Reading Mansion™

for Macintosh® and Windows™ CD-ROM

Including *Custom Mansion*™

Beginning Reading Skills

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Introduction

Welcome to Reading Mansion

Reading Mansion is an exciting scavenger hunt through 50 mansions where students increase reading skills with tutorials and fun reading activities. While exploring, students learn reading concepts like phonics, sounds in words and sentence skills. *Reading Mansion* includes 50 mansions that become progressively more complex as a student plays. These mansions and delightful characters engage students and lead them to interesting reading activities that help them enjoy learning to read.

As a student succeeds, the reading level of the activities increases. *Reading Mansion* **tracks each student's progress** through the reading activities and keeps statistics automatically. They are always available for review by teachers, students and parents.

Curricula for Reading Mansion

Reading Mansion was developed by Great Wave Software in response to requests from teachers and parents who asked us to improve and expand the reading curriculum in *ReadingMaze*. We began to develop the curriculum for *Reading Mansion* by studying national, state and local Language Arts standards and curriculum guides.

Reading Mansion is appropriate for children in a classroom setting or at home. It includes over 300 pictured words, over 2000 spoken vocabulary words and covers more than 25 skills and concepts, including phonics, word skills, sentence mastery and following directions. There are eight prepared curricula. In addition, there are curricula labeled "Empty Curriculum" where teachers, schools or districts may create their own curricula. A variety of activities give students almost unlimited opportunities to read new words, try new skills and learn new reading concepts.

Reading Mansion can be customized to meet the needs of a specific student or curriculum. Teachers (and parents) can use the *Custom Mansion* application (included on the CD) to define student options and place students appropriately in the curricula. Teachers (and parents) may also modify or add levels of learning or create new curricula.

About This Manual

This *Reading Mansion* manual contains information for teachers or parents to help students explore the mansions and complete the reading activities. It gives teachers and parents directions for installing, playing and customizing *Reading Mansion*. It denotes distinctions between Macintosh and Windows versions only when differences exist. Screen shots in this manual are from the Macintosh version. The Windows version screens may differ slightly.

Quick Start
This chapter gets the reader off to a fast start. It offers installation procedures, an overview of how *Reading Mansion* works, and briefly explains the tools young readers will use. Suggestions for teachers and parents are also included.

How to Play the Game
This chapter explains how to move through the mansions, use special objects, answer the problems, view the statistics, change levels of learning and quit the program.

Custom Mansion
This chapter explains how to enter and remove student names and set options for each student. It also explains how teachers or parents can select a curriculum and a level of learning within that curriculum.

Customize the Curricula
This chapter helps teachers and parents get the most out of *Reading Mansion*. It explains how to add, design, delete, or edit the levels of learning and customize a student's curriculum.

Appendix
The appendix has a list of *Reading Mansion* Activities and a list *Reading Mansion* Concepts.

Chapter 1
Quick Start

Installation

> Please send in the registration card to receive information
> about updates and other user information. Suggestion:
> Complete the registration card during the installation of
> *Reading Mansion*.

For Macintosh Systems:

1. Insert the CD-ROM in your drive, double-click on the CD icon to open it, then double-click on the *Reading Mansion Installer* icon.

2. If you select the Install button it will install everything you need to run the *Reading Mansion* product including the *Custom Mansion* utility. Great Wave Software suggests moving the utility to another folder as it allows modification of student and curriculum files. Select the Custom button to install portions of the product, such as the *Reading Mansion* program only or *Custom Mansion* only.

3. A window will ask for the name of the folder in which to place *Reading Mansion*. Indicate the folder where you would like to install *Reading Mansion*.

4. The Installer installs only some parts of the program on the hard disk. You still must have the CD-ROM in the drive in order to use *Reading Mansion* or *Custom Mansion*.

For Windows Systems:

For Windows 3.1 follow the steps below:

1. If Windows is not already running, at the DOS prompt, type **WIN** and press ENTER to launch Windows. If Windows is already running, close all open applications so only the Program Manager is running.

2. Insert the *Reading Mansion* CD into the CD-ROM drive.

3. From the File Menu, Choose Run. (Or hold down the ALT key, and press the F key, then the R key.)

4. On the command line, type **D:SETUP**. (If the CD-ROM is not drive D, replace D with the appropriate letter). Press ENTER.

    Note for Windows 3.1: The setup program creates a program group named "Great Wave" in which the Reading Mansion *and optional* Custom Mansion *icons are placed.*

For Windows '95 follow the steps below:

1. Insert the *Reading Mansion* CD into your CD-ROM drive.

2. If your computer is configured to AutoPlay CDs, press the Install button when the *Reading Mansion* screen comes up.

    Otherwise, from the Start menu, choose Run, then on the Command Line, type **D:Setup**. (If your CD-ROM drive is not drive D, replace D with the letter of the drive.) Press ENTER.

    Note for Windows '95:   The setup program creates a group named "Great Wave" in the program section of the Start button in which the Reading Mansion *and optional* Custom Mansion *icons are placed.*

For both Windows 3.1 and Windows '95, finish installation by following the instructions for completing installation. **During the Setup program you may select options as follows: Continue to proceed with the installation, Exit to terminate the installation, Help to get on-line help, Back to return to the previous installation dialog box or Cancel to cancel the Setup program.** The Installer installs only some parts of the program on the hard disk. You still must have the CD-ROM in the drive in order to use *Reading Mansion* or *Custom Mansion.*

Getting Started

- To get started, select the *Reading Mansion* icon. On Windows '95 or later, if your computer is configured to AutoPlay CD, press **Run**.

- A student list shows on the screen. If your name is in the list, select it and press **OK** to start the program.

- For new students, click New Student to add a student name. A dialog box asks for a student name and password. Another dialog box appears for you to set an initial curriculum. Select the most appropriate curriculum from the radio buttons on the right. The first level of learning in that curriculum is automatically selected. Choose a different level of learning, if desired.

- Students explore the mansion searching for items in a word list by looking in the rooms of the mansion, by using special objects, and by following the hints and suggestions given by characters.

- Students move through the mansion by clicking on doors or arrows in the current room in the mansion, or by clicking on the adjoining rooms in the overhead map.

- Students complete the tutorials and activities as directed.

- After a student finds all of the items in a mansion, a reward screen will show the Art Gallery, where the completed mansions are displayed.

- Parents or teachers can change curricula and/or levels of learning within a curriculum during a game. See page 19 for the shortcut.

For more detailed information, read the next chapter, "How to Play the Game." Teachers or parents can manage student records in *Custom Mansion*. Chapter 3, *"Custom Mansion,"* explains how to enter and remove student names and set levels and options for each student. Teachers or parents can customize the curricula and options of *Reading Mansion* to fit student's special needs. See Chapter 4, "Customize the Curricula," which helps teachers or parents to customize *Reading Mansion* for any student.

Using Reading Mansion at Home:

A Message for Parents

Reading Mansion is an exciting program designed to inspire children to enjoy reading. Characters guide children through reading tutorials and activities to make reading fun and introduce students to new reading and phonics skills.

Parents can enhance their children's reading enjoyment by participating on an appropriate level. Certificates can be printed when children complete levels of learning. Display the certificates to help your child enjoy their accomplishments. Parental interest encourages learning!

Using Reading Mansion at School:

A Message for Teachers

Educators know that when students can be drawn into enjoyable reading, they develop a love for reading. The delightful mansions, characters, tutorials and reading activities in *Reading Mansion* help students concentrate on phonics, word skills, sentence mastery, and following directions, while they enjoy playing the game.

The language arts curriculum of *Reading Mansion* includes different activities designed for a range of learning styles and grade levels. These activities give students experience with over 25 skills and concepts of early reading. *Reading Mansion* offers a balanced reading curriculum that is ideal to support or supplement a language arts curriculum at school or home.

Tutorials and activities guide readers in skills listed below:

- Early learning (picture and letter recognition)

- Letter phonics (single letters, blends, digraphs, vowel sounds)

- Sounds in words (consonant sounds, beginning, middle, ending and rhyming sounds, long and short vowel sounds, other vowel sounds)

- Word skills (contractions, open syllable long vowel sounds, synonyms and antonyms, alphabetization, syllables, and vocabulary)

- Sentence skills (plurals, complete and incomplete sentences, following directions, mixed-up sentences, and true and false sentences)

Reading Mansion invites students to explore an imaginative mansion that becomes progressively more complex at the completion of each game. Students can use special objects which add to the fun and help them move through a mansion.

> **If more than one copy of *Reading Mansion* is needed at a time (i.e., more than one computer running the program at the same time), please contact Great Wave Software regarding site licensing or lab pack pricing at 1-800-423-1144.**

Multiple Class Files

Teachers may set up several classes with separate student documents for each class. If there are fewer than 50 students, use the default configuration to start the program. If there are more than 50 students, or if different program options are needed for various groups of students, set up a different document for each class (or group) as follows:

For Macintosh:

1. For each class, duplicate the "Mansion Students" document and rename it with the class name.

2. Move the "Mansion Students" document to another location on your hard drive or rename it something like, "Original Students" or "Empty Students."

