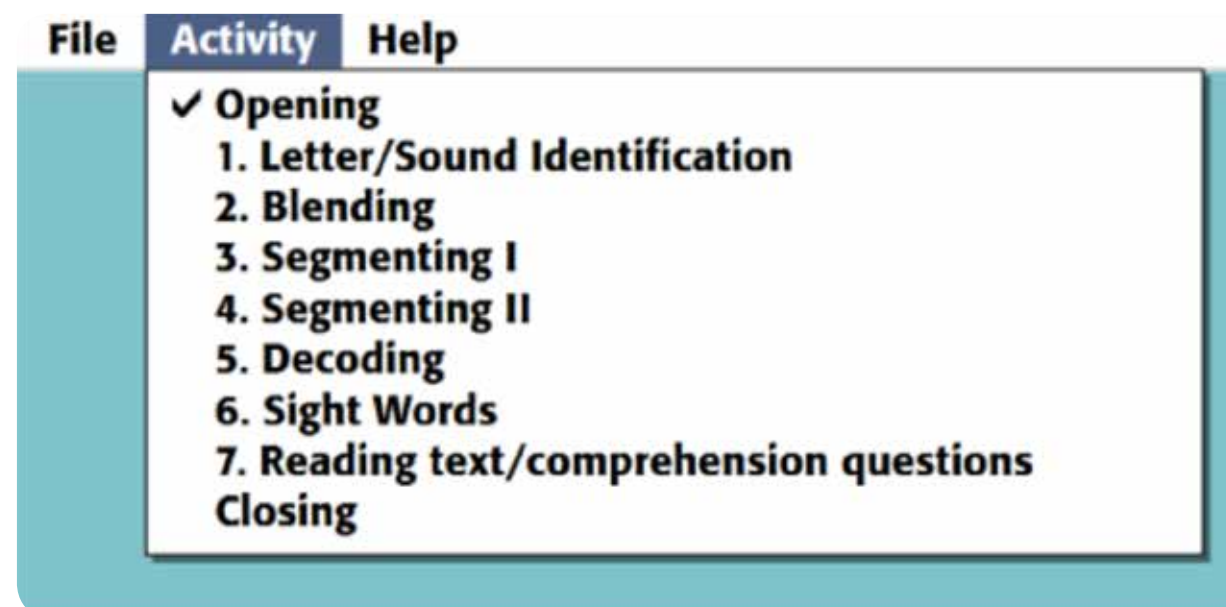
Navigating

ERSB is designed to take students through a lesson briskly. Tools are available that allow you to interrupt progress of the lesson. A pause button is located in the lower-left corner during activities. The program will only respond to the pause button in designated parts of the script; approximately sentence by sentence. If pause doesn't respond, wait for the script to advance a sentence or two and try again.

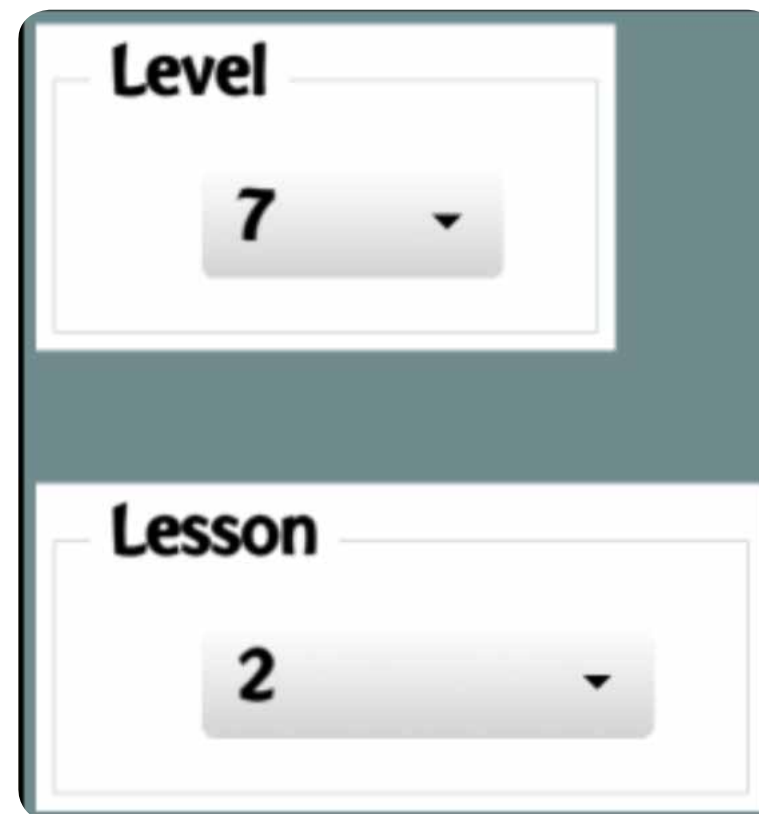


Additional tools for navigating during lessons are found on the menu bar at the top of the screen. Running the program in full screen may hide the menu bar, to view the menu bar, move the cursor to the top of the screen. File gives the choices to log out the student and go to Options. Activities is a drop-down menu which allows you to jump to another activity. Help provides the software user guide.

The Level/Lesson Chooser menu gives access to select a different level or lesson than the program suggests. The Level/Lesson Chooser is shown during login and also in Settings.



