# iLearnRW Project

# Parent Guide

# Acer Tablets – User Guide

## About the tablet

Each tablet has a charger provided with it, please ensure this is put back into the box after each use and if possible check that the tablet is fully charged before your child brings it back into school. Your child has also been provided with a set of black/red headphones for use with the tablet, these also need to be returned each Monday to school with the tablet to enable your child to use the tablet in class without disturbing other pupils.

If the tablet is already turned on press the power button at the top once to turn the screen on and then drag the lock symbol to the right to unlock the screen. If the tablet is turned off press and hold the power button to turn the tablet on. If it does not turn on it may have run out of battery and it will need to charged the tablet for a few minutes before it will turn on again. We recommend turning the tablet off when it is not being used to prevent the battery from running. To turn off the tablet press and hold the power button until the screen goes black.

Once the screen is unlocked there are three navigation buttons at the bottom of the screen. The left hand arrow takes you back to the previous screen, the home button in the centre takes you directly to the home screen and the overlapping boxes on the right hand side allow you to see which applications are currently open.

## Accessing the iLearnRW Applications

The two iLearnRW applications or "apps" can be accessed from the bottom of the home screen. To access the reader tap on the blue book icon and to access the game tap on the green icon showing one of the game characters.
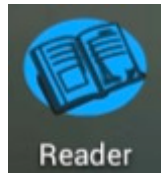


There are also other literacy-based apps that have been pre-installed on the tablet. Your child can access these by tapping on the folder on the home screen.



**Learning
Games Folder**

There are 8 additional apps, which are briefly described below (see additional guide for more info):

| | |
|---|---|
| | **AutoReader 3D** – A text reader that flashes words or phrases one by one sequentially on the screen, with regulated speed. |
| | **Easy Writing** – An interactive writing app to learn and write letters by tracing letters, numbers, words, shapes and colours. |
| | **Learn English 6000 Words** – A vocabulary app with 7 games to enable vocabulary practice within 15 thematic topics. |
| | **Make a Sentence Game** – A sentence building app with simple games to practice sentence construction. |
| | **Moon+ Reader** – A book reader to allow the reading of longer text files with different file types and fully customizable visual options. This app should be used instead of the iLearnRW to read complete books. |
| | **SuperCard Flashcards** – A flashcard app that provides multiple ways to create and revise image or text flash cards. |
| | **Sight Words Hangman** – A word game app which includes 300 of the most commonly used words in the English language. |
| | **eduDroid** – An educational app which includes word searches, handwriting skills, phonics, spelling, reading and eBooks. |

## Accessing the Settings

We hope that everything should be set up correctly ready for your child to use. However, you will need to connect to the wireless internet to use the iLearnRW apps, which can be done through the Wi-Fi options within the Settings menu. To get to the Settings menu tap on the circular button with six dots in at the centre bottom of the screen. Then select the Settings icon.
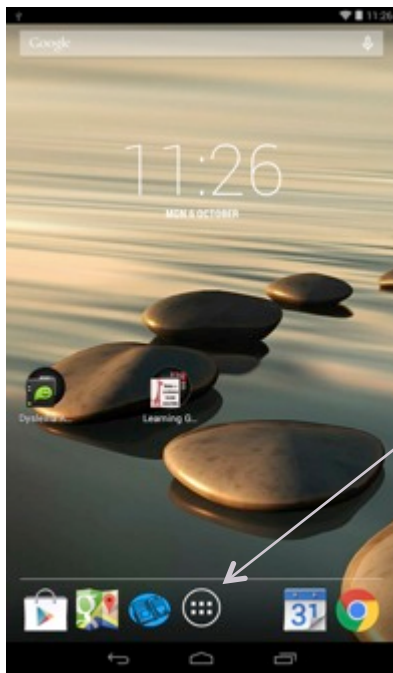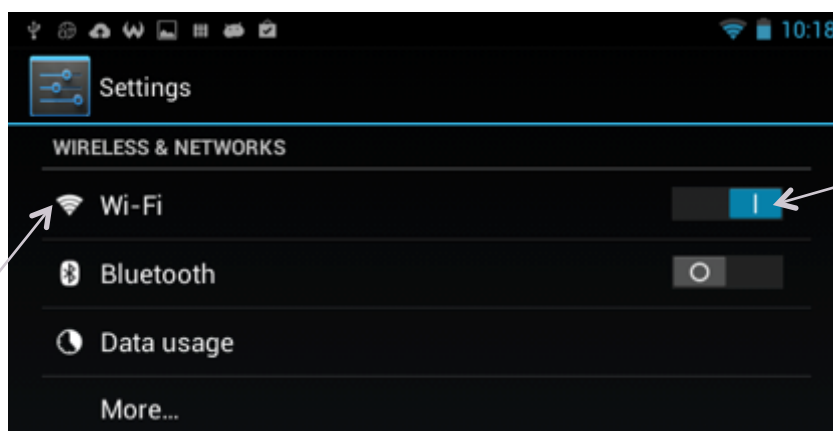


