

# *Read to Learn*



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## Read to Learn Overview

The Read to Learn series:

[Life Skill Readers](#)

[Safety Skills Reader](#)

[Focus on Feelings](#)

### About Read to Learn

Welcome to the **Read to Learn** series. These three eReaders, sold in a collection, present "talking-book" stories designed for transition-age students with significant developmental disabilities. The stories illustrate real-world situations and the skills to handle them.

All of the stories feature professional narration and word highlighting. The student's test results are stored in the program. Options management allows you to customize the program settings.

### Life Skill Readers



**Life Skill Readers** are 40 photo-illustrated stories with community themes in seven categories:

\* Personal \* School \* Signs \* Work \* Places \* Shopping \* Transportation

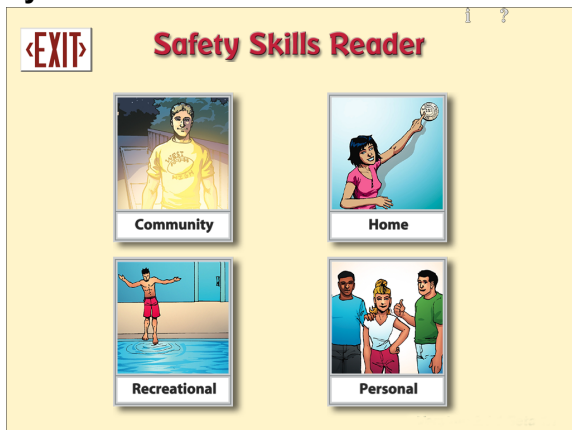
Each page has one or more photos that students may choose to highlight. Five multiple-choice comprehension questions follow each story. **Life Skill Readers** is the only **Read to Learn** program that does not feature vocabulary-word instruction.

## Focus on Feelings



For teens and young adults. 19 photo-illustrated stories describe experiences and the emotions associated with them, and illustrations of faces support learning of facial expressions. After each page of the story, students are asked to choose the main character's emotion.

## Safety Skills Reader

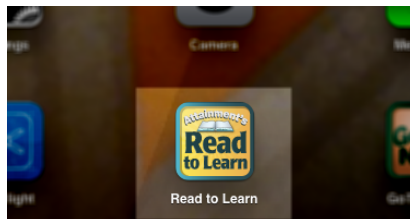


**Safety Skills Reader's** 27 stories introduce safety issues in the context of four categories:

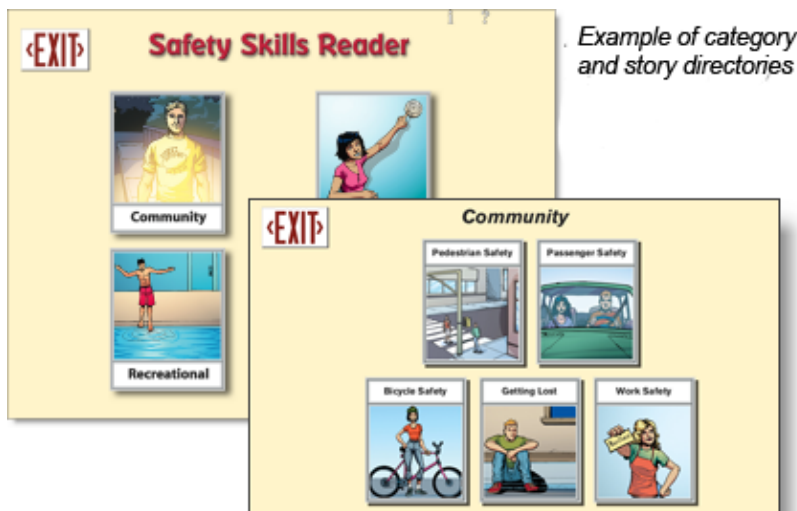
\* Community    \* Home    \* Recreational    \* Personal

Six multiple-choice questions follow each story: three for comprehension and three for vocabulary.