3. Use *Custom Mansion* to add students and set class options for each class file. Instruct students to open their class file to start the program.

4. To change classes, restart the program.

For Windows:

1. For each new class, copy and rename the "Mansion.scl" file, giving the new files an "scl" extension. For example, "Mitchell.scl," "MrDan.scl," "GroupA.scl."

2. Rename the original "Mansion.scl" file. We suggest you name it "Original.scl."

3. Use *Custom Mansion* to add students and set class options for each class file.

    Note: Windows '95 and later users can use long file names, but the file names should still end in ".scl."
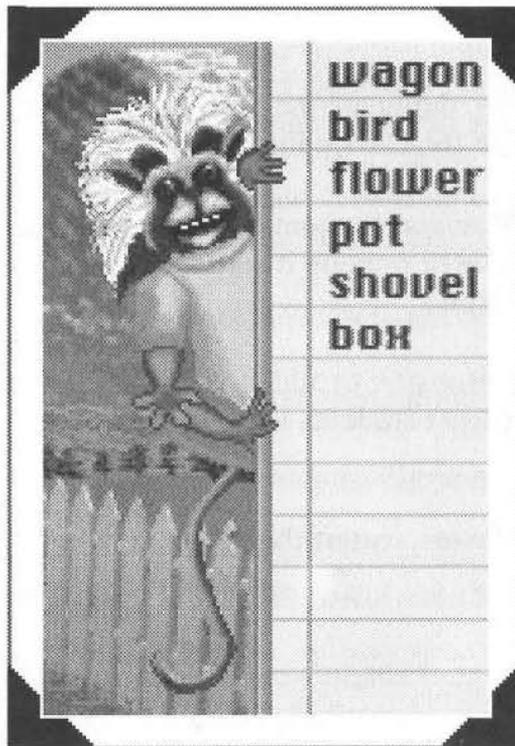
Chapter 2

How to Play the Game

This chapter teaches you how to use *Reading Mansion* by guiding you step by step through a beginning mansion. This tutorial describes how to:

- Sign on to play the game

- Move through the mansion

- Use special objects

- Complete the reading activities

- View the Control Screen

- View the statistics

- Quit the program

Sign on to Play the Game Teachers or parents should

initially start the program with students to see that students get full value of the product by selecting an appropriate curriculum. To open *Reading Mansion*, double-click on the *Reading Mansion* icon. For Windows 3.1, the *Reading Mansion* icon is located within the "Great Wave" program group in the Program Manager. For Windows '95, a shortcut to *Reading Mansion* is placed in the Start button menu under "Great Wave." An opening sequence and credits will appear on the screen.

Click "New Student," if this is the first time you have played or you wish to add a new student. Students who are already signed on can start the program by selecting their own names in the student list. They will then resume a search through a mansion that is already in progress.

Enter a new student by clicking "New Student" and typing the name in the dialog box. The use of a password is optional. Even if you enter a password, it will not be required unless the "Require Passwords" option is set in *Custom Mansion.*

Options for Younger Students may be set at this point for individual students. Select "Do Not Move Bubbles in Activities" to allow answer selections that normally move in some of the activities to remain stationary on the screen. Select "Camera Always Available" to allow students to always have the camera to help them locate items in the mansion. Select "Do Not Invite Badger (Avoidance Character)" to disable the Badger. In more complex mansions the Badger will occasionally surprise you and move you to another room, unless this option is selected. Click OK.

A "Please Select a Level of Learning" dialog box appears for setting an appropriate curriculum. Select the most appropriate curriculum from the radio buttons on the right. The first level of learning within that curriculum is automatically selected. Choose a different level, if desired. Read more information about setting a curriculum in *Reading Mansion,* in Chapter 4, "Customize the Curriculum." When you have finished selecting an appropriate curriculum, click OK to start the game.

Please Select a Level of Learning

Levels of Learning

Levels of Learning		
1:Let. Recog.: Consonant Names	○ Pre-Kindergarten	○ Empty Curriculum
2:Let. Recog.: Cons. Mastery	○ Kindergarten Part 1	○ Empty Curriculum
3:Let. Recog.: Vowel Names	● Kindergarten Part 2	○ Empty Curriculum
4:Let. Recog.: Vowel Mastery		
5:Let. Recog.: All Letter Names	○ 1st Grade Part 1	○ Empty Curriculum
6:Let. Recog.: All Letter Mastery		
7:Single Con.: P. c/d/m/n/s/t	○ 1st Grade Part 2	○ Empty Curriculum
8:Single Con.: M. c/d/m/n/s/t	○ 2nd Grade Part 1	○ Empty Curriculum
9:Begin Cons.: P. c/d/m/n/s/t		
10:Begin Cons.: M. c/d/m/n/s/t	○ 2nd Grade Part 2	○ Empty Curriculum
11:Single Con.: P. b/f/g/h/j/k/l	○ 3rd Grade	○ Empty Curriculum
12:Single Con.: M. b/f/g/h/j/k/l		
13:Begin Cons.: P. b/f/g/h/j/k/l	○ Empty Curriculum	○ Empty Curriculum
14:Begin Cons.: M. b/f/g/h/j/k/l	○ Empty Curriculum	○ Empty Curriculum
15:Single Con.: P. p/q/r/v/w/x/y/z		

Selected Level Description

Practice matching the sound of letters to the letters - c/d/m/n/s/t, with tutorial.

Curriculum Description

Learning single letter names and sounds.

☑ Allow Automatic Advancement   [Cancel]   [OK]

Figure 1
Select a Level of Learning

Move Through the Mansion

As the program opens, Cleo Cat greets you and explains the game.

- A list of items you must find in the mansion is displayed in a panel in the upper right corner of the screen. At any time, you may hear the computer speak a word by clicking on it.

- The current room shows in the center of the screen. There are one or more doors that you can choose to enter the mansion.

- As Cleo explains, a map of the current mansion appears in the upper left corner of the screen. The room that you are currently in is highlighted in yellow. A red dot indicates Cleo's position.

Your goal is to search through the mansion collecting the items on the list. You can move between rooms in two possible ways: click on the doors and arrows in the current room, or click on an adjacent room on the map.

Figure 2
Current Room

If you place your cursor in the current room, doors that can take you to the next room will highlight when you point on them. If a door is not visible, it will be indicated by an arrow. When you point to an arrow or a door, the room to which the doorway leads will become highlighted on the map. Conversely, if you point to an adjacent room on the map, the door or arrow in the current room that leads to that room will also become highlighted.

If you point to items or characters in a room they will become highlighted. Click on a highlighted item to see its name and hear it pronounced. Click on a character to get more directions.

To collect the items, do the following:

1. Look at the items in the word list.

2. If an item on the list is in the current room, click on it. A reading activity appears on the screen. If you need help completing an activity, Melanie Moth will give you more information or tell you what to do. After you complete the activity, a check mark will mark the item in the word list and the item will disappear from the room.

    Note: Color names are shown as eggs in the word list. For example, you will look for a yellow egg in a room when you see "yellow egg" in the word list.

3. If no listed item is in the room, move to another room in the mansion.

Special objects help you find the items or move around the mansion, such as the camera, or ladder. See the descriptions of all special objects on page 14.

The more advanced mansions have additional features, such as dark rooms or multiple floors, to add to the fun and to challenge students. You can use staircases to move up or down one floor. (Move to the room containing the staircase, move up or down, then move to the room you want.) Some mansions have ladders which allow you to move directly to a room that is not adjacent to the room you are in. You may collect a ladder, then later click on it, which will take you to the attic. From there, you may select any room in the mansion to enter. If the mansion has multiple floors, you may select the floor from the attic, then the room where you want to move.

Some of the mansions may have secret passages. Some rooms are only available through a secret passage. Secret passages may be hidden as normal items but take you to another room somewhere else in the mansion. You can return to the original room by clicking on the item that transported you into the new room. The secret is to remember which items connect which rooms while you are in that mansion.

> *Note: Mansion levels are not customizable, except to specify a mansion number for a student who has played the game on another computer or to reenter a student whose records were deleted or lost. See page 23 for more information.*

Characters

Many delightful characters appear in the mansions, like Henrietta Hippo, Zoe Zebra and Squirmy the Worm. They may give hints about where to find an item. Characters' locations are shown on the map by a dot. For example, a red dot shows Cleo Cat's location on the porch. Marvin Monkey and Cleo Cat explain all of the special objects.

In the easier mansions, characters will stay in one room and can give you hints about where to find items. Some characters may move around and have an item you need. In more complex mansions, they may move around with an item and avoid you. Some of the most complex mansions include a Badger who can surprise you and move you to another room. The Badger will become more of a challenge in the more complex mansions.

