# Alphabet for Adults

Developed By
**Michael Giamo**
**Drexel University**

*intellimation*

LIBRARY FOR THE MACINTOSH

# Alphabet for Adults

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**Drexel University**

Intellimation
P.O. Box 1922
130 Cremona Drive
Santa Barbara, CA 93116-1922

(805) 685-2100

# Alphabet for Adults at a Glance

## Program Description

Alphabets for Adults is a HyperCard stack designed to teach letter recognition, alphabetic order, and letter pronunciation to adult literacy students, though it is appropriate for learners of any age.

- Each letter of the alphabet is presented and named, and a word beginning with the letter is printed on the screen, spoken, and represented graphically.
- Extensive graphics and digitized voice give direction and guide pronunciation.
- Entertaining and motivational visuals and sound effects are used without patronizing the student.

## System Requirements

| | |
|---|---|
| **Minimum Memory** | 1Mb |
| **Suggested System** | Version 6.05 |
| **Other Requirements** | HyperCard 1.2.2 |

## Using this Program

Everything that you will need to know in order to operate this program is described in the following documentation. Please turn the page to begin.

# *Overview of Alphabet For Adults*

## What you need to get started

A Macintosh Plus or Macintosh SE; and one external drive; one HyperCard start-up disk (consisting of the Macintosh System Folder, the HyperCard Stack, and the Home Stack).

This program is designed to aid in the development of character recognition skills related to the letters of the alphabet. Digitized voice instructions and the names of the letters will automatically be spoken to help the individual with no (or few) reading skills move through this program easily and without being intimidated.

The computer you are using is a Macintosh. The box on the right of this machine (with the cord attached to it) is called a **mouse.** The mouse has a button on top that you **click** to activate parts of the program you are using. As you slide the mouse around on a flat surface, the **cursor** (which appears as a **hand** in **Alphabet For Adults**) moves along with it. For things to happen in **Alphabet For Adults**, this cursor (the hand) must be placed over **buttons** on the screen and the mouse button pressed (clicked). The buttons on the screen usually appear in boxes and are highlighted when you click on them.

This instructional program uses printed words, sound, and graphics to motivate the learner and reinforce the learning process.

## Basic Instructions For Starting Up a Macintosh Plus Computer and the Alphabet For Adults Program

- Turn on the computer (switch in back on left side).

- Insert **Startup Disk** into the slot on the front of the computer (label side up and silver part pointed towards the computer).

- The computer will start "booting".

- Insert **Alphabet for Adults** into the external disk drive.

- The computer will begin to read the program. After it has stopped, the screen will appear as follows: *

File   Edit   View   Special

**Alphabet Disk**

1 item            783K in disk            2K available

Alphabet

Startup Disk

Alphabet Disk

Trash
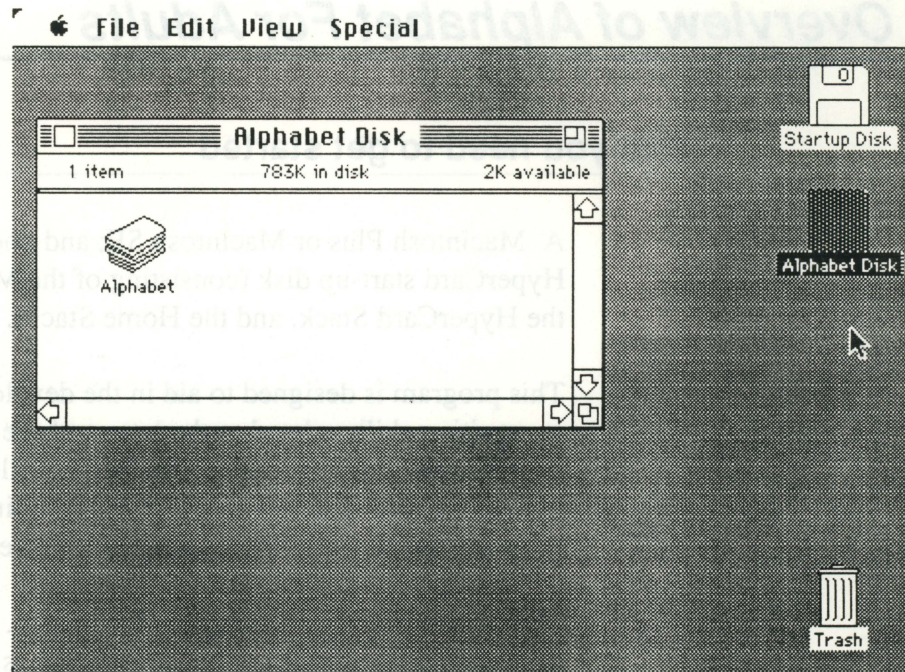
- NOTE: If the screen just has two disk icons on it, then click two times with the arrow cursor over the **Alphabet for Adults** icon to open the window so your screen will look like the one pictured above.

