SPELLING HOME WORK

Version 1.0

Owner Manual

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SPELLING HOME WORK

PROGRAM DESCRIPTION

Spelling Home Work has two modes; Children mode and Teacher mode. Upon program startup, you will be in the Children mode.   To reduce shipping size of "Spelling Home Work", each of the 20 word sound files (wav) are empty.   You will need to go to the eacher mode to create your first lesson and record the words.   The Teacher mode is password controlled and can be accessed by clicking on the **Mode** menu item, and then selecting the **Teacher Mode** option. The password is "winnipeg" and can be changed while in the Teacher mode.   Refer to figure 1   for Teacher mode access.
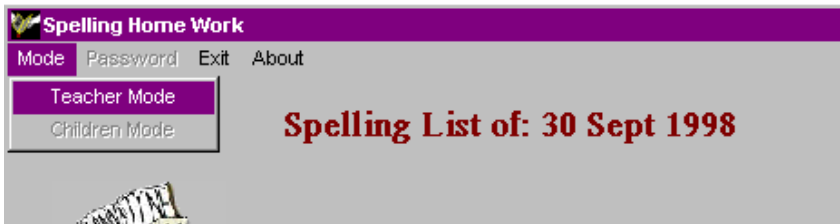
Teacher's mode:
Refer to figure 2 for a sample preview of the Teacher mode.
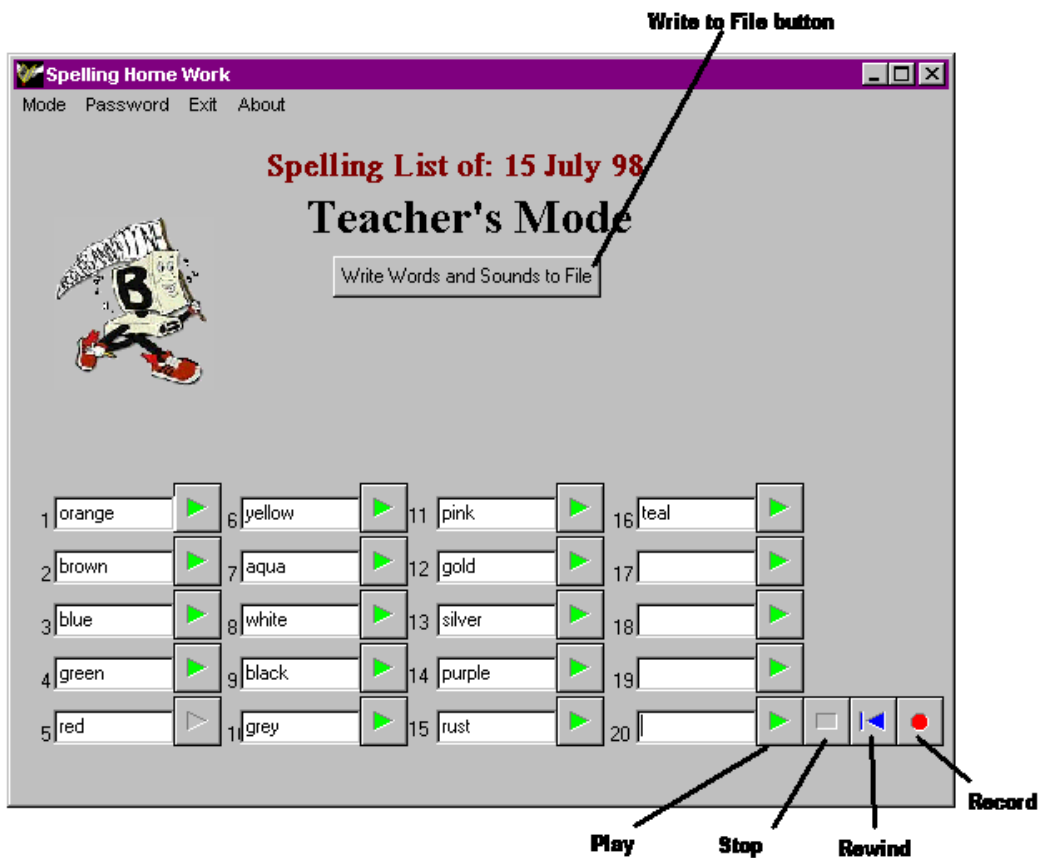
The