> *Note: Great Wave Software has carefully designed the product so that most of the time students can continue interacting with* Reading Mansion *while characters are talking. However, if parents or teachers have heard a character's explanation before and wish to move forward in the mansion, press the "S" key, which stands for "**Stop Speaking.**" This does not work to stop Melanie Moth's instructions in the reading activities, nor some other essential explanations.*

Special Objects

As mansions increase in size and complexity, special objects are added to help locate the items listed or to move through the mansion. You may find a special object in a room and then earn it by correctly completing a reading activity. Each object is explained below:

The x-ray glasses help you find items. After you click on the glasses and complete a reading activity, you can place the x-ray glasses on any word in the list that you want to find. Then, you can click on that word at any time, and an arrow will point to the room containing that item.

The camera can help you find items. After you earn the camera, you can click on it up to three times. Each time you click on the camera, arrows on the map will indicate the rooms with unlocated items on your list. For younger children, a parent or teacher can enable a camera to show at all times. (See page 23.) If that option is set, students must complete a reading activity each time they use it. The default for that option is off.

Some of the rooms of the mansion are dark. A flashlight helps you look for the light switch. Each time you turn on the flashlight, you must complete a reading activity to use it. With the flashlight on, you can click on items or click on a light switch to turn on a light in the room.

Batteries are included for the flashlights in easier mansions. Later, you will be given flashlights without batteries. Then, you will need to find batteries somewhere in the mansion and earn them by completing reading activities before the flashlights will work.

Ladders help you move quickly through the mansions. If you collect them, the number of ladders you have will be shown next to the ladder under the word list. Clicking the ladder under the word list will take you to the attic. From there, you can slide down to another room. If the mansion has more than one floor you may select the floor, then a room in the mansion.

Rewards in the Art Gallery

When you have collected all of the items on your list, you will see the Art Gallery, showing a picture of each of the mansions you have completed. Then you may advance to a more complex mansion by clicking on the exit sign.

> *Note: Each time you complete a search through a mansion, a new picture is added to the Art Gallery. Thus, if you complete a mansion search not previously completed, an additional picture will appear. If, however, you complete a mansion search already completed, you will see the same picture of that mansion.*

Complete the Reading Activities

You must complete a reading activity in order to collect any item on the list and to collect special objects. Melanie Moth will help you know what to do. Just follow her instructions.

There may be both concept tutorials and help tutorials associated with each of the reading concepts. **Concept tutorials** teach students new concepts before a related activity is presented. **Help tutorials** are given when students are having trouble correctly completing the activities.

Students may see several different reading activities in one level of learning. When all of the reading activities in one level of learning have been correctly completed, (demonstrated by answering a minimum number of questions correctly), a Certificate of Achievement will appear, even if the student is in the middle of a mansion.
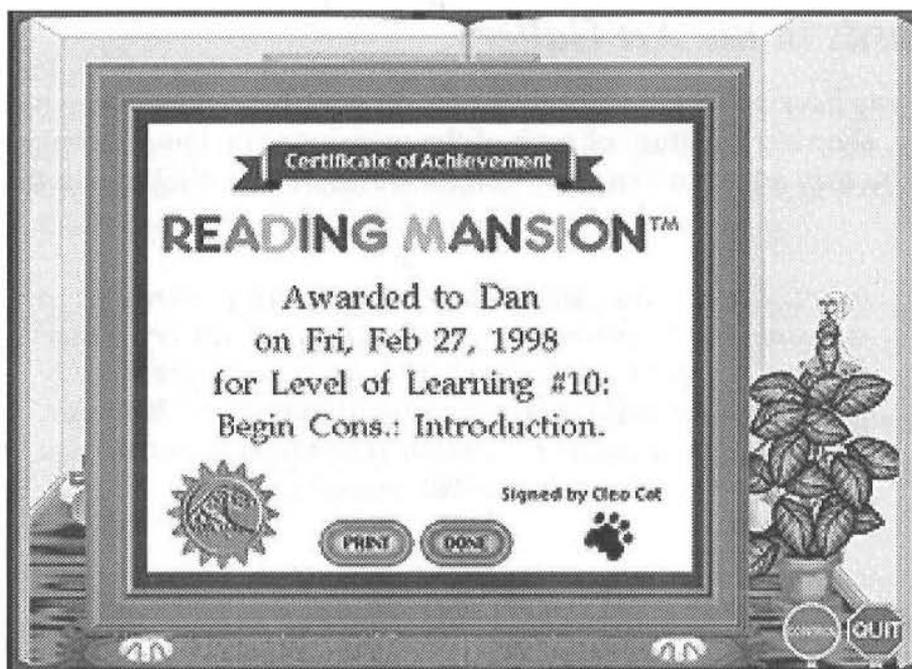
Figure 3
Certificate

 You can print the certificate if the printing option is enabled in *Custom Mansion*. (See page 27.) The printing option for these certificates is disabled before *Reading Mansion* is shipped. To print the certificate, select "Print." If you do not have the printing option turned on or if you do not print the certificate at this point, you can print it later using *Custom Mansion*.
(See page 25.)

When students have finished a level of learning, they automatically advance to the next level of learning unless they have just completed the last level of learning in a curriculum. In that case, a parent or teacher must advance the student to the first level of learning in the next curriculum. A parent or teacher may request that a student repeat a level of learning and not advance by turning off the "Allow Automatic Advancement" option when selecting a curriculum and level of learning. (See page 22.)

View the Control Dialog

Students, teachers and parents may click on the Control button to see a reward, see their statistics, or move to a different level. Teachers or parents determine which options are available to students. The name of the current

level of learning always appears in the top box. The second box shows its description.
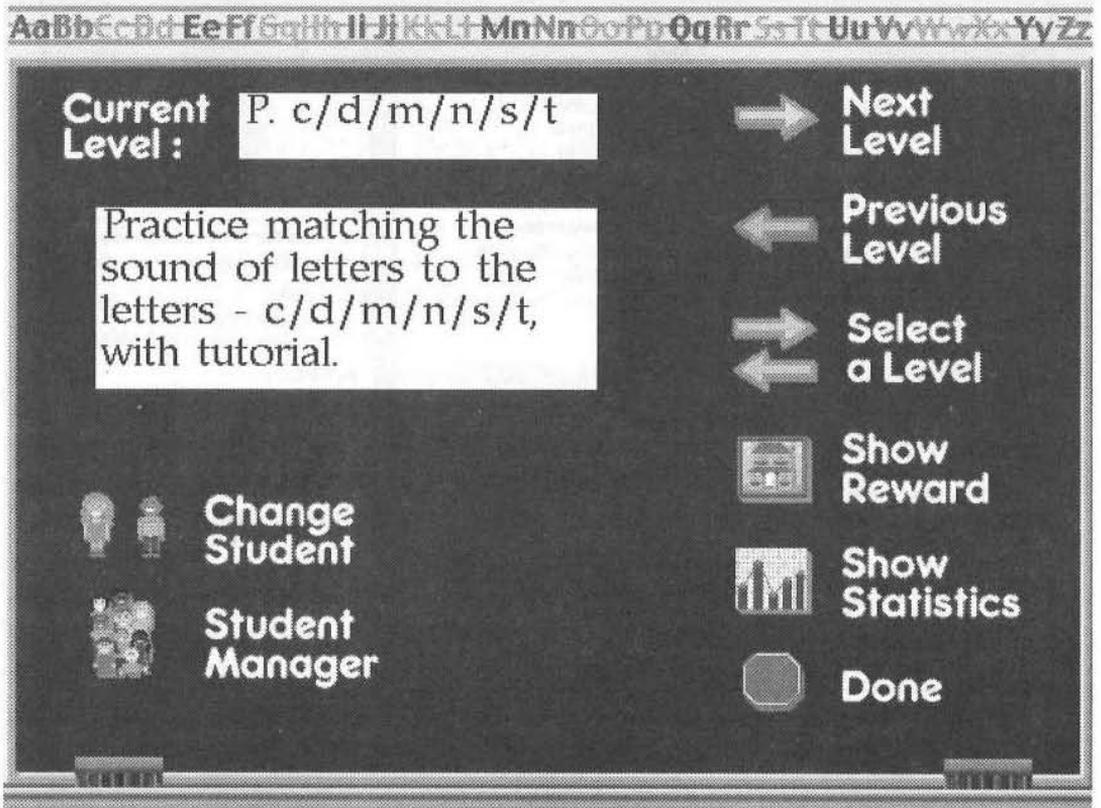
Figure 4
Control Dialog with Options for Teachers and Parents

Control Options for Students

Choose **Show Reward** to see the Art Gallery showing pictures of all of the mansions you have collected under the present student name. Then click on the Exit button to return to the Control Dialog.

Choose **Show Statistics** to see the statistics for the current student. A dialog box similar to the one in Figure 5 will appear. You may select from three buttons on the right: "By Level," "By Concept," "By Activity."