## Quick Start

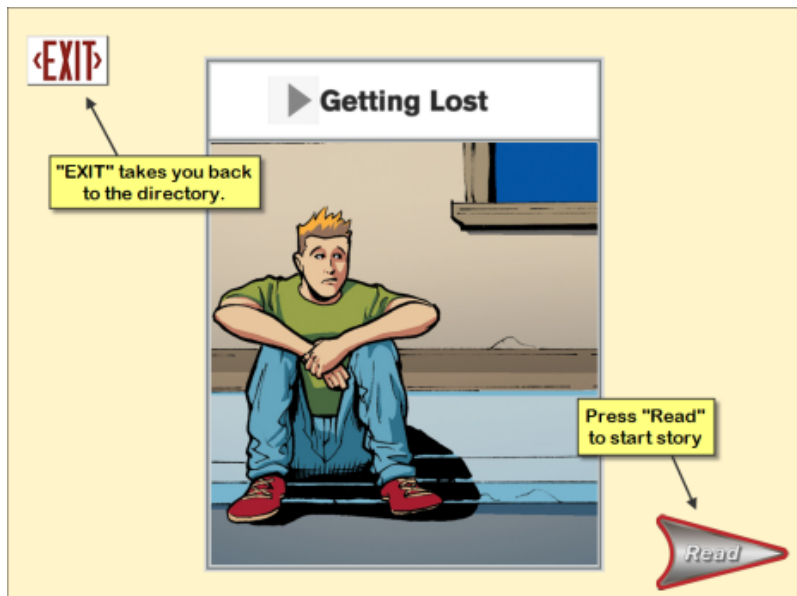


1. Press **Read to Learn** icon to launch the program.
2. Press icon for **Life Skill Readers**, **Safety Skills Reader** or **Focus on Feelings** to bring up that reader's directory. The stories in both Life Skill Readers and Safety Skills Reader are contained in categories.
3. Press story icon to bring up the story's title page, then **Read** to start the story.

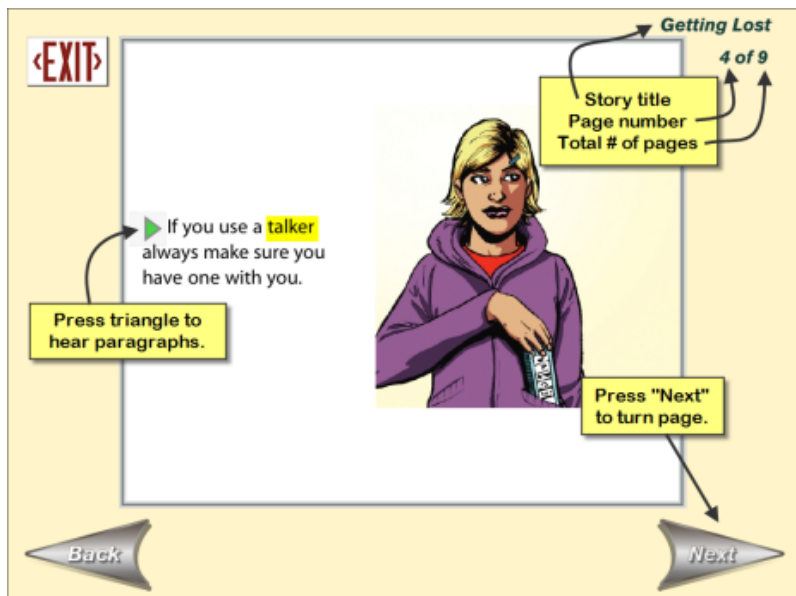


## Reading Stories

Pressing a story icon brings up its title page. On the title page, press the **Read** button to begin the story, or the **EXIT** button to return to the story directory.



The **Next** and **Back** buttons move forward or backward through the story. Press **EXIT** to return to the story directory. Press the triangle to hear the paragraph; press a word to hear just that word spoken.



**NOTE:** The factory setting for **Read to Learn** is for the story to be read aloud automatically, but not for the page to turn automatically. Both can be altered in the Options menu, via Settings.