Teacher mode allows you to create a spelling list of up to 20 words and record the associated sound.   The **Spelling Home Work** software allows you to record and spell words in any language you wish.   Setting up a new spelling list consists of three simple steps:

Step 1 (write the words):

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Click in each of the 20 small windows and type your words.   Make sure you capitalize the words as they should.   The program is case sensitive; your child will get a wrong answer if he/she spells "Canada" in the Children mode and you spelled "canada" in the Teacher mode.   Using the right case is important when your child is learning to spell and the program has been built accordingly.

Step 2 (record the words):
> When you click on a window, you will see three new buttons appear (from right to left: Record, Rewind, Stop).

➢ Use round red button to record your word.
➢ Use the rectangle button to stop recording.   This button becomes active (red) as soon as you start recording.
➢ Use the rewind button to return to the beginning of a track when recording or playing a sound.

> You may wish to clear a previous sound before recording your new word.   If you   click on the right mouse button, while positioning the mouse on any of the four media player buttons, you will be presented with a list.   Select any of the words in the list to clear its recording.   If you are starting a new lesson, you may wish to clear all of the 20 words by selecting the first entry (clear all words).   See figure 3.
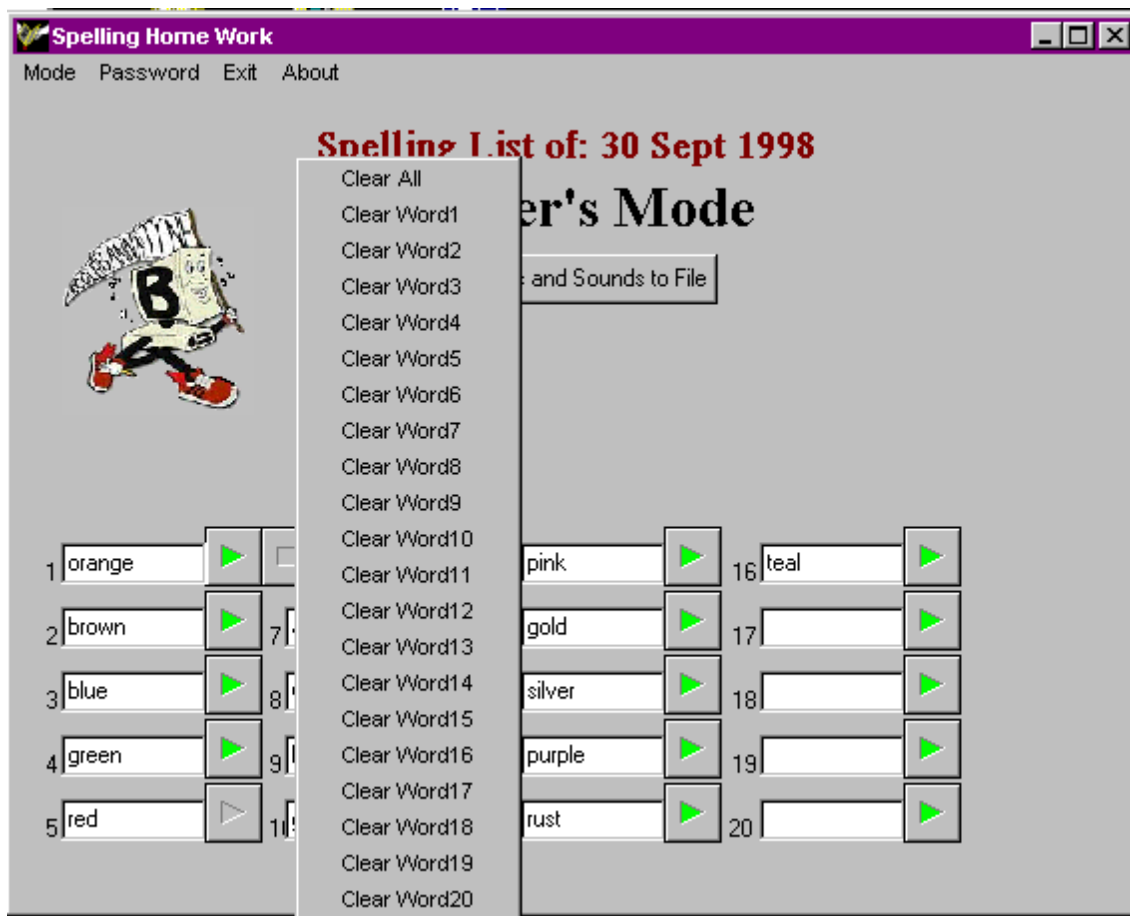
Step 3 (Save your

