Read, Write & Type! Learning System

PROGRAM GUIDE

Overview

Introducing *Read, Write & Type!* version 3 (with Spanish Help), the new *Spaceship Challenge* Assessment CD ROM, plus a treasure chest of learning materials--to help children learn phonics, reading, writing, spelling and keyboarding. This new research-based learning system is built on this simple but innovative idea: *if children can associate each speech sound with a finger stroke on the keyboard, they can write whatever they can say*. Spelling-out words in this way develops fluent phonics skills and is a powerful route to reading. Children are introduced, in a 40-lesson sequential adventure, to the 40 speech sounds in English. They learn to associate each phoneme with a letter (or combination of letters) and a finger stroke on the keyboard. They use their eyes, ears, mouth, and fingers to sound-out and spell a multitude of words, sentences, and stories. Immersed in the meaning of the words, they read without effort as they write.

Periodically, they play a different set of games that assess their progress in phonics, reading comprehension, and spelling. Based on scores, the program makes recommendations to proceed or to practice specific activities. Additional materials provide Easy-to-Read books and day-to-day tips. Extensive help and instructions are available in Spanish.

This Program Guide has two purposes. The first is to give you instructions and assistance in installing and using the programs on each of the two CDs included in the Learning System: the *Read, Write & Type!* CD and the *Spaceship Challenge* CD.

The second purpose of the Program Guide is to give a brief description of all the materials in the *Read, Write & Type! Learning System*. We explain some of the conventions created to make the materials easy for children to understand and use, and give important tips where we think they will be helpful.

The Read, Write & Type! Learning System has been developed, in part, through a grant from the National Institute of Child Health and Human Development.

Read, Write & Type! Learning System includes...

Read, Write & Type!™ CD ROM

Each of 40 lessons (with new SPANISH HELP) includes:
- **Sound Games** (Phonemic Awareness & Phonics)
- **Typing Challenges** (Blending)
- **Story Ideas** (Whole Words)
- **Stories** (Sentences & Punctuation)

Optional activities include:
- **E-Mail Tower** (Word Processor & Simulated E-mail)
- **Power Fountain** (Typing Speed & Accuracy)
- **Bonus Blimp** (Extra Practice based on performance)
- **Hall of Fame** (Certificates for completion of each level)

Spaceship Challenge Assessment CD ROM
Companion Assessment CD
to be used with the Read, Write & Type! CD

Each of 9 levels of assessment and practice (also with SPANISH HELP) includes:

- **Sound Games** (Phonemic Awareness & Phonics)
- **Reading Games** (Reading Comprehension)
- **Spelling Games** (Spelling Regular Words)
- **Progress Reports** (Individual and class reports displaying scores from both CDs)
- **Recommendations for Bonus Blimp practice** (Based on performance)

PLUS:

- **Reading Booklets** (18 level-appropriate books)
- **Activity Book** (40 day-to-day lessons, tips, warm-ups)
- **Wall Poster** (24" x 30" full-color poster with protective coating)

- **Embossed Practice Keyboard** (For warm-ups and dictation)
- **Keyboard Cover** (Opaque cover obscures letter keys)
- **Colorful Reward Stickers** (*Read, Write & Type!* Storytellers)

Table of Contents

Getting Started with Macintosh

READ, WRITE & TYPE! CD (Sign-in & play this first!)
SETTING UP AND STARTING THE PROGRAM

Read, Write & Type! runs from your CD-ROM drive. However, a pro-gram file and your saved games will be stored on your hard drive.

To set up the program:

- Insert the *Read, Write & Type!* CD into your CD-ROM drive.
- Double-click on the Installer icon in the open window called *Read, Write & Type!* CD. The *Read, Write & Type!* CD installer icon appears. Double-click on the icon to begin.
- Make sure the drive selected is the one you want to use for the installation. Click on Install. The installer will install *Sound Manager 3.1* and *QuickTime®* if you do not already have them installed. (*Read, Write & Type!* CD requires Sound Manager 3.0 or higher to run). Follow the instructions on the screen to complete the installation.
- If the installer has updated or added *Quicktime* or *Sound Manager* to your System, you will need to restart your machine after installation is complete.

