

Interactive Reading Books



Software User Guide

Table of Contents

Quick Start	3
Open and Start the Program.....	4
Choose A Book.....	5
16 Books.....	6
User Guide.....	12
Activities	13
Matching Activity.....	14
Identifying Activity.....	16
Labeling Activity.....	18
Reading Activity.....	19
Take Test.....	21
Options - Password	22
Add/Delete User Name.....	24
Settings - Program Settings Tab.....	25
Settings - System Tab.....	27
Results.....	28
Results	30
Menu Bar	31
Alternative Access	32
Technical Support	33
System Requirements	34
License	35
Contact Us	36

Quick Start

Interactive Reading Book software is based on the popular Interactive Reading Book Series published by Greenhouse Publications. Utilizing the power of visual strategies, beginning readers enjoy fun and rewarding experiences learning to associate pictures with words.



Open and Start the Program

To open **Interactive Reading Books** after installation:

On Windows:

Go to Start menu at bottom left of screen.

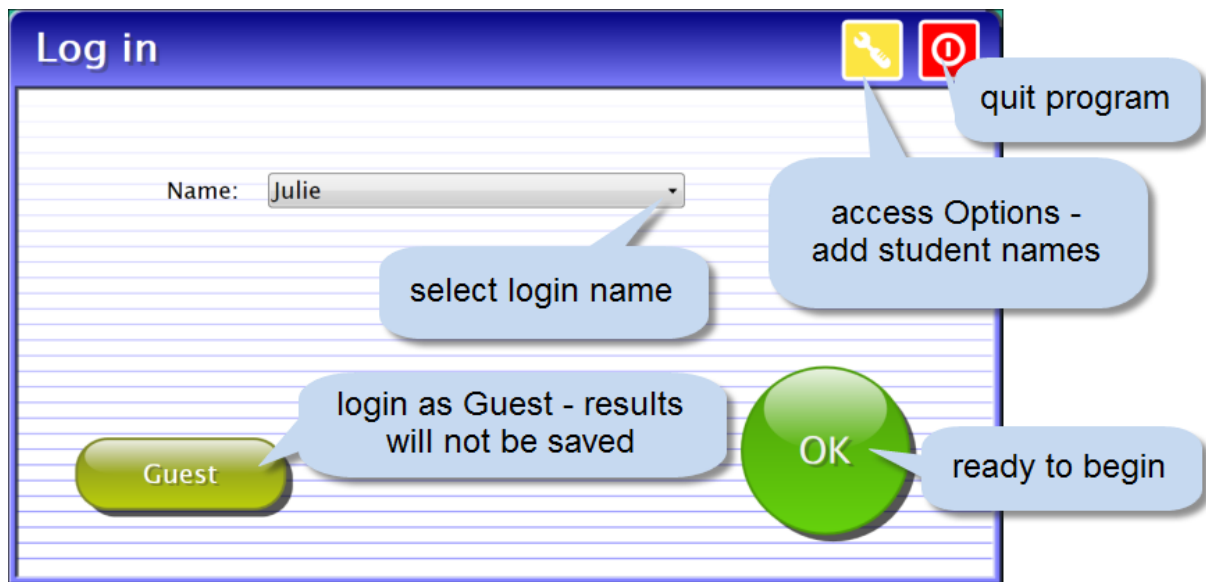
Click Start --> Programs --> Attainment Company --> Interactive Reading Books

On a Mac:

Go to the menu bar at the top of the screen.

Click Go --> Applications --> Attainment --> Interactive Reading Books

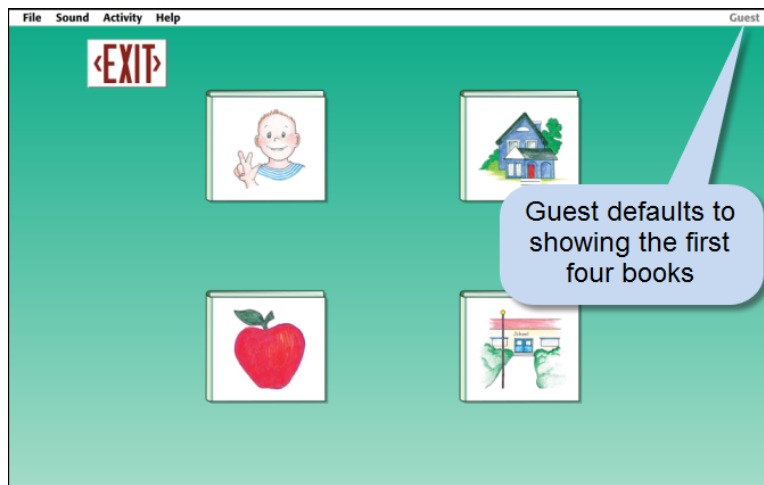
The program automatically logs the student in as Guest when no student names are added. When student accounts have not been created the program opens to the Choose A Book screen. Once names have been added, the Log in window appears as the program opens.



The Log in screen gives access to logging in a student, logging in as a Guest, going to the program's Options, or quitting the program. To login into the program select a student name from the pull-down list and click OK or click the Guest button. The yellow button with the wrench icon will open [Options](#). Options shows student scores, adjustable preferences, scanning access settings. The password to enter Options is Attainment.

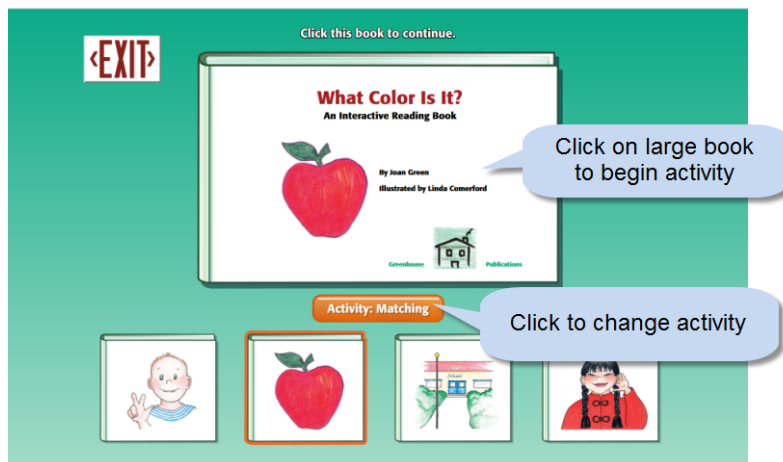
Student's completed activities will be saved when the student is logged in with their name. Results of the completed activities can be viewed in [Options Results](#). Results are not stored for the login Guest.

Choose A Book



Select a book to begin.

Default settings show the first four books. There are 16 books in Interactive Reading Books Series; maximum number of books that will show on the opening screen is four. To change the books or the number of books showing, go to Options -> (password Attainment) -> Settings --> Program Settings Tab - Books.

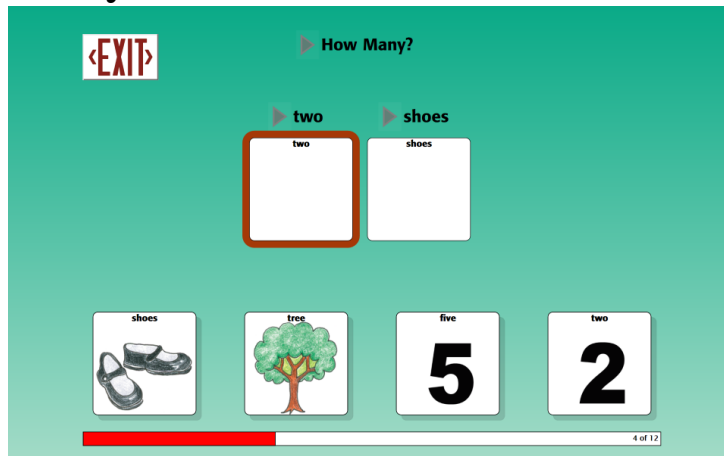


Once a book is selected, the main screen gives the opportunity to select a different book and select a different activity.

16 Books

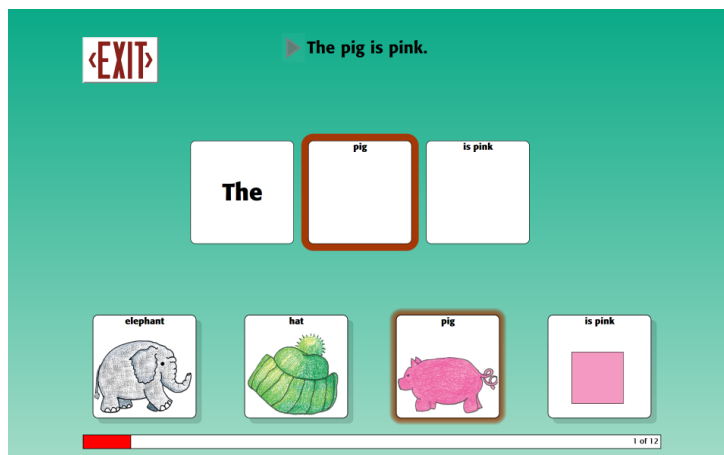
Interactive Reading software is based on the popular **Interactive Reading Book Series** published by Greenhouse Publications. There are 16 books in the Interactive Reading Book Series: 8 in Library 1 and 8 in Library 2. Here's a quick look at the reading activity for each book.

Library 1



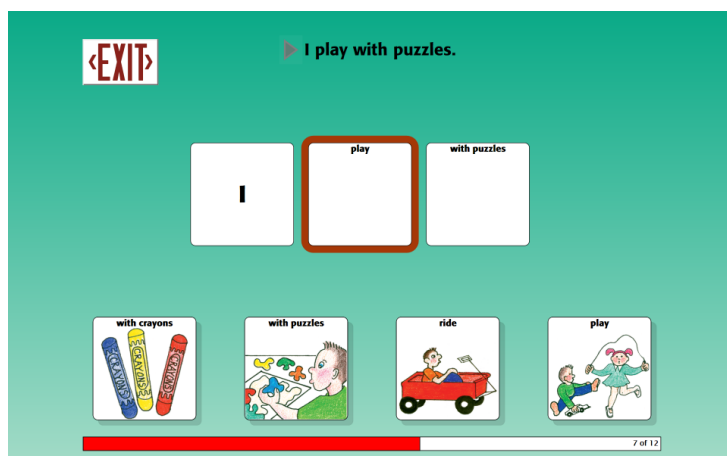
How Many?