- Move the arrow that will appear over the disk picture, hold the mouse button down and drag it over the trash can until the trash can highlights. Release the mouse button. The disk will be ejected. Insert the disk labeled **Alphabet For Adults**. A picture of this disk will appear. Find the program **Alphabet** in the "window" that will appear on the screen. Double-click with the arrow cursor over the **Alphabet** icon to start the program. You will have to switch between the **Startup Disk** and the **Alphabet For Adults** disks several times until you reach the program.

At the top of the next page is the first screen (after the title screen) that will appear in **Alphabet For Adults**. At this point the user may quit (by clicking on the quit button) or proceed by clicking one of the other buttons. Clicking a letter button will take the user to that letter card. The program will continue from that letter through the rest of the alphabet. After 'z', the program will come back to this screen. Ed: the user clicks on the 'a' button. The program takes the user to the 'a' card. From this point they will go through the entire alphabet. However, at the end of each lesson for each letter the student will have the opportunity to return to this screen. Thus, individual letters may be worked on selectively and out of sequence.
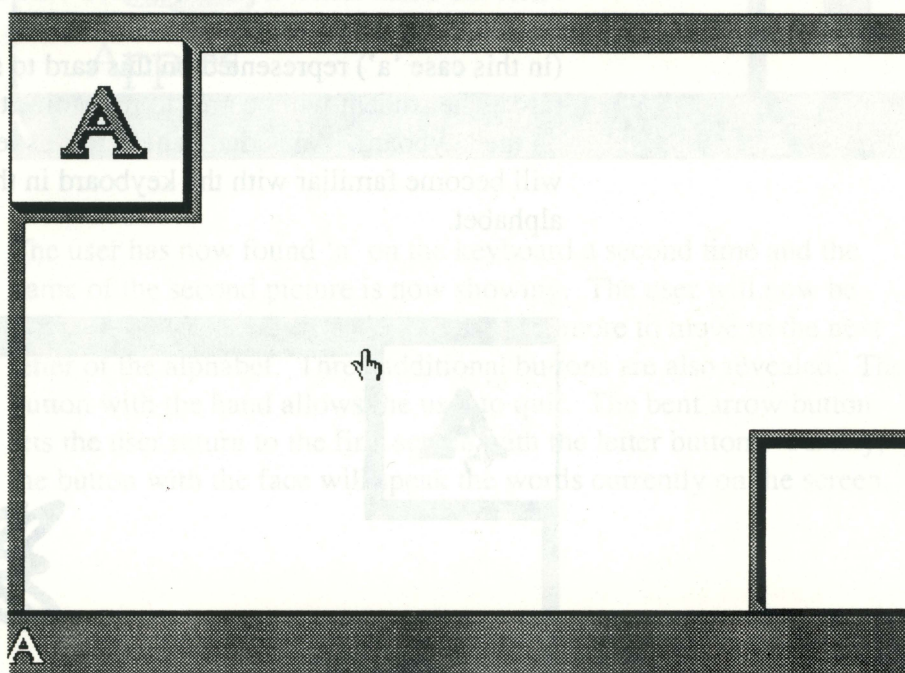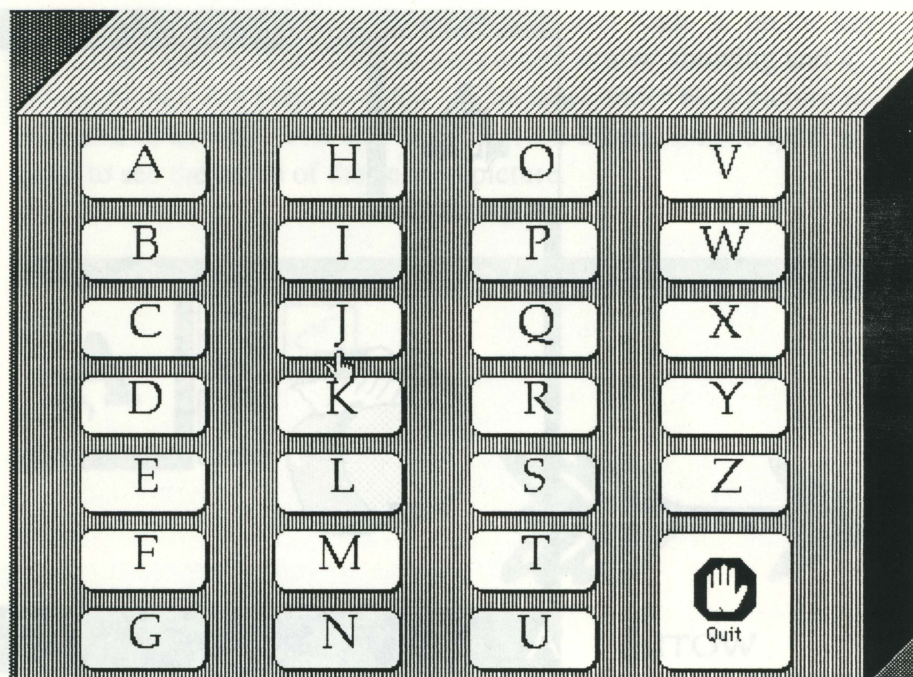
This is what a typical letter card looks like when the user first comes to it. Vocal instructions will be given to click on the letter 'A' in the top left corner.

