Attainment's
CORE WORDS
POWER STATION

Contents

Introduction

Core Words Power Station is a learning readiness and essential core learning vocabulary assessment tool for individuals with developmental and language delays.

This software has activities for assessment and practice. The assessment content is not intended for daily instruction. To retain the validity of the data for assessment purposes, use the practice activities included, other appropriate software, and off-computer activities for instructional practice. The choice to use Assessment or Extra Practice is given when a level is selected from the title screen.

Title screen. Choose Cause & Effect (Level 1), Language Readiness (Level 2), or Emerging Language (Level 3) to begin.

Assessment Report is a powerful tool to illustrate the progress learners have made over a period of time. Results from completed assessment activities provide data to generate graphs that show overall growth in accuracy and independence; tables to show vocabulary mastery; and summary reports for alternate assessments, learner portfolios, or meetings to discuss the learner's progress.

A Facilitator's Guide and Observation Forms are useful tools for creating reports and providing guidance with activity settings.

Assessment

The focus of the Assessment is to provide information about the learner's skills in learning readiness and core learning vocabulary words. The white paper *Strategic Vocabulary for Learning* by Madalaine Pugliese, MS, Ed.S explains the selection of words and their importance to communicating in a learning environment. This white paper is available on AttainmentCompany.com, **Core Words Power Station** product page, Samples & Support tab.

Unique to Assessment is the ability to generate reports from saved results. Reports can include graphs, vocabulary mastery tables, and summary reports. *For more details, see Reports on page 16*.

Extra Practice

Extra Practice activities are included as one convenient source of daily practice in learning readiness and emerging language skills with curriculum-based content. The five activities in Extra Practice are structured the same as the activities in Assessment with adjustable prompts, presentation type, and, when applicable, sign language videos.

Extra Practice provides unique features, including customizable story content and the ability to view story sentences in symbolized text. Select the **Customize Stories** button on the Level 2 or 3 setup screen to view and customize story content.
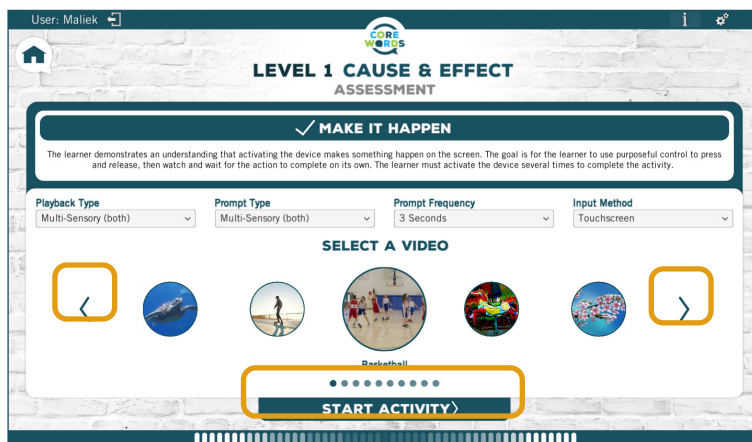
Extra Practice saved results cannot be used to generate reports.

Cause & Effect Level 1

The Make It Happen activity collects students' performance data that indicates they understand that they control what happens on the screen, attention to the task, and the type of prompt that elicits the best response. The goal is for the learner to pay attention to the videos: press, release, wait, and watch without extra clicks.

Level 1 setup: Scroll left or right to see video selection. Select video, then press "Start Activity."

Level 1 activity plays videos with varying subjects, action, and music. The videos have little or no content to learn or understand.

Select **Cause & Effect Level 1** from the title screen, then choose **Assessment** or **Extra Practice**. Settings that determine the learner's experience during the activity are on this setup screen. Adjust the settings (descriptions on *page 9*), then choose one of the engaging content-free videos from the video selection carousel. Use the carousel's arrow buttons to view more videos. Press the **Start Activity** tab, and an image representing the video is shown with verbal and visual instructions to "Make something

happen." These instructions ensure the learner is ready and focused on the activity.