## Adding a User

The first time you launch **Read to Learn**, you will automatically be a Guest user. You have the option of adding a named user, changing the settings of that user and saving test results.

**To add a user:** Press the "Settings" icon (gears) at top right, then the **Add** button.

For more information, see [Options-->Add User](#) under "Options," below.

# Seeing and Hearing the Stories

## Story Audio

To hear a **paragraph**, press the triangle to its left.

To hear a **single word**, press the word.

To **restart the story narration**, press the triangle, or double tap at the point you want the narration to resume.

By default, spoken text begins automatically after each page turn. This auto read option can be disabled.


The text is read as natural speech, in a conversational tempo. Slower, word-by-word speech is also available.

See Story Options:

[Narration Style](#) to change speed of speech

[Auto Read](#) to turn off automatic narration

## Highlighting



**Highlighting options:**  
\* by word, line or sentence  
\* yellow, green, or red  
Word by word, yellow, is default.

▶ Today we all took a special math test for Math **Olympics**. Students with the highest scores will go to the state finals. My friend Kimberly wants to see what I got. I do not want her to know. My score was lower than everyone else's.

As the story is spoken, text is highlighted one word at a time, in yellow. Highlighting can also be by sentence, by line, or turned off. The highlight color can be changed.

See [Narration Highlighting](#).



## Glossary Words

Glossary words in **Safety Skills Reader** and **Focus on Feelings** have a gray underline. When a glossary word is pressed, a definition appears, and the word and its definition are heard.

The glossary feature can be turned off, if desired, in **Options**—>[Story Options](#).



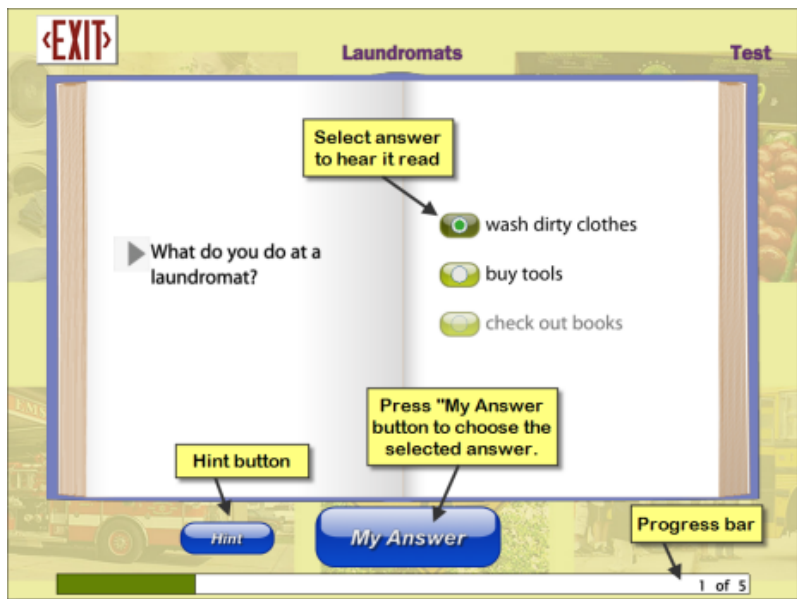
▶ Yes, Tia feels **annoyed** with Becca for talking about herself.

A little angry or upset  
I get annoyed by loud yelling.

## Story Activities

These are activities for the reader that follow the story.