Numbers 1 through 12



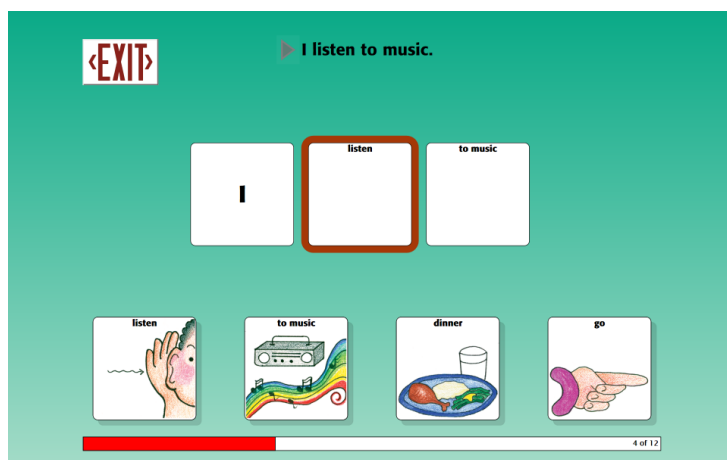
What Color Is It?

Identify 12 colors and their printed name. Associate colors with common items.



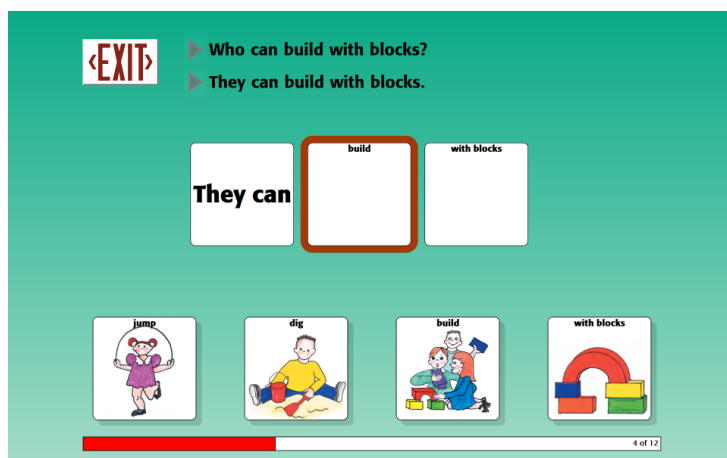
I Go To School

Vocabulary and activities you might find in a typical school day.



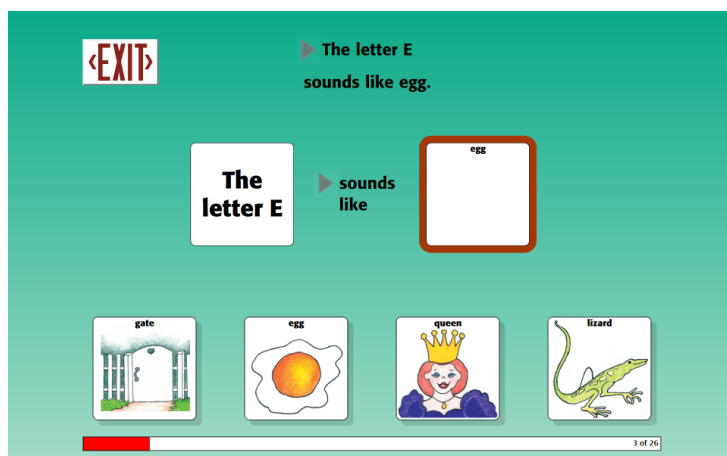
Things I Do At Home

Vocabulary and activities that might make up a typical day at home.



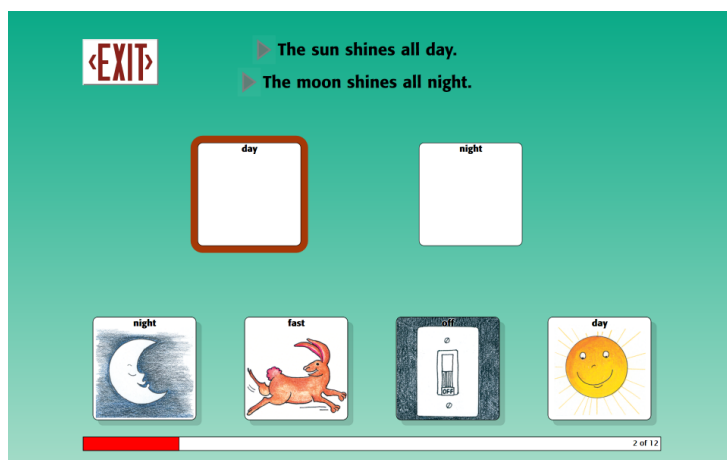
Action!

Action verbs and pronouns: who, what, and where questions.



Sounds Good to Me

How each letter of the alphabet sounds at the beginning of words.



Ups and Downs of Opposites

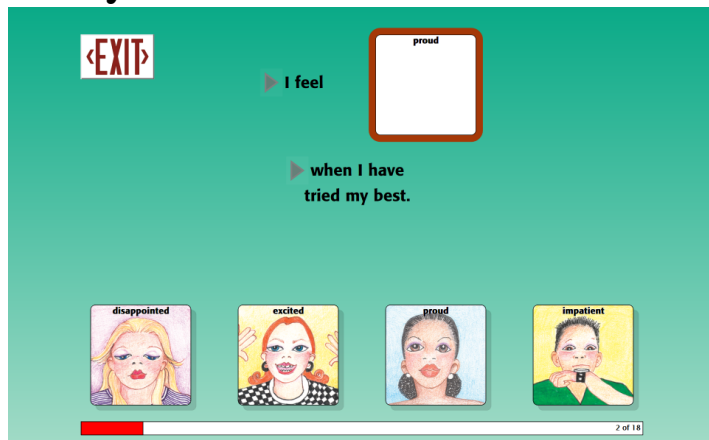
Pairing opposites.



How Do I Feel?

Identifies basic emotions. This book uses illustrations of young children.

Library 2



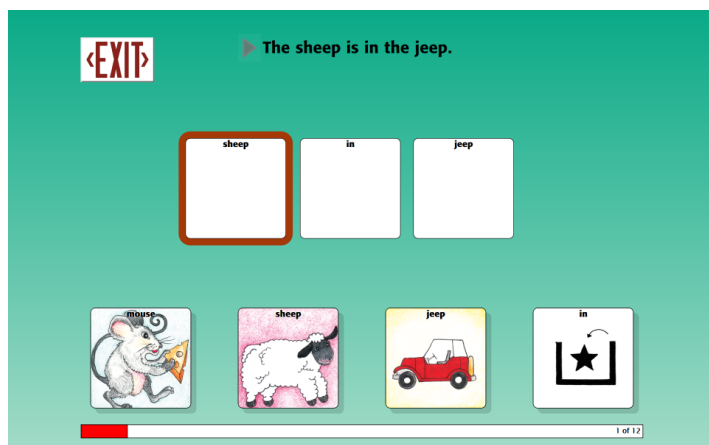
I Have Feelings, Too!

Identifies basic emotions. This book uses illustrations of teens and adults.



What Happened and Why?

Select the answer to what and where questions, then why question is posed.



Pigs in Space



Prepositions: an animal's name and a rhyming word illustrate the preposition.

► FIRST: They are standing in line.
► NEXT: They are buying the tickets.
► LAST: They are watching the movie.



Who's on First?



Events are sequenced: First, Next, and Last.



► Are all members of the same word family.

Meet the Word Family

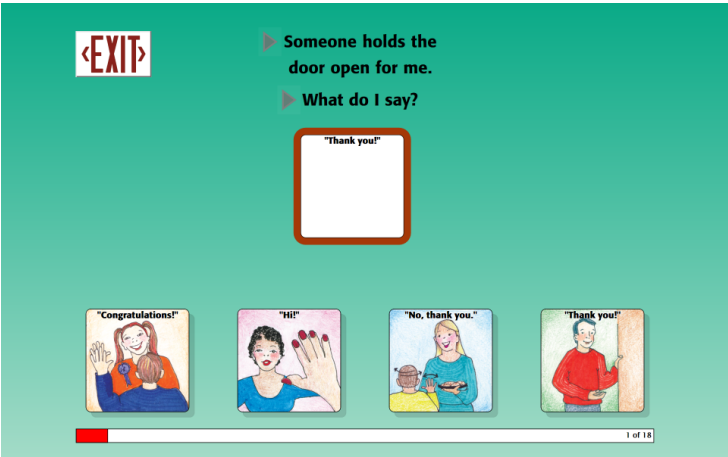
Members of the same word family are illustrated in sentences.



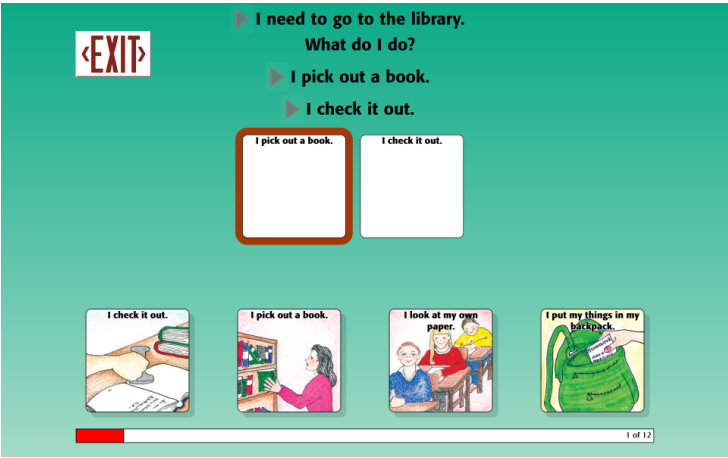
► A jacket, a dress and a shirt are types of clothing.

What's It For?