The Statistics "By Level" dialog box shows the curriculum number, level of learning number, concept name, level of learning name, and the date the current level was started. (See page 18.) Dates are also given for completed activities. Highlight a level of learning to see detailed results for the selected level. Each activity lists the numbers of questions correct/the number of questions tried and the percent. If "By Concept" is selected, the dialog box shows the total cumulative results for each concept that student

has tried. If "By Activity" is selected, the dialog box shows the total cumulative results for each activity that student has tried.


```
                        Statistics for   Javier
Level of Learning                  Date
3:30: Begin Cons.: b/f/g/h/j/p/v/z/w started Thu, Apr 2, 1998    │▲│   Display Statistics
3:29: End Cons.: M d/n/m/s/t/k/l/r Wed, Apr 1, 1998              │ │     ● By Level
3:28: End Cons.: d/n/m/s/t/k/l/r Sun, Mar 29, 1998              │ │     ○ By Concept
3:27: End Cons.: d/n/m/s/t/k/l/r Sat, Mar 28, 1998                      ○ By Activity
3:26: Begin Cons.: M dnmstklqry Fri, Mar 27, 1998
3:25: Begin Cons.: d/n/m/t/s/l/k/q/r/y Thu, Mar 26, 1998
3:25: Begin Cons.: d/n/m/t/s/l/k/q/r/y Not Completed          Results for Selected Level
3:24: Word Recog.: M Match wrds/ wrds Sun, Mar 22, 1998          #Correct/#Tried Percent
3:23: Word Recog.: Match words/ words Sat, Mar 21, 1998       Tutorial:
3:22: Word Recog.: Match words/ words Fri, Mar 20, 1998          Audio Choose 1
3:21: End Cons.: M p/r/v/x/z Thu, Mar 19, 1998                     2/2  100%
3:21: End Cons.: M p/r/v/x/z Not Completed                   Activities:
3:20: End Cons.: p/r/v/x/z Sun, Mar 15, 1998
3:19: End Cons.: p/r/v/x/z Sat, Mar 14, 1998
3:18: Single Con.: M p/q/r/v/w/x/y/z Fri, Mar 13, 1998
3:18: Single Con.: M p/q/r/v/w/x/y/z Not Completed              Audio Choose 1
3:17: Single Con.: p/q/r/v/w/x/y/z Wed, Mar 11, 1998              1/4  25%
3:16: End Cons.: M b/f/g/k/l Sun, Mar 8, 1998
3:15: End Cons.: b/f/g/k/l Sat, Mar 7, 1998                     Audio Choose All
3:14: End Cons.: b/f/g/k/l Fri, Mar 6, 1998                       1/2  50%
3:13: Single Con.: M b/f/g/h/j/k/ Thu, Mar 5, 1998
3:13: Single Con.: M b/f/g/h/j/k/ Not Completed                 Stars
3:12: Single Con.: b/f/g/h/j/k/l Sun, Mar 1, 1998                 4/4  100%
3:11: End Cons.: M c/d/m/n/s/t Sat, Feb 28, 1998
3:10: End Cons.: c/d/m/n/s/t Fri, Feb 27, 1998              │▼│        [ Done ]
```

Figure 5
Statistics Dialog Box

Reading Mansion automatically keeps statistics as you complete the reading activities. If you answer a problem correctly on the first attempt, it is counted as correct. Otherwise, it is counted as incorrect.

Statistics determine if students are having difficulty with a level of learning. In that case, an automatic level decrease box with three options will appear when students are doing reading activities. The options are:

1.   Try Easier Activities: back up one level of learning.

2.   Just Keep Going: continue at the current level and statistics are not affected.

3.   Start This Level of Learning Again: restart the current level. Statistics are set to zero and started over.

When you finish viewing the statistics, click Done to return to the Control Screen. (For more information about statistics, see pages 24-25.)

Control Options for Students if Allowed in Custom Mansion

Teachers and parents control which of the other options are active in this dialog box, by enabling them in the Options list in *Custom Mansion*. Parents or teachers may allow students to see "Change Student," "Harder Level," and "Easier Level." (See page 26 to learn how to enable these options.)

Choose **Change Student** to change the game to a new student without quitting *Reading Mansion*. If this option is disabled in *Custom Mansion* this selection will not be available.

Choose **Previous Level** to change from the current level of learning to the previous level of learning. If the current level is the easiest level in the current curriculum or if the option "Allow Easier/Harder Level in *Reading Mansion*" is disabled in *Custom Mansion* this selection will not be available.

Choose **Next Level** to change from the current level of learning to the next level of learning. If the current level is the hardest level in the current curriculum or if the option "Allow Easier/Harder Level in *Reading Mansion*" is disabled in *Custom Mansion* this selection will not be available.

Control Options Only for Parents or Teachers

Parents or teachers may access student information while in *Reading Mansion*, if the "Parent/Teacher Controls in *Reading Mansion*" option is checked in *Custom Mansion*. Use the short-cut keys, described in the box below, to enable two additional buttons to appear in the Control Screen: "Select Level" and "Student Manager." If they do not appear, the "Parent/Teacher Controls in *Reading Mansion*" option may not be checked in *Custom Mansion*.


For Macintosh, press both the COMMAND (⌘) key and the OPTION key while selecting the "Control" Button on the screen. For Windows, press both the CTRL (CONTROL) and ALT keys while selecting the "Control" Button on the screen.

Choose **Select Level** to see the "Please Select a Level of Learning" dialog box, where teachers or parents may choose first a curriculum, then a level of learning within that curriculum. (A similar dialog box is shown in Figure 1 on page 10.) This is the dialog box that also appears when you first add a new student to *Reading Mansion*.

Choose **Student Manager** to see the *Custom Mansion* window that allows teachers and parents to add, remove or edit student records, to see statistics, print statistics, print certificates, and change options for all students. (See a similar window in Figure 6 on page 22.) From this button, you can access all *Custom Mansion* options except editing the activities and concepts in levels of learning within a curriculum.

Quit/Exit the Program

To leave *Reading Mansion*, click the Quit button. Any progress through the current mansion, statistics and the current level of learning will be saved in the current student record.
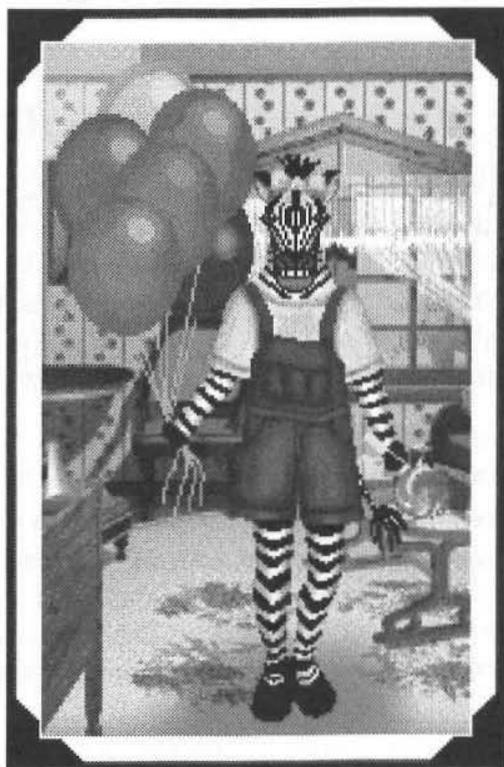
Chapter 3
Custom Mansion™

Custom Mansion is a separate application and is the management tool for teachers and parents. *Custom Mansion* displays and prints student progress that has been tracked by *Reading Mansion*. Teachers and parents may enter and delete student names, select levels of learning, select options, view and print student statistics, and edit the curricula in *Custom Mansion*.

Teachers and parents may also manage student records, select levels of learning, select options, print certificates, and view statistics without needing to quit *Reading Mansion*. During the game, select the "Control" button, while holding down the both the COMMAND (⌘) key and the OPTION key (for Macintosh) or both the CTRL (CONTROL) and ALT keys (for Windows). Then select "Student Manager." This option will only work if the "Parent/Teacher Controls in *Reading Mansion*" option is checked in *Custom Mansion*.

Open *Custom Mansion* by selecting the *Custom Mansion* icon or use standard Macintosh or Windows Open procedures. Select the desired class document. It is titled "Mansion Students" (for Macintosh) or "MANSION.scl" (for Windows), unless the class document has been renamed for multiple class files.