To start the program:

- Make sure the *Read, Write & Type!* CD is in the CD-ROM drive.
- Double-click on the *Read, Write & Type!* program icon in the folder called *Read,Write & Type!* on your hard drive.

SPACESHIP CHALLENGE CD (Play after RWT Level 2!)
SETTING UP AND STARTING THE PROGRAM

Three programs, *Spaceship Challenge*™, *Spaceship Editor*, and *Progress Reports*, all run from your CD-ROM drive. The first time you run the *Spaceship Challenge* or *Spaceship Editor*, it will create a small file in your system folder for the player scores.

To start the programs:

- Make sure the *Spaceship Challenge* CD is in the CD-ROM drive.
- Double click on the *Spaceship Challenge CD* icon. A window will open with folders for each of the three programs. Open the folder and double-click on any of the programs. Select *Spaceship Challenge*, to play the game.

NOTES:

If you have started Spaceship Challenge before Read, Write & Type!, or if you are playing Spaceship Challenge without Read, Write & Type!, please see page 10.

HARDWARE REQUIREMENTS for both CDs:
- Macintosh computer 68040/33 MHz or better
- Hard disk with 2 MB free disk space
- 8 MB available memory (RAM)
- Double-speed or higher CD-ROM drive
- 13" or larger 256-color monitor
- System 7.5 or higher
- Mouse
- Optional: Macintosh-compatible printer

Tips for Running both Programs:
- Both programs are designed to be played in 640 x 480 display mode. For optimal performance, make sure this setting is selected.
- Programs must be run in 256-color mode.
- For best performance, do not run other programs, especially ones which use sound, while running *Read, Write & Type!* and *Spaceship Challenge*
- Do not run screen savers while running *Spaceship Challenge*

Getting Started with Windows 95 and 98

READ, WRITE & TYPE! CD (Play this first!)
SETTING UP AND STARTING THE PROGRAM

Read, Write & Type! CD runs from your CD-ROM drive. However, a program file and your saved games will be stored on your hard drive.

To set up the program:

- Insert the *Read, Write & Type!* CD into your CD-ROM drive.
- Follow the instructions on the screen to complete the setup process.

To start the program:

- Make sure the *Read, Write & Type!* CD is in the CD-ROM drive.
- Click on the *Start* button. From the Start menu, choose *Programs.* Next, choose *The Learning Company.* Then choose *Read, Write & Type!* from the list.

HARDWARE REQUIREMENTS FOR BOTH PROGRAMS:

Runs on: IBM® PC and compatibles, 486 or better, Windows 95 or 98, with:

- 16 MB available RAM memory
- Double-speed or higher CD-ROM drive
- Windows-compatible Mouse
- Hard disk with 2 MB free disk space
- Windows 95/98 compatible printer driver (printer is optional)
- Windows-compatible sound card

SPACESHIP CHALLENGE CD (Play this after RWT Level 2)
SETTING UP AND STARTING THE PROGRAM

Spaceship Challenge runs from your CD-ROM drive. However, a program file of your scores will be stored on your hard disk.

To set up the program:

- Insert the *Spaceship Challenge* CD into your CD-ROM drive
- Follow the instructions on the screen to complete the setup process.
- The installer may add or update a file to your system folder

To start the program:

- Make sure the *Spaceship Challenge* CD is in the CD-ROM drive.
- Click on the *Start* button. From the Start menu, choose *Programs.* Next, choose *Spaceship Challenge* from the list. Then you can run either *Spaceship Challenge*, *Spaceship Editor* or *Progress Reports*.

NOTES:

If you have started Spaceship Challenge before Read, Write & Type!, or if you are playing Spaceship Challenge without Read, Write & Type!, please see page 10.

Tips for Running Both Programs:

- These programs are designed to be played in 640 x 480 display mode. For optimal performance, make sure this setting is selected.
- Both CDs run in 256-color mode. Be sure the 256-color driver provided with Windows or by the manufacturer of your SVGA video card is installed.
- Make sure you have installed the sound card drivers provided by the manufacturer of your sound card.
- For best performance, do not run other programs, especially ones which use sound, while running *Read, Write & Type!*
- Do not run screen savers while running *Read, Write & Type!* or *Spaceship Challenge*.