Categorizes objects and their function.



What Do I Say?
Appropriate social responses.



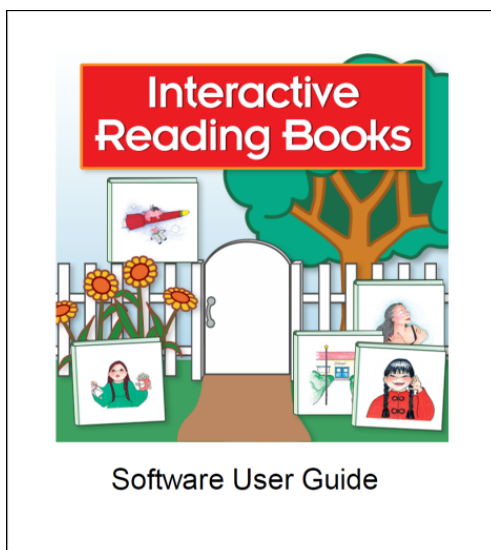
What Do I Do?
Appropriate school behaviors.

User Guide

Interactive Reading Books software user guide can be found in multiple locations. HTML is a format that reads nicely on-screen and can be accessed while the program is open. The HTML version can be viewed at the main screen; go to the menu bar at the top of the screen under Help. A PDF version is also available: this version is designed to be printed. One copy can be found on the software disk. Another copy is installed to your computer and is located:

Windows All Programs --> Attainment Company --> Documentation --> Interactive Reading Books

Mac Applications --> Attainment --> Interactive Reading Books.



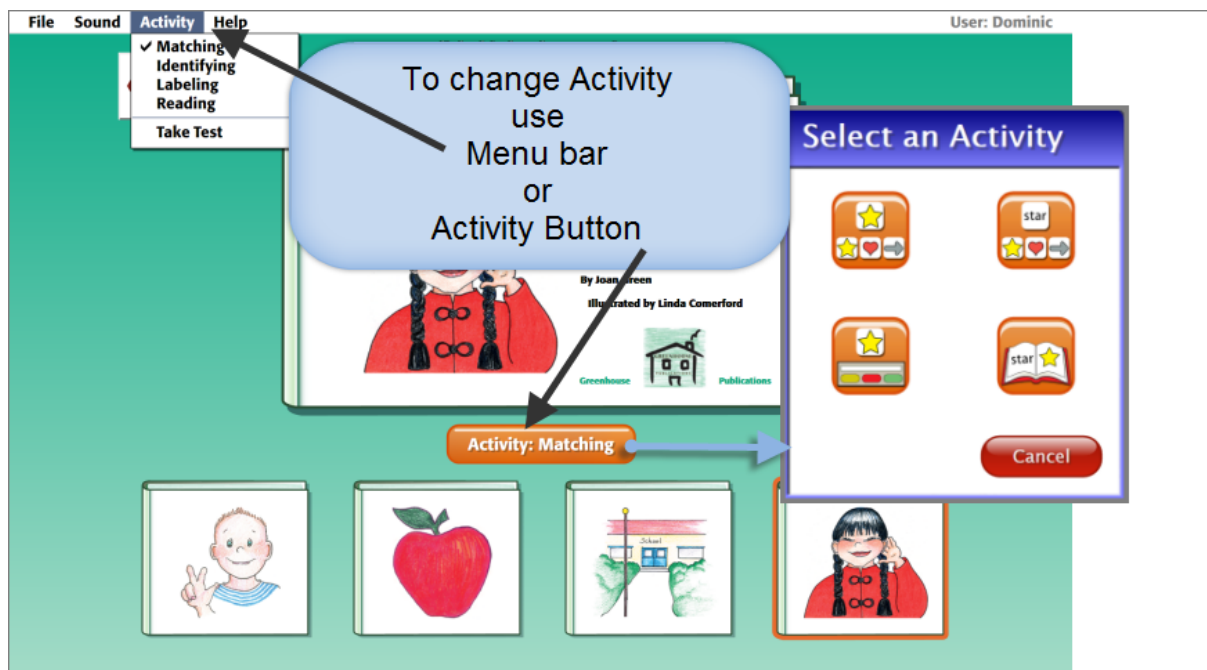
Activities

There are four activities for each book Matching, Identifying, Labeling, and Reading. When a student completes an activity, the program will come back to the main screen. The large book is currently selected; clicking on the large book starts the activity shown on the Activity Button.

To change the activity, select Activities from the menu bar or click on the Activity button and select an activity icon.

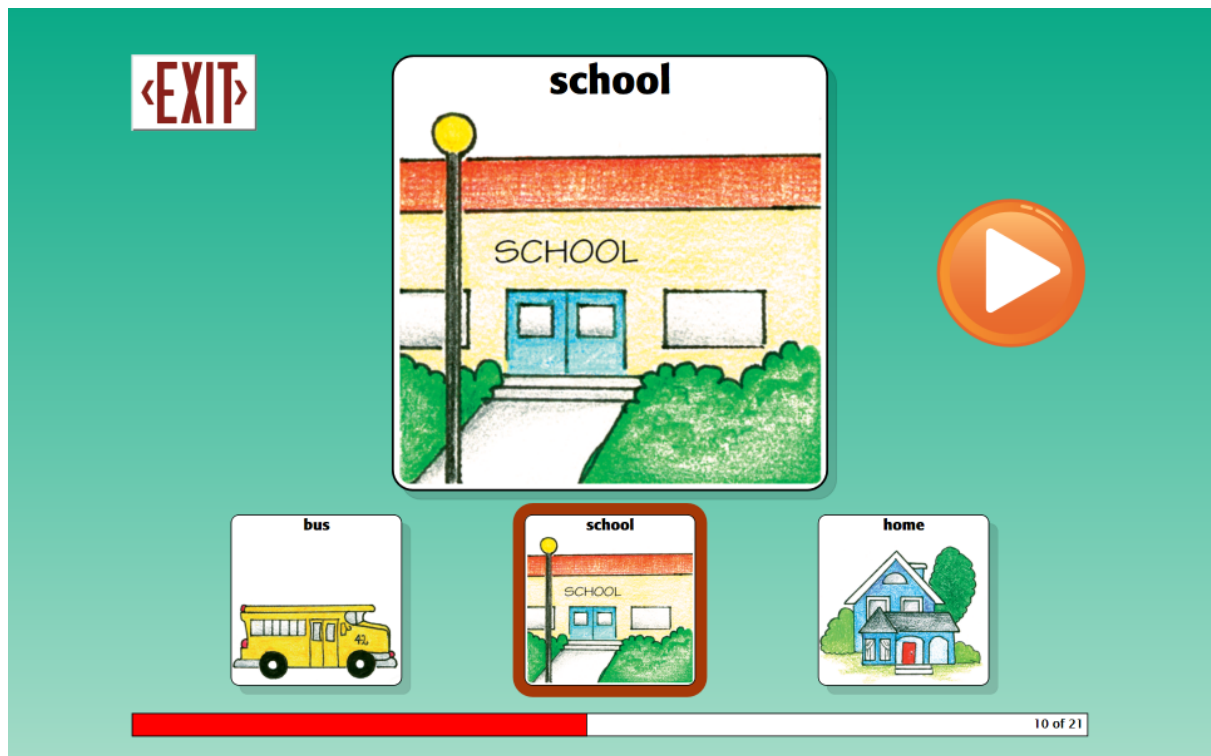
To change the large book, select a different book icon at the bottom of the screen.

To change the books showing at the bottom of the screen, on the menu bar select File --> Options -> (password is Attainment) -> Settings --> Program Settings Tab. For more details see [Options - Settings](#).



(Note: the menu bar is at the top of the screen and hidden until you roll over it on Windows computers.)

Matching Activity

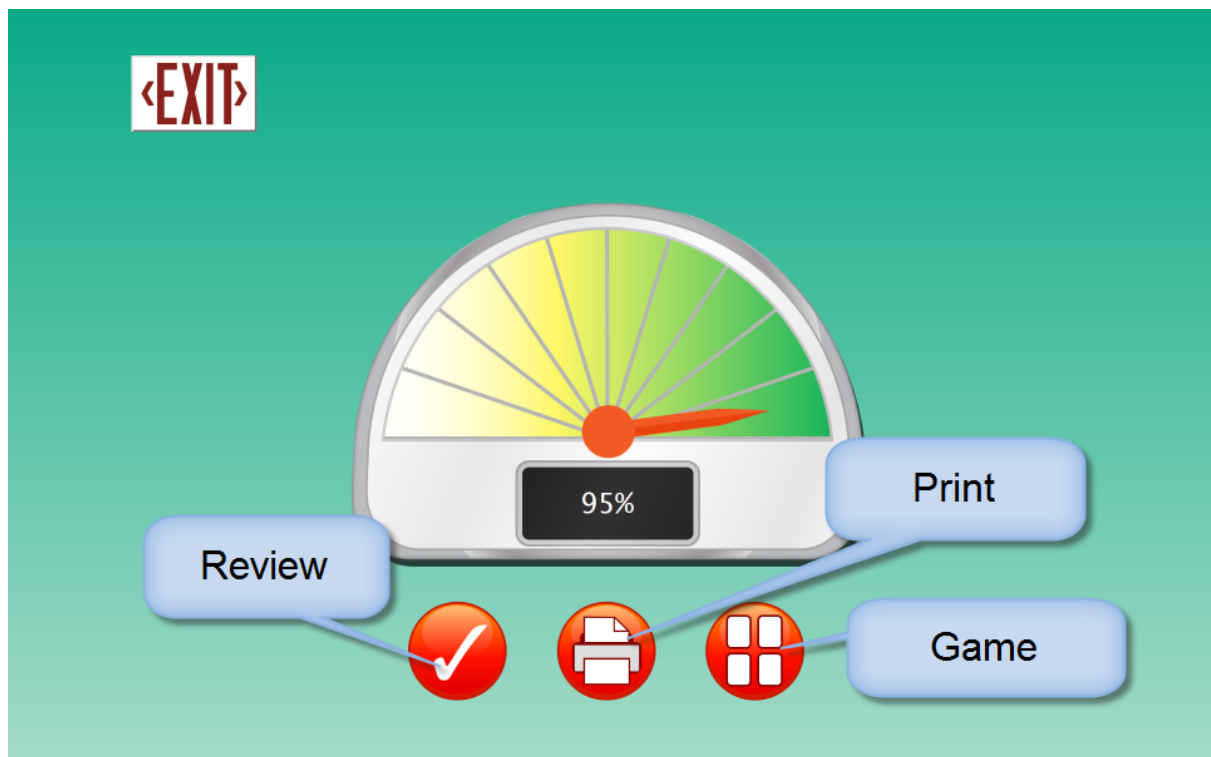


Matching activity shows a large "Match To" card and multiple small "Choice" cards. Click on the small card that is an identical match to the large, then press the forward arrow.