Figure 3

work):

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Clicking on the **Write words and sounds to file** button will save all your work done in step 1 and 2.   You will be prompted to enter a Homework Date for the lesson.   You can enter the date in any format you wish, it really does not matter.   The date will be shown at the top of the **Spelling Home Work** window when returning to the Children mode (e.g. Spelling List of : 15 July 98).   Once satisfied with your date entry, click on the **Click When Date is OK** button.

At this point you are done creating your lesson; you can either return to the Children mode and test your new words or exit the program.   The Teacher mode also has a password administration feature which allows you to change your password.   Changing your password can be accomplished by clicking on the **Password** keyword on the top menu and then selecting **Change Current Password.**   Note that the ability to change the Teacher password is not available in the Children mode.

To successfully change your password, you must type your new password in both windows presented; i.e. **Enter NEW Password** and **Confirm Password**.   If your passwords do not match, you will be presented with an error message (see figure 4).
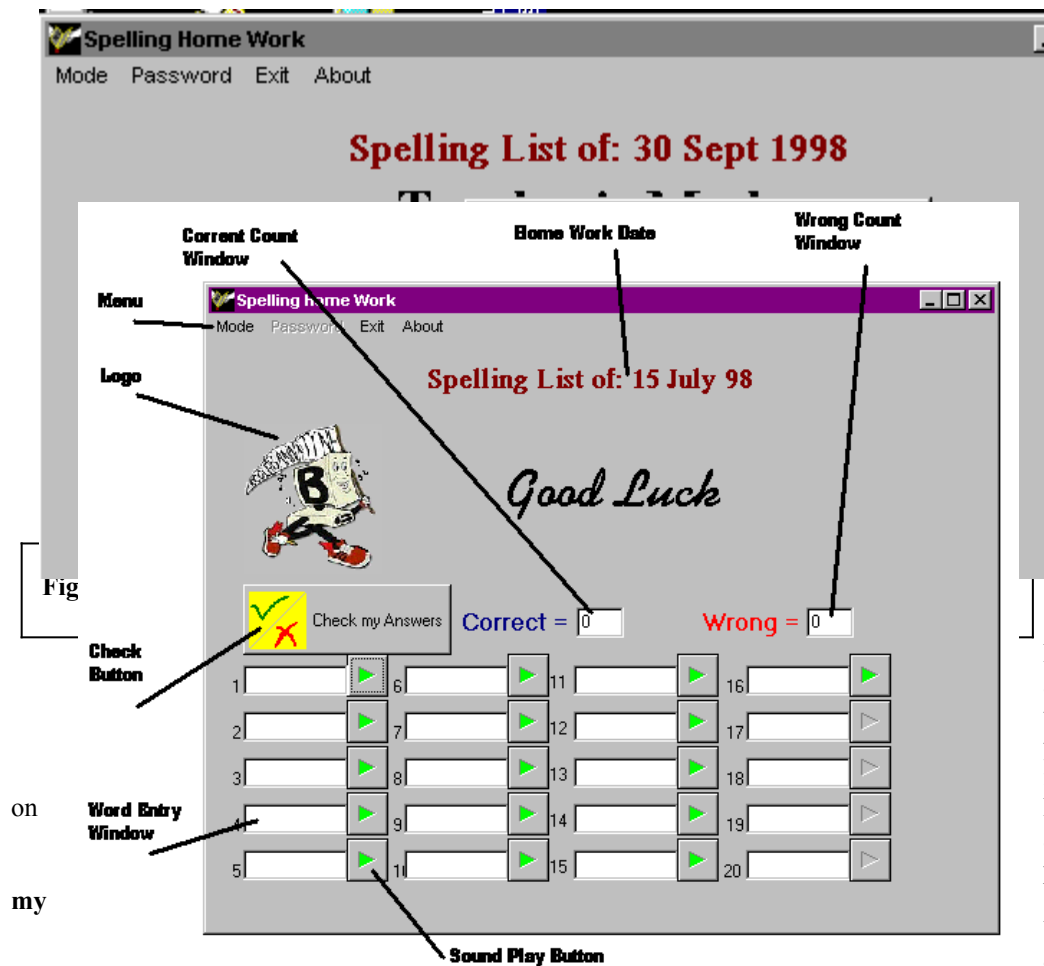
Figure 4