Visual Map of Read, Write & Type!

Read, Write & Type! - Opening Choices
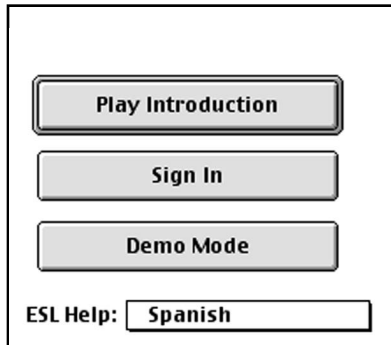
Click on ESL button and scroll down to "Spanish" to activate the "yellow balloon." Within the games, click on the yellow bal - loon for help.

To jump a player ahead *to a higher level, press CTRL-NEW PLAYER (Windows) or COMMAND-NEW PLAYER (Macintosh) at the Sign-In screen.*

ESL HELP: If you want to access HELP IN SPANISH, **do this first! Before selecting** "Play Introduction," "Sign In" or "Demo Mode," select the "ESL Help" button and scroll to Spanish. In each lesson, assistance with new activities is provided in Spanish as well as English. To access Spanish Help as you play, click on the Yellow Balloon.

DEMO MODE: **This is the only way to preview individual activities at any level.** Select DEMO MODE from the first dialog box. (Type TEACHER for the password). Look at your choices on the Home Screens (see "Map" previous page). Then click on any location on the main screen and play. If you click on Vexor, you play all the activities for the letter P (Lesson 23).

PLAY INTRODUCTION: The introduction sets the scene, and launches you into the sequence. **You can bypass it at any time by pressing the spacebar and going directly to "Sign-in".** Vexor the villain "can't stand stories," so he arrives in his spaceship to upset the fantastic world of the Storytellers inside your computer. The Storytellers, who live peacefully in their Keyboard Houses, need your help to rescue the letters he steals and to help them keep their stories safe by writing them down at the Story Tree. Lefty LaDee and Rightway McKay, the talkative Helping Hands, will show you what to do and help your fingers find the right keys.

SIGN-IN: New players should play the introduction to understand the storyline. If you want to skip the intro- duction, select Sign-in. At the Sign-In screen, type in your name and click on PLAY to start. After you have signed-in once, your name will always appear. Select it and click on PLAY to continue in the sequence. To delete names from the Sign In Screen, press CTRL-R (Windows), or COMMAND-R (Macintosh).

Read, Write & Type! - Activities

ACTIVITY

Home Screen--*Meet the Storytellers*

At the Home City screen, Vexor introduces the phonemes one at a time and associates each sound with a keystroke. The Helping Hands show the correct finger, the placement, and the Storyteller who lives in that room (key). The Storytellers give each key a memorable identity, help- ing children to remember where each letter is located.

The speech sounds are introduced in a carefully designed sequence to allow children to progress quickly from typing single letters to con- structing whole words, phrases, sentences, and stories.

TO PREVIEW (Select "Demo Mode")

Click on any of the Storytellers to see what happens.

Click on a location to choose an activity and then select any letter on the key- board or menu above key- board to play.

Click on Vexor to play a whole lesson. In the DEMO the sound is "P." Type the letter "P" when Vexor asks you to.

ACTIVITY	TO PREVIEW

Theater, Video Store, Fair Booth--*Build Phonics Skills*

In the Downtown Sounds activities, the player names pictures and identifies the beginning, middle, or ending sounds of the words. Depending on the sound, children will be directed to the Theater to work on the beginning sounds, the Video Store for middle sounds, or the Fair Booth for ending sounds.

Type "P" for the picture that has the "P" sound at the beginning, and press spacebar for pictures that don't.

When you are returned to Home Screen put "P" back into the right room. by clicking on the "P" window.

