



Attainment's



USER GUIDE



To access your software subscription, log into the **Attainment HUB**.

The HUB is found at <https://hub.attainmentcompany.com>

Make Software **Assignments** from the HUB.

Modify **Settings** from the HUB.

For HUB instructions, scan this QR code.

<https://attainmentcompany.com/HUBinstructions>



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Getting Started

ABOUT GOWRITE

GoWrite is a research driven app for students to learn about then practice writing. Students *Learn* about sentences, *Practice* composing sentences, then combine sentences into a *Paragraph*.

GOWRITE TITLE SCREEN

Log out—Log out student.

In activities, this icon changes and is used to go back one screen.

Info—Shows program version number and information.

Help—Opens user guide.

Settings—Change built-in program and system settings

Learn—Access to Assessment, Find the Sentence 1 and 2, and Complete the Sentence activities.

Practice—Access to Write the Sentence activity.

Class—Write the Sentence activity content includes reading, math, social studies, and science.

Paragraph—Write a Paragraph activity.

Shop—Coins earned can be used to purchase accessories for their avatar or play games.



ADD STUDENT ACCOUNT

The steps to create student accounts are different for installed apps used offline and for web-based apps connected to the **Attainment HUB**.

To add a student account when the app has been installed and the student will not have a web-based account on the **HUB** online portal:

Select the **Gear** icon  on the **Title** screen. The **Options** window opens.

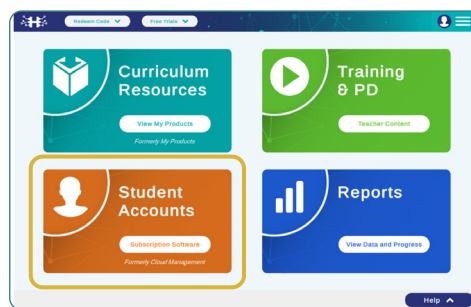
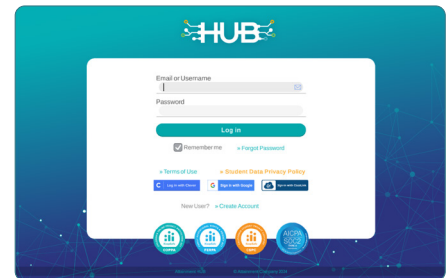
Select the yellow **Add** button. Type the student's name and select **Next**. Choose the avatar that most resembles the student. To modify the avatar's looks, select the yellow **Edit** button. To leave the avatar as shown, select the green **Finish** button.

To add a student account for online use:

Students need to be added via the **Attainment HUB** online portal. Login at hub.attainmentcompany.com. Enter your HUB Teacher login and password.

Select **Student Accounts**.

On the **Student Accounts** screen, select the **Add** button on the top right. Enter their name and select **Next**. Choose the avatar that most resembles the student. To modify the avatar's looks, select the **Edit** button. When ready, select the **Finish** button. On the right side of the **Student Accounts** screen, toggle on **GoManage** for this student.





Learn

Select **Learn**, then select an activity. To go back, select the gear with an X icon attached to the student's avatar.

ASSESSMENT

Use as a pretest and posttest to document the student's progress. Five sentences are given for each of the two sentence structures: *I see the noun* and *The noun is adjective*. Select one of the options to start the assessment.

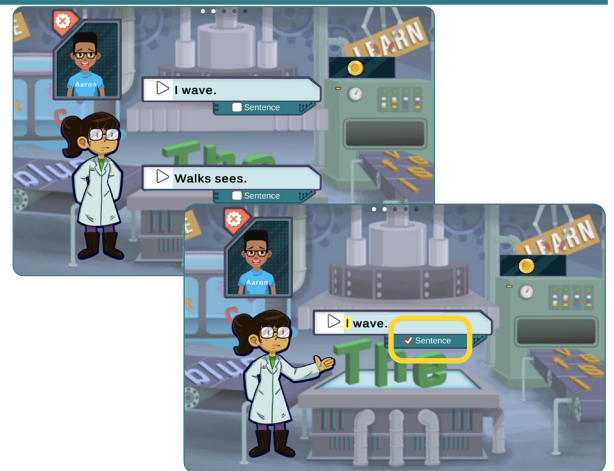
Verbal instructions are given, "What do you see? Write a sentence." Select the words to write the sentence about the image. The period is needed at the end of the sentence to be correct. The backspace button removes the last selection.