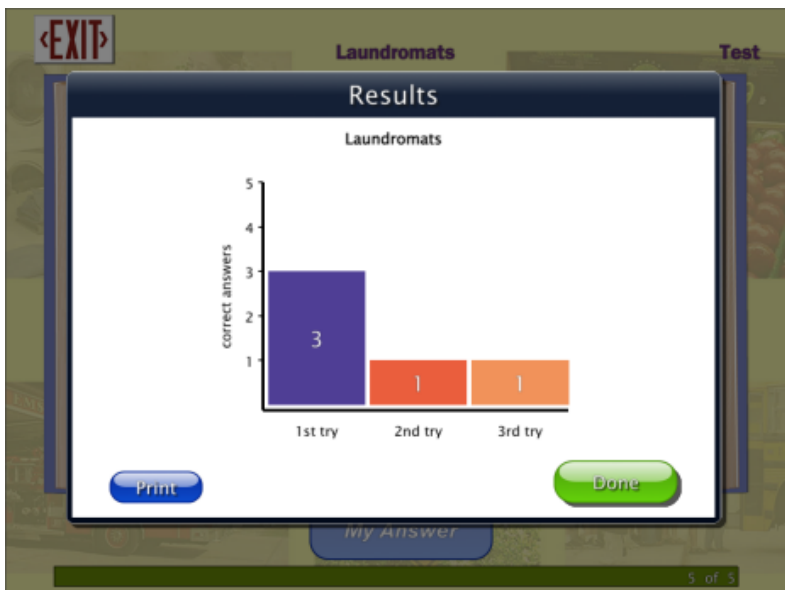
### Test



On the last page of each eReader story, the **Next** button is labeled **Test**. This button takes the user to a series of multiple-choice questions, covering comprehension and vocabulary. The questions are read automatically. Press the button next to each answer to hear it read.

The **My Answer** button chooses the selected answer. This button must be pressed to submit an answer. If the answer is incorrect, that answer will be shaded out and can't be selected again. After the first incorrect answer, a **Hint** button appears.

Press the **Hint** button to display the story paragraph with the correct answer. On the **Hint** screen, the **Test** button returns the student to the test question.



Following the final question, the test results page will be shown in the form of a bar graph, showing number of questions answered correctly, and how many tries it required.

**NOTE:**

- \* All users will see their results. A logged-in user's results are recorded and can be viewed in detail by teacher or parent. See Results.
- \* The program **Life Skills Reader** does not have glossary words or test questions based on glossary words.
- \* The Hint in any program can be disabled. See [Test Options](#).

Press **Done** to return to story directory.

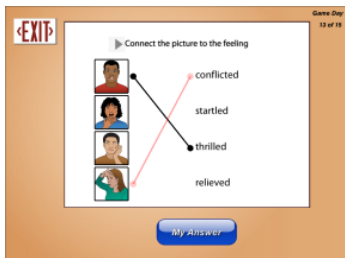
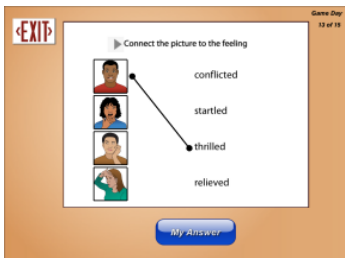
## Other Activities

### Focus on Feelings

**Focus on Feelings** has a different format than the other eReaders. There is a multiple-choice question after each page of the four-page stories. Using symbols of faces, the question asks the reader what emotion the main character is feeling. Clicking on the emotion word will bring up its definition. The story cannot progress until the reader chooses the correct answer. Each story page has an emotion associated with it.



Following the story are two activities. First, the reader is asked to connect the four emotion symbols to words, by clicking on each. If the reader makes a wrong choice, the connection turns red, then disappears.



The last activity is a matching game, just for fun. As matches are successfully made, pieces of a photo underneath are revealed. When the photo is completely revealed, a photo caption, connecting an experience to an emotion, also appears.