Park--*Blend Sounds Together*

At the Typing Park, children will learn to blend the sounds together to construct syllables, words, and phrases. In this program, rather than copying words (the usual approach of most typing programs), children are learning to transform their own speech into text. Once they help the Storyteller reach the Typing Park, they are on their way to the Story Tree. Capital letters are automatically provided in the Typing Park.

Type "periscope" 3 times, with a space between, to reach the other side of the park.

Story Tree--*Build Words*

Under the Story Tree, the Storytellers think of several Story Ideas before coming up with the idea they will use in their story. The child's job is to help them write down the word for each idea.

Type the words for the pictures you see. If you don't know what the picture is, click on it with the mouse.

Story Tree--*Write Simple Stories*

Once a child has written the Story Ideas, the Storytellers can tell a Story and the child will need to help them write it down. The Story will include many words that use the Storyteller's letter. The words are regularly- spelled and only use the letters that have been learned so far. By Level 8 (Lesson 32), students will have also learned to type capitals, periods, and question marks.

Type the story you hear, line by line. When you finish the story, click on the computer in the upper right-hand corner to return to Home City.

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Power Fountain

E-Mail Tower

Hall of Fame

ACTIVITY

Power Fountain--*Build Speed and Accuracy*

At the Power Fountain, children can build speed and accuracy by practicing their typing skills. Three difficulty levels offer more than 500 words and phrases for children to practice. Children are challenged to try to sound out the dictated words without help from the Helping Hands. The faster they type, the wetter Vexor gets! Scores for playing suggested, level-appropriate phonemes are recorded on Certificates in the Hall of Fame.

Hall of Fame--*Earn Certificate for Achievements*

At the end of each of the 10 levels, a child receives a certificate which can be printed out in either color or black and white. The certificate shows any Bonus Points won from the Bonus Blimp and typing scores from the Power Fountain. The certificates provide tangible, motivating rewards to encourage children to continue through the adventure.

E-Mail Tower--*Express Original Ideas, Send "E-Mails"*

The simple word processor allows children to express their own ideas using their new-found writing and typing skills. Once children write an idea and send it through the E-Mail system, they will receive a letter in return, collected from actual children around the world. The E-Mail Tower has 84 stories available in three levels of difficulty.
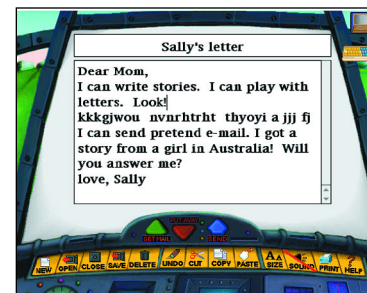
TO PREVIEW
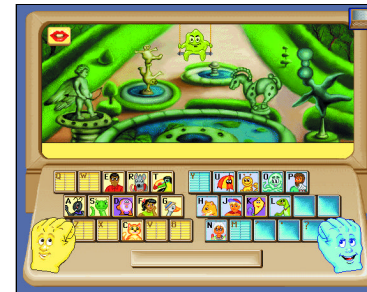
Click on the Power Fountain and select a letter or letter-combination. Practice typing the challenge Vexor gives you. Then click the timer and type!

Previously earned certificates are indicated by Level number and a blue ribbon. Click on the numbers to see completed certificates.

A self-running tutorial will walk you through the word processor and e-mail process the first time you go to the E-Mail Tower. If you would like to skip the tutorial, click on the lips that appear under the computer when the tutorial begins.

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An Introduction to Spaceship Challenge Assessment Program

The *Spaceship Challenge* Assessment Program is designed to provide periodic assessments in between Levels of *Read, Write & Type!* in order to determine whether a child is ready to proceed to the next Level, or perhaps would benefit from more practice at a particular activity before proceeding.

Use *Spaceship Challenge* first after Level 2 of *Read, Write & Type!* and thereafter between each Level. There are nine sets of three level-appropriate games: Phonics, Reading Comprehension, and Spelling. In each game, the first answer is scored. (Children are given a scaffolded series of help messages until they get the right answer, so these games are instructional as well as evaluative. For example, in Spelling, after the second try, the word is sounded-out for the child phoneme by phoneme. After the third try, the child is told what sounds to type while the hands show what to type). An overall average score is computed for the three games and reported at completion.