Make a correct match and a positive audio response is given then the next card with choices is shown. An incorrect match gives an audio prompt to try again. The program will not advance until the correct match is selected. If an incorrect match is selected three times, that incorrect choice is removed as a selection.

As an alternative, Matching can be given as a "Test". In Test, the first answer selected is documented and the program moves onto the next card regardless of answer selected. In Test, there is no verbal feedback. To select Test, go to the main activity screen and select Activities - Take Test from the menu bar. See [Take Test](#) for more information.

A progress bar at the bottom of the screen shows how much of the activity the student has completed.



At the completion of each Matching activity, the student's score is shown. The score is illustrated with a colorful graphic. Three routes of action are given as buttons below the student's score.

Review takes the student back into Matching where they are given the cards they matched incorrectly during the activity. A score of 100% deactivates this button and it is grayed out.

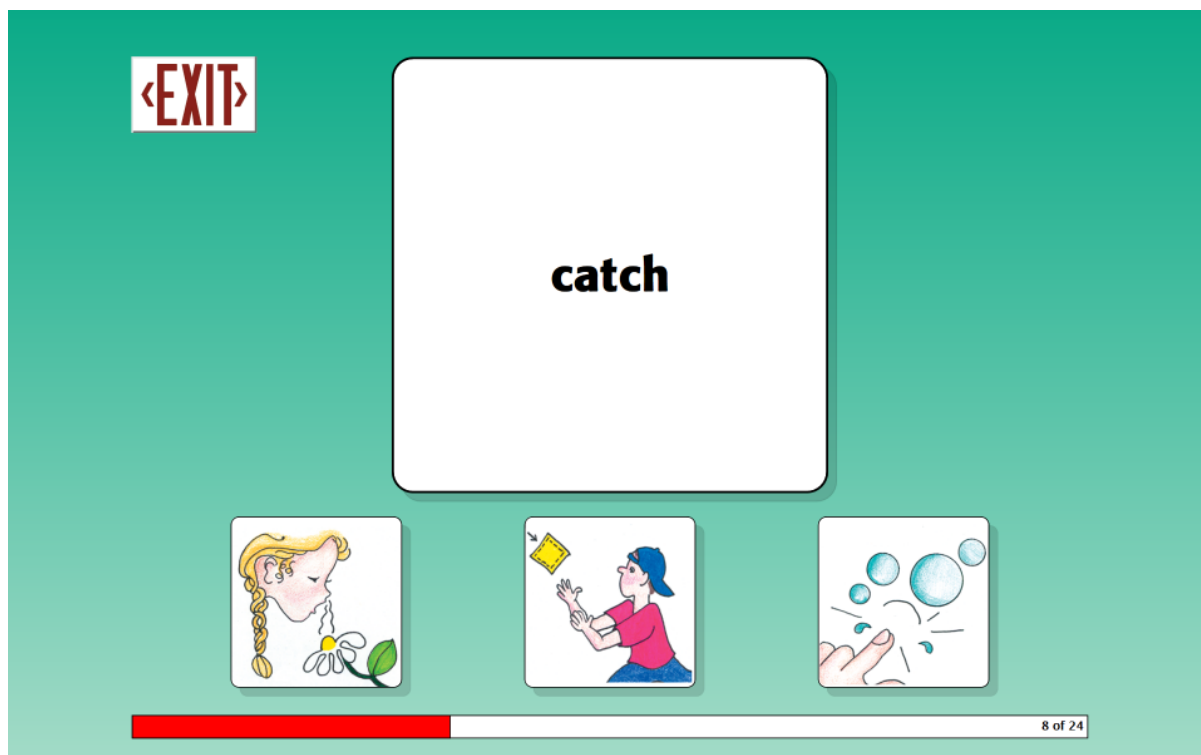
Print will send the details of this Matching activity to the printer.

Game is a memory game where students find matching pairs. Picture/Word cards used in the game come from the Matching activity just completed.

When and if the game is available, is an option you set. File --> Options (password is Attainment) --> student's name - Settings --> Program Settings tab.

Select Exit to go back to the main screen.

Identifying Activity

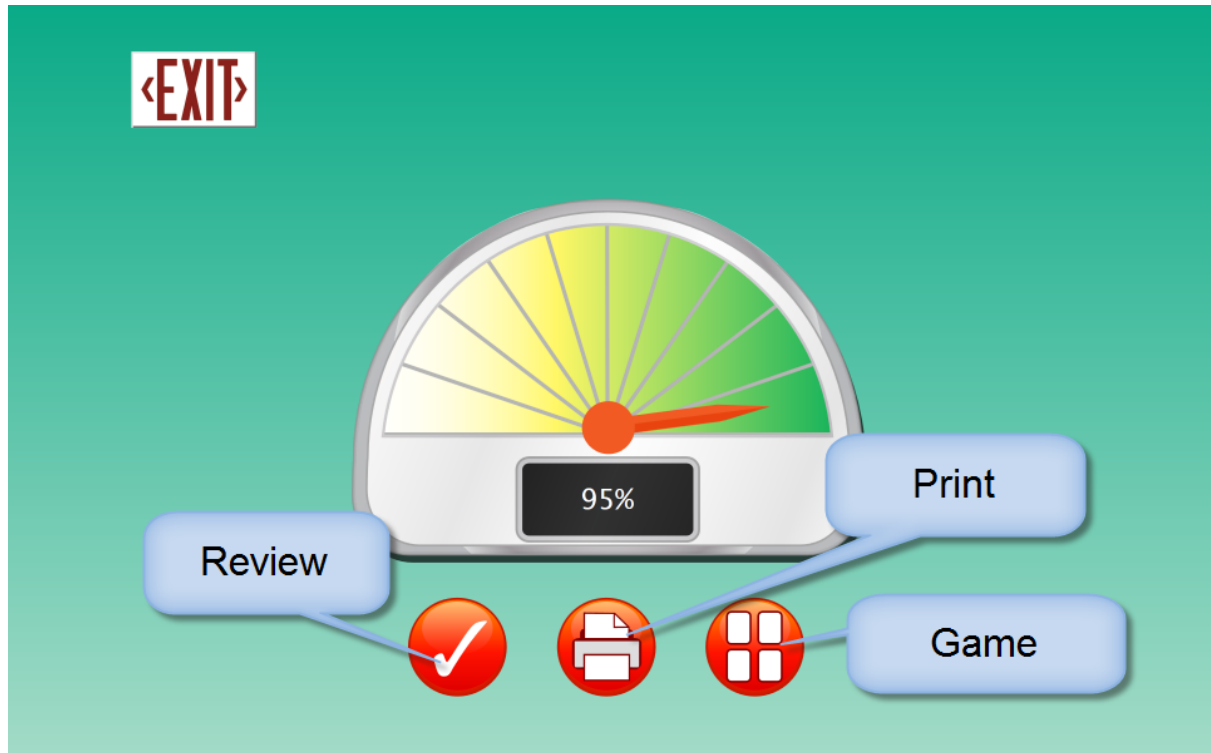


Identifying is similar to Matching, but the large “Match To” card shows only the printed word and the match choices show only the image. (Exceptions are the books **How Do I Feel?** and **I Have Feelings Too!**, where the match choices show images plus the printed word.) Click on the selection that matches the “Match To” card, then click the forward arrow to move to the next card.

Like Matching, a correct selection gives a positive auditory response and moves to the next card in Identifying. An incorrect selection produces an auditory prompt to, "Try again." The program will not advance until the matching choice card is selected. If three incorrect selections are made, that incorrect selection will be removed.

As an alternative, Identifying activities can be given as a "Test". In Test, the first answer selected is documented and the program moves onto the next card regardless of answer selected. In Test, there is no verbal feedback. To select Test, go to the main activity screen and select Activities-Take Test from the menu bar. See [Take Test](#) for more details.

A progress bar at the bottom of the screen shows how much of the activity the student has completed.



At the completion of each Identifying activity, the student's score is shown. The score is illustrated with a colorful graphic. Three routes of action are given as buttons below the student's score.

Review takes the student back into Identifying where they are given the cards they matched incorrectly during the activity. A score of 100% deactivates this button and it is grayed out.