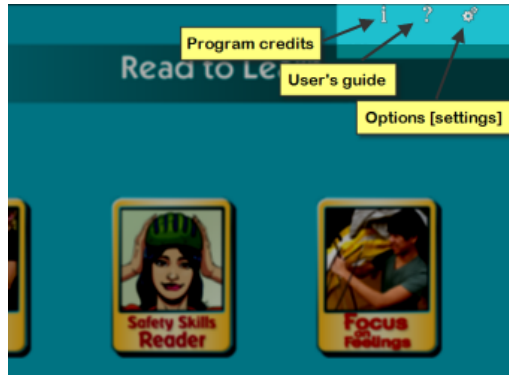


# Options

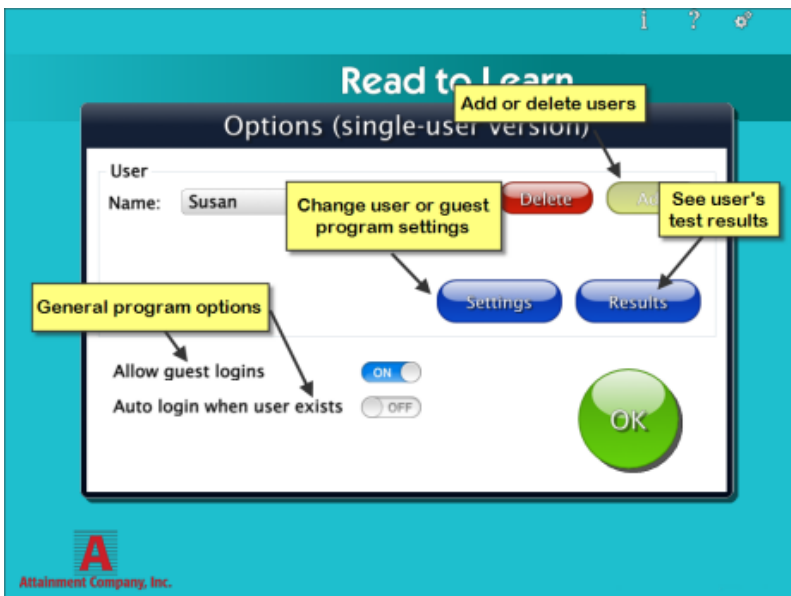
## Options Overview

The **Options** menu lets you add or delete users, and change settings for the student.

Open **Options** menu by clicking on the gears icon at top right of screen.  
The icon is not visible when the readers are open.



The **Options** menu lets you add or delete a user, and change settings for the named user or "guest" (default).



In the **top level options menu**, you can:

- \* **Add** one user. [Add User](#)
- \* **Delete** the user. Bring user's name up in drop-down list, then press **Delete**.
- \* **Make changes** to general (non-user) options. [Allow Guest Logins](#); [Auto Login When User Exists](#)

To make changes in a user's options, press the **Settings** button.  
See settings listed below.

To see a user's test results, press the **Results** button.

- **TIP:** To change default settings before a user is named, select **Guest**, and then change the settings.  
See [Factory Settings](#) list.

**Settings that can be changed:**

#### **PROGRAM SETTINGS tab**

[Narration Style](#) for speed of speech

[Narration Highlighting](#) for items highlighted and highlighting color

[Auto Read](#) on/off, to have narration start automatically after each page turn

[Auto Page Turn](#) on/off, to have page turn automatically after it has been read

[Glossary Lookups](#) on/off, to have definitions of vocabulary words appear

[Test Options](#) to enable/disable Hint Button, show hint only after wrong answer, and enable/disable Print Results button.

## **SYSTEM tab**

[Scanning](#) to enable automatic scanning

[Sound](#) to turn sounds off

[Icon](#) to change a user's image.

## **Add User**



Click the **Add** button to add a new student user. Type in the student's name and click the **Next** button.

An "Add User-Icon" window will appear, and you may take a snapshot to create the user's icon.

**Read to Learn** app is designed for one user only. To add a new user, you first have to delete the current user.

**To delete a user:** Bring user's name up in drop-down list, then click **Delete**.

## **Factory Settings**

This is a list of the initial program settings. They can be altered for an individual user or for Guest.

NOTE: Settings for Guest are the default values when adding a new user.

**Narration Style:** Natural Speech

**Narration Highlighting:** By Word

**Narration Color:** Yellow

**Auto Read:** on

**Auto Page Turn:** off

**Glossary Lookups:** on

**Hint Button:** on

**Show only after wrong answer:** on

**Print Results Button:** on

**Scanning:** Disabled

    Autoscan delay: 1 Second

    Device: Attainment Switch

    Debounce: Disabled

    Highlight size: Normal

    Highlight color: Yellow

**Sounds:** Music, Speech, Sound Effects all on

## **Allow Guest Logins**

If **Allow guest logins** is on, allows users to log in as "Guest."

