



Access Language Arts

User Guide

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SECTION 1 Introduction

The **Access Language Arts** program, 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 app 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 app’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** program 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*.

Students reexamine the content of the adapted novels while constructing personalized written expression.

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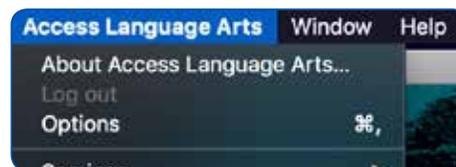
LOGGING IN

Access Language Arts 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 on an iPad, select the **Options** icon  in the upper right corner of the story selection screen. On Windows or Mac, locate **Options** in the drop-down **File** menu. If it asks for a password and the user has forgotten it, **please make a new password**. *Read more about Options on pages 6–9.*

The user currently logged in to the program is shown at the top of the story selection screen. To switch users, select the current user's name and choose the **OK** button. The **Login** window will appear, where you may change users.

Options in
File Menu
(computer)



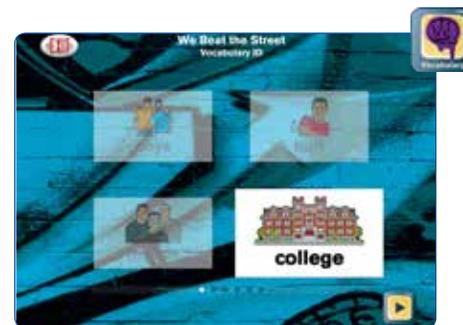
SECTION 2 Activities

To begin, choose one of the eight books.

The book title and author are highlighted as each is read aloud. To hear them read aloud again, choose the **Play** icon in front of the title.

The nonfiction books are organized by chapters within one reading. The fiction titles are organized by sets of chapters in a book. For these books, begin by selecting a chapter set.

Three activities are provided at the start of a book or the start of a set of chapters: **Vocabulary**, **Prediction**, and **Read**.



VOCABULARY

Choose the **Vocabulary** icon  to begin vocabulary review, which includes **Vocabulary Identification (ID)** and **Vocabulary Meaning**.

Two rounds of 0-second time-delay instruction is 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 tapping  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

Tap 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 tap 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

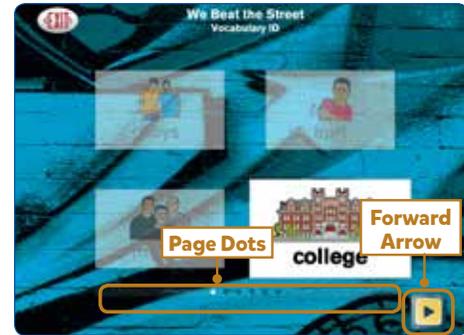
Read icon  to begin reading the text at any time. Each word is highlighted onscreen as the text is read. At the end of the story, Test questions are given.

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

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

Turn the pages forward or back by tapping 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, touch, pause slightly, then release on a page dot.



TEST

The last page of the Read activity has a Test button

-  Tap 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.

Next, Vocabulary Identification and Vocabulary Meaning questions are given.

Next are Multiple Choice questions, which have a Hint button. When tapped, it will open the page in the story that contains the answer. The order of multiple choice questions is Sequence, Literal Recall, Inferential, Main Idea, Application, Analysis, Main Character, Setting, Problem, Solution.



SECTION 3 Options

To add a student account, adjust user settings, or view results, select the **Options** icon  in the upper right corner of the book selection screen (iPad), or go to the **File** drop-down menu (Windows or Mac). If it asks for a password and the user has forgotten it, **please make a new password**.

Logins/Accounts

The **Access Language Arts** program automatically logs in users as **Guest** until one or more student accounts have been created. When logged in as **Guest**, results are not saved. Create an account for each student, and their progress and answers can be saved.

Add Student Account

To add a student account, select **File, Options**, and then choose **Add**. Type the student's name and choose **Next**. The next screen has a blank for student password, which can be added or left blank. Finally, select an avatar that most closely resembles the student, and choose **Finish**. The avatar's appearance can be altered in **System Settings**.

