Attainment's

what's cool about
MUSIC

USER GUIDE

Contents

1 Getting Started

ABOUT WHAT'S COOL ABOUT MUSIC

What's Cool About Music is an engaging introduction to music for students of all ages. The talking-book format includes real music built right into the text. Each page contains text with a full-size photo illustration, professional narration and highlighting of text, and an additional music feature unique to this program.

Icons appear next to certain words or phrases. Each icon has a 5-10 seconds long music or sound snippet which plays along with the narration, and replays when selected. This way, musical terms and information are explained with words, illustrated with icons, and demonstrated with sound.

The six "talking books" cover a wide range of topics, including:

- The definition of terms like "melody" and "rhythm" (*The Big Picture of Music*)
- Instruments from the ancient past to the electronic age (*Musical Instruments*)
- Descriptions of Indian ragas, Irish jigs, and yodeling (*World Music*)
- The history of jazz and blues (*Music Styles*)

Each story has a multiple-choice test, and students' answers are stored on the system. Teachers can customize program settings for students and track their progress in the Options menus.

What's Cool About Music, with its innovative use of sound, is a complete learning experience for people with a wide range of abilities. Spoken narration and highlighting help struggling readers follow the text. The varied topics ensure that users will learn quite a bit for the first time. Music snippets add interest and engagement. And as a bonus, users who tap an icon to repeat the music are rewarded with sound-frequency animation.
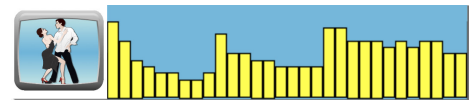
QUICK START

❶ Log in as a student or guest. *See Section 4 for more information about logging in.*

❷ Select a book, then a story, then the **Start** button.

❸ Go forward and backward with the arrows.

❹ To listen, select the **Play** arrow ▷.
To hear a word, select that word.

❺ To listen again to a music piece, select its icon.

❻ Following the story, answer four multiple-choice quiz questions.

# WHAT'S COOL ABOUT MUSIC ON THE ATTAINMENT HUB

For detailed instructions, see Section 4, pages 9–11.

The **Attainment HUB** provides web delivery of software and other learning materials. Log in to the HUB to activate, download, and launch **What's Cool About Music**.

The HUB has a number of functions:

- *My Products:* A purchased product can be downloaded to a computer or device via access code provided.
- *Free Trials:* Attainment offers free trials of many apps. These versions have full functionality but limited content, e.g., a single chapter or lesson, to get familiar with an app before buying.
- *Cloud Management:* With a web-based subscription, Attainment Cloud apps can be accessed remotely by multiple students, and results monitored by their teachers.
- *Reports:* Logging in to the HUB from inside an app will sync its Cloud user data. **Reports** includes test and practice results, and usage time for any/all students and any/all apps.

The HUB's URL is https://hub.attainmentcompany.com and first-time users will create an account.
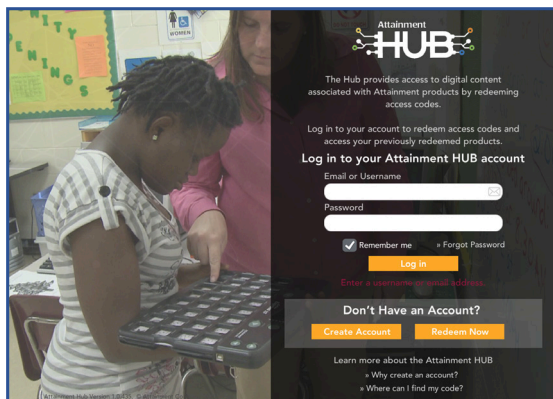
Logging in to the Attainment HUB *(above left)* brings up the dashboard *(above right)*. The Cloud Management option is only available to users with web-based subscriptions. Cloud Management *(right)* is a menu for setting up student accounts, assigning apps to them, enabling home use, and monitoring their progress.
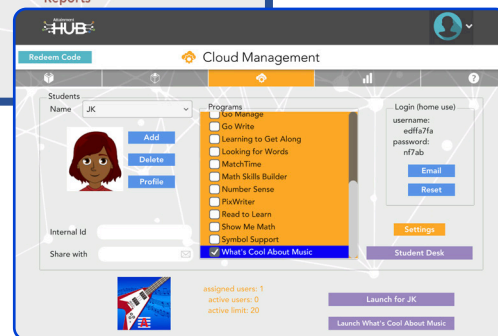
2 Reading the Stories