**View all apps**
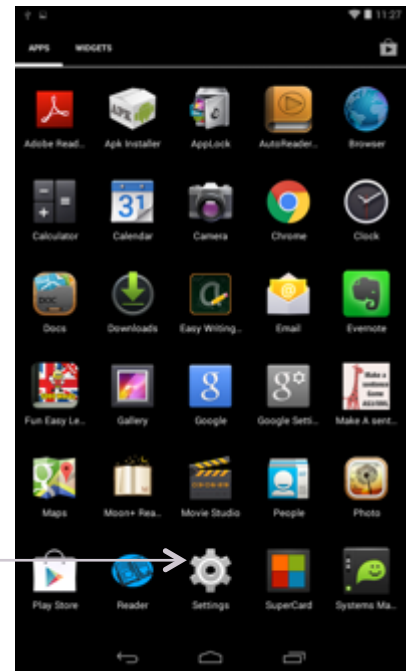
**Open Settings**

The Wi-Fi menu is at the top of the list. Ensure that the Wi-Fi is turned on – the switch on the right hand side should be dragged to the right and be displaying a blue I symbol. To ensure you are connected to the correct network tap on the Wi-Fi box and this will bring up a list of networks. Tap on the name of your home network, which brings up a pop-up box where you can enter the password, once you have entered the correct password tap on the Connect button and the tablet should connected to the network. If it does not connect you may have entered the incorrect password or you may be out of range of the router.



**Ensure switch is in this position**

**Tap on Wi-Fi to access menu**

# Words Matter Game – Quick Start Guide

Words Matter is an educational game for practicing literacy skills and includes activities that involve identifying and understanding specific sounds, letter patterns, prefixes, suffixes, syllable splits and confusing letters. These are all important skills that underpin your child's reading and writing.

The game is tailored to your child's specific level of ability, only presenting content that is appropriate for him/her. As your child makes progress within the game he/she will be able to access more games with different and more challenging content.

Please note that this is a pre-release version of this game, which is not currently publically available and therefore it is possible that there may still be a few bugs within the app. Should you identify any issues lease email these to us (l.benton@ioe.ac.uk) and if the problem persists you made need to restart the app. See the exit instructions section of this guide.

## Logging in to the game

There are two modes for playing the game – independent play (single player mode) where the child plays alone and dual play (student & teacher mode) where the child plays with the support of the teacher. When playing the game at home the child should select the single player mode. Your child should login using the details below and the game should save these details for future use.

**Login Details**

Username: _____

Password: _____

## Accessing the learning activities

All of the games are accessible through the ghostbook, which can be opened by tapping on the icon in the bottom right hand corner of the screen.



This will display a list of characters, which are split into the different literacy skill areas. Only some of the characters will be unlocked (in colour) and these are the skills your child is currently able work on.



To play a game your child first needs to decide which literacy skill area he/she would like to work on and then select an unlocked character within that area by tapping on it.