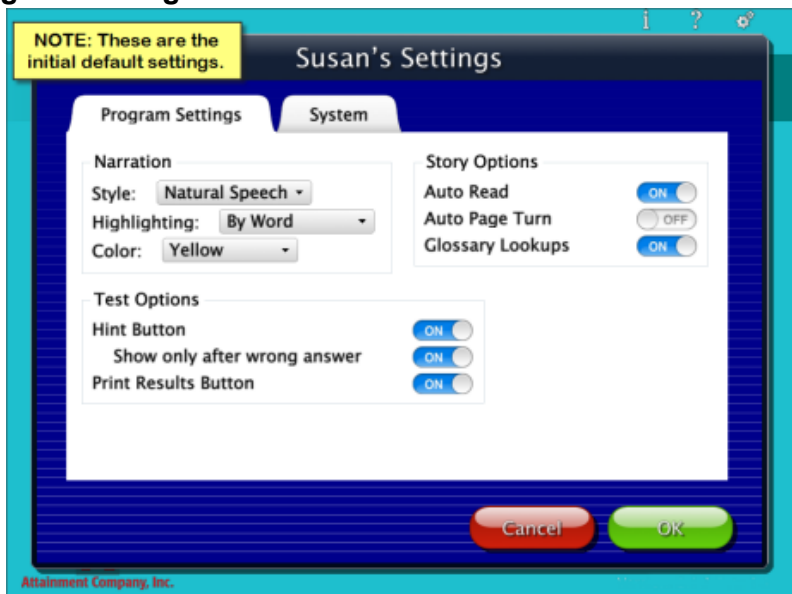
If off, the existing student account will automatically be logged in.

Guest login is automatic if no users are added.

If **Auto login when user exists** is on, it negates the option of logging in as a guest.



## Program Settings tab



In this tab you change the settings for narration style, highlighting, auto reading and auto page turns, glossary lookups, and test options. The name of the user whose settings are changing is displayed at the top.

See:

[Narration Style](#)

[Narration Highlighting](#)

[Story Options](#)

[Test Options](#)

### Narration Style

Choose between three speech options: Off, Natural Speech, and the slower Word By Word speech.

### Narration Highlighting

Choose between four highlighting options: Off, By Word, By Sentence, or By Line. You can also change highlight color.

**NOTE:** Highlighting of the text goes along with audio. If there is no story narration, there will be no highlighting.

## Story Options

These are features that can be turned on independently or in combination.

**Auto Read on/off**—When on, story narration will begin a moment after page is turned, whether page is turned automatically or manually. Tapping anywhere on the page will turn auto read off, but it will start up again on the next page. When off, audio narration is triggered by pressing the arrow next to a paragraph, or by double-tapping inside the story paragraph.

**Auto Page Turn on/off**—When on, the page will turn automatically after the last sentence on the page has been read. It is possible to inhibit this function by clicking on the page immediately after the last sentence has been read. If so, automatic page turning will start up again on the following page. When off, pressing the Next button will turn the page.

**Glossary Lookups on/off**—When on, glossary words are underlined on the first page where they appear. Underlined glossary words can be pressed to reveal the definition, which is also highlighted and read out loud. When off, glossary words are not underlined, and their definitions cannot be accessed. NOTE: Life Skills Reader does not contain any glossary words.

## Test Options

**Hint Button**—If on, hint referencing the paragraph containing test answer will be visible on test page. If off, the hint will not be available. With **Hint Button** on, you may choose to have it available all the time, or to show a hint only after a wrong answer has been selected.

**Print Results Button**—This button appears on test results page, and enables printing of results. If off, results can be viewed, but not printed.

## System tab

The System tab allows you to change a guest or user's scanning settings and sound settings.