Book and Story Directory

There are 6 books in **What's Cool About Music**, each with between 5 and 7 stories. Select a book to see the story directory. Select a story icon to open the story. On the title page, select the **Start** button to begin the story or the **EXIT** button to return to the story directory.

The right and left arrows move forward or backward through the story. Select **EXIT** to return to the story directory.

NOTE: The default for **What's Cool About Music** is for the story to be read aloud automatically but not for the page to turn automatically. Both can be altered in **Program Settings**. *See page 6.*

When a logged-in student finishes a story, the story icon will be shaded. It can be removed instead in **Content Settings**. *See page 6.*

Story Audio

To hear a paragraph, select the triangle to its left. ▷

To hear a single word, select the word.

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

**To re-listen to a piece of music,** select the icon representing it.

The text is read as natural speech in a conversational tempo. Slower, word-by-word speech can be chosen in **Program Settings**.

Highlighting

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

Music Animation

When a music icon is selected, the music will play along with an animated representation of sound waves.
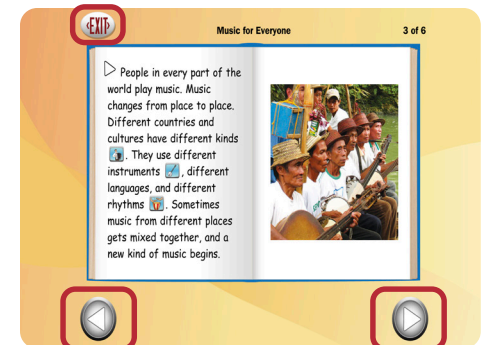
Turn story pages using the left and right arrows. Select **EXIT** to close the story.

Select a music icon to hear and see the sound.

Story Quiz

Each story has four multiple-choice questions. Select the arrow next to each answer to hear it read and to choose it. After selecting an answer, select the **My Answer** button.

If the answer is correct, the screen will change to the next question. If an answer is incorrect, the answer will be shaded out and a **Hint** button will appear. The program will not move to the next question until the correct answer is selected.

The fourth question in every story is "What do you hear?" and includes one of the music pieces for the student to identify.

After the fourth question, a Results screen appears for the student to monitor their results. A logged-in user's quiz results are also recorded and can be viewed in detail by the teacher or parent. *See page 11.*

The **My Answer** button selects the chosen answer. Incorrect answers are shaded out and cannot be reselected, and an optional **Hint** button appears. Correct answers move to the next question. After the final question, the **Results** screen will display.
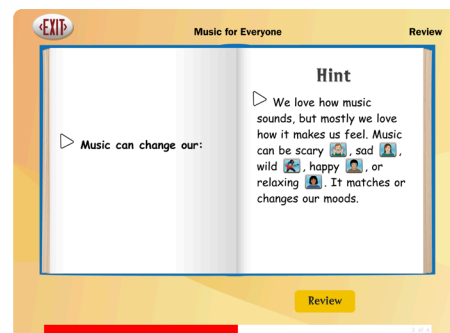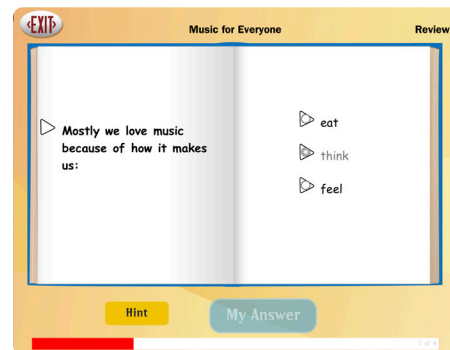
3 Settings

What's Cool About Music can be customized for individual students by changing their Settings.