If the score is above the criterion set, (see *Spaceship Editor* for instructions about setting criterion) the player proceeds to the next Level of *Read, Write & Type!* If the score is below the criterion set, the program will recommend some Bonus Blimp Activities.

Since the Bonus Blimp in *Read, Write & Type!* is keeping track of performance, children can return to the *Read, Write & Type!* disk, click on the Bonus Blimp, and it will take them automatically to activities they need to practice.

If they think they are ready to try the same Spaceship Level again, they can do that at any time. If they pass criterion they can proceed to the next R*ead, Write & Type!* Level. If the criterion is set too high, it can be changed at the *Spaceship Editor*.

Case #1: You have *Read, Write & Type!* AND *Spaceship Challenge* (RECOMMENDED)

Players names for BOTH the CDs are added or removed at the Sign-in screen in *Read, Write & Type!* If you have signed in and played *Read, Write & Type!*, your name will automatically appear on *Spaceship Challenge*.

Players must finish Level 2 in *Read, Write & Type!* before they can play *Spaceship Challenge*. As parent or teacher, you will need to suggest switching CDs after Level 2, and if necessary, assist players in getting started on *Spaceship Challenge*.

You can use *Spaceship Editor* to change the passing criterion for any player. (default is 70%)

You can set the starting level for *Spaceship Challenge* higher than 2 if the player has already progressed to a higher level in *Read, Write & Type!*

Case #2: You install *Read, Write & Type!* after you've used *SC*. (NOT RECOMMENDED)

If you install *Read, Write & Type!* at a later time, after you've used *Spaceship Challenge*, the Spaceship program will ask you whether you want to replace your player list with the list of players from *Read, Write & Type!* If you say "yes", your current list of players will be removed, along with all of their scores. You may want to first use the Progress Reports program to print out a record of their scores.

Case #3: You only have *Spaceship Challenge* (NOT RECOMMENDED)

If you don't have *Read,Write & Type!* on your hard drive, you can still play the assessment activities in *Spaceship Challenge*. When you open the program, *Spaceship Challenge* will show only the name "Guest". To add or delete other names, use the *Spaceship Editor* program.

Spaceship Challenge Activities

• Choose CITY to see the introduction

• Choose SPACESHIP to play the games

• Click SPANISH HELP IS OFF button for help in Spanish. It will toggle to ON and activate the Yellow Balloon.

To preview the *Spaceship Challenge* Games, sign in as GUEST and then select the Level you want to play.

(GUEST can also be used for pre-assessment, to determine how easily children might progress through the program).
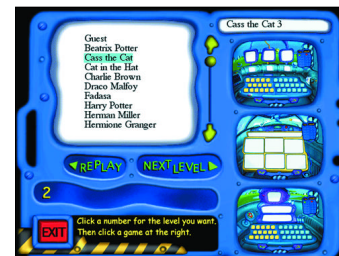
Choose "Next Level" to play all 3 activities in order.

Choose "Replay" to play a single activity. Click on Sound Games (top), Reading Comprehension (middle), or Spelling (bottom).

ACTIVITY

Assess Sound (Phoneme) Awareness and Phonics

In Vexor's Spaceship the first game is the Sound Game. The picture will appear at the left (for Beginning Sound), middle (for Middle Sound), or right (for Ending Sound). The sound may be any of the sounds the player has learned previously in *Read, Write & Type!* Say the name of the picture and type the correct letter. Press RETURN or ENTER when finished. The first answer will be scored, but if it is incorrect, there will be help getting the right answer. The game is to beat Vexor!

Assess Reading Comprehension

In the Reading Game, the player reads the word or sentence at the top, then clicks on the picture below that matches. Or, if there is a picture at the top, reads the words or sentences below and clicks on the one that matches. The first answer will be scored, but children can try again until they get it right. If everything is correct, Vexor will be very upset!

Assess Spelling

In the Spelling Game, children look at the picture and listen to the word. Then they sound it out, type it, and press RETURN or ENTER. If they miss a letter, the screen will show them which one is incorrect, and will give helpful hints about how to get it right.