Alternative Access



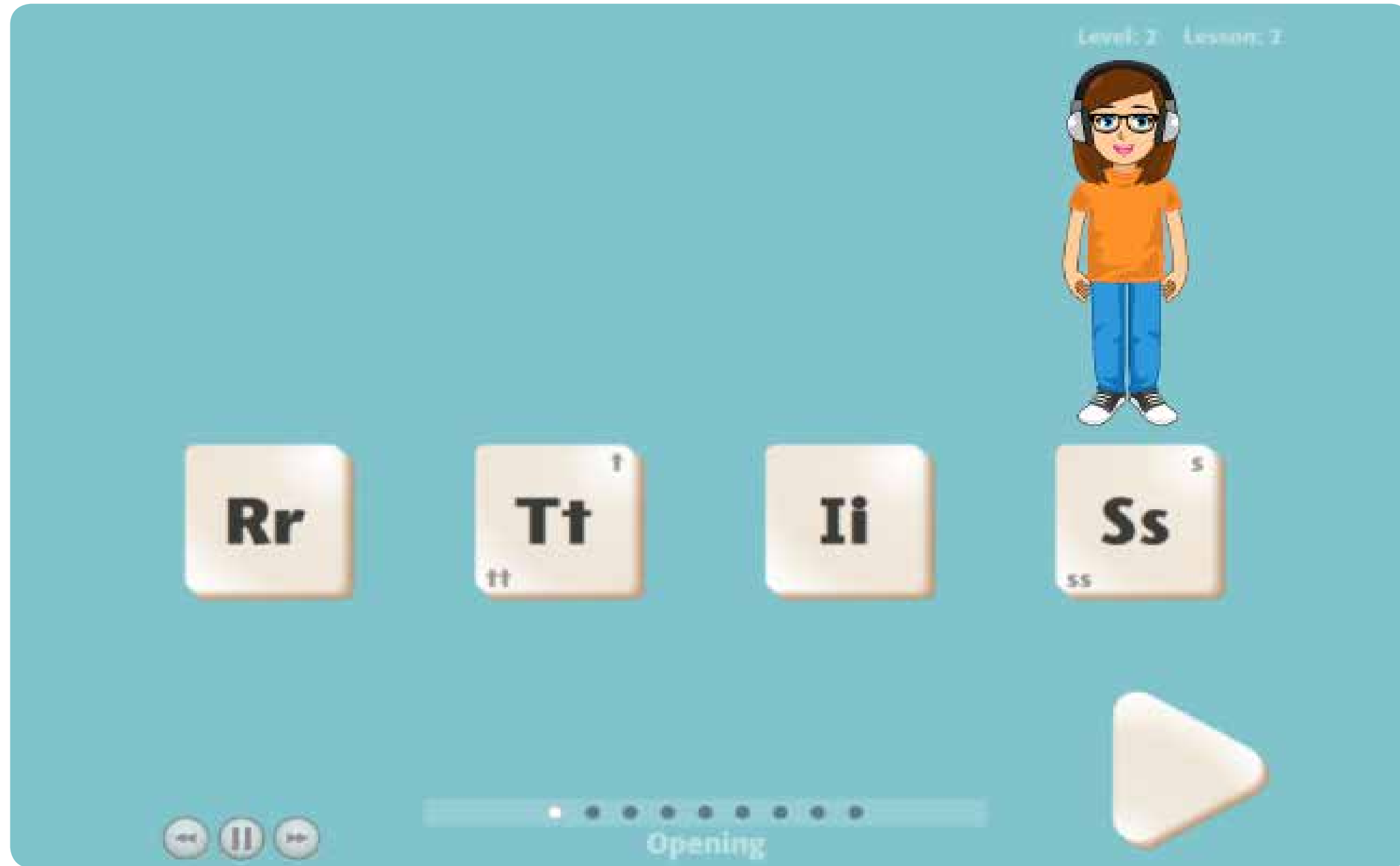
ERSB is accessible using a mouse, touch screen, interactive whiteboards, and switches. Switch access is built in through the use of scanning. Adjust settings for scanning and switches in Settings—System.

Activities

Each lesson has eight activities. The row of dots at the bottom of the screen has a highlighted dot indicating progress in the lesson. Activities are presented in the same order during every lesson. The highlighted dot and the text below the activity bar indicate which activity is currently in use. To repeat or jump to a different activity, select **Activities** from the menu bar at the top of the screen.



Opening



Each lesson begins with an opening warm-up activity. The Opening introduces the sounds and the corresponding letters that are the focus of the lesson. For the first 8 levels, letters are shown in both upper- and lower-case. Students can click on the letter tiles to hear their sounds then click on the forward arrow when ready to begin the lesson.