After the 'A' in the top left corner is clicked, there will be some brief animation which will add the small letter 'a' to the screen.
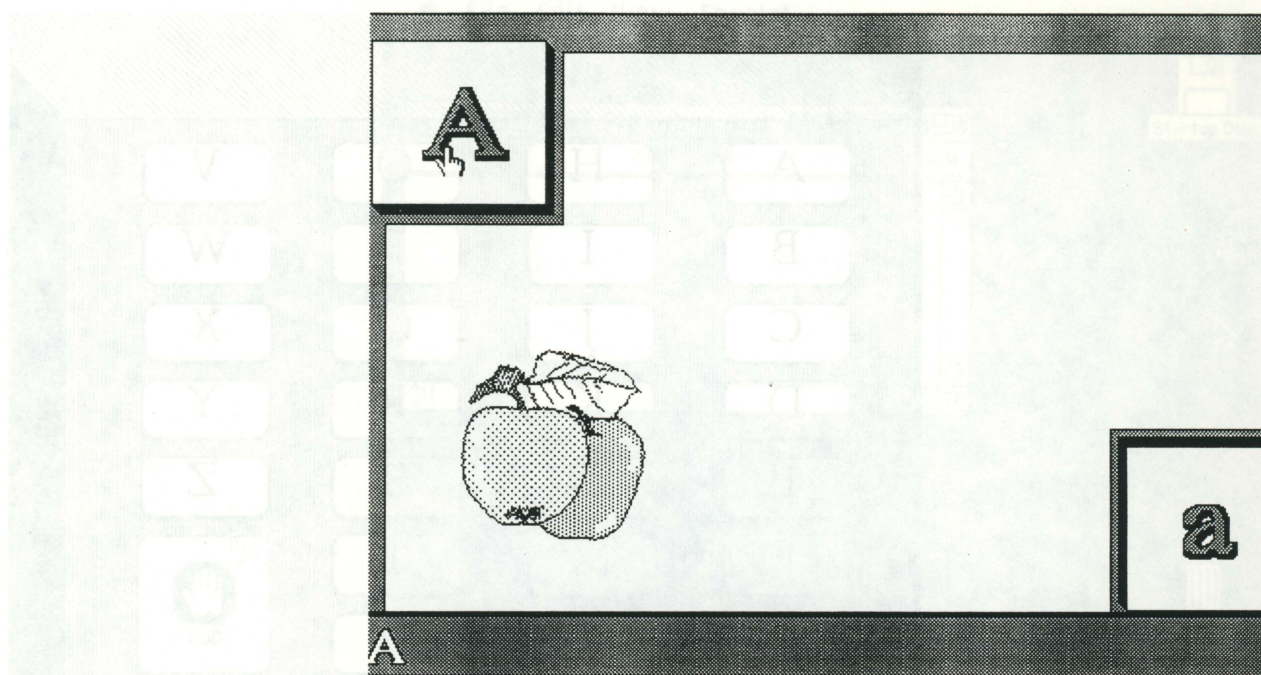
After the small letter 'a' is introduced onto the screen, it will look like the screen pictured above. The user will be instructed to type the letter (in this case 'a') represented on this card to see the name of the picture. The student will be able to recognize the letter on the screen and on the keyboard. An