Cause & Effect Level 1, continued

The student can press anywhere on the screen to start the activity. Once the student has pressed on the screen, an engaging video with action begins, pausing until the student presses anywhere on the screen to continue viewing the video. If the screen is not pressed in the amount of time designated in the Prompt Frequency settings, a prompt is given. Each video has five randomly generated pauses.

THE END is shown at the completion of the activity. Press the **Press & Hold** tab for five seconds to exit.

To exit an activity before it is completed, press the back arrow in the upper left corner of the screen. Activities exited before completion are documented as Incomplete in the results.

Assessment has ten Cause & Effect videos, each less than 35 seconds long.

Extra Practice has four videos, with the animated football video being the longest at one minute in length.

Video "Construction Site" with visual prompt to "Make something happen."

Video "Sea Turtle." When the video pauses, the student presses anywhere on the screen to make it resume. To exit mid-video, press the back arrow in the upper left corner.
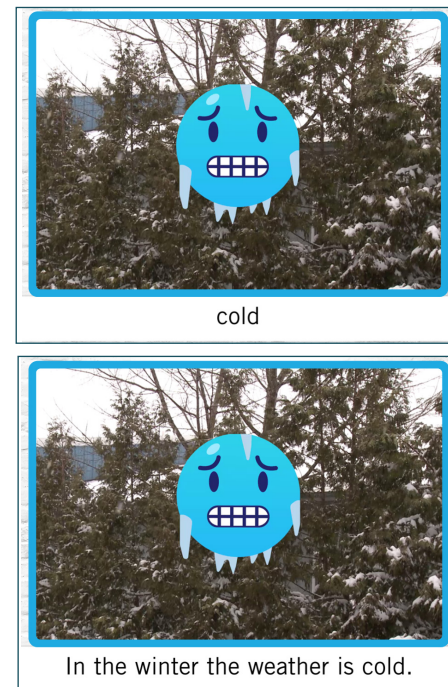
Language Readiness Level 2

Language Readiness activities present foundational vocabulary and collect performance data of behavior for learning. The number of prompts and presses measures the behavior of attention to task, not comprehension. The learner displays receptive language skills of the vocabulary presented through demonstrating the behavior for learning by paying attention to short phrases and stories. Only a press is needed to interact with the activities. The core vocabulary words used in each Assessment story are listed on the activity setup screen through the **Vocabulary Words** button. The content in Extra Practice is listed on the setup screen through the **Customize Stories** button.

Words & Concepts is a transition activity that uses much less language than a full story. This gives the learner exposure to core words and short concepts rather than sit through an entire story. Ten core words and concepts have been selected from each story and are shown with a picture, text that is read, and an optional sign language video.

The stories presented in the Read Story activity are also used in Level 3 Story & Questions. Each Assessment story has ten pages and is available in three presentation types: illustrations, pictures, and videos. Extra Practice stories have two presentation types: illustrations and symbolized sentences.

Select **Language Readiness Level 2** from the title screen, then choose the **Assessment** or **Extra Practice** button. On the setup screen, select **Words & Concepts** or **Read Story** activity.

cold

In the winter the weather is cold.

Level 2. Words & Concepts activity *(above)*, Read Story activity *(below)*.
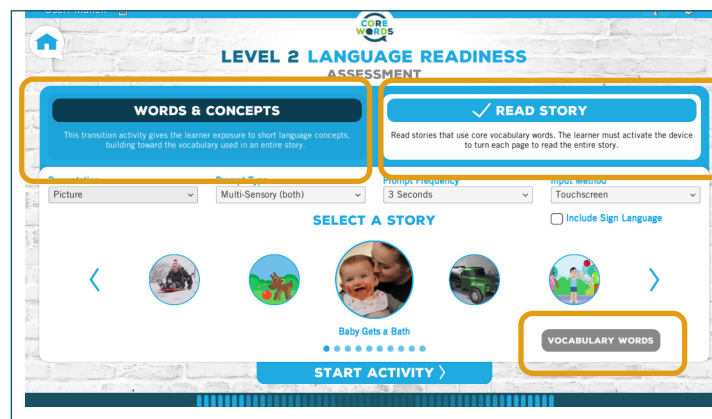
Level 2 setup screen. Choose the Words & Concepts or Read Story activity, or see the core vocabulary words.