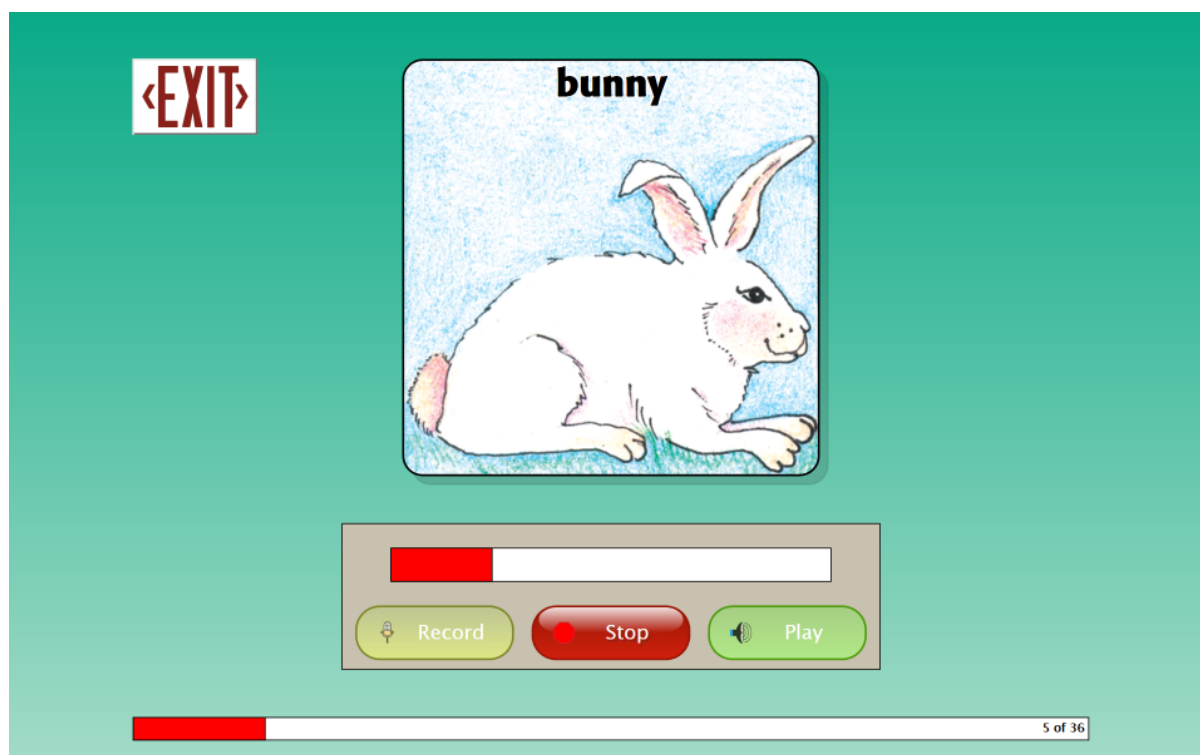
Print will send the details of this Identifying session to the printer.

Game is a memory game where students find matching pairs. Picture/Word cards used in the game come from the Reading activity just completed.

When and if the game is available, is an option you set. File --> Options - (password is Attainment) - student's name - Settings --> Program Settings tab.

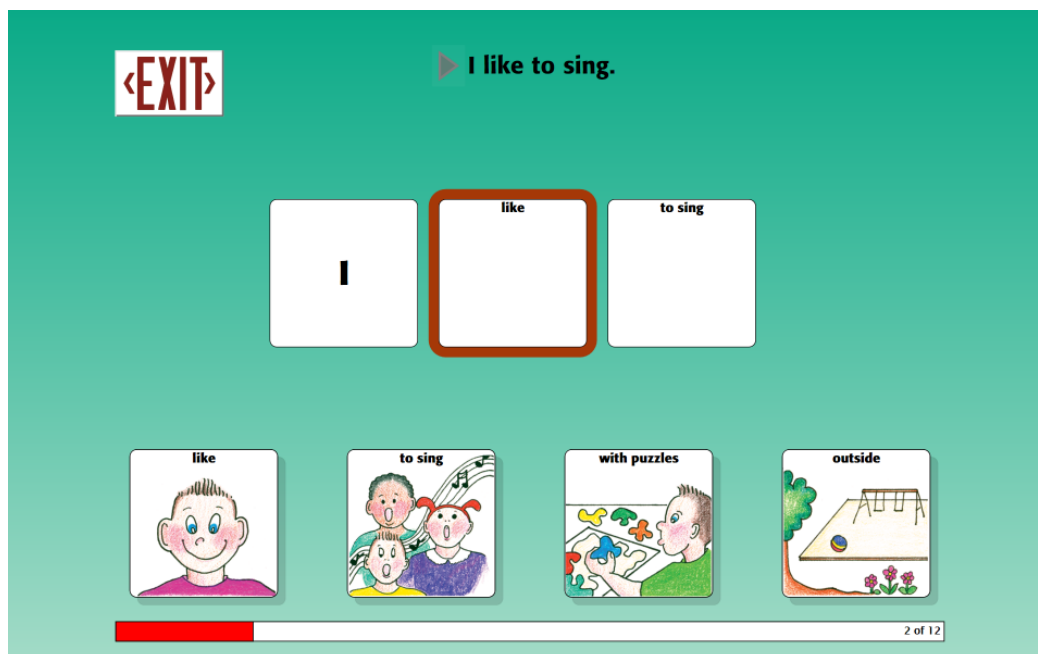
Select Exit to go back to the main screen.

Labeling Activity



Labeling is an activity that records the student's voice saying words used in each book. (A microphone needs to be attached and functioning to use this activity.) A card is shown with a verbal prompt, such as "What is this?" Press Record to begin recording. Press Stop to end recording or let the allotted 6 seconds of record time end. To hear the recording, press Play. The student can re-record as often as they choose. Student recordings are not scored, but recordings are saved (when logged in). Saved recordings are stored in Options-Results.

Reading Activity

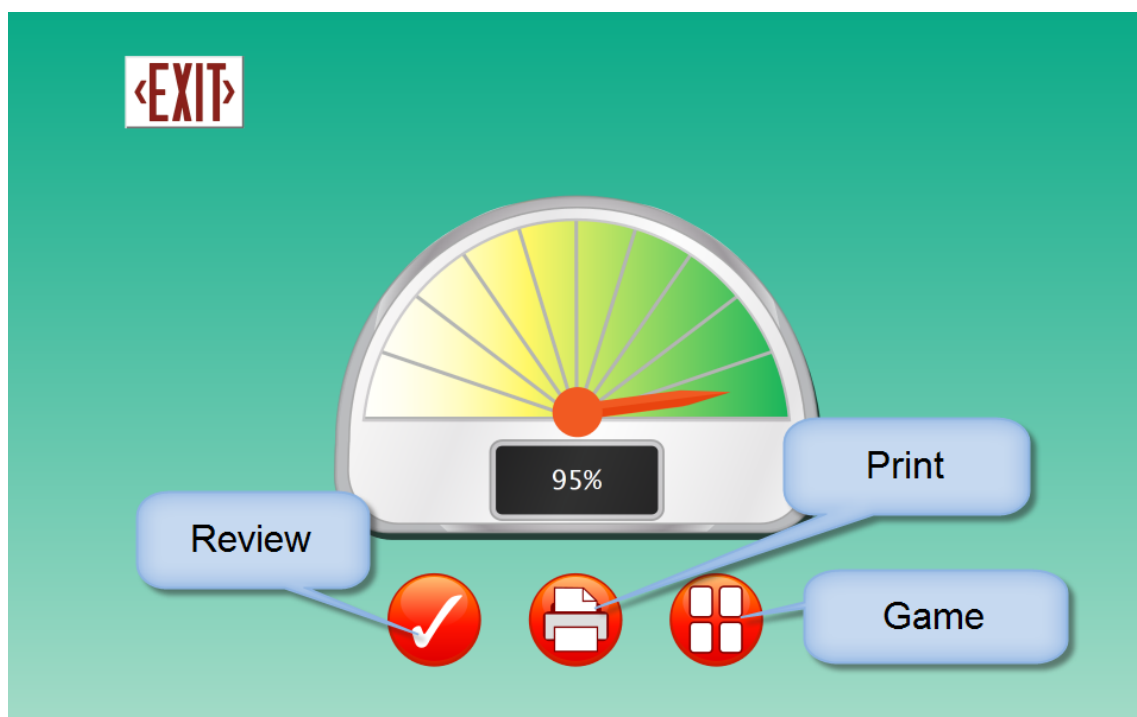


Reading activity shows and reads a sentence. The student recreates the sentence by selecting matching cards to “fill in the blank.” Click the small arrow to hear the sentence or phrase repeated. Click on individual words to hear them read.



As an alternative, Reading can be given as a "Test". In Test, the first answer selected is documented and the program moves onto the next card regardless of answer selected. In Test, there is no verbal feedback. To select Test, go to the main activity screen and select Activities - Take Test from the menu bar. See [Take Test](#) for more information.

A progress bar at the bottom of the screen shows how much of the activity the student has completed.



At the completion of each Reading activity, the student's score is shown. The score is illustrated with a colorful graphic. Three routes of action are given as buttons below the student's score.

Review takes the student back into Reading where they are given the cards they matched incorrectly during the activity. A score of 100% deactivates this button and it is grayed out.

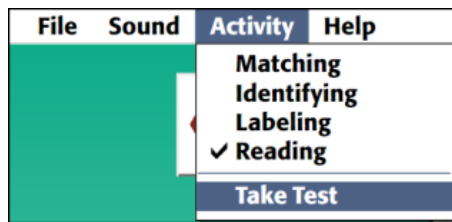
Print will send the details of this Reading activity to the printer.

Game is a memory game where students find matching pairs. Picture/Word cards used in the game come from the Reading activity just completed. When and if the game is available, is an option you set. File --> Options (password is Attainment) --> student's name - Settings --> Program Settings tab.

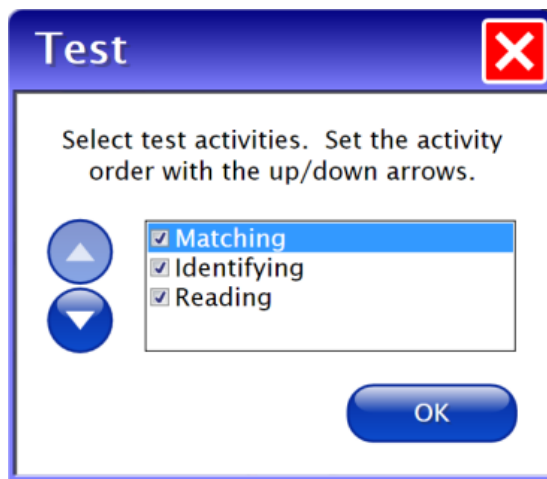
Select Exit to go back to the main screen.

Take Test

Matching, Identifying, and Reading activities provide verbal feedback to the student as they work. For example, "Good Job!" when a correct selection is made or "Try again" for an incorrect selection. **Interactive Reading Books Software** can also be used in "Take Test" mode. Take Test means the verbal feedback will not be played, the first answer given will be documented, and the activity moves to the next card.



To run the activities in Test mode, select Activities from the menu bar then select Take Test. Once Take Test is selected, a Test menu window pops up.