Manage Student Records

When *Custom Mansion* is opened, a *Custom Mansion* window appears like the one shown in Figure 6. All of the functions explained in this chapter begin in the *Custom Mansion* window. Each option and button is discussed in this chapter, except the "Edit Curriculum" button. (Making changes to the *Reading Mansion* curricula is explained in Chapter 4, "Customize the Curricula.")
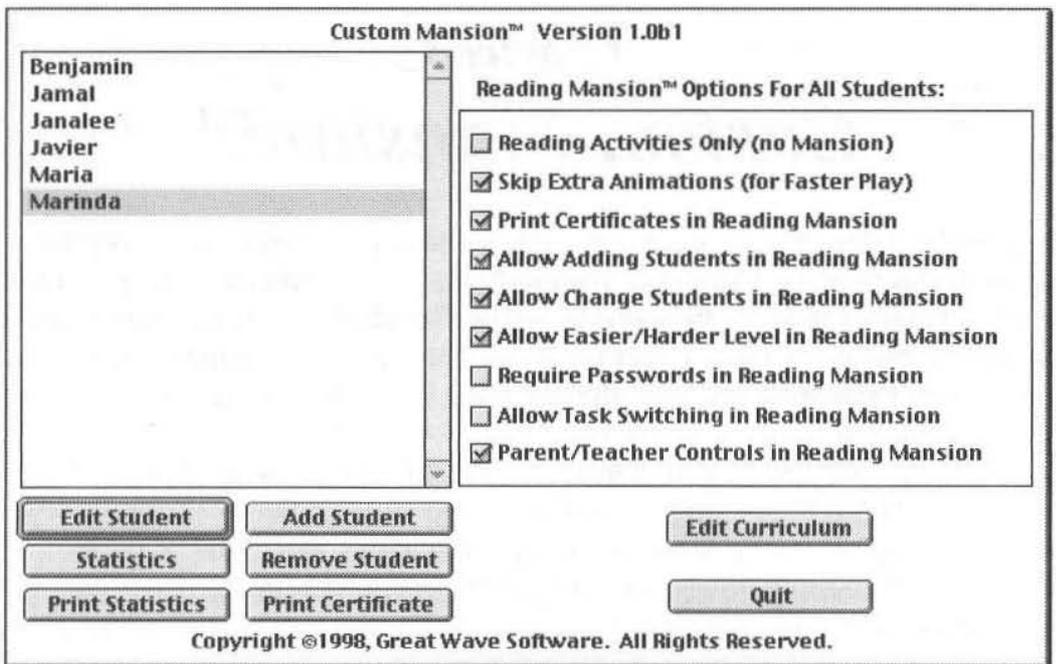
```
                    Custom Mansion™  Version 1.0b1
┌─────────────────────┐   Reading Mansion™ Options For All Students:
│ Benjamin            │
│ Jamal               │   ┌────────────────────────────────────────────┐
│ Janalee             │   │ ☐ Reading Activities Only (no Mansion)      │
│ Javier              │   │ ☑ Skip Extra Animations (for Faster Play)   │
│ Maria               │   │ ☑ Print Certificates in Reading Mansion     │
│ Marinda             │   │ ☑ Allow Adding Students in Reading Mansion   │
│                     │   │ ☑ Allow Change Students in Reading Mansion   │
│                     │   │ ☑ Allow Easier/Harder Level in Reading Mansion│
│                     │   │ ☐ Require Passwords in Reading Mansion       │
│                     │   │ ☐ Allow Task Switching in Reading Mansion    │
│                     │   │ ☑ Parent/Teacher Controls in Reading Mansion │
└─────────────────────┘   └────────────────────────────────────────────┘

 [ Edit Student ]  [ Add Student ]        [ Edit Curriculum ]
 [ Statistics ]    [ Remove Student ]
 [ Print Statistics ] [ Print Certificate ]  [    Quit    ]

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```

Figure 6
Custom Mansion Window

Add Students

To add a student to the program, click on the "Add Student" button. An Edit
Student dialog box for adding new student names and passwords then
appears. Type in a student name and enter a password.

> *Note: The password is optional and will be ignored unless
> a parent or teacher has required it in* Custom Mansion.
> *Using passwords can prevent students from accidentally
> using another student's name.*

Set Level of Learning

When a student name is entered in an Edit Student dialog box, a default
curriculum and level of learning are assigned. To change the curriculum or
level of learning, choose the "Change Level" button. A window titled
"Please Select a Level of Learning" allows you to choose the curriculum on
the right, then the level of learning within that curriculum on the left.

When changing the level of learning you may change the "Allow Automatic
Advancement" option at the bottom left corner of the dialog box. This
allows a student to advance within a curriculum from one level of learning
to the next without your help.

*While a student is searching through a mansion, teachers
or parents may use parent/teacher controls inside
Reading Mansion to select a different level of learning or
curriculum. (See page 19.)*

Current Mansion

Use this option to change the current mansion only when you are adding a
student who has previously completed some mansions. Otherwise, a student
will not see all of the mansions in *Reading Mansion*.

> *Note: The "Current Mansion" number should not
> normally be changed. The "Change Mansion" feature
> enables teachers and parents to enter a student who has
> played the game on another computer or to reenter a
> student whose records were deleted or lost.*

Options for Younger Students

Three "Options for Younger Students" may be set for individual students
and are recommended for younger students. Select the "Do Not Move
Bubbles in Activities" check box to allow answer selections that normally
move in some of the activities to remain stationary on the screen. Select the
"Camera Always Available" check box to allow students to always have
access to the camera. If this option is set, students must complete a reading
activity each time they use a camera. Select "Do Not Invite Badger
(Avoidance Character)" to disable the Badger. In more complex mansions
the Badger will surprise you and move you to another room, unless this
option is selected. The default for each of these options is off.

Click OK to return to the main *Custom Mansion* window. The level of
learning and options you selected will be used for that student. If you click
Cancel at this point, the student's name will not be added to the list.

Edit Students

To edit student information previously entered (name, password,
curriculum, current level of learning, or options for younger students),
select the student's name in the student list, or click once on the name and
then on the "Edit Student" button. The Edit Student dialog box will appear,
and you can make the desired changes.

Remove Students

To remove a student name from the list, highlight the student name, then choose the "Remove Student" button.

Statistics

To see the progress for a particular student, select the student name in the list. Select the "Statistics" button to see a Statistics dialog box. You may select the kinds of statistics you want to see from the three buttons on the right: "By Level," "By Concept," and "By Activity."

The Statistics "By Level" dialog box lists the curriculum number, level of learning number, concept name, level of learning name, and the date the current level was started. Finished levels of learning list dates they were completed. Highlight a level of learning to see detailed results for that level. The details show, for each completed tutorial and reading activity, the numbers of questions correct/the number of questions tried and the percent correct.

See page 35 for more information on how to specify the Mastery Percent and the minimum number of questions a student must answer to complete a level of learning and advance to the next level.

If "By Concept" is selected, the dialog box shows the total cumulative results for each concept that student has tried. If "By Activity" is selected, the dialog box shows the total cumulative results for each activity that student has tried.
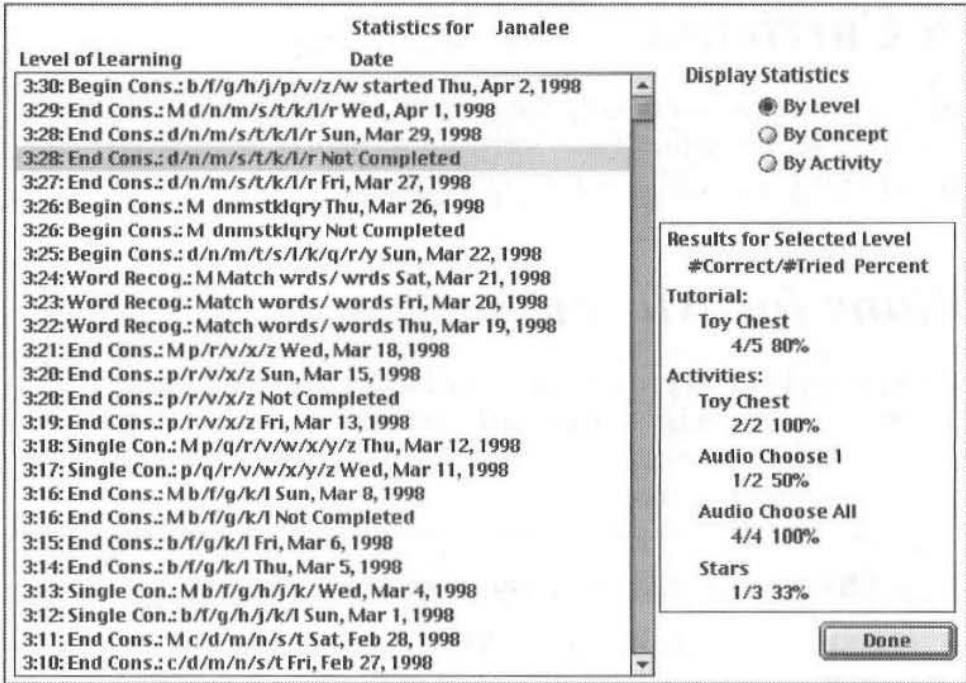
```
                          Statistics for    Janalee
Level of Learning                Date
3:30: Begin Cons.: b/f/g/h/j/p/v/z/w started Thu, Apr 2, 1998    ▲   Display Statistics
3:29: End Cons.: M d/n/m/s/t/k/l/r Wed, Apr 1, 1998                    ● By Level
3:28: End Cons.: d/n/m/s/t/k/l/r Sun, Mar 29, 1998                    ○ By Concept
3:28: End Cons.: d/n/m/s/t/k/l/r Not Completed                        ○ By Activity
3:27: End Cons.: d/n/m/s/t/k/l/r Fri, Mar 27, 1998
3:26: Begin Cons.: M dnmstklqry Thu, Mar 26, 1998
3:26: Begin Cons.: M dnmstklqry Not Completed                       Results for Selected Level
3:25: Begin Cons.: d/n/m/t/s/l/k/q/r/y Sun, Mar 22, 1998             #Correct/#Tried  Percent
3:24: Word Recog.: M Match wrds/ wrds Sat, Mar 21, 1998            Tutorial:
3:23: Word Recog.: Match words/ words Fri, Mar 20, 1998               Toy Chest
3:22: Word Recog.: Match words/ words Thu, Mar 19, 1998                 4/5 80%
3:21: End Cons.: M p/r/v/x/z Wed, Mar 18, 1998                     Activities:
3:20: End Cons.: p/r/v/x/z Sun, Mar 15, 1998                          Toy Chest
3:20: End Cons.: p/r/v/x/z Not Completed                               2/2 100%
3:19: End Cons.: p/r/v/x/z Fri, Mar 13, 1998
3:18: Single Con.: M p/q/r/v/w/x/y/z Thu, Mar 12, 1998               Audio Choose 1
3:17: Single Con.: p/q/r/v/w/x/y/z Wed, Mar 11, 1998                   1/2 50%
3:16: End Cons.: M b/f/g/k/l Sun, Mar 8, 1998                       Audio Choose All
3:16: End Cons.: M b/f/g/k/l Not Completed                             4/4 100%
3:15: End Cons.: b/f/g/k/l Fri, Mar 6, 1998                         Stars
3:14: End Cons.: b/f/g/k/l Thu, Mar 5, 1998                            1/3 33%
3:13: Single Con.: M b/f/g/h/j/k/ Wed, Mar 4, 1998
3:12: Single Con.: b/f/g/h/j/k/l Sun, Mar 1, 1998
3:11: End Cons.: M c/d/m/n/s/t Sat, Feb 28, 1998                      [  Done  ]
3:10: End Cons.: c/d/m/n/s/t Fri, Feb 27, 1998       ▼
```

Figure 7
Statistics Dialog Box

Select "Print Statistics" to see a dialog box with several options. Choose the "Selected Student" option to print statistics for one student. Choose "All Students" to print statistics for all students. If you print at this point, you will get a list of levels of learning and the dates a student completed them.

You may choose from three additional options: "Print Detailed Statistics" to get a complete list of all activities a student has completed, including results for each level, "List Totals by Concept" and "List Totals by Activity." When you print statistics with any of these options, you will get a list of results showing the numbers of questions correct/the number of questions tried and the percent correct.

Print Certificate

You may print a certificate previously earned at any time from the *Custom Mansion* window. This is particularly useful if printing certificates is disabled inside *Reading Mansion* or if a student accidentally continues without printing a certificate and later wants one. Select the name of the student for whom you want to print a certificate and then the "Print Certificate" button. You will then need to select a level of learning and enter a date.

Edit Curricula

Teachers and parents can modify the curricula in the *Reading Mansion* dialog box by selecting the "Edit Curriculum" button. See Chapter 4, "Customize the Curricula" for more information.

Options for All Students

Options that apply to all students are listed in the *Custom Mansion* window. (See Figure 8.) If you wish to have different options for any of the students, move those students to a different class file. (See page 7.) Mark the check boxes for the desired options.