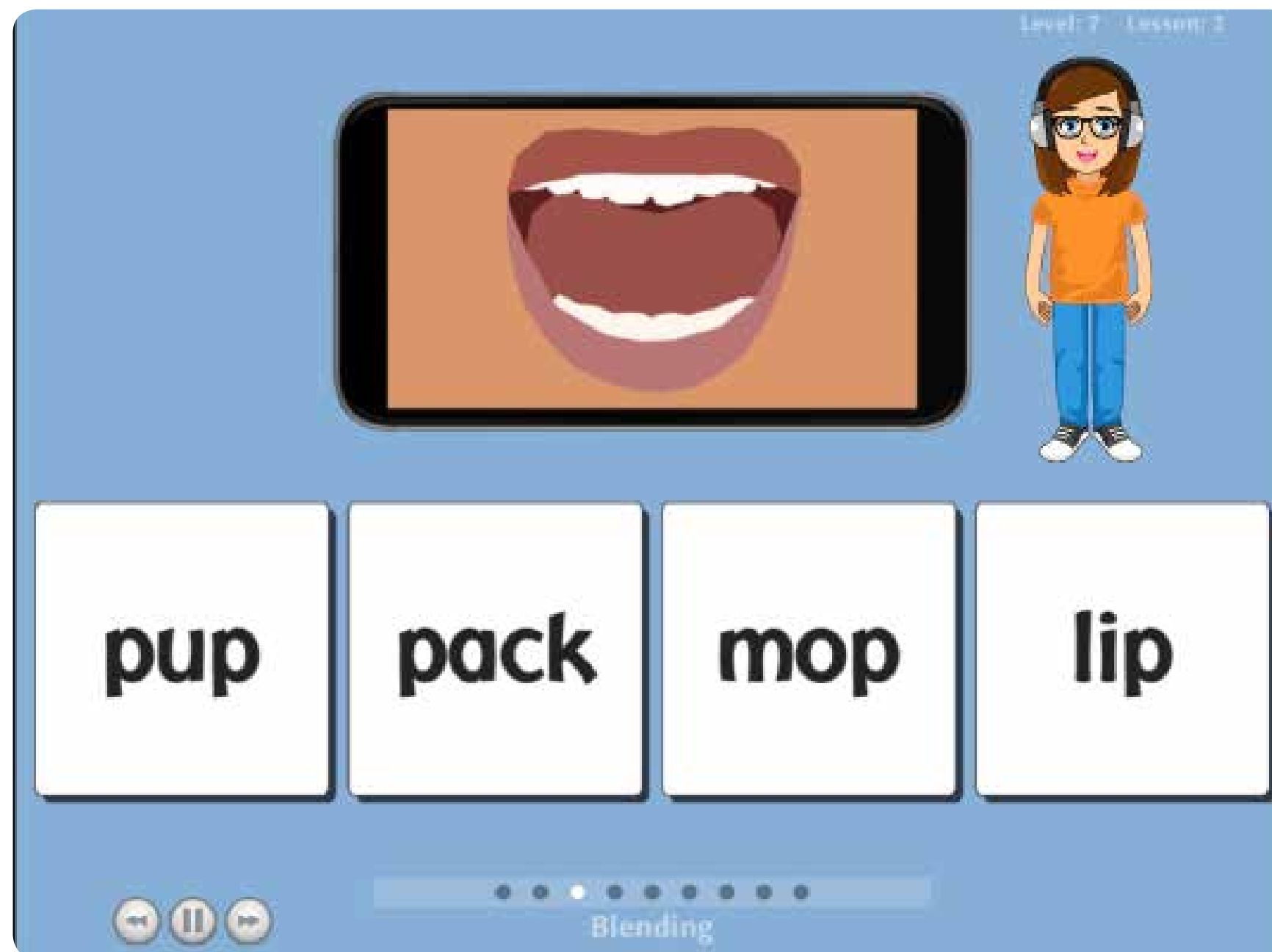
Letter/Sound Identification



A smartphone and multiple tiles with letters are shown. The student hears a sound (phoneme) spoken, which is also demonstrated by an animated video, then selects the letter(s) that makes that sound.

Lesson 1 is always instructional and the activity is first modeled. Then it's the student's turn to listen to the sound and select the letter(s) that makes that sound. Lesson 1 provides the answers with 0-seconds wait time before the answer is provided. Lessons 2–5 give the student 4 seconds to respond independently before the answer is prompted (with the exception of the demo of the activity, which is provided with 0-seconds wait time).

Blending



Objective: Blend sounds to form words.

A smartphone is shown then four words are added to the screen. The student listens to a word being segmented into its sounds, also demonstrated with an animated video, and then blends the sounds together.

Lesson 1 is always instructional and the activity is first modeled. The smartphone will display an animated video of a mouth pronouncing the sounds in a word. Then the sounds are blended together and the blended word is indicated. The student is asked to touch the word. Lessons 2–5 give the student 4 seconds wait time to listen to the sounds, blend them together, then respond independently before the answer is prompted (with the exception of the demo of the activity, which is provided with 0-seconds wait time).

Note that Lessons 2–5 in Levels 1 through 4 begin with a demonstration of the activity, but for Levels 5–26, the demonstration is optional. Levels 5+ have a Demo button next to the smartphone. The Demo button can be pressed to view a demonstration of the activity. The Demo button is available only until the first question is answered.

Segmenting I

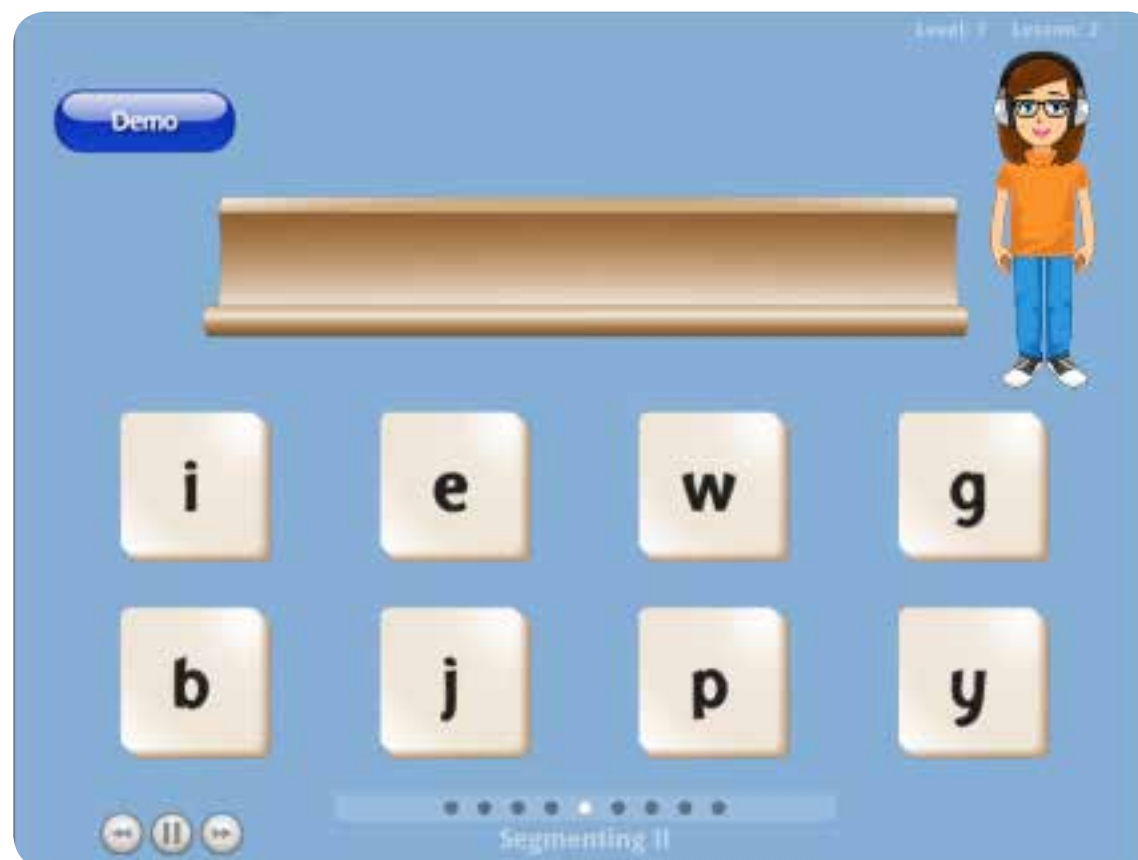


Objective: Segment the first, middle, or last sound(s) in words.