- Style of highlighting, automatic read-aloud, automatic page turns.
- Select which stories are available to the student, choose to remove when read.
- System settings such as turning sound effects off.
- Scanning for switch access.

## ACCESS SETTINGS

Software on Stand-Alone Device

1. Launch **What's Cool About Music** from desktop.
2. Select student from drop-down menu.
3. On Home page, select gears ⚙ at top right.
4. Use tabs to change **Program**, **Content**, and/or **System** Settings *(see pages following),* then select **OK**.

Web-Based Subscription

1. Log in to the **Attainment HUB**.
2. Select **Cloud Management** tab.
3. Select student from drop-down menu at left.
4. Select **What's Cool About Music** from menu in center.
5. Select **Settings** at right.
6. Use tabs to change **Program**, **Content**, and/or **System** Settings *(see pages following),* then select **OK**.
7. Select **Launch for [student]** at bottom right to start the program.
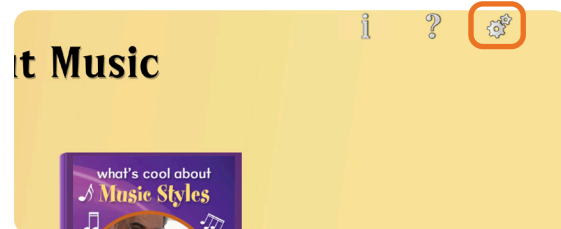
On stand-alone device, log in to **What's Cool About Music** from desktop, then select gears at top right.
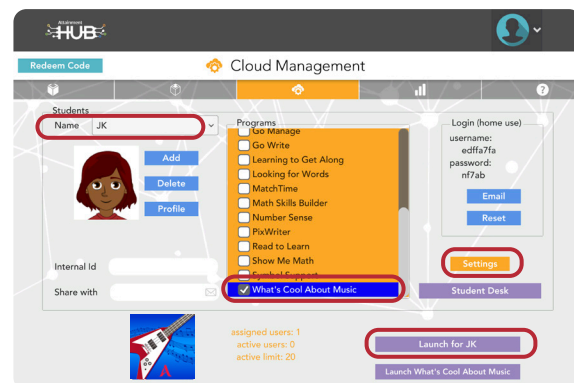
With web-based subscription, log in to the **HUB**, choose student and program, then select **Settings** at right.

PROGRAM SETTINGS TAB

NOTE: Illustrations show factory default settings.

Narration

Style: Natural Speech, Slower Word By Word, or Off.

Highlighting: By Word, By Sentence, By Line, or Off.

Highlighting Color: Yellow, Green, or Red.

Test Options

Hint Button: On/Off
> *Uncheck to disable Hint function.*

Show only after wrong answer: On/Off
> *Uncheck to display Hint button all the time.*

Print Results Button: On/Off
> *When unchecked, Results can be seen but not printed.*