TO PREVIEW
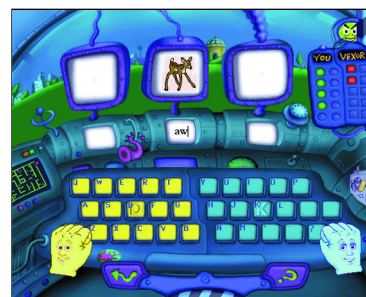
The middle monitor requires you to type the middle sound "AW." Type "AW" and press RETURN or ENTER.

For HELP, click on the question mark at the right of the spacebar.

To QUIT, click on the arrow to the left of the spacebar.

Click on the picture that best describes the sentence at the top.

Sound-out and spell the word portrayed by the picture. When a word is typed incorrectly, the screen shows the letters that are correct in their correct places and inserts a "?" in the places where letters are incorrect. Asterisks (*) appear for any extra letters.

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Progress Reports

Open the *Progress Reports* folder. You can select a report for an individual or for everyone listed on the sign-in screen. You can select Reports for *Read, Write & Type!* or *Spaceship Challenge* activities. The reports display Levels Completed, Passing Criterion, and scores from activities. You can view these reports on screen or print them out, or export them to a file. The file can be opened from a word processor or spreadsheet application later for viewing or printing.

IMPORTANT TIP: Windows Users will need to have a printer driver installed, to view reports on the computer monitor. Most computers have a printer driver. If you don't have one, you can save the file to a floppy disk and view or print the reports from a word processor or spreadsheet application on another computer.
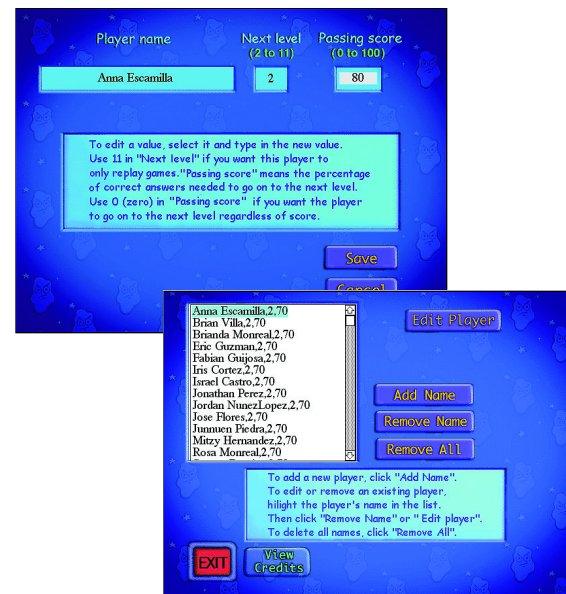

Spaceship Challenge Report

All Students Report - current level scores

Name	Levels Completed	Passing Criterion %	Sound Game First Time Score %	Comp Game First Time Score %	Spell Game First Time Score %	Average First Time Score %	Average Repeat Game Score %
Anna	6	60	60	45	52	52	75
Brian Villa	5	80	40	60	60	60	65
Brianda Monreal	6	80	75	80	70	75	85
Eric Guzman	4	70	40	30	35	35	72
Fabian	7	80	90	80	85	85	90
Iris Cortez	4	70	70	80	75	75	65
Israel Castro	7	60	95	85	85	89	92
Jonathon Perez	6	60	100	90	96	96	66
Jordan Nunez	5	70	75	75	70	73	77
Jose Flores	6	80	65	60	55	60	74

Spaceship Editor

The *Spaceship Editor* is used to change passing-level criteria (the default criterion is 70%). It can also be used to pre-set any child to play higher or lower level games. Select a name on the list and click the "edit" button. Then change the numbers in the appropriate boxes.

If you are using *Spaceship Challenge* as a stand-alone program **(we don't recommend this)**, you will use *Spaceship Editor* to add or remove names from the program. For teachers, this feature will also come in handy for removing all students names and data at the end of the school year.