The program begins with the student listening to a spoken word, then selecting the letter heard at the beginning of the word. As levels progress, the student listens for the last sound(s) and/or middle sound(s). Lesson 1 is always instructional and the activity is first modeled. Lessons 2–5 give the student 4 seconds wait time before the answer is prompted (with the exception of the demo of the activity, which is provided with 0-seconds wait time).

Note that Lessons 2–5 in Levels 1 through 4 begin with a demonstration of the activity, but for Levels 5–26, the demonstration is optional. Levels 5+ have a Demo button next to the smartphone. The Demo button can be pressed to view a demonstration of the activity. The Demo button is available only until the first question is answered.

Segmenting II



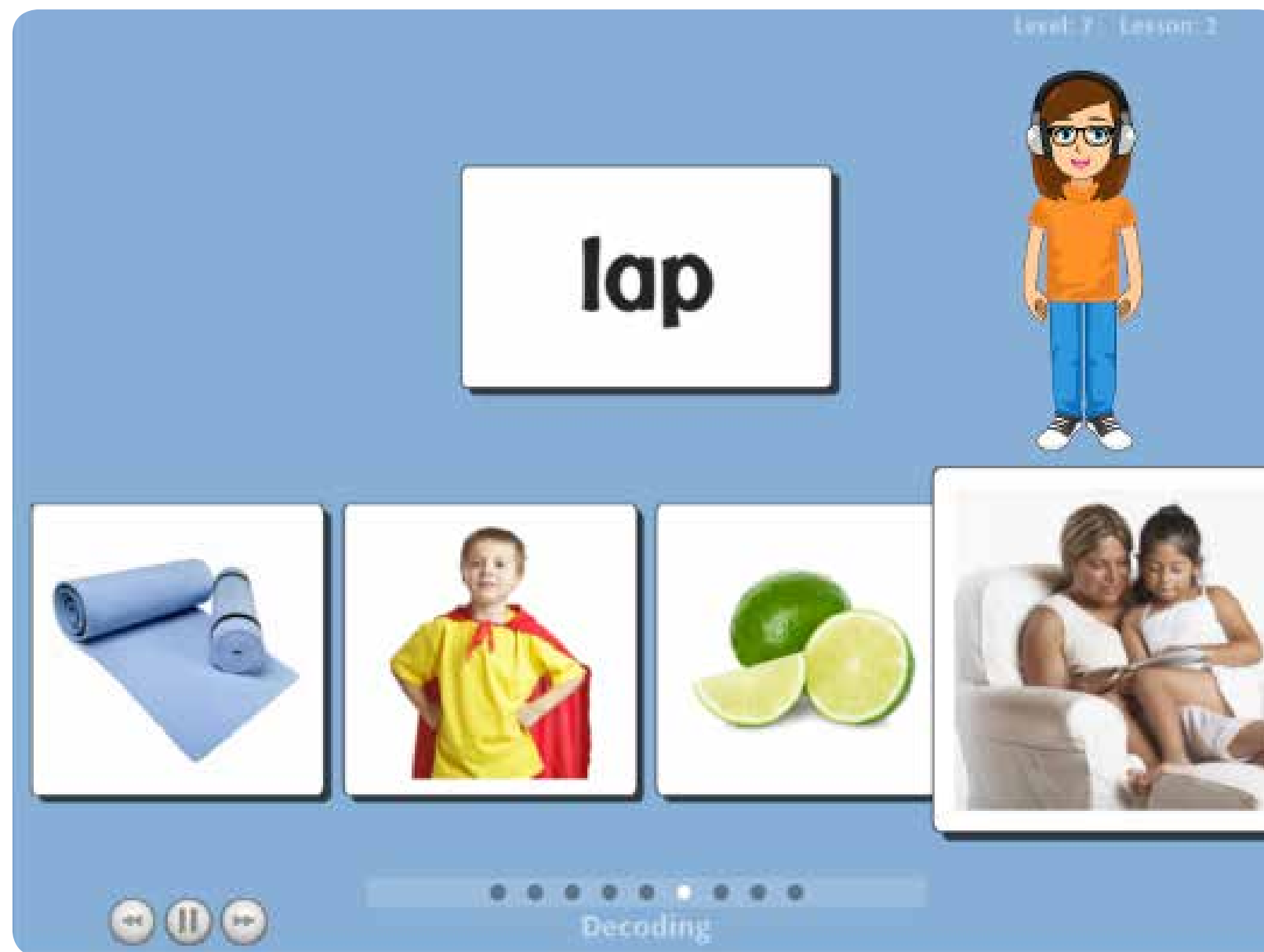
Objective: Segment the sounds in words.

In this activity, the student hears a word spoken then sounds out (segments) the word by selecting the letter/sounds heard. As each letter tile is correctly selected, it is moved to the tile tray. The letter/sounds must be chosen in the correct sequence. Note that this is not a spelling task. Once the letter/sounds are chosen in the correct sequence, the program will blend the sounds together and correctly spell the word (e.g., for pane, the silent e will automatically appear).

Lesson 1 is always instructional. The word is sounded out; the correct tiles are indicated for the student to select. Lessons 2–5 give the student 4 seconds wait time to respond independently before the answer is prompted (with the exception of the demo of the activity, which is provided with 0-seconds wait time).

Note that Lessons 2-5 in Levels 1 through 4 begin with a demonstration of the activity, but for Levels 5–26, the demonstration is optional. Levels 5+ have a Demo button next to the smartphone. The Demo button can be pressed to view a demonstration of the activity. The Demo button is available only until the first question is answered.

Decoding



Objective: Decode words and identify their meanings.