```
☐ Reading Activities Only (no Mansion)
☑ Skip Extra Animations (for Faster Play)
☑ Print Certificates in Reading Mansion
☑ Allow Adding Students in Reading Mansion
☑ Allow Change Students in Reading Mansion
☑ Allow Easier/Harder Level in Reading Mansion
☐ Require Passwords in Reading Mansion
☐ Allow Task Switching in Reading Mansion
☑ Parent/Teacher Controls in Reading Mansion
```

Figure 8
Options for All Students

Reading Activities Only (no Mansion)
When checked, students complete activities without playing in the mansion. Students move through the curriculum from the first level they are assigned.

Skip Extra Animations (for Faster Play)
When checked the program skips over some animations (such as the book opening and the moth flying in) that make the game more interesting to most children, but can slow game play on older computers.

Print Certificates in *Reading Mansion*
When checked, students may print the certificates they earn as they finish each level of learning in *Reading Mansion*. You can also print certificates from *Custom Mansion* by selecting a student name, then the "Print Certificate" button. You will be asked to fill in a level of learning and the date for the certificate.

Allow Adding Students in *Reading Mansion*
When checked, students may add new students while playing *Reading Mansion*. If there are no students, one student may always be added. Teachers may want to disable this option and add new student names only in *Custom Mansion*.

Allow Change Students in *Reading Mansion*
When checked, students may change students from the Control Dialog without quitting and restarting the program.

Allow Easier/Harder Level in *Reading Mansion*
When checked, students may move to an easier or harder level while playing *Reading Mansion* from the Control Dialog without help from a parent or teacher.

Require Passwords in *Reading Mansion*
A password may be entered for each student when a new name is added to the student list. If this option is checked, a password is then required when a student starts the game.

Allow Task Switching in *Reading Mansion*
When checked, students may switch to another application without quitting *Reading Mansion*.

Parent/Teacher Controls in *Reading Mansion*
When this option is checked, parents or teachers may use the shortcut keys to access most *Custom Mansion* controls while in the *Reading Mansion* application rather than exiting and opening *Custom Mansion*. (See page 19.)

Quit/Exit Custom Mansion

Close *Custom Mansion* by selecting Quit or Exit.
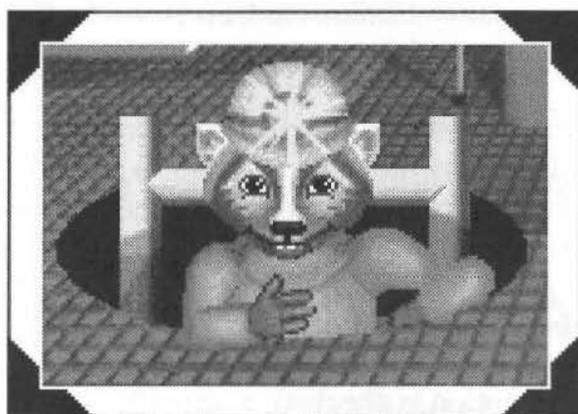
Chapter 4
Customize the Curricula

Custom Mansion, the management tool, allows teachers and parents to create a unique *Reading Mansion* curriculum of activities for any student or to correlate to any school or district standard or sequence of learning. "Levels of Learning" are activity groups that make up a curriculum. Teachers and parents may edit the *Reading Mansion* curricula in the following ways:

- Modify the curricula (by adding, editing, removing, duplicating, renaming, moving or importing/exporting existing levels of learning)

- Rename a curriculum

- Build a new curriculum

Open *Custom Mansion* by selecting the *Custom Mansion* icon or use the standard Macintosh or Windows Open procedure. Select the desired class document. The default class document is titled "Mansion Students" (for Macintosh) or "Mansion.scl" (for Windows), unless the class document has been renamed for multiple class files. (See page 7.)

This chapter explains only the "Edit Curriculum" button in the *Custom Mansion* window. All of the other functions or buttons in the *Custom Mansion* window are explained in Chapter 3, *"Custom Mansion."*

Reading Mansion Curricula

To review the curricula of *Reading Mansion*, click the "Edit Curriculum" button in the *Custom Mansion* window. A *Reading Mansion* Curricula dialog box (shown on page 30) appears. From this dialog box, parents or teachers can add, edit, remove, duplicate, move, export/import or print levels of learning or build or rename an entire curriculum.
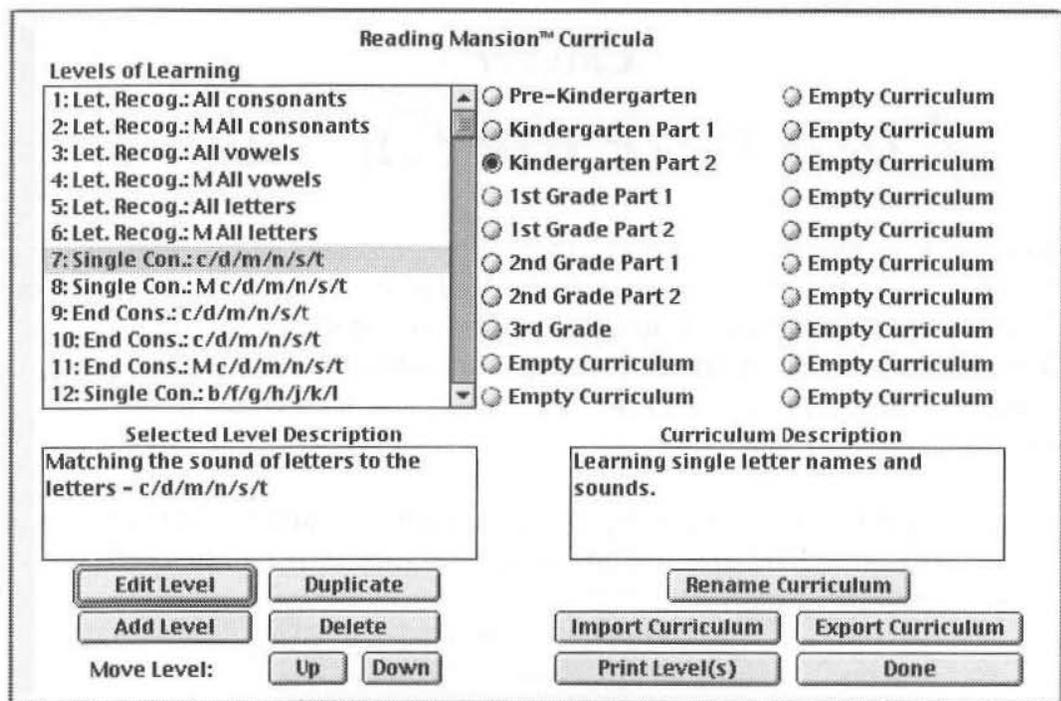
Figure 9
Reading Mansion Curricula

Build a Curriculum

Reading Mansion ships with eight curricula plus 12 "Empty" curricula, which you can use to build additional curricula. First select an "Empty Curriculum," then select "Rename Curriculum" and type in a new name and description. Levels of learning may then be added to that curriculum as desired. (See page 31.)

Reading Mansion Level of Learning

Reading Mansion ships with prepared curricula, so that teachers and parents can use the program without creating new levels. Students eventually see all the age level appropriate reading activities in playing *Reading Mansion*.

The *Reading Mansion* Curricula dialog box shows a list of *Reading Mansion* levels of learning on the left for the curriculum that is selected on the right. Each level is composed of tutorials and activities chosen from the available activities. The tutorials and activities are based on more than 25 reading concepts, including letter recognition, letter phonics, sounds in words, word skills, and sentence skills.

Teachers or parents may add, edit, duplicate, or remove levels of learning for the special needs of a child. New levels of learning are easy to add by selecting from activities available for each concept in *Custom Mansion*. Please read further for more information about customizing levels of learning.

Add a Level of Learning

Select the curriculum to which you wish to add the new level of learning. Select the "Add Level" button. You will see an Edit Level dialog box similar to the one shown below.

Figure 10
Edit Level Dialog Box

Level Name

Enter a level of learning name (up to 19 characters) by typing it in the box to the right of Level Name at the top of the window. This name appears in the Control Dialog (available during the game) and in the "Please Select a Level of Learning" dialog box and on student certificates. Whenever it appears in a list or report it will have an abbreviation for the concept in front of it so you do not need to include the concept name in the level name.

Description

Type a description of the concept, activities and options that are to be included in this level (up to 99 characters). This description appears in the Control Dialog (available during the game) and in the "Please Select a Level of Learning" dialog box.

Concept

Select one concept for the new level of learning from any one of the five categories (Early Learning, Letter Phonetics, Sounds in Words, Word Skills, Sentence Skills).

Tutorials

Select a tutorial to introduce the activity at the top right of the Edit Level dialog box. Select None for no tutorial, or you may select any of the tutorials listed.

Tutorial Sounds/Options

If you have selected a tutorial activity, you can click on the Tutorial Sounds/Options button to define the tutorial. You will see a details dialog box that allows you to select the options available for the tutorial similar to the one shown in Figure 11.