Adjust the settings to determine the learner's experience (setting descriptions on *page 9*), then select one of the stories from the story selection carousel. Use the arrow buttons to see more stories. Press the **Start Activity** tab, and an image representing the selected story is shown with verbal and visual instructions to "Make something happen." The student can press anywhere on the screen to start the activity.

When pressed, the first page is shown, and the text is read aloud. At the end of the page presentation, the learner can press anywhere on the screen to go to the next page. During a pause, if the screen is not pressed in the time designated in the Prompt Frequency settings, a prompt is given. When American Sign Language (ASL) videos are included, they are played immediately after the text is read before the pause.

THE END is shown at the completion of the activity. Press the **Press & Hold** tab for five seconds.

To exit an activity before it is completed, press the back arrow in the upper left corner of the screen. Activities exited before completion are documented as Incomplete in the saved results.

Level 2 story "Big Truck" with visual prompt.

It is good!

Level 2 story "Snack Time" with American Sign Language video.
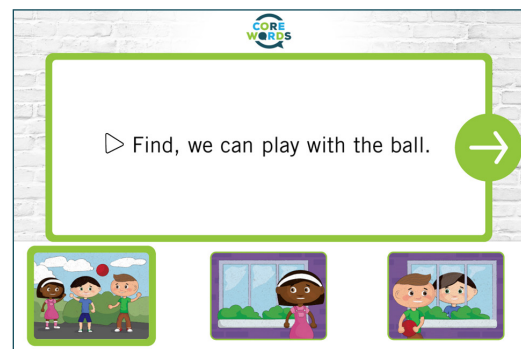
Emerging Language Level 3

In Level 3, the learner demonstrates an understanding of language presented in the stories, the ability to wait, and choice-making skills. This is the first level that the learner is asked to activate onscreen buttons and make a choice in response to a question. Switch users will now start using scanning to navigate to answer choices and the **Next** button.

The addition of the **Read** button ▶ brings a new feature when Prompt Type is set to Do Not Prompt. An arrow icon is placed before the text, when pressed, the text will be read again. ▶ The front door is open.

The Target Practice activity ensures the learner knows how to reach the buttons to make a choice. Learners match identical images. This activity is not about the content but about the learner's ability to accurately target and activate a location.

The Read Story activity in Level 3 has a **Next** button → to advance to the next page. The Answer Story Questions activity has ten questions with three multiple-choice buttons. The core vocabulary words and questions in each Assessment story can be viewed from the **Vocabulary Words** button on the setup screen. Extra Practice content is curriculum-based and can be viewed via the **Customize Stories** button on that setup screen.

Target practice activity, Level 3.

Select **Emerging Language Level 3** from the title screen, then choose the **Assessment** or **Extra Practice** button. Select the **Target Practice** or **Story & Questions** activity. Adjust the settings (descriptions on *page 9*). For Story & Questions, select one of the stories from the story selection carousel. Use the arrow buttons to view additional stories.

Select the **Read Story** or **Answer Story Questions** tab, and an image representing the selected story is shown with verbal and visual instructions to "Make something happen." In Level 3, the student needs to press the green **Next** button to start and advance through the activity. Once the activity starts, the first page of the story or first question is shown, read aloud, and the optional ASL video played. To go to the next page or question after an answer selection is made, press the green **Next** button.

THE END is shown at the completion of the activity. Press the **Press & Hold** tab for five seconds.

To exit an activity before it is completed, press the back arrow in the upper left corner of the screen. Activities that are exited before completion are documented as Incomplete in the results.

For details on how to customize Extra Practice stories, *see page 11*.

Activity Settings

Playback Type is an action and/or sound that occurs when the learner activates the device in Level 1.