To select a specific letter pattern, sound, suffix, prefix or syllable pattern to work on tap on the red photo book and select from the list on the right hand side.
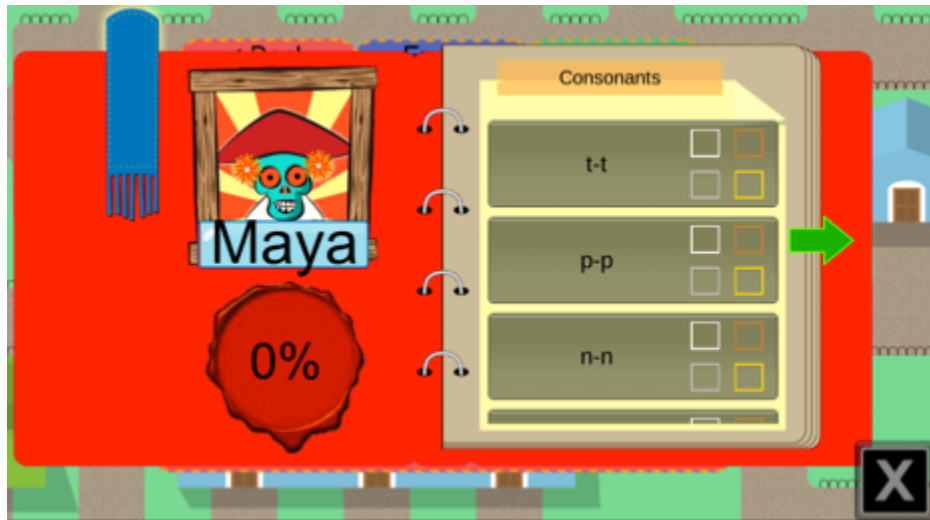
To play a game with that skill tap on the green play button on the left hand side of the photo book.
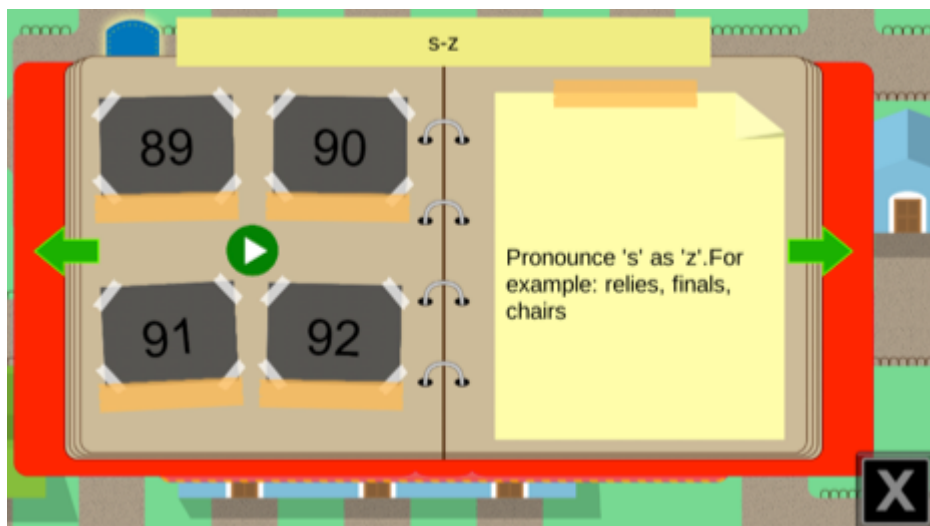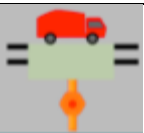


To go back to a previous screen at any point within the ghostbook please use the cross icon in the bottom right hand corner. This can also be used to exit the ghostbook from the character list screen if your child is experiencing any difficulties navigating the ghostbook in order to reset it.