Delete Student Account

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

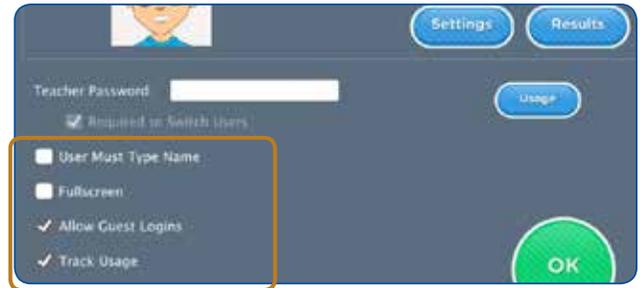
GENERAL OPTIONS

- **Teacher Password:** Allows the teacher to create an optional password needed to open **Options**. The password function is case sensitive.
- **Required to Switch Users:** Turn **On** to extend the password requirement to include switching users from the story selection screen.



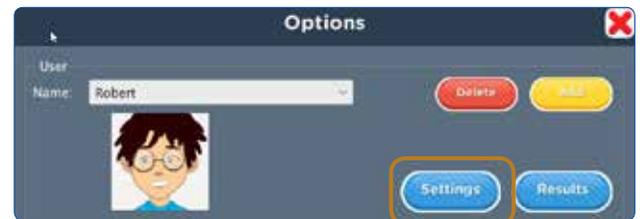
General Options (continued)

- **Users Must Type Name:** Turn **On** to require all students to type their login name rather than choose from the drop-down menu.
- **Fullscreen:** (*Windows/Mac only*) Turn **On** to fill the screen; turn **Off** to run in a window.
- **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.



SETTINGS

To adjust a user's settings, select the student's name from the drop-down menu and choose the **Settings** button. There are two tabs in **Settings**: **Program Settings** and **System**.



Program Settings Tab

Vocabulary

- **Time delay:** The default is 5 seconds, but it can be adjusted from 2 seconds to 8 seconds.

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**. When **On**, there is a delay before the **Next** page button  is active.



Write

- **Allow change mind:** The default is **On**. This allows a student to change their mind about an opinion given during the writing activity.

System Settings Tab

Alternative Access

- **Scanning:** Disabled by default. Scanning can be set as single switch (automatic) or double switch (manual).
- **Autoscan Delay:** Select the length of time the cursor dwells on each selection. (Single switch only)
- **Scan Next:** Keyboard options for going to next selection. (*Windows/Mac, double switch only*)
- **Scan Select:** Keyboard options for making selection. (*Windows/Mac only*)
- **Device:** (*iPad only*) Options are: RJ Cooper Switch; Bluetooth Space/Enter
- **Debounce:** Disabled by default. The length of time in which repeated switch input is ignored.
- **Highlight size:** The highlight appears as an outline around each selection. Size can be changed.
- **Highlight color:** Yellow by default. Can be changed to green, red, or black.
- **Auditory cue:** None by default. Can be changed to speech or sound.

Auditory Rollover

- Slide and pause a finger over items for 1.5 seconds to hear auditory confirmation.

Volume

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

Avatar Edit

Change visual characteristics in these tabs: **Head; Hair; Eyes; Nose/Mouth; Eyebrows;** and **Body.** Wheelchair checkbox appears at the bottom right on the **Body** tab.



RESULTS

Details of tests taken are saved when the student is logged in to their account. (This is in addition to **Results** displayed at the end of the **Read & Write** activity.) To view **Results**, select **Options** and then the student's name from the drop-down menu, and choose **Results**. (Note: Results are not saved while logged in as **Guest**.)

Test results are listed by book title; then chapter; then date, time, and percentage correct. You can also sort by date with the **Sort by date** toggle switch at the bottom of the **General** tab on the **Results** screen.

Results labeled “Prediction” are also saved for the Prediction activity.

To delete a result, highlight that session and choose **Delete**. The **Delete All** button deletes all tests by category (either story title or date). Highlight a title (or date), then choose **Delete All**.

To view a student's answers, highlight an individual session and choose **View**. Results may be printed from this screen for discussion or review.



USAGE

To view a summary of a student's time using the program, choose the **Usage** button on the **Options** screen. This summary may be printed.



Contact Us

TECHNICAL SUPPORT

If you have a problem running **Access Language Arts: WRITE**, please call Attainment Technical Support at the number below.

If possible, have your iPad or computer nearby while we discuss solutions.

You can help the process along by collecting some basic information ahead of time:

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

Tech Support is available weekdays from 9 am - 5 pm (CST)

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

Email: techsupport@AttainmentCompany.com

OTHER ATTAINMENT COMPANY PRODUCTS

We invite you to learn more about other educational materials produced by Attainment Company.

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