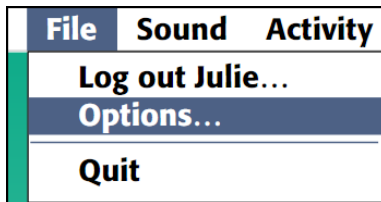


Select the activities to be given in this Test session. Test mode runs all activities selected as one session; the program does not come back to the main screen until all activities are completed.

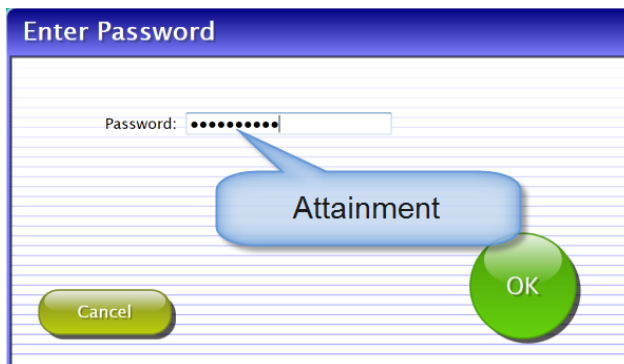
The student's score is shown at the completion of the Test. Details of Test results are also saved in Results.

Options - Password

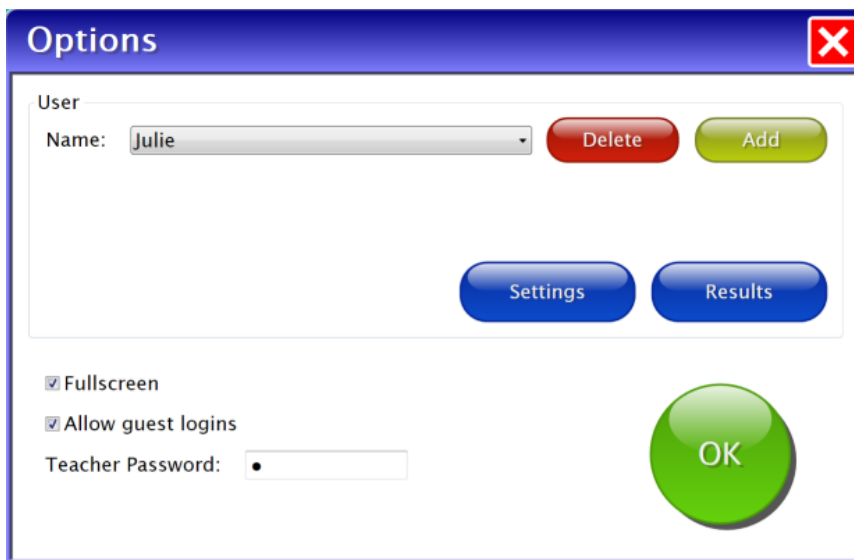
Enter Options to add student names so their work will be saved; personalize their activity settings such as what books are shown, how many distractors are given in Matching and Identifying, turn on scanning access; and view saved results.



At the main screen, select File and then Options on the menu bar at the top of the screen. (Note: the menu bar is hidden until you roll over it for Windows computers.)



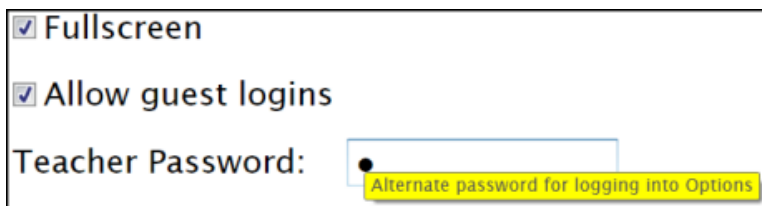
The password to enter Options is Attainment. You can create a different password once in Options. As a back-up, Attainment will always work as a password.



Fullscreen checkbox choose to run the program full-screen or windowed mode on the main Options screen.

Allow Guest Logins checkbox showing Guest as a login name is optional. Guest can be removed as a log in choice only after one or more login names have been added. Activities completed in **Interactive Reading Books** while logged in as Guest, are not stored for later viewing.

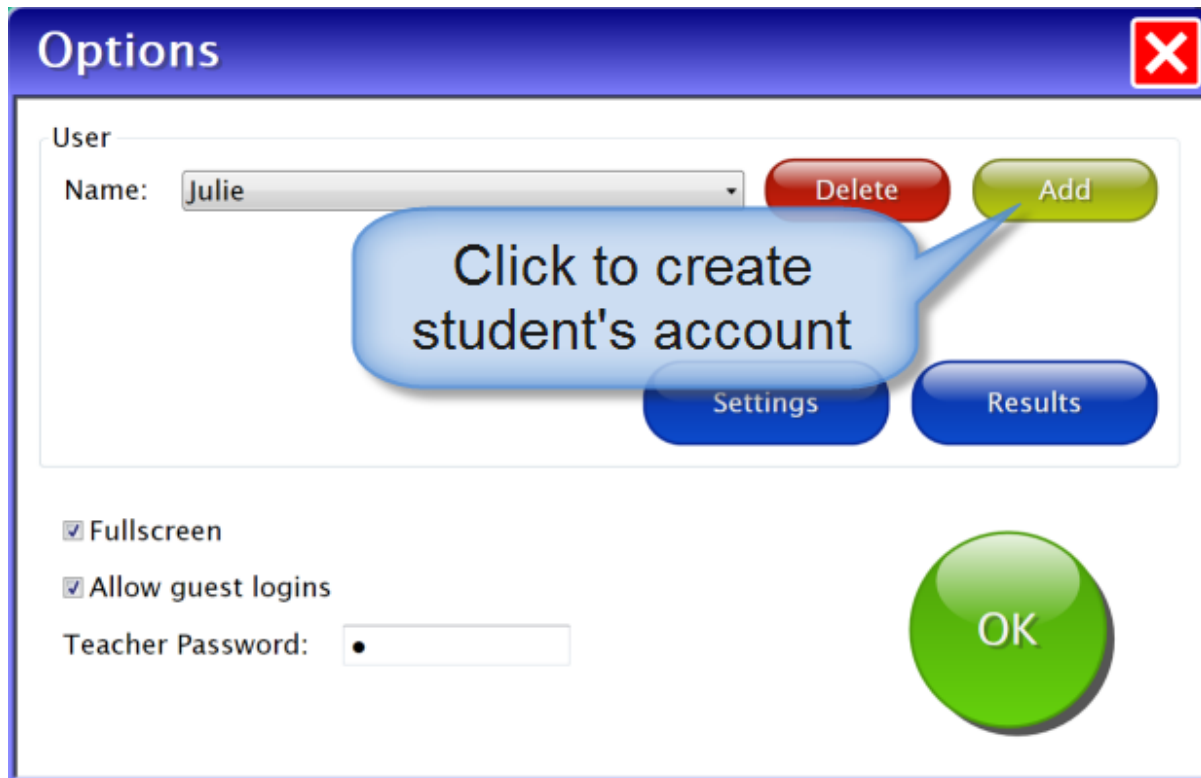
Teacher Password type-in-box you can create a new password to enter Options. As a back-up, "Attainment" will always work as a password.



Helpful pop-up descriptions are given with each setting. To view pop-up help, move and pause the cursor over a setting.

Add/Delete User Name

Add or delete student names on the main Options screen.

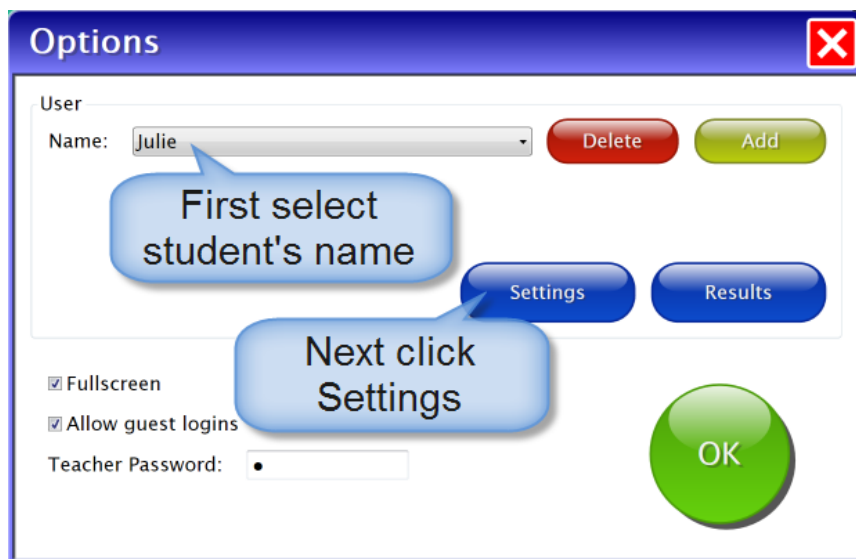


The screenshot shows a window titled "Options" with a red close button in the top right corner. Inside the window, there is a "User" section with a "Name:" label and a text box containing "Julie". To the right of the text box are two buttons: a red "Delete" button and a green "Add" button. A blue speech bubble with the text "Click to create student's account" points to the "Add" button. Below the "Name:" section are two blue buttons: "Settings" and "Results". At the bottom left, there are two checked checkboxes: "Fullscreen" and "Allow guest logins". Below these is a "Teacher Password:" label and a password input field with a single dot. At the bottom right is a large green circular button with the text "OK".