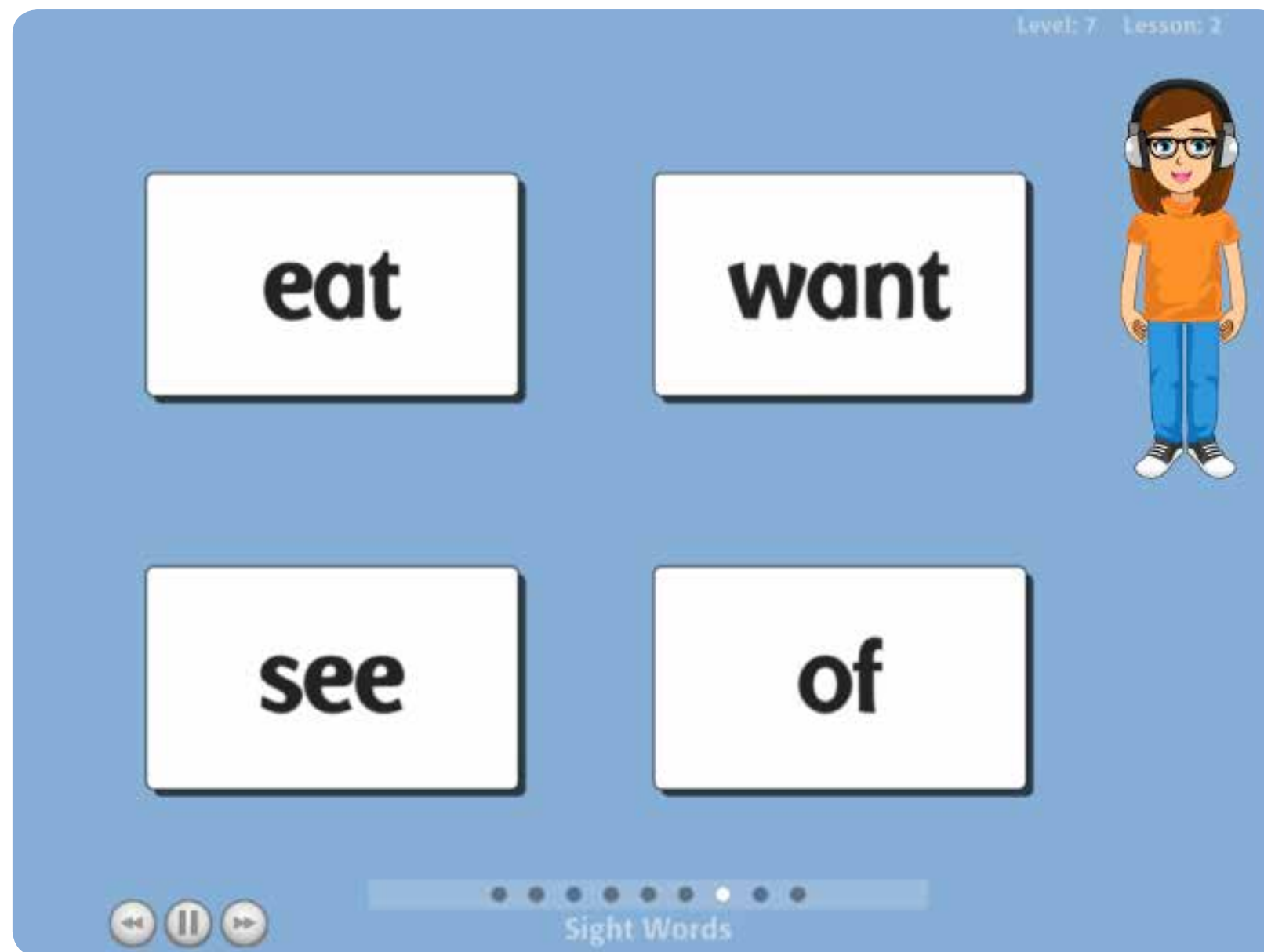
A word to be decoded is displayed. Then four picture options appear and each picture is named. The student reads the word and selects the picture that matches the word decoded.

A greater level of student support is provided in early levels. Levels 1 and 2 model decoding by highlighting and sounding out each sound in the word, then blending them together, and then choosing the picture representing the word. In Level 3, decoding is modeled by sounding out the word but the sounds are whispered. From Level 4 on, the student silently reads the word, then finds the picture of the word read.

Lesson 1 is always instructional. The word is read. Then the picture representing the word is indicated and the student is asked to touch the picture. Lessons 2–5 give the student 4 seconds wait time to respond independently before the answer is prompted (with the exception of the demo of the activity, which is provided with 0-seconds wait time).

Note that Lessons 2–5 in Levels 1 through 4 begin with a demonstration of the activity, but for Levels 5–26, the demonstration is optional. Levels 5+ have a Demo button next to the smartphone. The Demo button can be pressed to view a demonstration of the activity. The Demo button is available only until the first question is answered.