> *Visual Only* – Plays only the visual component of the video. The soundtrack will not play.
>
> *Auditory Only* – Plays only the soundtrack of the video. A still image representing the video will remain on the screen for the duration of the activity.
>
> *Multi-Sensory* – Plays both the soundtrack and the visual component of the video.

Presentation is the type of media used to show the stories in Levels 2 and 3.

> *Picture* – Photos or screenshots of the story's animated video, available in Assessment.
>
> *Illustration* – Drawn images, not available in Assessment: Words & Concepts.

Activity Settings on Level 1, 2, and 3 setup screens.

Video – Real-life or animated videos, available in Assessment: Read Story.

Symbolized Sentences – Sentence text shown with symbols over random words, available in Extra Practice: Read Story and Answer Story Questions.

Prompt Type is the style of encouragement given to activate the device.

Auditory Only – A spoken prompt chosen randomly from a selection of encouraging phrases.
Visual Only – Displays a hand pressing the center of the screen.
Multi-Sensory – Combines both visual and auditory prompts.
Do Not Prompt – The activity will have no visual or auditory prompts.

Prompt Frequency is the length of time between prompts. The prompt recurs at this rate until the learner activates the device.

Choices are **3, 5,** and **10 seconds**.

Input Method does not influence the activity. It is included so it will be documented with the activity results.

Choices are **Mouse, Touchscreen, Switch***, and **Other**.
To turn on Attainment's built-in scanning for switch access, go to* **System Settings (*see page 12*).

Include Sign Language will show American Sign Language video clips with each activity page in Levels 2 and 3.

Settings drop-down options: Level 2. Note, the checkbox for "Include Sign Language" is hidden by the "Input Method" choices.

Customize Extra Practice Stories

One way to customize Extra Practice stories is to choose the specific pages to be viewed. Not all available content needs to be shown. Another way to customize is to modify the image shown by importing a saved picture, using the built-in web search, or selecting the alternate image.

Select the **Customize Stories** button on Extra Practice Level 2 or 3 setup screen with **Read Story** or **Story & Questions** selected. Then select the story from the drop-down menu. The story details are organized by page number. The checkbox in front of the page number indicates if the page will be shown. Each story needs to have a minimum of three pages.

Some story pages include an alternate page image. The alternate images are shown in the second column. To add a different image, use the **Import** icon to search your available drives for a saved image, or use the **Web Search** icon to select an image through a web search. The **Trashcan** icon deletes the new image.

The blue border around an image indicates which image will be shown.
Press the **Save** button to save the changes made and return to the setup screen.
Press the **Cancel** button to not apply changes and return to the setup screen.
Press the **Defaults** button to restore to out-of-the-box settings and return to the setup screen.