added benefit to this technique is that the student will become familiar with the keyboard in the process of learning the alphabet.
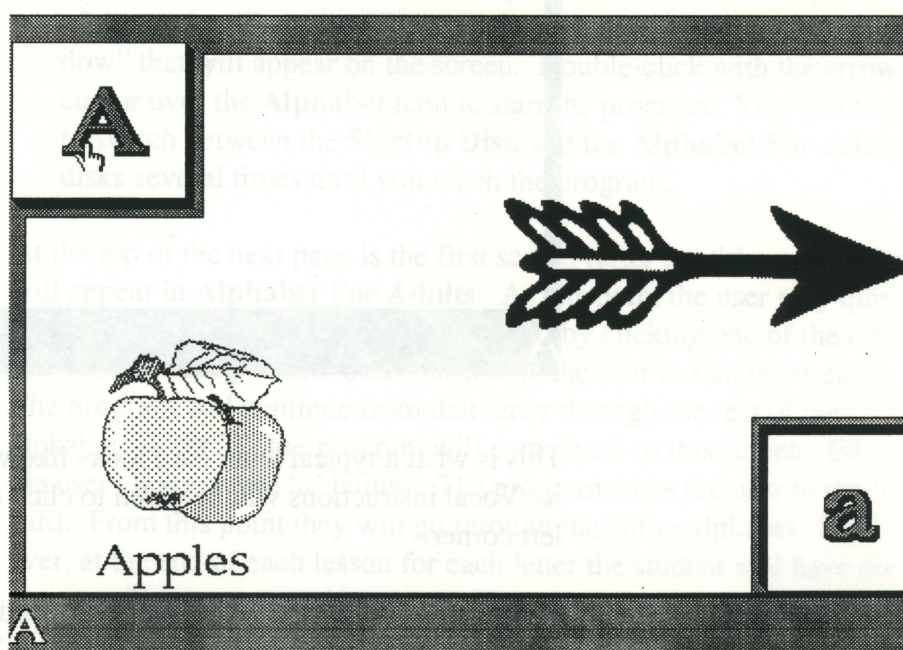
This is the way the screen appears after the user finds 'a' on the keyboard and types it. The name of the picture is now showing and a second picture has been revealed. The label under each picture is pronounced as well. The user will be given instructions to type 'a' again to see the name of the second picture.