Story Options

Auto Read: On/Off
> *Select to read text automatically when screen changes.*

Auto Page Turn: On/Off
> *Select to go to next page after narration is done.*
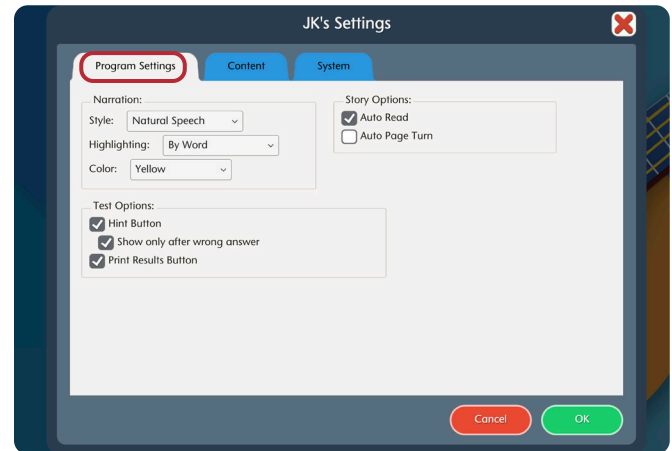
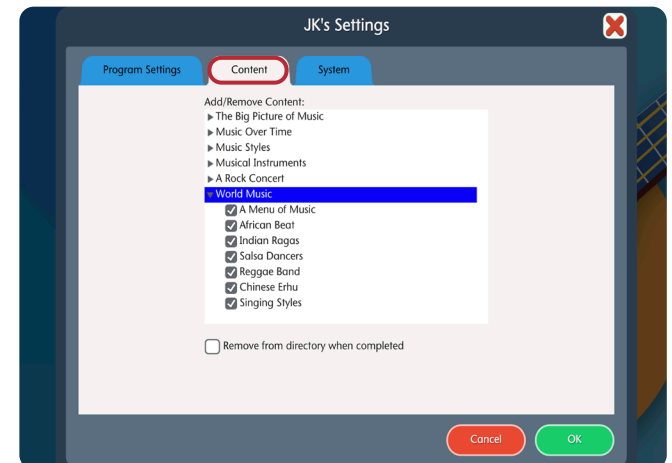# CONTENT TAB

All stories are enabled by default. Use arrows to open module/category directories. Uncheck a story to make it unavailable to student.

Remove from directory when completed
> *When unchecked, story is grayed out in directory, but can still be selected.*

SYSTEM TAB

Alternative Access

Switch access is available through the use of scanning. Settings for scanning and switches can be changed in this tab.

Scanning: Disabled, Single Switch (timed movement), Double Switch (manual movement).

Autoscan Delay: 1–8 seconds
Select the length of time the cursor dwells on each selection. (Single switch only)

Scan Next: Left Arrow, Right Arrow, Up, Down, Enter Key, Tab Key, Spacebar, Backspace, Number 1–3
Keystroke options for going to next selection. (Double switch only)

Scan Select: Left Arrow, Right Arrow, Up, Down, Enter Key, Tab Key, Spacebar, Backspace, Number 1–3
Keystroke options for making selection.

Device: RJ Cooper Switch, Bluetooth Space/Enter
(On the iPad only) Replaces Scan Next and Scan Select.

Debounce: Disabled, 1–3 seconds
The length of time in which repeated switch input is ignored.

Highlight color: Yellow, Green, Red, Black

Auditory cue: None, Speech, Sound.

Other System Settings

Auditory Rollover: On/Off
When this is checked, the program will read whatever the cursor is hovering over after 1.5 seconds.
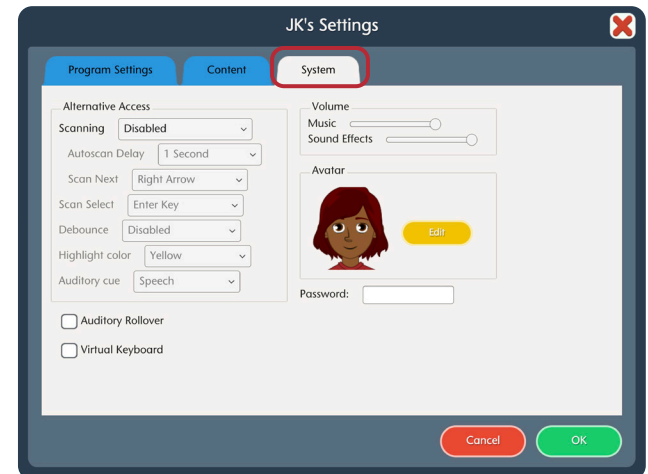
Virtual Keyboard: On/Off
(Windows/Mac only) Check to show an onscreen keyboard.

Show Touches: On/Off
(iPad only) A white circle appears on the screen indicating a tap or drag.