Children's mode:
Refer to figure 5 for a preview of the Children's mode.   To enter the Children mode, click on the **Mode** menu item and select **Children Mode**. This mode allows your child to click on any of the 20 Play buttons to hear a word.   Your child then spells out the word heard in the appropriated window.   The youngster can get immediate feedback his/her spelling accuracy by pressing the **Check answers** button. Your child can enter one, a few, or all words prior to initiating the **Check my answers** process.

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The application has two fields to show the total the number of correct and incorrect words.   Any correct words will also be highlighted in green while misspelled words will show up in red.   The child will also be presented with a "well done" graphic if all the words are right.   Any wrong answers will bring up a "not happy" graphic (see figure 6).   Note that the software allows you to replace these graphics by your own happy/sad graphics… (refer to the Advanced User section).   The child can then correct the wrong words and check their answers again.   That process can be repeated until all the words are correctly spelled.

Any play buttons of color gray, indicate that there are no words associated with the play button.

Figure 6
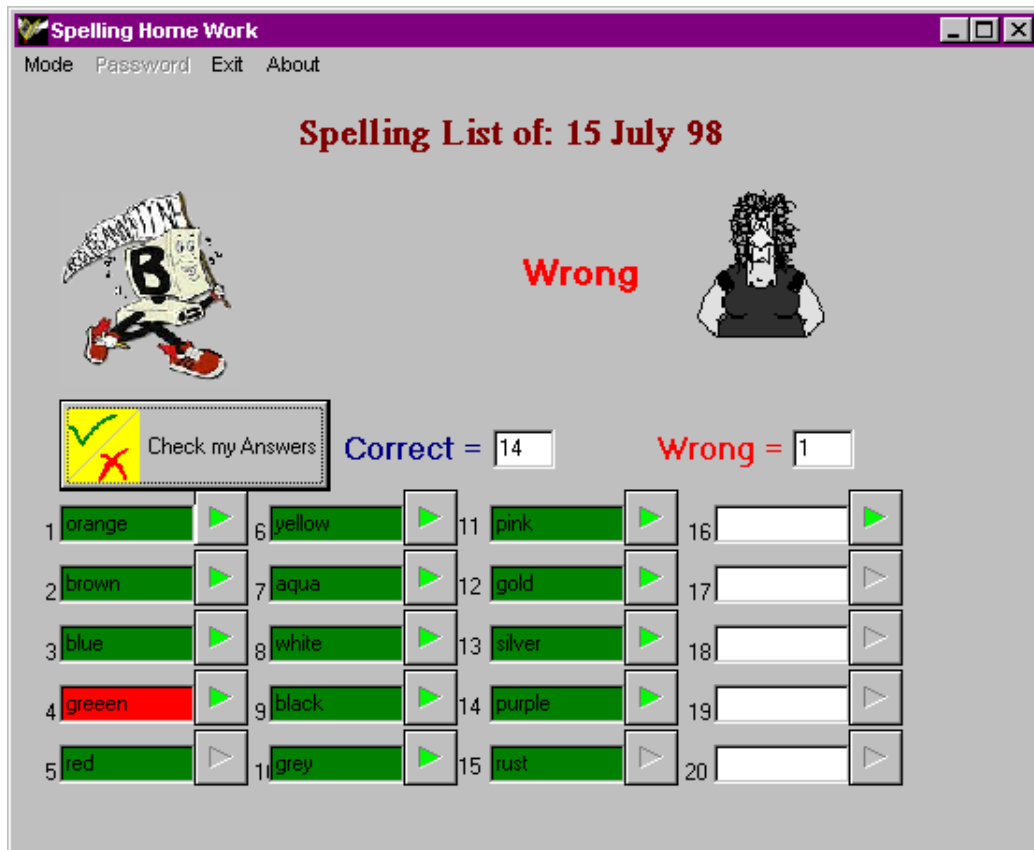
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ADVANCED USER