The changes made apply to the story activities in both Levels 2 and 3.
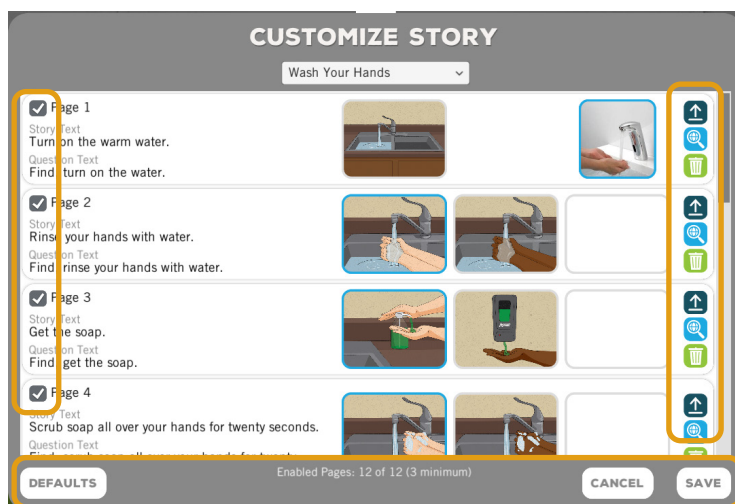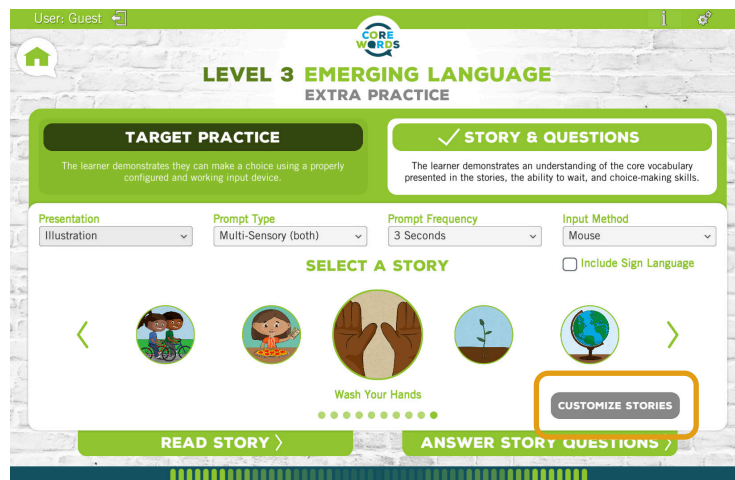
Customize Story screen: Checkboxes to show or hide pages *(left)*; change image *(right)*; reset to Defaults, Cancel, and Save buttons *(bottom)*.

Add Users

For web-delivered software, log in to Attainment's HUB, navigate to Cloud Management, and select the **Add** button in the Students section. Proceed through the step-by-step process. For installed standalone software, press the **Add** button on the Options screen. (Open Options with the **Gears** icon ⚙ in the upper right corner.) For all platforms, adding a password for student accounts is optional.
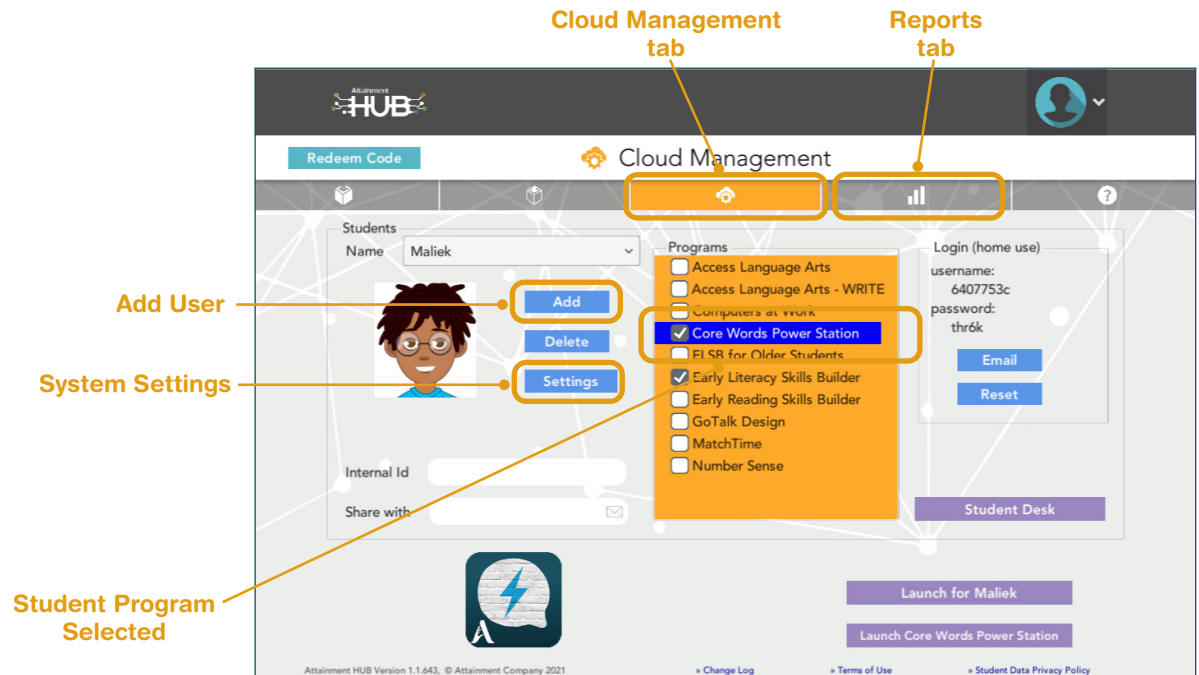
Cloud Management screen on the Attainment HUB.