Prompts are not given in **Assessment** activities. When there is no interaction in the program for ten seconds, the program moves on to the next image, and the instructions are repeated.



FIND THE SENTENCE-1

The first time a student uses this activity a verbal definition of "sentence" and two examples are given. The activity begins. Select the sentence checkbox from the two choices. When the correct choice is selected, an accolade is given, and a statement of why the selection is a sentence. An incorrect selection grays out the incorrect choice, the correct choice is highlighted, and instructions are given to select the sentence. This activity gives ten sentences. A setting is available to change ten to five sentences.



At the end of the activity, coins earned are tallied.

FIND THE SENTENCE-2

Select the sentence from the three choices. When the correct choice is selected, an accolade and statement of why the selection is a sentence is given.

An incorrect selection grays out the incorrect choices, the correct choice is highlighted, and instructions are given to select the sentence.

This activity gives ten questions. A setting is available to change to five questions. At the end of the activity, coins earned are tallied.



COMPLETE THE SENTENCE

Select the word from the three choices to complete the sentence.

This activity gives ten sentences to complete. A setting is available to change from ten to five sentences. At the end of the activity, coins earned are tallied.





Practice

Practice writing 5 to 10 iterations of the same sentence structure with different content.

Select the sentence to *Practice*.

Practice activities give the first five sentences with zero-time delay instruction, then ten *write-the* sentences.

Settings are available to change the five zero-time delay sentences to one and the ten write-the-sentences to five.

Edit the content in **Settings**.

At the end of the activity, coins earned are tallied.



Classes

In *Classes* write sentences about reading, math, social studies, science, or any topic in the *I learned about* sentence. Select the content for writing.

Edit the content in **Settings**.

At the end of the activity, coins earned are tallied.



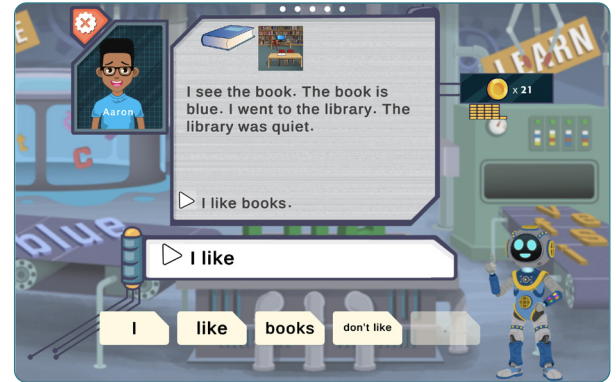


Paragraph

Write a three to five sentence paragraph, combining sentences learned in *Practice* or *Classes*.

Edit the Paragraph content in **Settings**.

At the end of each activity, coins earned are tallied.




Shop

Coins earned can be used to purchase accessories for their avatar or to play games.



Settings

To access **Settings**, open the program and select the **Gear** icon  on the **Title** screen and type the teacher's HUB Password.

PROGRAM SETTINGS

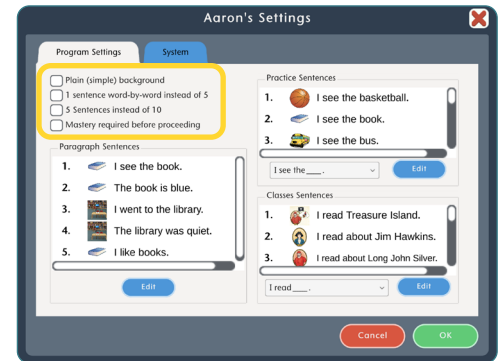
General Program Settings

Plain (simple) background: A solid color fills the background.

1 sentence word-by-word instead of 5: One zero-time-delay instruction sentence will start the Practice and Learn activities (excluding Assessment).

5 sentences instead of 10: Five constant-time-delay sentences will be given in Practice and Learn activities.

Mastery required before proceeding: When checked, in **Learn**, students must achieve 80% or greater in **Find the Sentence-1** before proceeding to **Find the Sentence-2**, and 80% or greater before proceeding to **Complete the Sentence**.