Volume: Slider controls
*Music and sound effects can be made softer or turned off.*

Avatar: Select **Edit** to make changes to an existing avatar, including:

- Head shape and skin color
- Hair color and style
- Eyes, nose, and mouth features
- Eyebrows and facial hair
- Shirt color, Wheelchair (check box), and accessories

NOTE: Avatar appearance can also be edited directly from the **Cloud Management** page. Select a student, then **Profile**.

Password: *(Windows only)* Password can be set or changed for an existing user here.
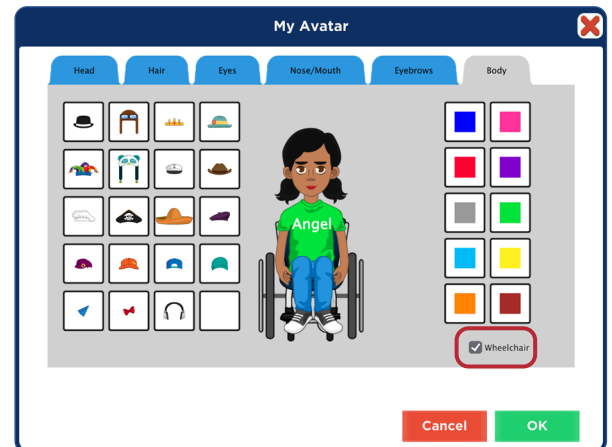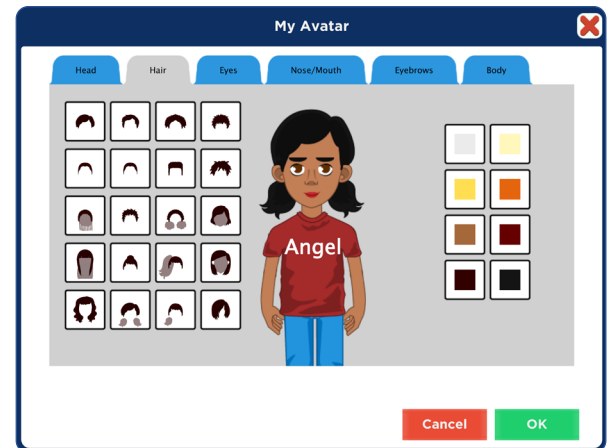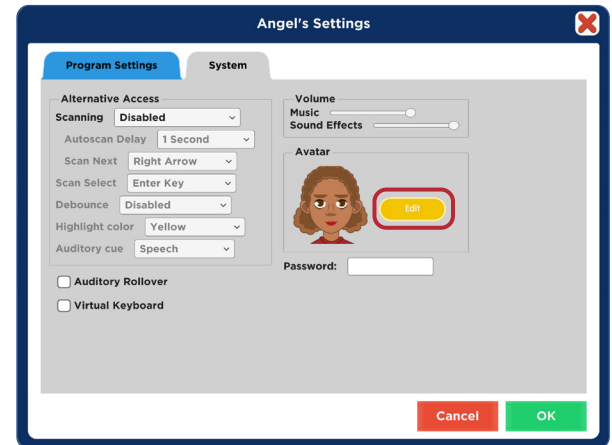
4 Using the Attainment HUB

The Attainment HUB is the means for acquiring and using **What's Cool About Music**. Following are instructions for use of the HUB.

CREATE ACCOUNT

- Go to https://hub.attainmentcompany.com.
- On the login screen, select **Create Account**. Fill out the required information and select **Create Account**.
- Verify your email. If you do not see an email, please make sure to check your spam folders.
- Return to the HUB after your email has been verified to log in to your account.