Choose *Spaceship Editor* from the program folder. To change the level of *Spaceship Challenge* that a student is playing or to change the passing criterion, highlight that child's name and select the "Edit Player" button. Follow the instructions given on the screen.

To add or remove names, follow directions on screen.

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Clip Art and Printable Materials

Printable Materials Folder (has 5 folders inside it)

1. Alphabet Tiles

Print out the Alphabet Tiles on glossy paper and laminate them. Cut the paper into squares. Use the tiles one-on-one with children to spell out simple words or nonsense words. Children sometimes need to manipulate something concrete to see how sounds appear in different places in words.
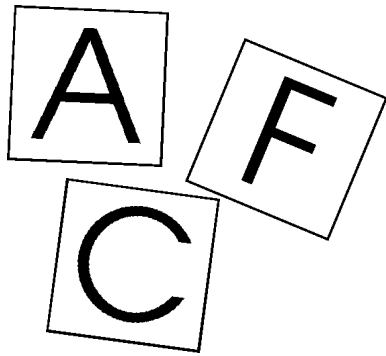
2. Sound Game Pictures by Level

These are the pictures used in the Sound Games. They are laid out by level. Teachers sometimes make larger posters of these pages to use in class for developing phonemic awareness or English vocabulary. To make a poster, print out the page in color. Take it to the nearest Copy Shop and ask them to blow up each half of the page as large as you want. Tape the two halves together and trim the edges; then get the poster laminated.

3. Hall of Fame Certificates

Certificates have portraits of the four Storytellers and display Bonus Blimp points and Power Fountain points. You can print out the Certificate from the *Read, Write & Type!* Hall of Fame after each level is finished. For teachers, if there are too many students finishing at the same time, you can print black & white generic certificates from the Spaceship PRINTABLE MATERIALS ahead of time, copy them, and write in the students' names by hand when they finish. Since they are generic, they will not display points.

4. *Read, Write & Type!* Storytellers by Level

It's fun to have large pictures of the Storytellers by level on a page. They look great, especially if you print on glossy paper. Use the whole page to introduce the Storytellers in a given level, or cut the Storytellers out of the page and use in other ways for decoration or fun.

5. *Read, Write & Type!* Stories

You can print out all 40 of the *Read, Write & Type*! Stories in color or black and white. When children finish a lesson, they can read that lesson's Story to Dad or Grandma.

Clip Art Folder

Storytellers and *Read, Write & Type!* Pictures

Children can copy and paste these graphics into any word processor to illustrate stories or reports.
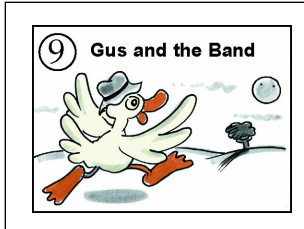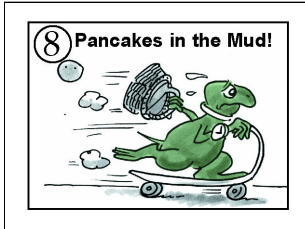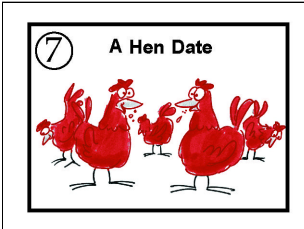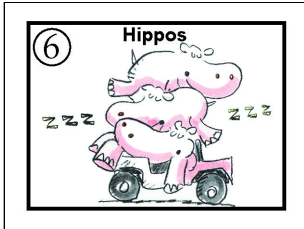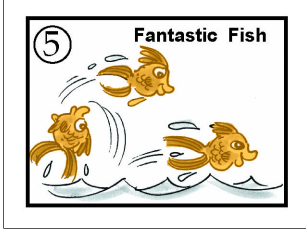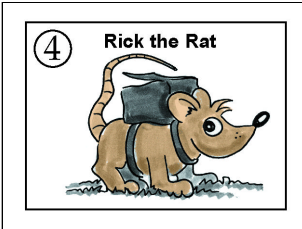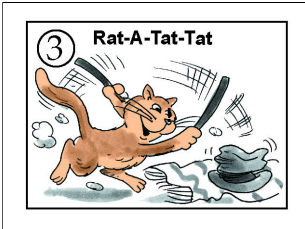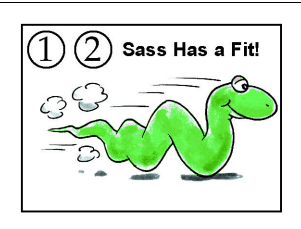
IMPORTANT TIPS:

To print any of the files from the Printable Materials folder, you need to install the provided *Adobe Acrobat Reader* 4.0 for Power Macs and Win 95/98 and 3.0 for all other Macs.