Paragraph Sentences

❶ Five sentences have been pre-selected for use in the **Paragraph** activity. To change the sentences, select the blue **Edit** button in the Paragraph Sentences box.

EDIT PARAGRAPH LIST

❷ The column on the right shows the sentences that will be used. A maximum of five and a minimum of three sentences need to be selected. To edit the list, first, remove the sentences not wanted. Select the unwanted sentence in the right column, then select the yellow **Remove** button.

❸ For the **Paragraph** activity, sentences can be selected from all the sentence types. To add a sentence, select the sentence type from the drop-down menu in the column on the left. Select the sentence to use, then select the blue **Add** button. ❹ Continue to add sentences until done, then select the green **OK** button.

The image shows four sequential screenshots of the 'Edit Paragraph List' dialog box, illustrating the steps to edit the paragraph sentences.

Screenshot 1: Shows the 'Edit Paragraph List' dialog box. The 'Sentence Type' is set to 'I see the ...'. The 'Add' button is highlighted with a yellow box. The 'Remove' button is also highlighted with a yellow box. The 'OK' button is highlighted with a green box.

Screenshot 2: Shows the 'Edit Paragraph List' dialog box. The 'Sentence Type' is set to 'I see the ...'. The 'Add' button is highlighted with a yellow box. The 'Remove' button is highlighted with a yellow box. The 'OK' button is highlighted with a green box.

Screenshot 3: Shows the 'Edit Paragraph List' dialog box. The 'Sentence Type' is set to 'I read ...'. The 'Add' button is highlighted with a yellow box. The 'Remove' button is highlighted with a yellow box. The 'OK' button is highlighted with a green box.

Screenshot 4: Shows the 'Edit Paragraph List' dialog box. The 'Sentence Type' is set to 'I (don't) like ...'. The 'Add' button is highlighted with a yellow box. The 'Remove' button is highlighted with a yellow box. The 'OK' button is highlighted with a green box.

Practice Sentences

Ten sentences for each sentence type have been pre-selected for use in the **Practice** activity. To change the sentences, choose a sentence type from the drop-down menu in the **Practice Sentences** box. Then select the blue **Edit** button next to the sentence type drop-down menu.

EDIT PRACTICE SENTENCES

The column on the right shows the sentences that will be used. A maximum of ten and a minimum of five sentences need to be selected. To edit the list, first, remove the sentences not wanted. Select the unwanted sentence in the right column then select the yellow **Remove** button. To add a sentence from the column on the left, select it, then select the blue **Add** button. Continue to add sentences until done, then select the green **OK** button.

ADD CUSTOM SENTENCES

You can also add your own words to create a new sentence. Select the blue **Create** button. In the white empty box type the word(s) to be added. Then add an image. Select the blue **Web** button to search the web or select the blue **Photos** button to search photos saved on the device in use. When finished, select the green **OK** button. The new sentence is added to the list on the left. To include the new sentence in the student's **Practice** activity, select the sentence and then the **Add** button. Select the green **OK** button when editing sentence selection is complete. When editing is finished, select the green **OK** button to exit editing.

To edit **Practice Sentences**: Choose a sentence type, then the blue **Edit** button. Remove unwanted built-in sentences from column at right, then select from column at left.

To add **custom sentences**: Select the blue **Create** button. Type in word(s), then select image from Web or device. Select new sentence in left column, then select the blue **Add** button.

The screenshots illustrate the following steps:

- Program Settings:** The 'Practice Sentences' section is active, showing a list of ten sentences. A yellow box highlights the 'Edit' button next to the first sentence, 'I see the basketball.'
- Add 5-10 items to your list:** A dialog box shows a list of sentences on the left and a list of selected sentences on the right. The 'Create' button at the bottom left is highlighted with a yellow box.
- Add Custom:** A dialog box for creating a custom sentence. The text input field contains 'family'. The 'Web' button is highlighted with a yellow box.
- Add 5-10 items to your list:** The dialog box shows the custom sentence 'I see the family.' added to the list on the left. The 'Add' button is highlighted with a yellow box.

Classes Sentences

Ten sentences for each sentence type have been pre-selected for use in the **Classes** activity. To change the sentences, choose a sentence type from the drop-down menu in the **Classes Sentences** box. Then select the blue **Edit** button next to the sentence type drop-down menu.