REDEEM ACCESS CODE

What's Cool About Music is available for download to a single device, or as a renewable subscription for multiple users. Both versions require redeeming the code. After logging back into the HUB:

- Select **Redeem Code** in the upper left corner.
- Enter the code and select **Redeem**.
- When confirmation message appears, select **OK**.
- Follow the directions below for *Downloads* or *Subscription*.
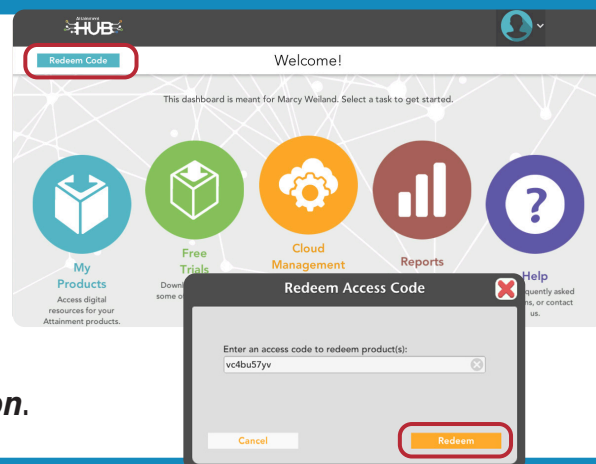
MY PRODUCTS TAB—DOWNLOADS

With software downloads, redeeming the code will automatically open the **My Products** tab. Type **What's Cool About Music** in search box, if needed.

- Select the arrow at top right to reveal the download options.
- To download to a Mac or Windows computer, select the **Download** button. Double-click downloaded file to install.
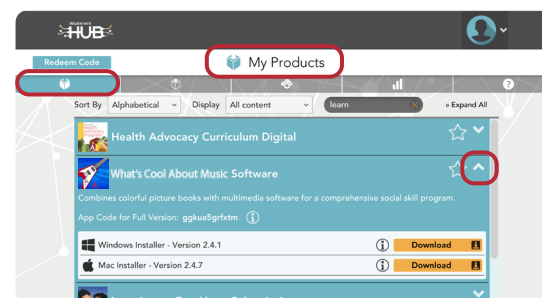
- To download to an iOS or Android tablet, go to the relevant app store and download the **Lite** (free) version. On ***iPad***, launch Lite version, select **Activate** or **Store**, then swipe one finger down to reveal Access Code blank. Fill in Access Code and select **OK**. On ***Android tablet***, launch Lite version, select **Activate** or **Store**. If code blank does not appear, swipe one finger down to reveal blank.

CLOUD MANAGEMENT TAB—SUBSCRIPTION

Software Subscription

Redeeming the code automatically opens the **Cloud Management** tab and activates the subscription.

Log in to the HUB and select the **Cloud Management** tab to launch a program, to add students, and to set up home use.

Add Students

- In **Cloud Management** tab under Students section, select **Add**.
- Enter the student's name and select **Next**.
- Create an avatar for the student from one of the eight figures, then select **Edit** to customize the avatar's skin color, features, and accessories.
- Select **Delete** or **Profile** to remove or edit student.
- Select the title under **Programs** to assign it to the selected student, indicated with checkmark.
- To start up the program, highlight the title under **Programs** and select **Launch for [*Student*]**, or **Launch [*Title*]** for multiple students.