System Settings

Scanning, Virtual Keyboard (teacher use while generating reports), and Auditory Rollover settings are located in System Settings. For web-delivered software, log in to Attainment's HUB, navigate to Cloud Management, and press the **Settings** button in the Students section. For installed standalone software, System Settings are accessed through the **Settings** button on the Options screen. (Open Options with the **Gears** icon in the upper right corner.)
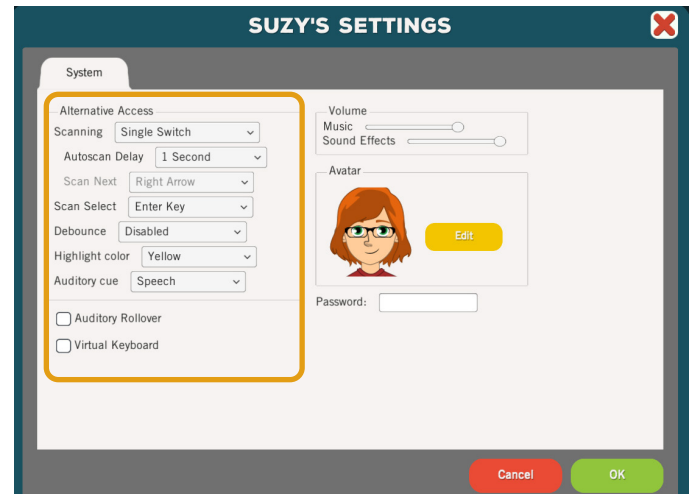
Alternative Access—Core Words Power Station is accessible with a mouse, touch screen, interactive whiteboard, and switches. Switch access is built in. Settings for scanning and switches can be changed in this tab.

Scanning: Scanning can be set as single switch (automatic) or double switch (step scanning).
Autoscan Delay: Select the length of time the cursor dwells on each selection. (Single switch only)
Scan Next: Keystroke options for going to next selection. (Double switch only)
Scan Select: Keystroke options for making selection.
NOTE: On the iPad, **Scan Next** and **Scan Select** are replaced with **Device**.
Debounce: The length of time in which repeated switch input is ignored.
Highlight color: Yellow by default. Can be changed to green, red, or black.
Auditory cue: Speech by default. Can be changed to Sound, or disabled with None.

Auditory Rollover—When this is checked, the program will speak an auditory cue when the cursor is hovering over an answer choice button after 1.5 seconds.

Virtual Keyboard—Check to show an onscreen keyboard for teacher use when adding student accounts and generating reports.

Show Touches *(iPad only)*—A white circle appears on the screen indicating a tap or drag.

Sounds—Music and sound effects can be made softer or turned off.

Avatar—Select **Edit** to make changes to an existing avatar, including: Skin, hair, eye and shirt color; head shape; eyes, nose and mouth features, including eyeglasses; facial hair; and clothing accessories. There is also an option for using a wheelchair.