EDIT CLASSES SENTENCES

The column on the right shows the sentences that will be used. A minimum of one sentence and a maximum of ten need to be selected. To edit the list, first, remove the sentences not wanted. Select the unwanted sentence in the right column then select the yellow **Remove** button. To add a sentence from the column on the left, select it, then select the blue **Add** button. Continue to add sentences until done, then select the green **OK** button.

ADD CUSTOM SENTENCES

You can also add your own words to create sentences for each sentence type. Select the blue **Create** button. In the white empty box type the word(s) to be added. Then add an image. Select the blue **Web** button to search the web or select the blue **Photos** button to search photos saved on the device in use. When finished, select the green **OK** button. The new sentence is added to the list on the left. To include the new sentence in the student's **Classes** activity, select the sentence and then the **Add** button. Select the green **OK** button when editing sentence selection is complete. When editing is finished, select the green **OK** button to exit editing.

The first screenshot shows the 'Alex's Settings' app with the 'System' tab selected. Under 'Program Settings', the 'Classes Sentences' section is highlighted. It shows a list of pre-selected sentences for the 'Classes Sentences' type, such as 'I read Treasure Island.' and 'I read about Jim Hawkins.' A yellow box highlights the 'Edit' button next to the sentence type drop-down menu.

The second screenshot shows the 'In math I learned about' editing screen. It displays a list of pre-selected sentences for the 'In math I learned about' type, such as 'In math I learned about absolute values.' and 'In math I learned about acute angles.' A yellow box highlights the 'Add' button next to a sentence, and another yellow box highlights the 'Remove' button next to a sentence.

Every sentence type for the **Classes** activity has ten preselected sentences. To change them, select the **Edit** button, remove unwanted sentences, then replace from column on left. You can also create custom sentences.

SYSTEM SETTINGS

Alternative Access Section

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

Autoscan Delay: 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, Numbers 1-3: Keystroke options for going to the next selection. (Double switch only)

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

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

Debounce: The length of time in which repeated switch input is ignored.

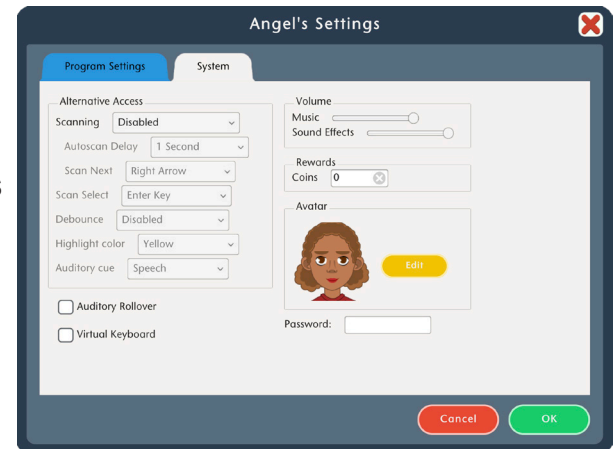
Highlight Color: Yellow, Green, Red, Black

Auditory Cue: None, Speech, Sound.

Other System Settings

Auditory Rollover: Descriptive audio is played when the cursor hovers over an interactive button after 1.5 seconds.

Virtual Keyboard: Select for onscreen keyboard.



Volume

Music and Sound Effects can be quieted or muted with the sliders. The spoken directions cannot be turned off.

Rewards

Coins: Modify the automatic coin count by adding or subtracting coins.


Avatar

Select **Edit** to alter the student avatar's appearance.


Results

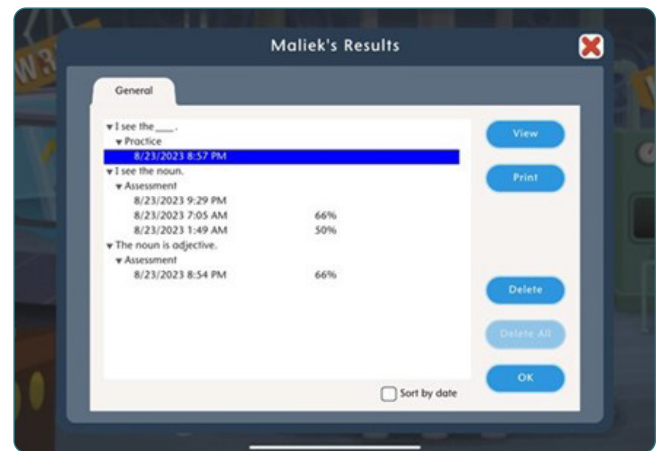
Student results during online use of the web-based app are saved on the **Attainment HUB**. Student results during the use of the installed app are saved on that device. For students with a **HUB** account, their saved results on the installed app can be sent to the **HUB**.