Sight Words



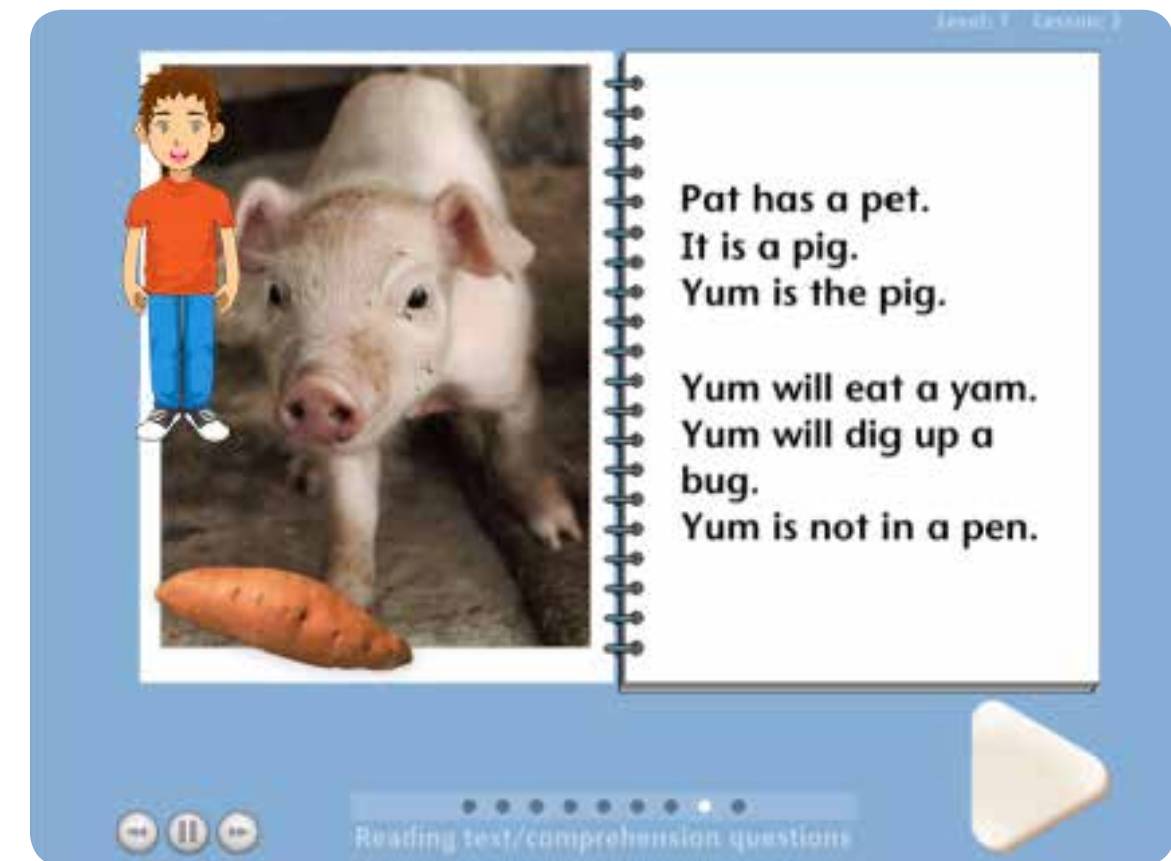
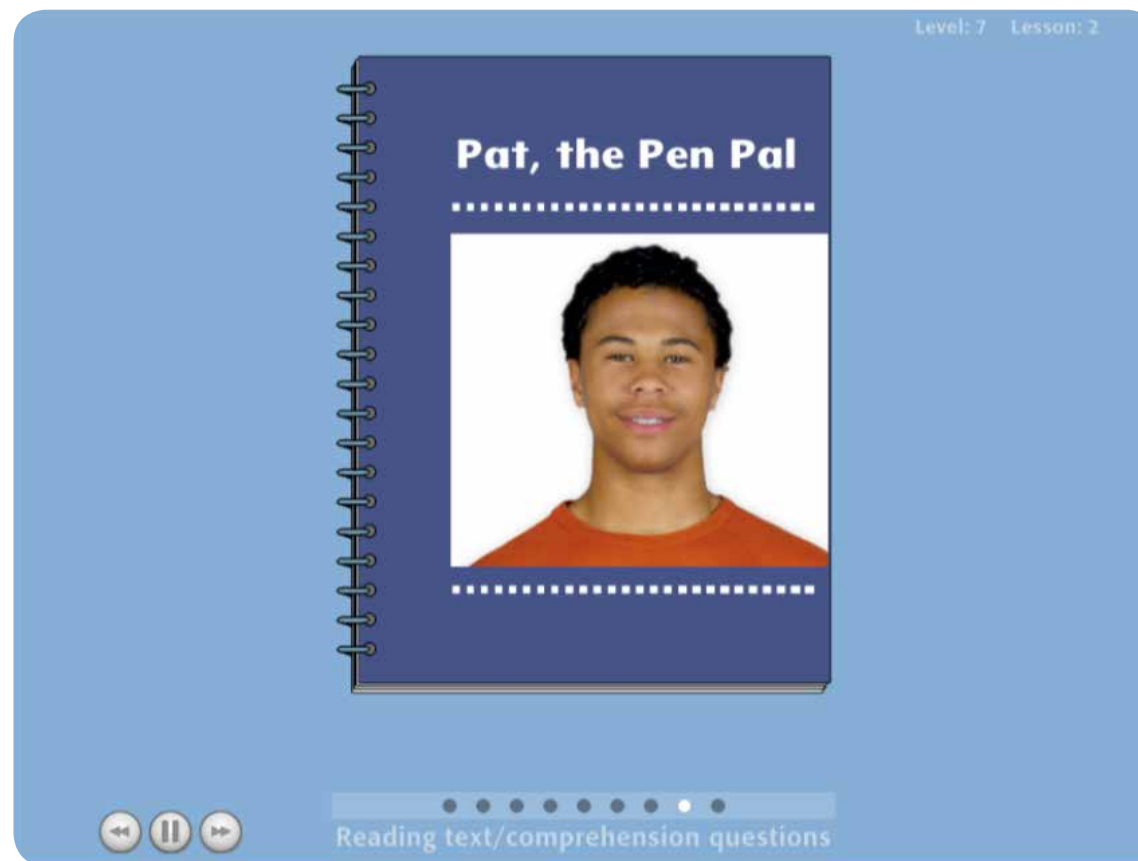
Objective: Read new sight words.

Four word cards are shown. The student listens to the word spoken and selects the sight word. Cards are shuffled between words. Once four words have been identified, a new set of four words is presented. New sight words are presented at each level and several from previous levels are reviewed.

Lesson 1 is always instructional giving interactive instruction on each word. Lessons 2–5 give the student 4 seconds wait time to respond independently before the answer is prompted (with the exception of the demo of the activity, which is provided with 0-seconds wait time).

Note that Lessons 2—5 in Levels 1 through 4 begin with a demonstration of the activity, but for Levels 5–26, the demonstration is optional. Levels 5+ have a Demo button next to the smartphone. The Demo button can be pressed to view a demonstration of the activity. The Demo button is available only until the first question is answered.