Password *(Windows only)*—Password can be set or changed for an existing user here.
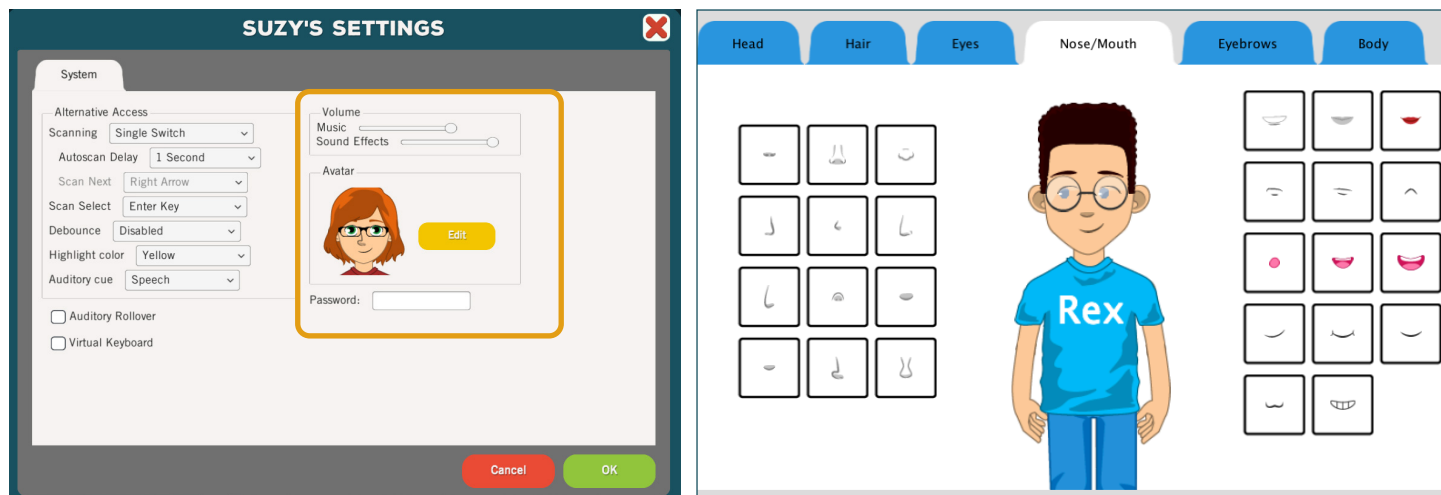
A student avatar can be customized when created, or by selecting Edit from System Settings.

Results

Detailed performance results are saved for all sessions when the learner is logged into their account. Results are not saved for Guest login. To view student's results for web-delivered software, log in to Attainment's HUB, and navigate to Reports. To narrow the search, use the drop-down menus above the listed results. For installed standalone software, saved results are accessed with the **Results** button on the Options screen. (Open Options with the **Gears** icon in the upper right corner.) These results are organized by activity. A Sort by Date checkbox toward the bottom of the screen organizes results by date.

Usage graphs depicting the accrued amount of time spent in the software are also available. For web-delivered software, navigate to Reports, use the Report drop-down menu, and select Usage. For installed standalone software, the Usage graph is accessed with the **Usage** button on the Options screen.

**Reports screen** on the Attainment HUB.

Assessment Reports

Assessment Reports is a powerful way to illustrate the progress your learners have made over a period of time. Multiple results from the assessment activities can be used to generate graphs that show overall growth in accuracy and independence; tables to show vocabulary mastery; and summary reports for alternate assessments, learner portfolios, or meetings to discuss the learner's progress.

Core Words Power Station is based on the Stages philosophy, which advocates a competency-based observation approach to assessment. As the learner uses the assessment activities, an observer should make notes on the Observation Forms. See the Facilitator's Guide for additional information. Icons to access Observation Forms and the Facilitator's Guide are located on the menu bar.

To create a report, open the software and log in with the student's login that the report will be written. Select the **Assessment Report** button on the title screen.

Choose the level and activity from the first drop-down menu, then the story from the second drop-down menu. Selecting a session displays details about it. Double-click on two or more session results to include them in the report, up to a maximum of ten sessions. Sessions must be completed to include in reports. Press the **Create Report** tab to continue.