Arrow

Apples
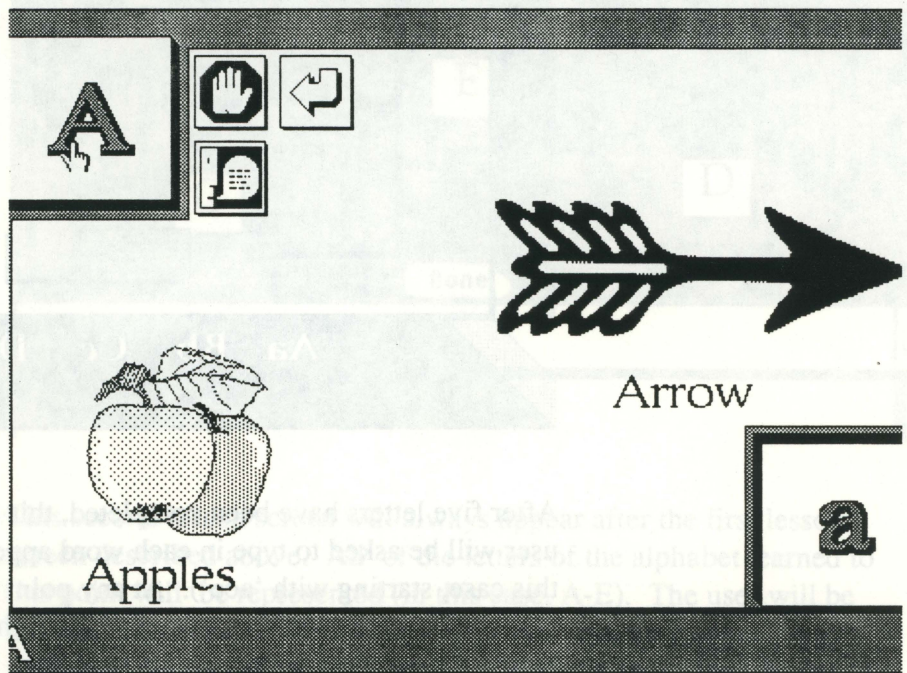
The user has now found 'a' on the keyboard a second time and the name of the second picture is now showing. The user will now be instructed to find 'a' on the keyboard once more to move to the next letter of the alphabet. Three additional buttons are also revealed. The button with the hand allows the user to quit. The bent arrow button lets the user return to the first screen with the letter buttons. Finally, the button with the face will speak the words currently on the screen.

Aa  Bb  Cc  Dd  Ee

ace    be    cab    dad    ebb

Aa  Bb  Cc  Dd  Ee
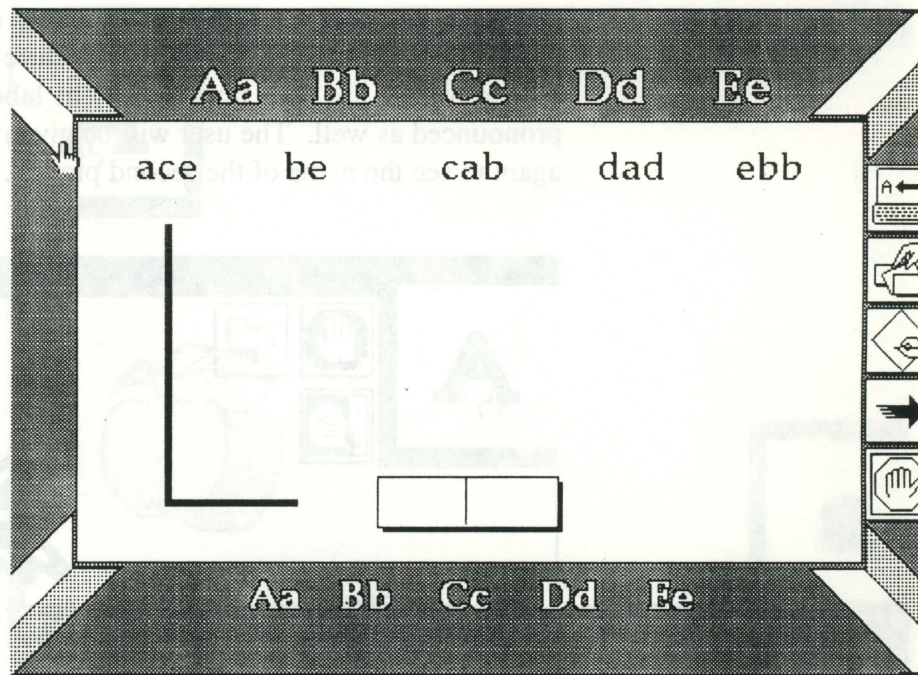
After five letters have been completed, this card will come up. The user will be asked to type in each word appearing along the top row (in this case, starting with 'ace'). At any point during this exercise, the user may click one of the buttons at the right. As usual, the hand button allows the user to quit the program. The arrow button takes them to the next card. The blank application button starts this lesson over. The button with the hand reaching in and pulling out a card will take the user to the first letter of the current set of five letters being learned and start them over (in this case, to the 'a' card). Finally, the top button will take them back to the first card, which contains all of the letter choices.