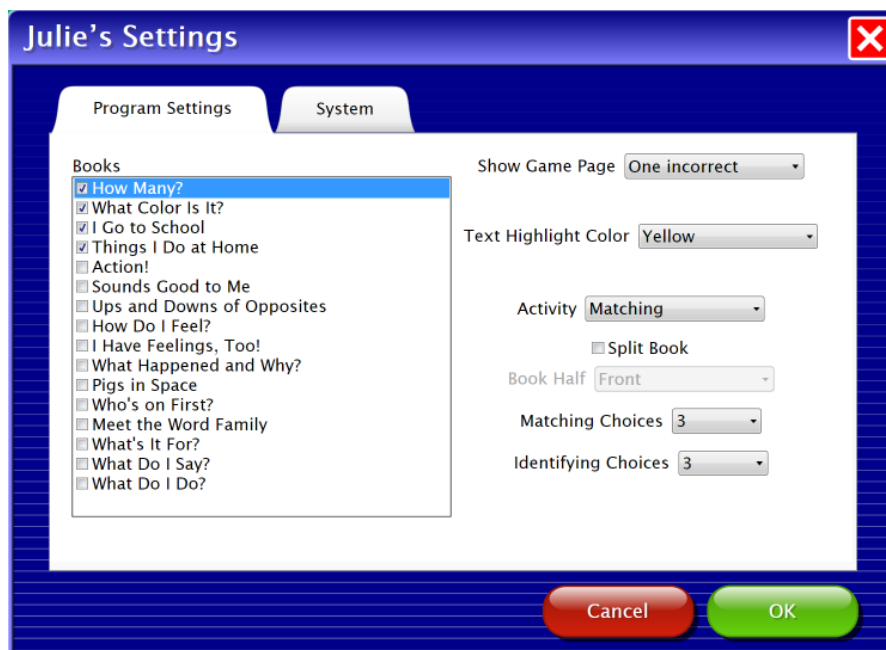
Add user name: Click the Add button, type the student's name, and press Next. Add an optional password which this student will need to type to log in; click Skip or type the password and click Next. Add an optional picture of the student (or any image) that will show by the student's name on the login menu; press Skip or press the From File button to assign a picture or when a web cam is detected a Web Cam button is also available.

Delete user name: Select the name from the drop-down menu and click the Delete button.

Settings - Program Settings Tab



View or edit student's program settings by selecting student's name then the Settings button on the main Options screen.



Books there are 16 books in the series (8 books in each Library 1 and Library 2.) The program's main screen shows a maximum of four books. Select up to four books.

Show Game Page at the completion of Matching, Identifying, and Reading activities a Game button can be offered. The game is a matching memory game utilizing pictures from the book. You decide if and when the Game button is available. Choices are: Never, One incorrect, Two incorrect, Three incorrect, or Always.

Text Highlight Color as text is read it is highlighted. Select the color of the highlight: Red, Yellow, or Green.

Activity selected will be the default and will show on the Activities button on the main screen.

Split Book the books can be split in halves. This allows the student to complete an activity more quickly; only completed activities are scored.

Book Half select if the front half or back half is given to the student first.

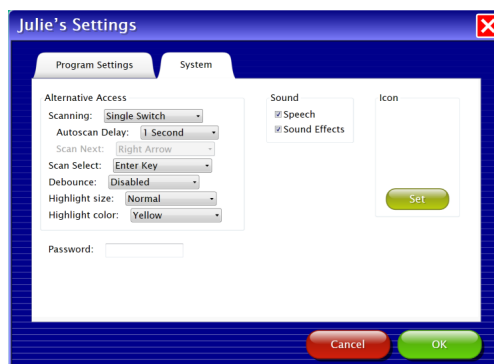
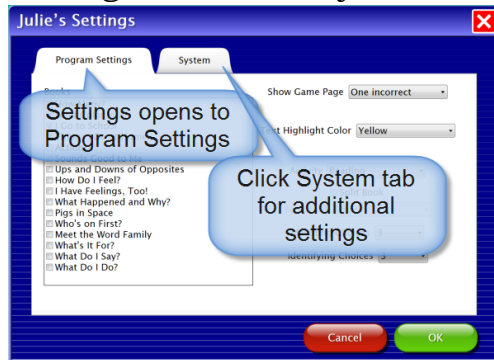
Matching Choices select the number of choice cards showing beneath the large card in Matching activity. The choices are two to eight cards.

Identifying Choices select the number of choice cards showing beneath the large card in Identifying activity. The choices are two to eight cards.

Click **OK** button to your implement selections or **Cancel** to negate your selections and revert to previous program settings. Another option is to select the **System tab** showing at the top.

Settings - System Tab

Additional settings: Options -> (password Attainment) -> student's name --> Settings button --> System tab.



Interactive Reading Books Software has scanning access available.

Scanning choices are Disabled, Single Switch, and Double Switch. Disabled is the default; meaning scan access is turned off. Single Switch has autoscan movement and pressing the properly attached switch, selects the button highlighted. Double switch is for step scanning; student controls how quickly the highlight moves.

Autoscan Delay is the amount of time the scan highlight stays on a selectable button in single switch scanning.

Scan Next and **Scan Select** have choices of keys to be the input to the switches.

Debounce is the amount of time program will ignore repeated switch input.

Highlight size and **color** are adjustable.

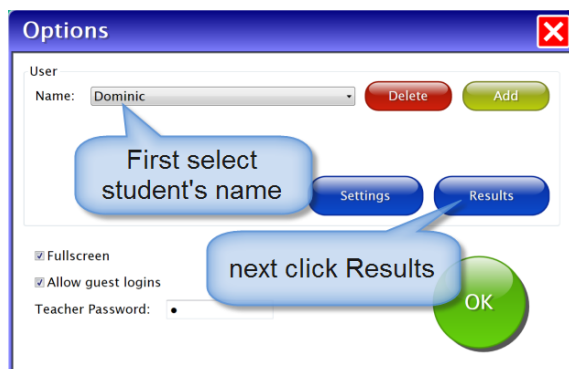
Password may be left blank or a password may be inserted which the student must type to log in.

Speech and **Sound Effects** can be turned off (also available on the title screen menu bar.)

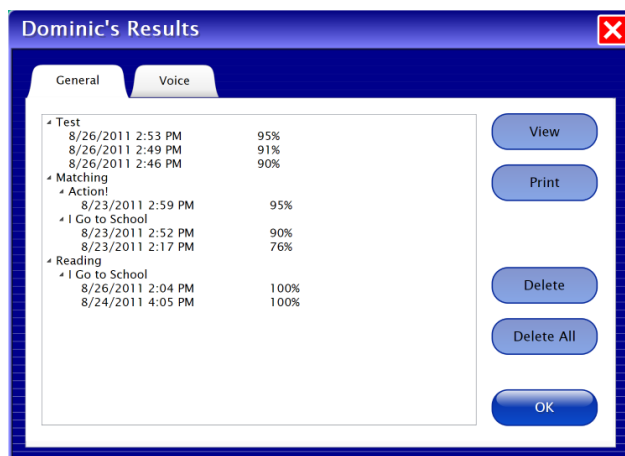
Icon/Set allows you to attach a photo of the student or any other graphic that will show by their name on the login menu.

Press OK to return to the main options screen.

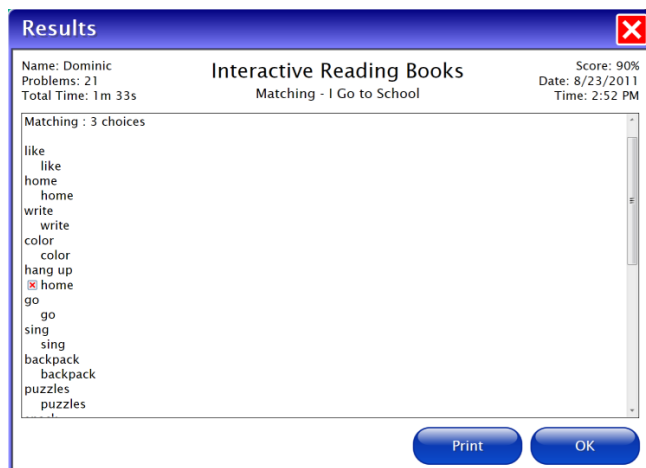
Results



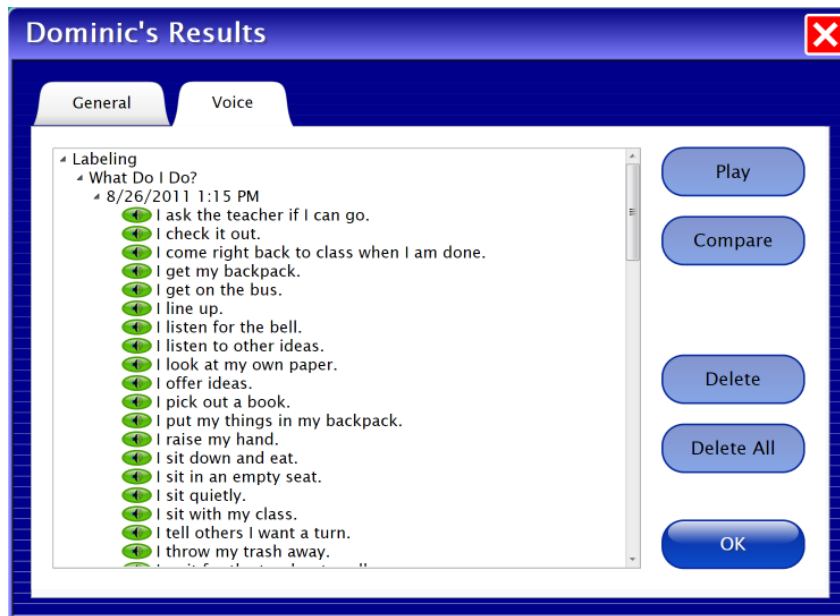
Access student's results by selecting the student's name then selecting Results button on the main Options screen.