MAC USERS: Double click on the *Acrobat Reader Installer* provided on the Spaceship CD and follow the instructions. Once installed, you can double click on any of the PDF files to open and print.

WINDOWS USERS: Windows users, go to *Start* and choose *Run.* Then locate the *Acrobat Reader* install file on the CD. Follow the steps to load the program. In order to access Clip Art and Printable Materials PDF files, use *Windows Explorer* to locate the files on the *Spaceship Challenge* CD ROM.

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Reading Booklets

Two sets of nine delightful, easy-to-read books for extra reading, each one numbered to indicate the corresponding *Read,Write & Type!* level. The words in the stories are mostly regular (easy to sound-out). Occasional "outlaw words" (because they don't follow the rules) are included because they occur so frequently in everyday reading. They are identified because children may need help with them.

① ② Sass Has a Fit!

③ Rat-A-Tat-Tat

④ Rick the Rat

⑤ Fantastic Fish

⑥ Hippos

⑦ A Hen Date

⑧ Pancakes in the Mud!

⑨ Gus and the Band
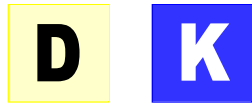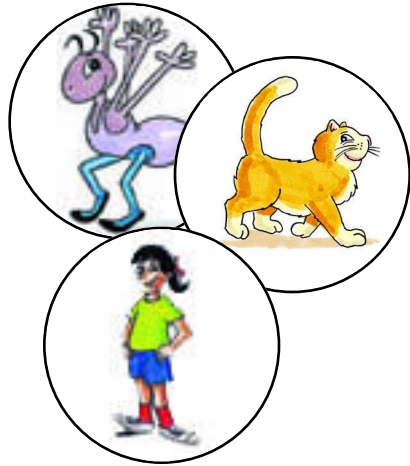
⑩ Jack Tricks a Bat

Activity Book

An easy-to-use flip-book that provides clear instructions for day-to-day use of *Read, Write & Type!* and *Spaceship Challenge*. There are lots of tips for games and activities to help children build skills with sounds, letters, and words.

Supplementary Materials

Stickers

The Storytellers are a concrete way for children to learn letter-sound associations and the location of letters on the keyboard. Storyteller stickers are an exciting reward and are another way to help children remember the names of each character. As children finish each lesson, they can stick the square stickers on the appropriate window of the blank keyboard (My Storytellers) in the back of the Activity Book. They can stick the round stickers on the lesson pages themselves. Or just use them for decoration as they would use any sticker.

Keyboard Cover

Also provided in the *Read, Write & Type! Learning System*, is a flexible, black plastic keyboard cover. Children will learn to type by feel more rapidly if the keyboard is covered. You may want to wait until after children have completed Level 2 to use the cover. Some six-year-olds may not be comfortable typing by feel. If so, just make sure they use the right fingers from the beginning, and save the cover for a review in second grade.

Practice Keyboard

You can work with children very productively before they go to the computer. Follow the WARM-UPS in each of the 40 Lessons. Get children to POWER UP, anchoring their tall fingers to the embossed D and K keys. Ask them to sound out the DICTATION words and chant them aloud together as they type them three times. Ten minutes of WARM-UPS with paper keyboards can save computer time and can be enormously helpful.

Both the Practice Keyboard and the Poster show the Main Home Screen

Wall Poster

32" x 40" full-color poster of the Home Screen, printed on heavy stock, with protective coating. The poster brings the story of the Storytellers and their Houses to life and helps children remember the Storytellers' names and where they "live" on the keyboard.