Reading Text



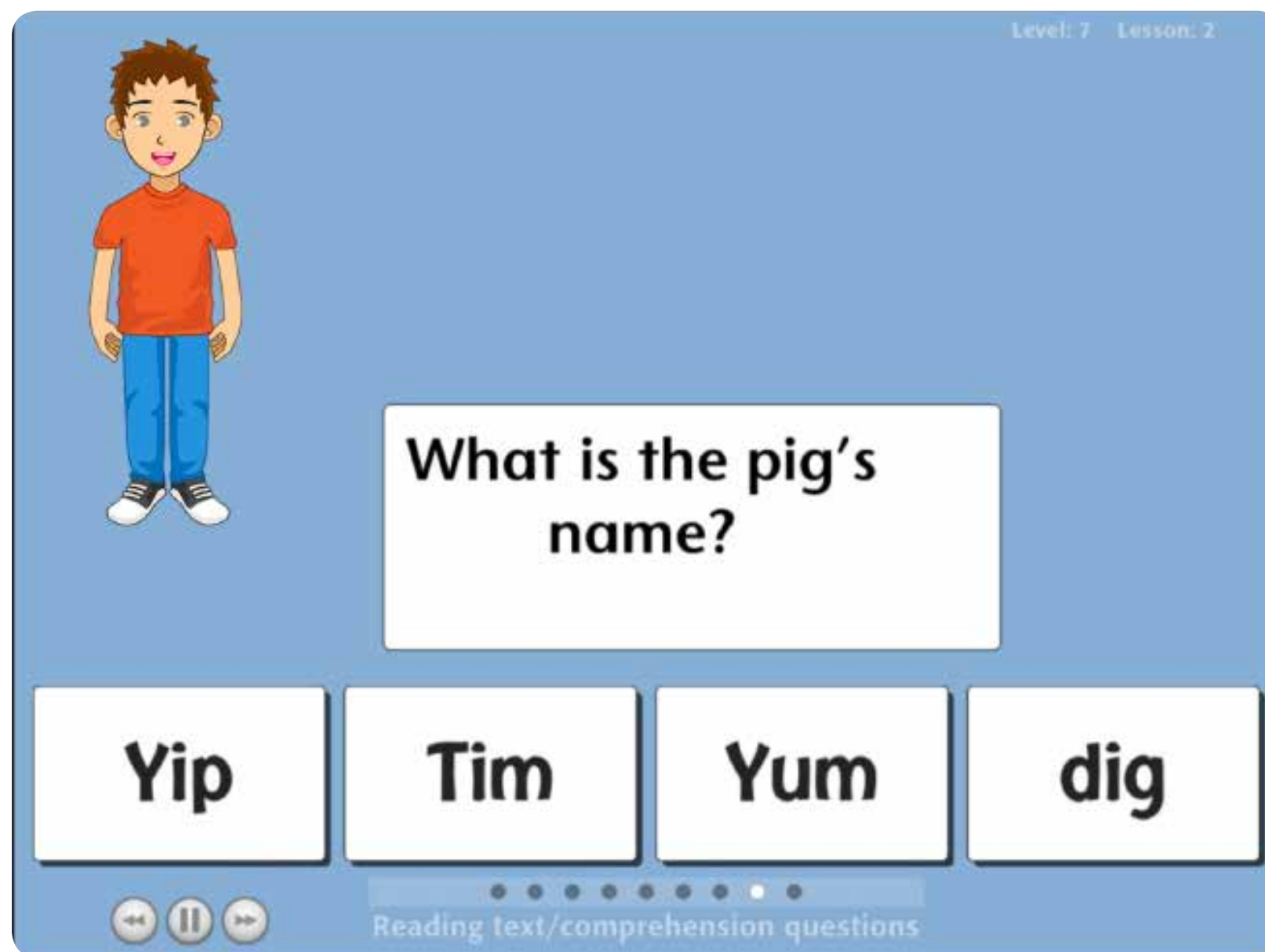
Objective: Read connected text.

A story passage is shown. The passage uses words the student has learned to decode or read as sight words.

In Levels 1 and 2, the stories are narrated and each word is highlighted as it's read. Before moving to the comprehension question, the student can tap on each word to read through the story again. The program progressively expects more of the student. In Level 3, the narration is reduced to a whisper. From Levels 4–26, the student reads silently on his or her own. (A setting is provided to allow the students to hear single words read when they are tapped.) The level of text complexity increases as the student progresses through the program.

The student chooses the forward arrow when ready to move to the comprehension questions.

Comprehension Questions



Objective: Answer comprehension questions about the connected text.

Comprehension questions are asked about the passage and four response options are given. The questions are read to the student, but the student must silently read the response options. If an incorrect answer is chosen, the story sentence containing the answer is shown. The student can read the sentence again or tap any word to hear it read to support his or her comprehension. Then the question is asked again. If the student still responds incorrectly, the correct answer is provided. The program will only score as correct, the response chosen without this additional support.

Comprehension questions are literal recall so as not to complicate the reading task. A few questions (two) are asked in earlier lessons but this increases to 4 by Lesson 5.

Options-Add Student Accounts



Open Options to add student login accounts, access settings, and view results, and monitor usage. To open Options, click on the yellow icon with white wrench in the upper-right corner of the login window before student begins lessons.

If the program asks for a password, enter it. If you have forgotten your password, please re-enter another one. Having a password to enter Options is optional.

The Options screen has a few general options that apply to anyone using the program:

Settings—Individual student settings are accessed by selecting the student’s name and tapping the Settings button.

Teacher Password—Allows you to create an optional password that needs to be typed to open Options. Passwords are case sensitive: upper or lower case does matter. Turning on Required to Switch Users extends the password requirement to include switching users.

Users Must Type Name—Requires students to type their login name, when turned on.

Allow Guest Logins—Removes Guest as a login option, when turned off.

Track Usage—Tracks the minutes spent in this program by all users, when turned on.

Settings



To adjust a student's settings, select his or her name from the drop-down menu on the opening Options screen and tap Setting.

Early Reading Skills Builder has two tabs in Settings: Program Settings and System.

Program Settings—tab

Seconds to wait before prompt—Sets the time in seconds between when the directive is given and when a prompt is provided.

Choose Level/Lesson at startup—Allows you to choose the level/lesson options during login, when turned on. When turned off, the ability to manually change the student's level or lesson is only available in Settings. Tap Set to manually choose the level and lesson a particular student will work in.

Advancement: Achieve—Allows you to set the percentage considered mastery of a level; this percentage can be set individually for each student. Three consecutive lessons at 80% independent correct responses is the default benchmark that advances a student to the next level. In calculating percentages, Lesson 1 is not considered because it is instructional and should be errorless. If three consecutive lessons are completed at 80% mastery, and the lessons are Lessons 2, 3, and 4, Lesson 5 will be skipped and the student will advance to the next level. If 80% mastery is not achieved in three consecutive lessons, the level will automatically be repeated. For groups, 80% mastery must be achieved by all group members for automatic advancement.

Story—Provides reading support to all levels; allowing single words to be read when they are tapped.

Program Settings/Background

There are a variety of colors and themes to choose from for the background screen behind activities.

System Tab



Alternative Access—Provides built-in scanning and 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 such as Highlight color and Auditory Scanning.