## Overview of different activities

| Activity | Description |
|---|---|
| Junkyard | A tetris-based game, which requires words to be split into segments according to the difficulty being practiced by swiping the word. Ensure that the junk doesn't pile too high by rearranging it into rows to remove them. |
| Music Hall | A drag and drop game which requires words to be completed by dragging into the correct missing segment before the skull pacer reaches the gap. |
| Train Station | A train labeling game, which requires a word to be split into segments according to the difficulty being practiced by typing each segment into a different carriage. |
| Bridge | Fix the weak parts of the word bridge by identifying and selecting the correct segment within a word by tapping on the letters. |
| Monkey Hotel | A banana throwing game which requires the identification of words from amongst a set that correspond to the specific difficulty being practiced, by throwing bananas at the monkeys holding the correct segment/word. |
| Town Square | A puzzle-style game, where you need to create a path of tiles containing the correct sound or letter by swapping the tiles (double tap the circles between the tiles to rotate) to get to the person on the other side of the square. |
| Field | A sorting game, which requires word flowers to be sorted into different machines that describe properties of a particular word by dragging and dropping them into the correct machine. |
| Mail Room | A sorting game, which requires parcels to be sorted into baskets that are labeled with words containing the segment displayed on parcel by dragging and dropping them into the correct basket. |
| Bike Shed | A parcel delivery game, which requires parcels to be delivered by tapping out syllables on a recipient's front door by following the blue direction arrow and throwing bananas to avoid the monkeys stealing the parcels. |

## Playing an Activity

When your child plays an activity he/she will firstly be presented with a tutorial, to go through the tutorial tap on the blue arrow in the bottom right hand corner. To exit the tutorial tap on the pink exit button in the top right hand corner.
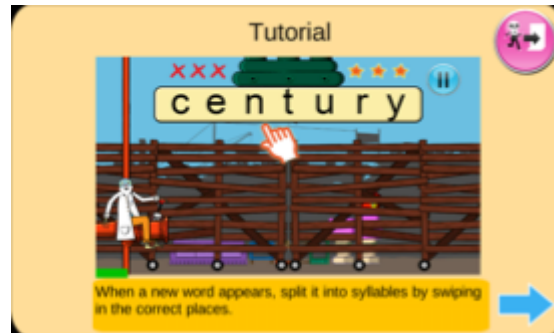


Next there will be an information box telling your child what the aim of the activity is, tap the green OK button to start the activity.
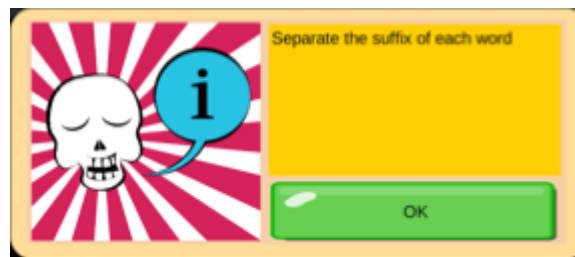


Your child can then being playing the activity. During any activity it is possible tap on the picture of the character (see centre image top right) to remind of the learning aim of the activity or tap on the pause button to pause the activity and access other options.
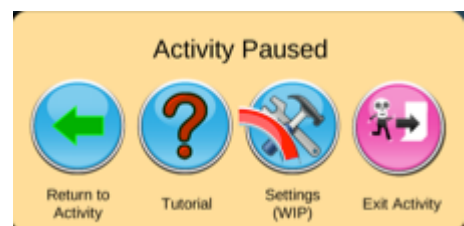
## Progression within the game

At the end of each activity your child will be presented with a feedback screen giving a summary of his/her overall performance within the activity. Tap the blue arrow to continue.