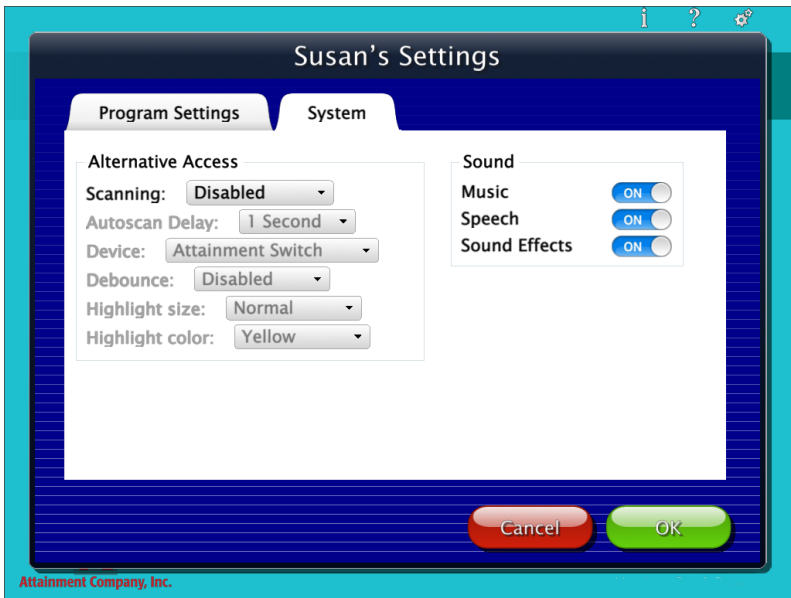
See:

[Scanning](#)

[Sound](#)

[Icon](#)

## Scanning



**Scanning:** Choose Single Switch (automatic), Double Switch (manual), or Disabled. When "Disabled" is chosen, all of the other fields are grayed out and cannot be selected.

**Autoscan Delay:** Available when Single Switch is chosen. Select the length of time the cursor dwells on each selection when automatically scanning, between 1 and 8 seconds.

**Device:** You may choose between Attainment Switch and RJ Cooper Switch.

**Debounce:** Select the length of time in which repeated switch input is ignored, between 1 and 3 seconds. Debounce can be disabled if not needed.

Available for both Single Switch and Double Switch.

**Highlight size:** Select the weight of the highlight border which indicates current choice. Choose between Normal, Large and Extra Large.

**Highlight color:** Select the highlight color which indicates current choice. Choose between red, yellow, and green.

*In example below, extra large red scan selected.*



## Sound

Theme music, narration audio, and sound effects (such as button clicks) can be independently turned on or off for any individual user.

Sounds can also be turned off in a pull-down menu at the top of the story directory. However, they do not change the user's settings. If sounds are disabled in the **Systems** tab, they can't be enabled in the story directory's pull-down menu.

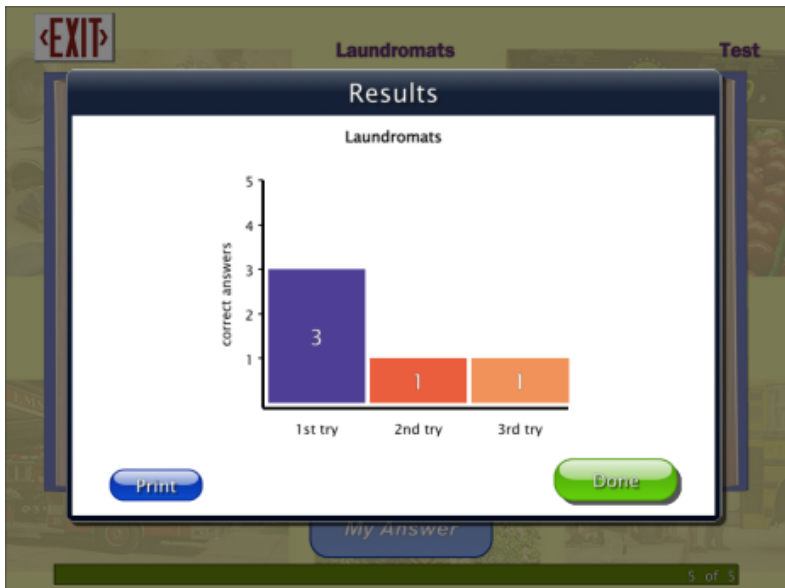
## Icon

Here you can change the student's picture.