Features:

Creating a word list using your favorite word processor:

> The **Spelling Home Work** application saves its list of words in to an ASCII text file called "wordlist.txt" located in the "c:\HW" directory.   You can modify this list using Notepad or any word processor (remember to save in a plain text format).   The first entry in the list should be the lesson date.

Customize your program by creating your own graphics and logos:

> The software allows you to personalize your program and replace the existing "wrong" and "correct" graphics by your own graphic.   Each graphic should be 68 pixels wide by 75 pixels height (1.8 cm X 2.0 cm).   You just have to rename your newly created graphics "correct.bmp" and "wrong.bmp" and place them in the "c:\HW" directory.   The same can be done for the logo graphic which resides just above the **Check my answer** button.   The logo is named is "logo.bmp" and has a dimension of: 127 pixels X 152 pixels (3.4 cm X 4.2 cm).   Windows 95 Microsoft Paint can be used to create the graphics.   Use the Image -> Attribute option to save with the correct size.

Creating and saving several lessons:

> You may wish to create and save several lessons in advance.   I was not sure if this feature would be in demand so it was not incorporated in Version 1.0 **of Spelling Home Work**.   This can be accomplished by a simple file/directory manipulation exercise.   First, some basics.   The sound recordings are saved in twenty separate wave files (word1.wav, word2.wav, word3.wav….. word20.wav).   The written words   are saved in a plain ASCII test file labeled "wordlist.txt".   All of the files must be located in the directory where the "homework.exe" program resides (c:\HW).

> Saving a lesson for future use:

➢ Create a lesson as explained in the Teacher Mode.   Make sure you save your work by clicking on the **Write word and sound to file** button.

➢ Exit the application and start Windows 95 Explorer.

➢ Create a sub-directory under "c:\hw" which will be used to store your lesson. (e.g. "C:\hw\ **lesson1**").

➢ Copy the all the "*.wav" , except for "empty.wav", under the newly created directory.   You should have copied twenty files (word1.wav, word2.wav…word20.wav).

➢ Copy the "wordlist.txt" file under the newly created directory.

➢ Et voila… (you're done).

> Restoring a lesson:

➢ Copy all the files under one of the sub-directory (as created above) to the main "c:\hw" directory.   You will probably be prompted "Do you want to replace file…", answer "Yes to all."

Troubleshooting:

1. *A button is greyed out in the Children mode but a sound has been recorded.*
   Go back to the Teacher mode and press the rewind button.

2. *When clicking on the play button, I hear more than one word.*
   While in the Teacher mode, right click on the mouse button while positioning the mouse on any of the media player buttons (play, record, stop, rewind).   Select the word which is giving you a problem.   This will clear the existing sound.   Record your word again.

3. *The application fails to start.*
   Ensure all the required files are in the same directory as the main application (homework.exe).   See the readme.txt file for a list of required files.   Ensure the files do not have a read only attribute set.   To find out about the attribute, start Windows 95 Explorer, select the file, and click on the right mouse button.   Select Properties, using the left mouse button.   Remove the check mark beside the "Read Only" word (if set).

4. *Can't remember your password!*
   If you have changed your password and can't remember what it is, don't despair.   The password is contained in a file called "pwdfile" located in the c:\HW directory.   Just replace the existing "pwdfile" file with the one which came with the original diskette and your password will default back to "winnipeg".   For the hackers out there, deleting the "pwdfile" file will not reset the password to a null value.   The "pwdfile"   file is required for the program to start and it's content is encrypted.

The End