This second lesson screen will always appear after the first lesson screen described above.  All  of the letters of the alphabet learned to this point will  be represented (in this case, A-E).  The user will be instructed to click on the letters in the order that they appear in the alphabet.  When a letter is clicked, it will move down into the white area at the bottom of the screen.  Letters will be placed one after another.  After they are finished, they click the 'done' button and the program tallies up the letters in the right place and gives the user a score.  The incorrect letters move back to their original spot at which point the user can try to place the remaining letters in their correct spot in the alphabet.  At any point the user may click the left arrow button to go back to the previous lesson or click the right arrow button to move to the first letter of the next set of letters (in this case 'F').

# *Also available from Intellimation*
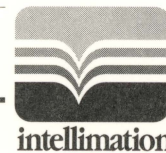
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### *Library for the Macintosh*
*Intellimation's Library for the Macintosh* in it's first year, represents the finest in low-cost educator developed educational software products for the Macintosh. Our goal is to provide the largest, most comprehensive and highest quality educational software line available. Watch for our premier line of multimedia and CD-ROM products in upcoming catalogs.

### *Annenberg/CPB Collection*
Established in 1981, the *Annenberg/CPB Collection* consists of over 30 video and audio series which cover the Humanities, Sciences and Mathematics. This award winning collection of video and audio programming have aired on PBS and cable stations across the country and can be purchased for pleasure viewing or for college credit.

### *Japanese Language–CALL (Computer Accelerated Language Learning)*
The *CALL Education Project* was established by Nippon Television Cultural Society (NTVCS) in 1984 to provide universities, businesses and governments with effective Japanese Language Learning materials using computers, videodiscs and other advanced technology. The product line called *Interactive Japanese* will feature two products, *Understanding Written Japanese (UWJ)* for the Macintosh, and *Understanding Spoken Japanese (USJ)*, and will be available by Fall 1990.

### *Environmental Resources Collection*
The Environmental Resources Collection meets the growing need for excellent environmental educational materials that are well integrated into school curriculums. The collection provides educators with an invaluable array of environmental educational resources for all levels: activities, lesson plans, guides and resources. The goal of the Environmental Resources Collection is to show students why they should care enough to learn, learn enough to know, and know enough to act.

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We are determined to give you the best possible service! Please help us by taking a few moments to complete and mail this card today.

Grade our service on a scale of 1-5 (1 representing the best possible service)

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   ___ Helpful, cheerful, and courteous
   ___ Knowledgeable
   ___ Responsive
   ___ Accurate

2. Were you satisfied with the product quality?
   ___ Informational literature      ___ Audio
   ___ Software                      ___ CD-ROM
   ___ Documentation                 ___ Interactive
   ___ Video/Videodisc               ___ Text/Print Mat.

3. How efficient is our delivery system? (Check One)
   ❑ Fast        ❑ Slower than expected.
   ❑ Error free
   ❑ Order received in good condition

4. Was our 800 number easily accessible?
   ❑ Simple to understand and use

5. Compared with other companies you deal with, how do we rate?

   _____

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   _____

7. Additional compliments or complaints are welcome:

   _____

   _____

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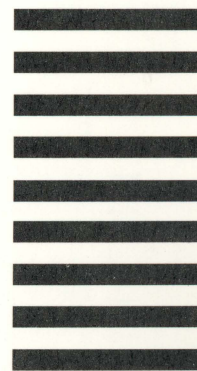   ❑ Library for the Macintosh
   ❑ Annenberg/CPB Collection
   ❑ CALL (Japanese Language)
   ❑ Environmental Resources Collection

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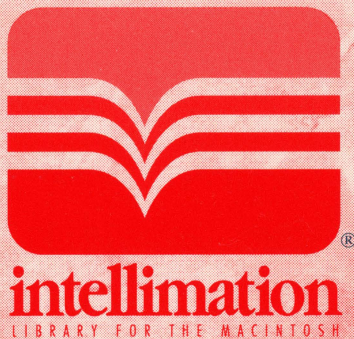
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