```
Short Vowel Sounds:    ☐ a (can) ☐ e (bed)  ☐ i (hid)  ☐ o (hop)  ☐ u (cub)
                       ☐ a (all)                        ☐ u (full)
Silent E Long Vowels:  ☑ a (cane) ☐ e (scene) ☐ i (hide) ☐ o (hope) ☐ u (cube)
"Y" as a Long Vowel:   ☐ y (try)
Long Vowel Pairs:      ☐ ai (tail), ay (away)   ☐ ea (seal), ee (feet)
                       ☐ ei (eight), ie (pie, yield)   ☐ oa (coat), ow (own)   ☐ ui (suit)
Vowel Digraphs:        ☐ au (haul), aw (saw)  ☐ ea (head)  ☐ oo (room)  ☐ oo (book)
Vowel Dipthongs:       ☐ ew (grew)  ☐ oi (soil), oy (toy)  ☐ ou (house), ow (clown)
R Controlled Vowels:   ☐ ar  ☐ or  ☐ er, ir, ur, ear (learn)   ☐ ear (dear)  ☐ air (fair)

           ☐ Allow Extra Silent E
           ☐ Allow Harder Sounds in Other Parts of Words
Sample Words:  64 Words Available (* 12 Pictured)
┌──────────────────────────────────────────────────────────────────────────┐
│ age, ate, bake, base, cable, cage*, cake*, came, cane*, cape*, care, case, cove*, │
│ dare, date, fable, face, fade, fake, fame, fare, fate, gale, game, gape, gate*, gave, │
│ gaze, hate, haze, jade, lake*, lame, lane, late, made, make, mane, maze*, name, │
│ pace, page, pale, pane, pave, race, rake*, rate, safe, sake, sale, same, save, │
│ table*, take, tale, tame, tape*, vane, vase*, wade, wage, wake, wave │
└──────────────────────────────────────────────────────────────────────────┘