The next screen gives a breakdown of the number of correct and incorrect answers he/she has given during the activity. Tap the right blue arrow to continue.
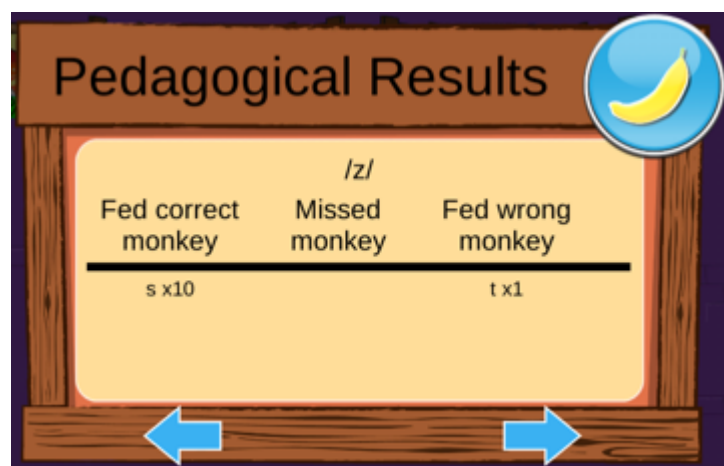


The final feedback screen enables your child to return to the game world by tapping on the pink exit button.

After some activities if your child has made sufficient overall progress within the game then he/she will unlock new characters.



If your child has demonstrated progress within that particular literacy skill he/she will also collect a new photograph to add to the album of that skill.
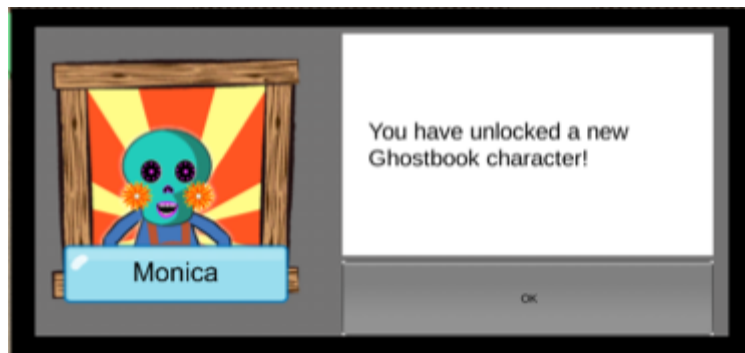
## Exiting the Game

When your child has finished playing the game (or if the game gets stuck for any reason) you can close the app by tapping on the view open apps button in the bottom right hand corner of the tablet screen. This will display all of the current open applications, find the image labeled 'Words Matter' and to close the game use your finger to drag it to the left or right of the screen until it disappears completely.



**Swipe app screen to left or right to close**
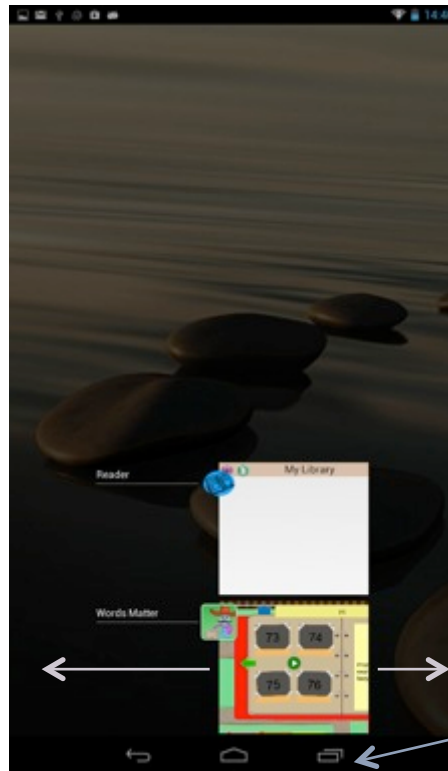
**Tap on this icon to view all open apps**

# Words Matter Reader – Quick Start Guide

## Login

When your child opens the reader the first screen is the login screen. Please enter the same login details that are provided above within the game instructions and click 'Login'.

If your child ensures the Remember me box is checked these details will be automatically filled in for next time your child opens the reader.



## My Library



Once your child has successfully logged in he/she will be taken to the 'My Library' screen, which displays all of the texts that have previously been added to the library. The texts are listed in alphabetical order.

To read a specific text simply tap on the 'Open file' button under the text title. Selecting "Open with Annotation" will open the file with certain word segments highlighted depending on the annotation rules currently setup for your child, which are described below.