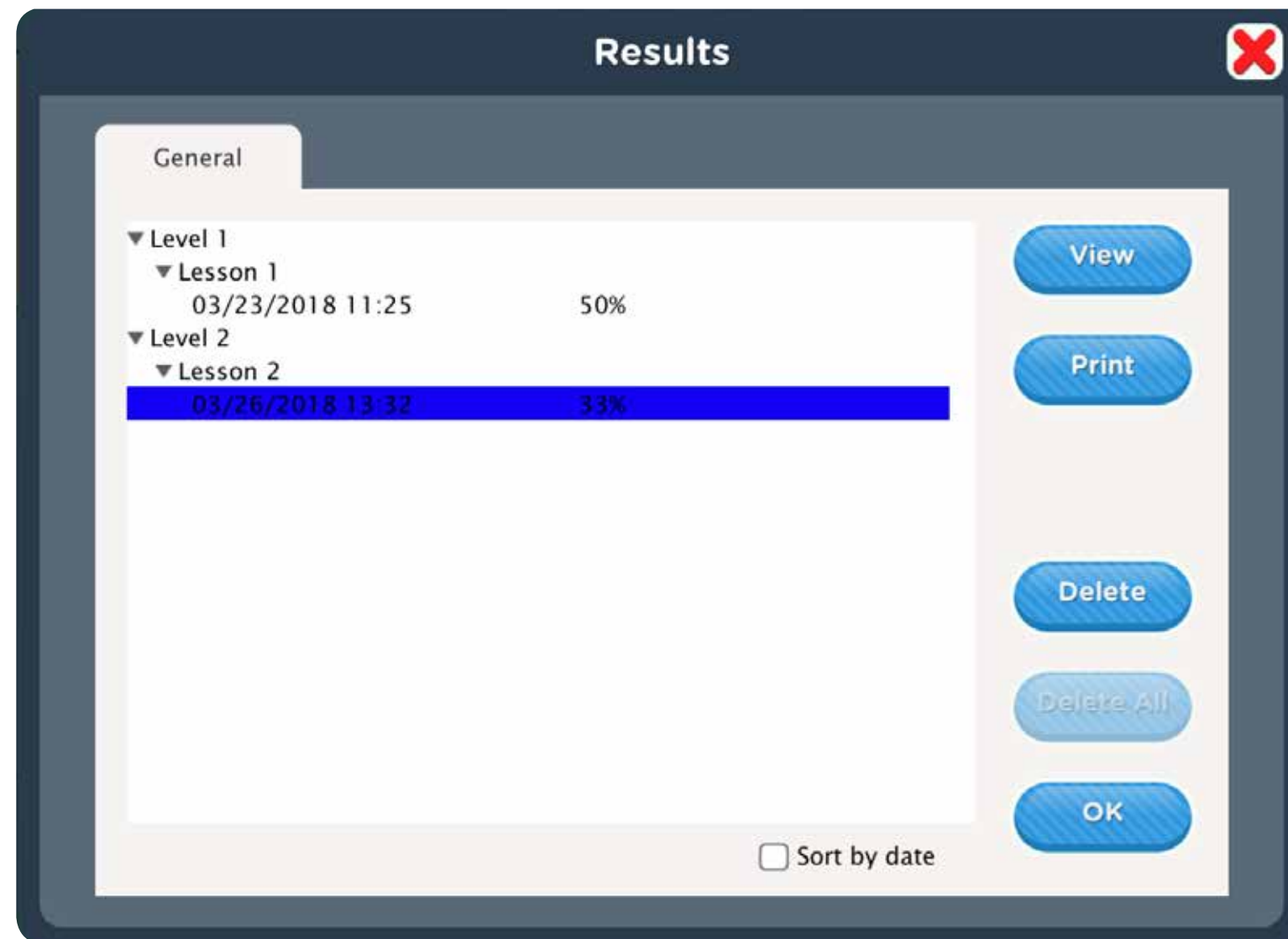
Auditory Rollover—Allows the student to hear auditory confirmation by moving and pausing the cursor over navigation buttons.

Show Touches—Allows a white circle outline to appear at the point of contact between a finger and the iPad glass, when turned on.

Sound Effects—Turns sound effects (like clicks) on and off.

Avatar—Allows students to edit/change how their avatars look.

Results



Responses to questions are saved when students are logged into their account. To view saved Results, open Options and select the Results button. Results are not saved while logged in as Guest. The student must complete an activity for the results to be saved.

To view results by date, tap the Sort by date button at the bottom of the Results screen.

To view details, highlight an entry and click on View.

System Requirements

Windows

Windows Windows 7, Windows 8 Minimum of 512MB RAM Microsoft .Net 3.5 SP1

NOTE: During installation from the Autoplay menu, if .Net v3.5 is not detected, you will be prompted to install it. .Net 3.5 SP1 is included on the CD.

Mac

Intel processor

OS 10.7, 10.8, 10.9

Minimum of 512MB RAM

License Agreement

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 simultaneously. The purchaser may make a copy of this software for backup purposes only. Our Three Computer License may be modified into a multiple computer license. Call Attainment Company for pricing information.

Ownership

Attainment Company retains the title to the software program. The purchaser only gains title to the enclosed CD.

Copyright

This program is protected by United States copyright laws and International copyright treaties.

Upgrades

If within 30 days of this software purchase, Attainment Company releases a new version of the software, you may send the enclosed disk to Attainment for a CD containing the new software at no charge. After 30 days, you must pay an upgrade fee.

Warranty

Attainment Company warrants that the enclosed CD is free of defects in materials and workmanship for up to one year after purchase. If you discover a defect, return the enclosed CD to Attainment Company for a free replacement. There is a replacement charge of \$15.00, plus shipping and handling, for products replaced after such warranty expires.

Limitation of Liability

Attainment Company shall not be liable for damages, including incidental or 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 **ERSB**, please call or email Attainment Technical Support. If possible, have your computer nearby while we discuss solutions.

You can speed the process if you collect some basic information ahead of time:

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

Technical Support is available weekdays from 9 am – 5 pm (CST)

Phone: 1-800-327-4269 or 1-608-845-7880.

Email: techsupport@AttainmentCompany.com

Website: www.AttainmentCompany.com



Attainment Company, Inc.

We welcome your comments or questions.

Attainment Company, Inc.

PO BOX 930160

Verona, WI 53593-0160

info@AttainmentCompany.com