Please select at least one short and one long vowel sound.      [ Cancel ]
                                                                [  OK  ]
```

Figure 11
Details Dialog Box - Vowels

Four details dialog boxes are available for concepts in *Reading Mansion*. They show a count and list of words that match the chosen options.

- Details Dialog Box - Letters: Allows you to select the letters you want to use for both tutorials and activities. You may also select options including Upper Case and Lower Case. A "Focus on Reversal Letters" option emphasizes reversal letter pairs. For the alphabetization concept, you can choose to alphabetize letters or words and whether the words can start with the same letters.

- Details Dialog Box - Vowels (shown in Figure 11): Allows you to select the vowel sounds you want to use for both tutorials and activities. You may also select "Allow Extra Silent E" which includes words that have a silent E at the end which does not serve its usual function of making another vowel long. The "Allow Harder Sounds in Other Parts of Words" option allows words that may have harder sound combinations in parts of the word other than the vowel (such as blends or digraphs at the beginning or end). If this option is not checked, a student may more easily focus on learning about the selected vowel sounds, but the variety of sample words may be reduced.

- Details Dialog Box - Consonants (shown in Figure 12): Allows you to select from the available consonant sounds for both tutorials and activities. You may also select other options. Here, the "Allow Harder Sounds in Other Parts of Words" option allows words with harder sound combinations in other consonant parts (for example, the ending if this concept focuses on beginning sounds) or in vowel sounds. Only simple short vowels and long vowels caused by silent E are considered simple by this option.

- Details Dialog Box - Words: Allows you to select options for both tutorials and activities, including the grade level for words and additional options for sentence concepts. For plural concepts, you may choose to include plurals made by adding "es" and also choose which parts of the plural activity students must answer.

Figure 12
Details Dialog Box - Consonants

Finish designing the tutorial for the new level of learning in the details dialog box for the concept you have chosen. Select from the options available and click OK to return to the Edit Level dialog box.

Reinforcement Activities

On the right side of the Edit Level dialog box, you can find "Reinforcement Activities." Select the activities to be part of your new level of learning. A mark will indicate the activity names you select. (Refer to Figure 10 again on page 31.)

Mastery Percent

Each activity has a customizable Mastery, which determines the percent of questions students must complete correctly in order to advance to the next level of learning. You may specify the minimum number of questions students must answer to complete a particular level of learning. For example, if you enter 10, students must answer at least 10 questions before advancing to the next level. Type the number in the box next to "Q#."

You may specify the percentage of questions students must correctly answer before completing a particular level of learning. For example, if you enter 60, students must correctly answer at least 60% of the questions asked in order to complete that level. Type the percent in the box next to "M%," which stands for "Mastery Percent." (See more about Statistics on page 24.) Student statistics can be seen in *Custom Mansion* and from the *Reading Mansion* program by selecting the "Control" Button, and then the "Show Statistics" button. (See page 17.)

Activity Sounds/Options

Again, you may customize these Reinforcement Activities by clicking on the Activity Sounds/Options button. The appropriate details dialog box will allow you to set options for a specific concept. (See pages 33 and 34.) Finish making your selections and return to the Edit Level dialog box.

> *Note: The Playground activity uses only lower case letters, even though an option for both upper case and lower case letters is available for other activities using that same concept.*

Other Options

Other check box options may appear at the bottom of the Edit Level dialog box. "Show More Items" allows more items in each activity. "Include Unused Items" allows items in matching activities that are not all correct answers. "Speak When Sorting" pronounces words during sorting activities. Others allow matching two items to the same goal, matching words instead of pictures or letters, and three syllable words in syllable concept activities.

When all of the activities have been chosen and the details specified, choose Cancel or OK to return to the *Reading Mansion* Curricula dialog box. If you choose OK, the new level of learning which you have defined will be listed in the curriculum.

Edit a Level of Learning

To edit a level of learning select the name of the level of learning and select the "Edit Level" button. The level of learning name, description, concept used, and tutorial and activity parameters (including the mastery requirements) may all be changed at this point. Use the same dialogs as described in "Add a Level of Learning," section of this chapter.

Duplicate a Level of Learning

The "Duplicate" button can be used to duplicate a level of learning already defined. This makes adding similar levels of learning easier, since you do not have to re-enter all the details. You can just make the minor changes in the duplicated version. To duplicate a level of learning, click on the level of learning name and select the "Duplicate" button. The duplicated level will be added to the end of the scrolling list for the curriculum in which you are working.

Delete a Level of Learning

To delete a level of learning in the curriculum, highlight the level you want to delete, and select "Delete." That level of learning will disappear from the list.

Move a Level of Learning

To change the order that levels of learning appear in the curriculum list (and the order in which they are given to a student), select a level to be moved, then select the "Up" or "Down" button to move the level to the desired position in the list of levels of learning.

Rename Curriculum

To rename a curriculum, select the curriculum. Select the "Rename Curriculum" button. You will see a dialog box that allows you to type in a new name and description for that curriculum.

Import/Export Curriculum

Teachers or district educators who have built special curricula correlated to certain standards, specific textbooks or other specifications may want to export or import a curriculum for other teachers to share. To do this, build the curriculum you desire, then highlight the new curriculum in the *Reading Mansion* Curricula dialog box (shown in Figure 9, on page 30). Select the Export Curriculum button. You will be able to name a file in which to place a copy of that curriculum on your hard drive or disk.

To Import a special curriculum, highlight the Empty Curriculum to which you want to import the new curriculum and select Import Curriculum. You will be able to select the curriculum file that you want to import. The Empty Curriculum will then have the name of the curriculum you have imported.

School districts, schools or teachers will be able to share a special curriculum using this feature. Be sure to watch our web site for new downloadable curricula

Print a Level of Learning

To print a level of learning, highlight the level you want to print. Then select the "Print Level(s)" button. Make a selection among the options given: "The selected Level of Learning" or "All Levels in the Curriculum."

Finish Editing the Curricula

To return to the main *Custom Mansion* window, select the Done button.

Appendix

Reading Mansion Activities

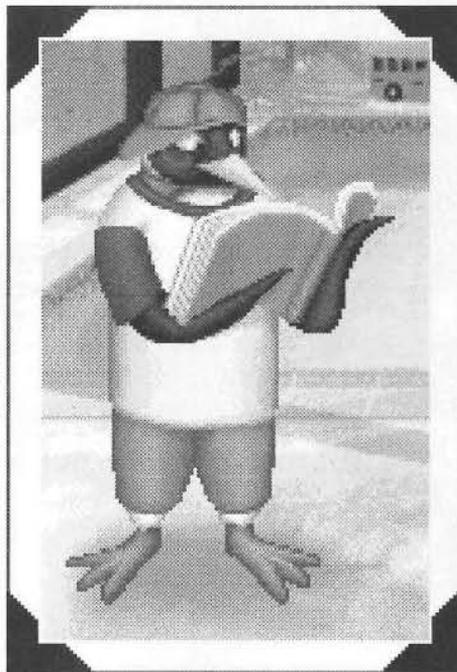| Name	Description
Toy Chest	Students complete words by filling in the blanks with the letters that make missing sounds.
Playground	Students hear the sound or name of a letter and select the animated letter from the playground.
Ice Cream	Students move words or letters into alphabetical order to align with the scoops of ice cream.
Audio Choose 1	Students select which sound they hear, which of two sounds are in the word they hear, or which words include the sounds they hear by popping bubbles in a fishbowl.
Audio Choose All	Students select which sound they hear or which sound is in the word they hear by popping bubbles in a fishbowl, eliminating answers one at a time.
Pop the Bubbles	Students select the group of words that are similar. The way they are similar depends on the concept. To make the activity more challenging, the bubbles can move around the screen.
Vacuum: Sorting	Students sort words or sounds with similar characteristics by picking them up with a cheerful vacuum.
Dinosaur: Sorting	Students sort words or sounds by feeding them to each of two hungry dinosaurs.
Stars: Matching	Students match words, sounds, pictures, and letters to help some lost landing pods find their way home from space.
One Star: Matching	Students choose pictures that contain the sound on the star to help some lost landing pods.

Plural Sentences	Students make words and pictures agree by selecting the correct plural word form for nouns, adjectives, and/or verbs in an ocean scene.
Following Instructions	Students follow written directions to place objects in a picture.
True & False Sentences	Students determine which statements are true or false by looking at a scene on the screen.
Mixed-up Sentences	Students rearrange words in sentences to make them read correctly.
Incomplete Sentences	Students determine which sentences are complete.
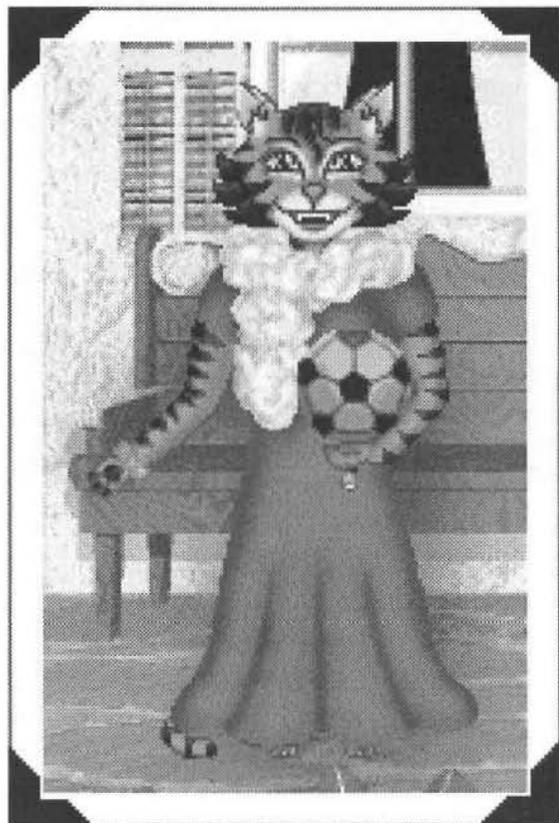
Reading Mansion Concepts

Name	Description
Picture Recognition	Identify identical pictures, a pre-reading pattern recognition concept.
Letter Recognition	Identify letters with their names and with identical letter counterparts.
Word Recognition	Match words with identical words, another pattern recognition concept. No reading is necessary.
Upper/Lower Case Letters	Match upper case and lower case letters to corresponding letters with the other case, learning upper case and lower case letter shapes.
Consonants & Vowels	Distinguish consonants from vowels.
Single Consonants	Learn and practice the sounds of single consonant letters.
Consonant Blends	Learn and practice the consonant blend sounds of letters.
Consonant Digraphs	Learn and practice the consonant digraph sounds of letters.
Single Vowels	Learn and practice the sounds of single vowel letters.
Long Vowel Pairs	Learn and practice the long vowel pair sounds of letters.
Vowel Digraphs	Learn and practice the vowel digraph sounds of letters.
Vowel Diphthongs	Learn and practice the vowel diphthong sounds of letters.
"R" Controlled Vowels	Learn and practice the "R" controlled vowel sounds of letters.
Beginning Consonants	Learn beginning consonant sounds in words by recognizing the letters that make that sound.

Middle Consonants	Learn middle consonant sounds in words by recognizing the letters that make that sound.
Ending Consonants	Learn ending consonant sounds in words by recognizing the letters that make that sound.
Hard & Soft C/G	Distinguish hard & soft C sounds and G sounds in words by recognizing words with these sounds.
Short & Long Vowels	Distinguish short & long vowel sounds in words by recognizing words with these sounds.
Open Syllable Long Vowels	Learn about open syllable long vowel sounds in words and why they are used.
All Vowel Sounds (Except Open Syllable)	Recognize vowel sounds (except open syllable long vowels) in words.
Rhyming	Learn about rhyming in words and practice finding words that rhyme.
Plurals	Select singular and plural forms of words in sentences.
Alphabetization	Arrange letters and words in alphabetical order.
Contractions	Learn about some common contractions.
Synonyms	Learn about synonyms and match words with their synonyms.
Antonyms	Learn about antonyms and match words with their antonyms.
Syllables	Learn about syllables in words and practice grouping words with the same number of syllables.
Vocabulary	Recognize the meanings of words by matching them with pictures.
Comprehension	Determine the meaning of sentences by following instructions, determining whether they are true or false, and unscrambling mixed-up sentences.
Complete/Incomplete Sentences	Identify complete and incomplete sentences.