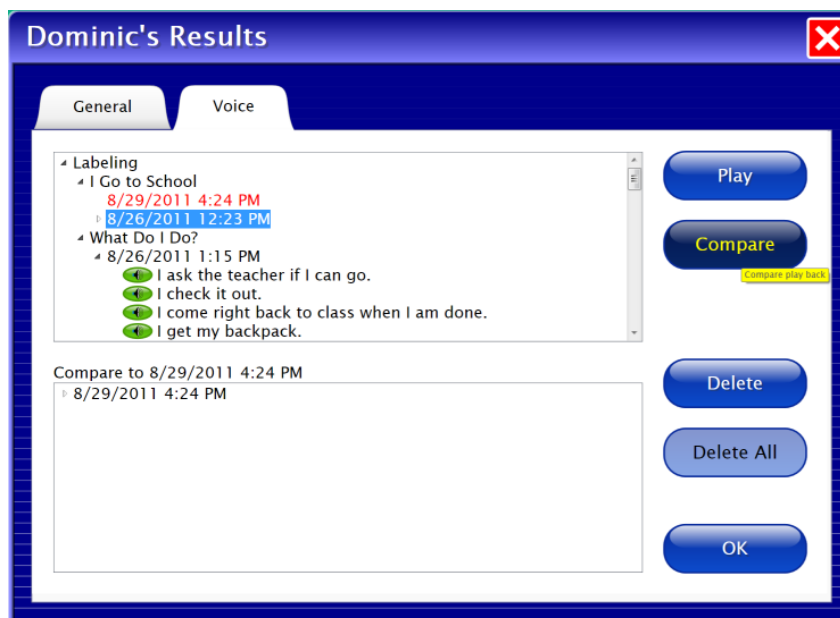
On the General tab is a summary look at this student's work. To view details select an individual session on the General tab and View or Print.



Voice recordings are saved and shown on the Voice Tab.



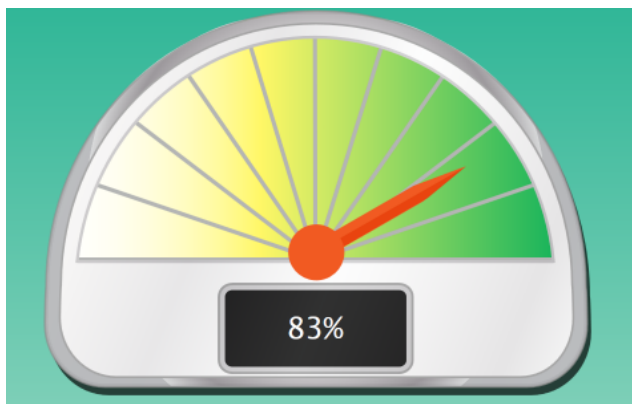
Press a speaker icon to hear an individual recording or select the date and Play to hear the list played back. When there are two or more sessions of recordings using the same book, they can be played back comparing word by word from the two lists.



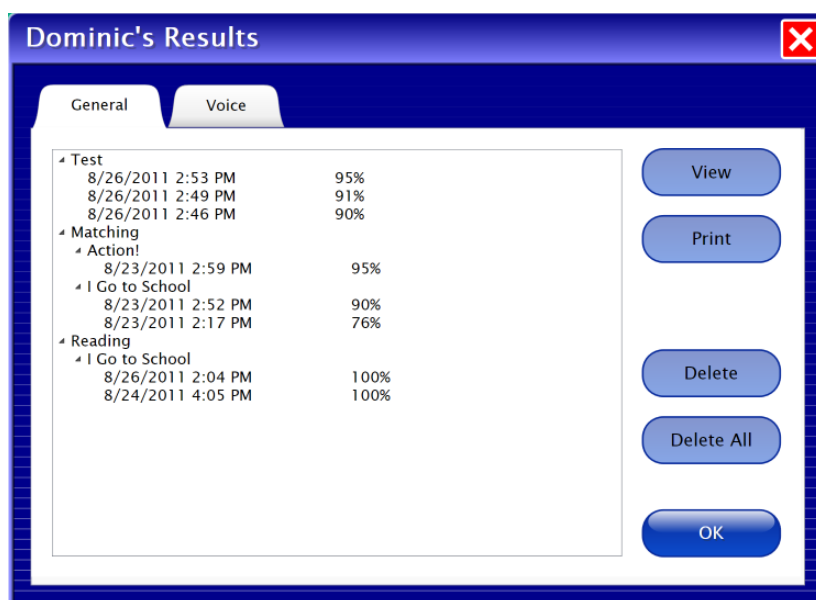
To Compare click on the date of a list, press the Compare button, then press the Play button.

Results

Result scores are shown at the completion of each Matching, Identifying, and Reading session.



Result details are saved long term for sessions students complete while logged in with an account name other than Guest. Voice Recordings are also saved for students that log in.

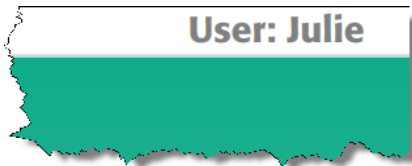


To view accumulated results go to the main screen, on the menu bar select File --> Options -> (password is Attainment) -> student name -> Results.

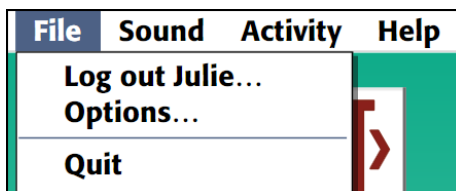
For more details see [Options --> Results](#).

Menu Bar

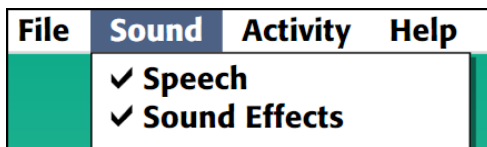
The menu bar is only accessible at the main screen. On Windows computers the menu bar is hidden until the cursor rolls over it.



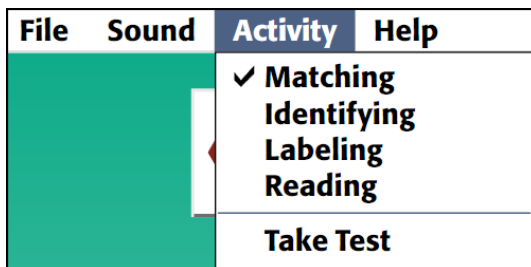
The far right side shows the student currently logged in.



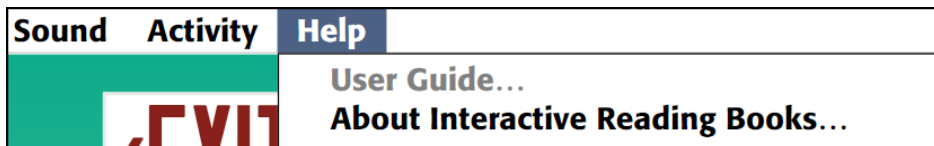
File Log out user, access [Options](#), and Quit the program.



Sound Turn off Speech or Sound Effects. This is a temporary setting applying only to this session. To turn off sound as a permanent setting use [Options --> System tab](#).



Activity Select Matching, Identifying, Labeling, Reading, or Take Test.



Help The User Guide, About Interactive Reading Books which gives software credits and version numbers.

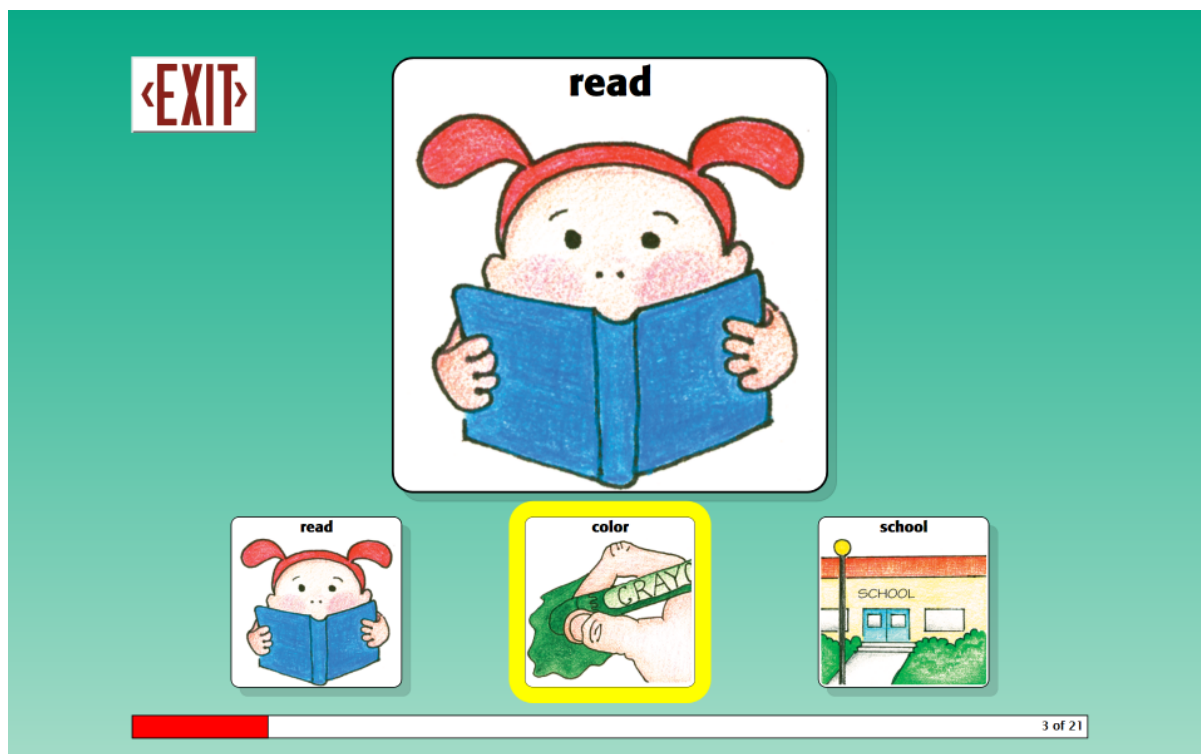
Alternative Access

Touch Screen

Interactive Reading Books is designed for use with touch screen devices.

Scanning

This program supports single and two switch step scanning. To change scan settings, go to [File-->Options -> \(student's name\) -> Settings --> System Tab.](#)



Technical Support

If you have a problem running **Interactive Reading Book** software, 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 operating system are you running?
- * What was the error and type of error message, if any?
- * What triggered the problem?
- * Can you duplicate the problem?

Tech 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

System Requirements

Windows - System Requirements

Windows XP SP3 or higher

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 - System Requirements

Intel processor

OS 10.5 or higher

Minimum of 512MB RAM

Microsoft Silverlight

NOTE: During installation, if Silverlight is not detected you will be prompted to install it. The Silverlight installer is included within the program. Once Silverlight is installed the program will start.

An attached and functioning microphone is required for one activity in this program.

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Contact Us

We welcome your questions or comments.

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