## Results

User's test results are recorded in the program. To view user's results, go to **Options** and press the **Results** button. The results are displayed as a bar graph indicating the number of correct questions, and how many tries each one took.

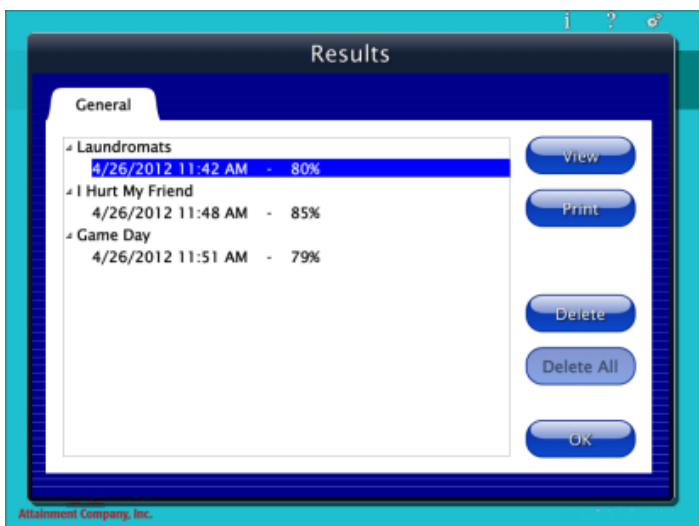
NOTE: Results are not recorded for a "Guest" user.



If you press the Print button, the printed results are more detailed, including the date and time of test, and making results for each question available.

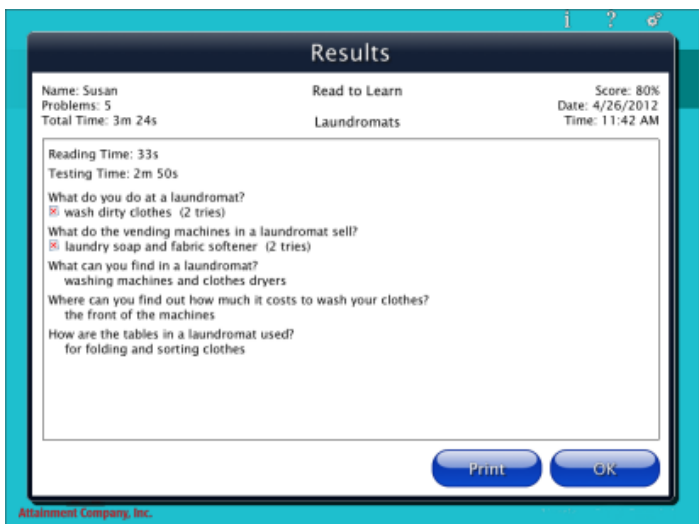
## Quiz Results

To see the score, date, and time of each quiz taken: In a user's Results tab, press the triangle next to a story. If the user takes a quiz more than once, each quiz's results will be recorded.



To see more detailed information: Press a particular quiz, and then press the View button at right. A new screen will appear with each question and the answers given. An incorrect answer is marked with an x. The individual test screen can be both viewed and printed.

Press EXIT to go back to Results screen.



## General Information

### Alternative Access

#### Scanning

This program supports single- or two-switch step scanning. To change scanning settings, go to **Options** menu, **Systems** tab. See [Scanning](#) for more detailed information.

### Technical Support

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

**phone:** 1-800-327-4269 or 1-608-845-7880

**email:** [info@AttainmentCompany.com](mailto:info@AttainmentCompany.com)

**website:** [www.AttainmentCompany.com](http://www.AttainmentCompany.com)

### Contact Us

For questions and comments about the **Read to Learn** eReaders, contact:  
**Attainment Company, Inc.**

**1-800-327-4269 or 1-608-845-7880**

**email:** [info@AttainmentCompany.com](mailto:info@AttainmentCompany.com)

**website:** [www.attainmentcompany.com](http://www.attainmentcompany.com)