## Reading Screen

When your child opens a text it will be displayed in the reading screen. From this screen he/she can return to the 'My Library' screen by clicking on the book icon in the top left hand corner. It is also possible to search the text for a particular word or phrase by clicking on the magnifying glass icon also in the top left hand corner.

Your child can scroll the text by swiping up the screen with his/her finger. To have the text read aloud press the play button at the bottom of the screen. Your child can control where in the text this starts by tapping the sentence he/she wishes to start with (which will become highlighted) and then pressing play. To skip through sentences or to go back to previous sentences your child can use the back and forward buttons at the bottom of the screen. There is sometimes an issue where a lower quality voice is used to read the text aloud, to change to the high quality voice simply open and exit the text settings which will automatically update the voice (see next section below).

rabbit

Your child can hear the word spoken aloud by tapping and holding that word and then tapping on the sound icon in the top right hand corner of the pop-up. This will only occur if our dictionary contains the word your child has selected.

If your child wishes to change how the text is displayed on this screen he/she can tap the settings icon in the bottom right hand corner.
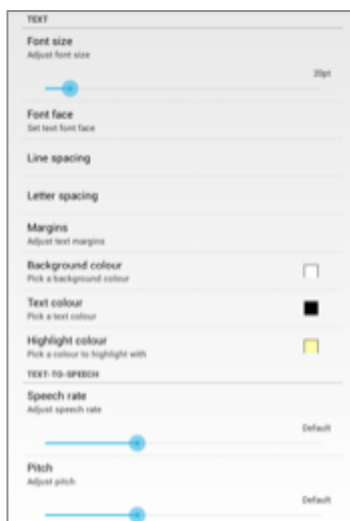
## Text Settings

Within the 'Text Settings' menu it is possible to adjust the appearance of the text in reader. The Font size slider changes the size of the text, slide it to the left to make it smaller and slide it to the right to make it bigger. To change to font, tap on the Font face option and your child can select from 5 different dyslexia-friendly fonts.

To adjust how much space there is between the lines of the text then tap on the Line spacing option and similarly your child can adjust the space between individual letters by tapping on the Letter spacing option. Your child can also change the amount of space on either side of the text by tapping on the Margins option and selecting either Cozy (tight margins), Comfy (small margins) or Roomy (big margins).

Your child can select his/her preferred colours for the background, text and highlight (when text is being read aloud) by tapping on the coloured boxes next to each of these options. Use the colour bar on the right hand side to select a colour and then the bigger box in the middle to adjust the shade. The two boxes at the bottom show the original colour (left) and the new colour (right). To change to the new colour the tap 'OK' or to keep the original colour tap 'Cancel'.

Finally adjust the speed and pitch of the voice that reads the text aloud by dragging each of the sliders to the left to make the speech slower or lower and to the right to make the speech faster or higher.

All of the changes will be automatically saved. To go back to the text press the back button on the tablet in the bottom left hand corner of the screen and the new settings will have been applied to the text.

To reset the settings back to the default, then simply tap the reset option at the bottom of the menu and select 'OK'.

## Presentation Rules

Within the 'My Library' screen there is also the option to adjust the presentation rules of the text. This allows the customisation of specific word segments and/or whole words to be coloured or highlighted. For instance it is possible to choose to highlight a specific letter combination, or a particular prefix or suffix.



To access this screen tap on the page icon in the top left hand corner of the screen. This screen shows the "typical" rules that could be applied including long/short vowels, vowel letters, vowel sounds, suffixes (using the add, double, drop and change rules), prefixes and different syllable patterns. Selecting a difficulty area will drop down a list of specific highlights which can be applied (and if rules for these difficulties already exist).

Having selected a difficulty area to highlight, the following screen appears. This shows the specific rules that will be applied which can be turned on or off using the buttons to the left hand sight. The options at the top of the screen control how the highlighting will appear within the text. Once all of the changes have been made, select "OK" at the bottom of the screen.