Student Results on the Installed App

Select the **Gear**  icon on the **Title** screen. Select the student's name from the drop-down menu. Select the blue **Results** button.

Sessions are organized by sentence type, activity, and date. To change the view to be sorted by date, select the **Sort by date** box at the bottom of the window. To view a session's details, select the date, then select the blue **View** button. Individual sessions can also be printed and deleted. A **Delete All** button is available for sentence type and activity type.

To sync results from a device with an installed app to the student's **HUB** account, select the **Gear**  icon on the **Title** screen of the app on the student's device. Select the blue **HUB** button to connect the device to the **HUB**. Enter your **HUB** Teacher login name and password.



Note: Syncing will delete students who do not have a **HUB** account.

Student Results on the HUB

To view web-based student results, access the **Attainment HUB** with your **HUB** account and select **Reports**. Select a specific result in the list to view, print, or delete the session.

Sorting drop-down menus

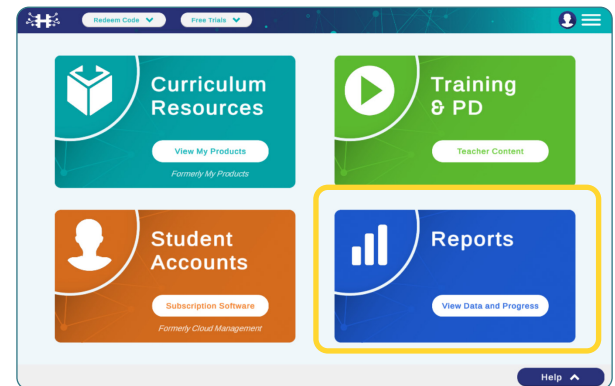
Results can be sorted in a variety of ways.

Report: Results (activity results) or Usage (time spent).

Student: Listed alphabetically by name.

Software: Listed alphabetically.

Sorting Start/End Dates: Narrow the results list by date range.



The Reports page shows a table of student results. The table has columns for Date, Time, Student, Software, and Score. The table is filtered for the date 8/2/2023. The table contains 18 rows of data.

Date	Time	Student	Software	Score
8/2/2023	4:31 PM	Alex	MathTime	100%
8/2/2023	8:52 PM	Alex	MathTime	100%
8/2/2023	1:14 PM	Student	Early Reading Skills Builder	10%
8/2/2023	4:59 PM	Alex	Number Sense	100%
8/2/2023	4:59 PM	Alex	MathTime	50%
8/2/2023	4:12 AM	Alex	Early Reading Skills Builder	4%
8/2/2023	7:58 PM	Alex	Early Reading Skills Builder	0%
8/2/2023	8:33 PM	Alex	Early Reading Skills Builder	0%
8/2/2023	7:59 PM	Alex	Early Library Skills Builder	100%
8/2/2023	2:43 PM	Makenzie	MathTime	100%
8/2/2023	1:37 PM	Makenzie	MathTime	100%
8/2/2023	2:21 PM	Makenzie	MathTime	100%
8/2/2023	2:27 PM	Makenzie	MathTime	100%
8/2/2023	2:22 PM	Makenzie	MathTime	100%
8/2/2023	2:24 PM	Makenzie	MathTime	100%
8/2/2023	4:26 AM	Student	Early Reading Skills Builder	0%
8/2/2023	10:51 AM	Alex	MathTime	100%
8/2/2023	9:55 AM	Alex	Looking for Words	0%
8/2/2023	8:50 PM	Alex	Number Sense	100%
8/2/2023	7:48 PM	Alex	ELSS for Older Students	100%

Technical Support

TECHNICAL 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

If there is a problem running **GoWrite**, please call or email Attainment Technical Support. If possible, have your device 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 installed app?
—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?
- What triggered the problem?
- Can you duplicate the problem?

Thank you!



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