In the first Summary section, type the information to be included. Scroll down to view all the fields. Following the Summary are the graphs and the table available for this activity.
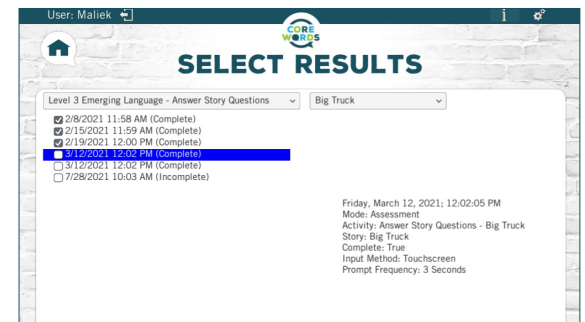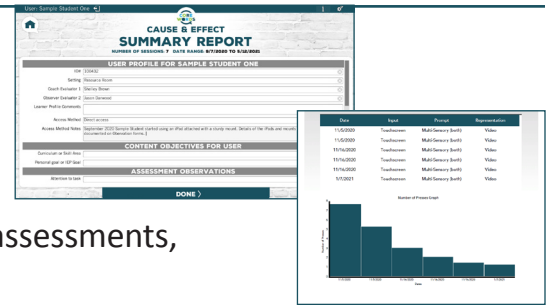
Select result sessions for a report. Highlight a session to view more details..

Graphs:

    Average Number of Presses – Levels 1 and 2
    Average Number of Prompts – All levels
    Average Response Time – All levels
    Total Time on Task – All levels
    Accuracy – Level 3

Choose the graphs to include, the style of the bar or line graph, and optionally a goal. When a goal number is entered, a horizontal red dotted goal line will be displayed across the graph. Goal fields have rollover text help available, indicating the format or unit of measurement to enter. To view the rollover help, move the cursor over the goal box and pause for 1.5 seconds. When the report uses results from Level 3, a Vocabulary Mastery Table is also available. Press the **Done** tab to generate the report.

To modify the report before saving, select the **Discard** button and edit. To discard all information so the report is not saved, select the **Discard** button, then press the **Home** button. To save the report within the software, select the **Save** button. Reports saved within the software can be viewed, edited, and printed at a later date. To print or save the report as a PDF outside the program, select the **Print** button and a PDF preview will display. Select the **Print** button from the print preview screen.

To edit a saved report, select the **Assessment Report** button, select Saved Assessment Reports from the drop-down menu, then choose the report to edit. Text in the Summary Section can be edited or added. Also, available for editing are the graphs selected, graph style, and goals. Reports can be viewed and printed from saved Results, but not edited. To edit a report, it must be accessed through the Assessment Report button.

Resources

Observation Forms: Observation Forms are included for each level. Available by selecting on the program's menu bar. These forms can be printed or saved to any drive or location available on the device in use. Observation Forms are intended to be filled out by an observer during student assessment activities. Using Observation Forms in conjunction with Assessment Reports provides great information for discussions and decisions regarding the next steps for students.

Facilitator's Guide: A Facilitator's Guide is available by selecting on the program's menu bar. This guide contains implementation tips and strategies by level, including when to move to the next level.

Research: The 145 core vocabulary words in the assessment language activities have been compiled by Madalaine Pugliese. Her research on this content is documented in the *White Paper On Strategic Vocabulary for Learning*. The purpose of this research was to create an essential list of vocabulary for learning that honors previous research-based studies regarding core vocabulary for communication. This list aggregates agreed upon core words and combines them with strategically selected fringe words. In creating this new word list, the focus is on language for learning rather than language selected strictly for communication.

This white paper is available on AttainmentCompany.com, **Core Words Power Station** product page, Samples & Support tab.

Technical Support and Contact Info

If you have a problem running the **Core Words Power Station** software or app, 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:

- Using Web-based or downloaded stand-alone version?
  —If Web-based, which Web browser are you using?
- Are you on a Windows, Mac, iOS, or Android device?
- 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

We welcome your questions or comments.

Attainment Company

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Madalaine Pugliese

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Neil Peiffer, Scott Meister,
Seth Hartwick, Cameron Carlson

Graphics
Erin Radermacher

Music
Ryan Barndt

Voice Talent
Ryan Barndt

User Guide
Julie Denu, Marcy Weiland