Set Up Student Desk for Home Use

- Select **Email** on the righthand side and enter the student's or parent's email. *If no email is entered, the instructions will be sent to you to share with the student and parents.*
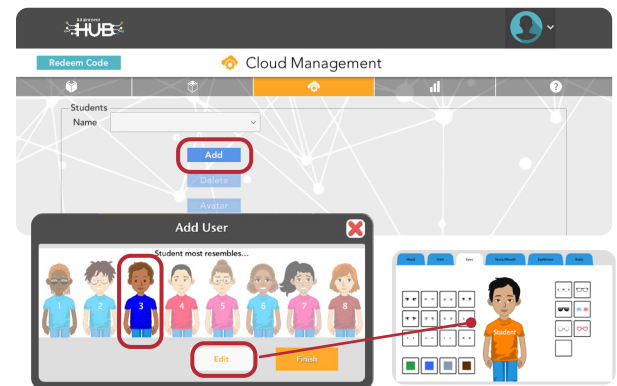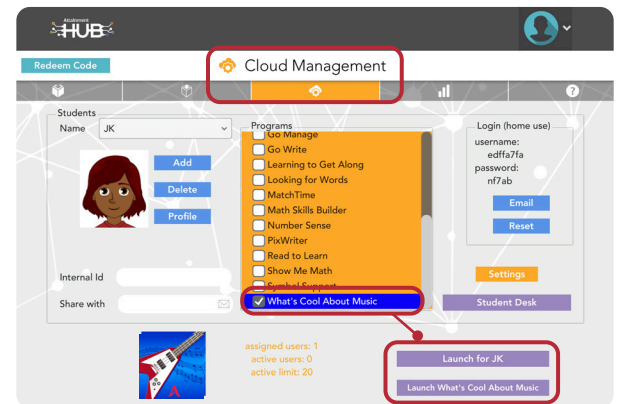
- Parent opens the email to access the student's username and password. This information can also be found under **Login (home use)** on the righthand side.
- Go to https://hub.attainmentcompany.com and enter the student's username and password to access the Student Desk.

REPORTS TAB—STUDENT RESULTS

To view detailed information about a student's performance, log in to the Attainment HUB, https://hub.attainmentcompany.com, and select the **Reports** tab (second from right). Results can be sorted in a variety of ways. Select a specific result in the list to view, print, or delete it.

NOTE: To see results for one or more students in a downloaded version of **What's Cool About Music**, select gears ⚙ at top right of Main Menu, then the **Results** button.

Drop-Down Menus
Report: Results (activity results) or Usage (time spent).
Student: Listed alphabetically by name.
Software: Listed alphabetically.
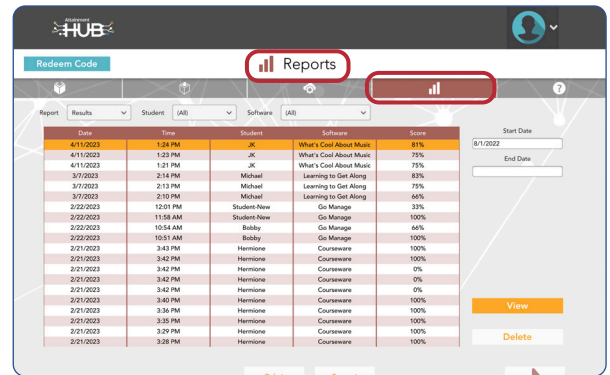
Start/End Dates
Narrow the results list by date range. Results are listed chronologically starting with the most recent.

Result Details
When viewing a specific result, there is general information as well as a listing of every question and its correct/incorrect answers. Information at the top includes:
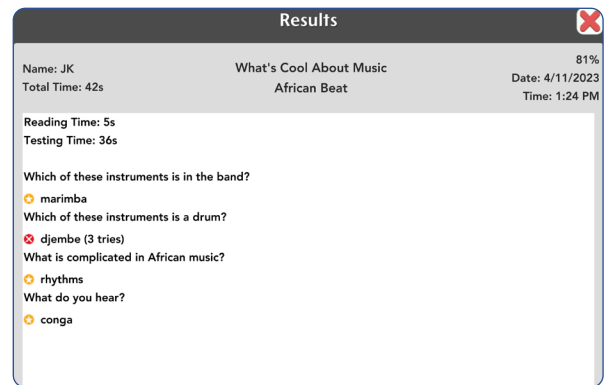
- Student's name
- Time spent on the activity
- App name and specific chapter or section
- Accuracy percentage
- Date and start time of activity

After viewing, select **Print** to print the result or **OK** to exit.

5 Technical Support

If you have a problem running **What's Cool About Music**, 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:

▪ Are you using the web-based subscription or the downloadable version?
 —If web-based, what type of device and which web browser?

▪ Are you on Windows, Mac, iOS, Android, or Chromebook?

▪ What operating system is on your device?

▪ What is the error message, or what is the problem you are having?

Attainment Company

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