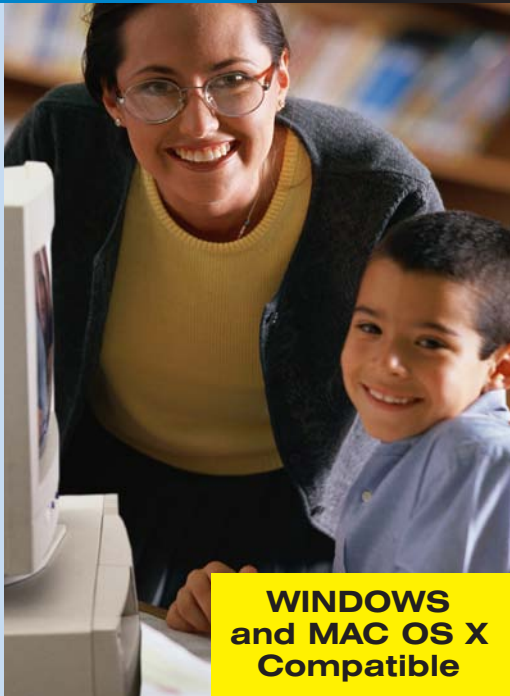


earobics®

SOUND FOUNDATIONS FOR READING AND SPELLING™

Clinic Software

STEP 1



**WINDOWS
and MAC OS X
Compatible**

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WELCOME TO EAROBICS® STEP 1



We're pleased to welcome you to the growing Earobics family. You join other reading specialists, speech-language professionals, teachers, and parents all over the world who are using our products to build better readers and spellers.

Earobics Step 1 is the leading solution for providing explicit, comprehensive phonological awareness and auditory processing training for the prevention and remediation of reading and other language-based disabilities in children ages 4–7.

This User's Guide will help you get started — and get your students started on the path to advanced language and early literacy skills.

You control the learning process in Earobics Step 1. The DataView screens give you detailed information about the student, the game, the primary skills addressed in each game, and the learning objectives for each activity written in IEP format.

If you need additional information on early literacy or special needs training, please visit our web site at www.earobics.com. We add new content and resources daily, with a section just for specialists and clinicians.

In our mission to provide the highest quality educational products, we value the feedback we receive from professionals like you. Please send your comments and ideas either by email to clinicfeedback@earobics.com or by mail to Clinic Feedback, Cognitive Concepts, P.O. Box 1363, Evanston, IL 60204-1363. We wish your students the success and personal fulfillment that strong reading and spelling skills will bring.

Sincerely,

Cognitive Concepts, Inc.

INSTALLATION & GETTING STARTED

INSTALLING EAROBICS

To install the program, Quit from all other open applications and insert the Earobics Step 1 CD-ROM into the CD-ROM drive of your computer.

Windows

1. In Windows 95, Windows 98, Windows 2000, Windows ME, Windows XP and Windows NT find the **My Computer Icon** located at the top of your screen. Double click the icon.
2. Locate the **Earobics Icon**. It will have the letter of your CD-ROM drive underneath it. Double click the icon.
3. Find the folder labeled **Setup**. Double click the folder.
4. Find the file labeled **Setup.exe**. Double click the file.
5. Follow the instructions on the screen.

Macintosh

1. In Macintosh 7.6.1 to 9.X and OS X, click on the **Earobics Step 1 Specialist Icon** that appears on your desktop. The Earobics Step 1 window will open.
2. Double-click on the **Earobics Step 1 Specialist Installer Icon** that appears in the window.
3. Follow the on-screen instructions for the Earobics Step 1 Specialist installation.
4. The **Earobics Step 1 Specialist folder** will be installed on your hard drive. To play, locate and open the **Earobics Step 1 Specialist folder** on your hard drive. Double-click on the **Earobics Step 1 Specialist program Icon** inside the folder.

Data Record Storage

The Step 1 data records are stored in a file named **RS_0909.ear** located in the Earobics Step 1 folder on your hard drive. For added protection, regularly copy the Earobics Step 1 Specialist folder to a floppy disk or other external storage medium.

Setting Monitor Resolution

If the Earobics window appears small on your screen, decreasing the display resolution will make everything larger. On a PC go to **Control Panel, Display:Settings**, and use the slide bar to set the resolution to 640x480 for full screen play. Click **Apply**. On a Macintosh, select **Control Panel**, and choose **Monitor**. Set display to 640x480 for full screen display.

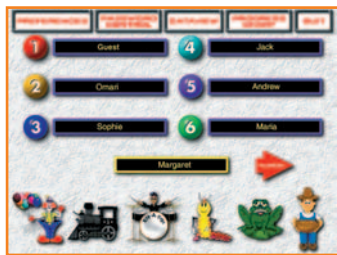
ENTERING A PASSWORD

The first time you launch Earobics Step 1 you will be asked to enter a personal password, up to 15 characters in length. You will be asked to retype your chosen password into the verification screen. This password will be required to access the Dataview and Preferences features, and to select or delete a player name from the player list. The password security ensures confidentiality and reliability of data records and allows you to limit player access to select games and game features.

CHANGING YOUR PASSWORD IN EAROBICS

If you lose or wish to change your password, simply enter 052096 when prompted for a password. After you enter this code, you will be prompted to enter a new password. A verification screen will be displayed to verify your new password.



MAIN MENU



Each time you start up Earobics, the Main Menu will be displayed. Here you select or enter the player name and the Earobics game you want to play first. You may also access the Progress Chart, Preferences, Password Control, and DataView features, as well as exit the software, from this screen.

ENTERING A PLAYER'S NAME

If this is the student's first time using Earobics, click on an available player number. A player entry screen will be displayed. Type the student's name into the box provided and click "OK." A verification screen will be displayed to verify the student name entry.

Earobics offers the ability to delete and add new names to the player list and so offers you unlimited reusability. To delete a name, click on the specific player number. Then, click on the red arrow . Scroll to the end of the Player list and click on the Delete Player button . You will be prompted to enter your password to delete the student name. The guest name cannot be deleted from the player list. **Caution:** Once deleted, a student's name and data records cannot be restored.

SELECTING A PLAYER

Earobics monitors and tracks each student's progress individually, so it is important to select the correct player. Each time a player begins using Earobics, you will be prompted to enter your password to select a new player name. The selected player name will appear in the yellow box below the player list. If a different player wants to use the program, return to the Main Menu and select or enter the new player name. Additional names may be viewed by clicking on the arrow. Earobics will page through the player list.

SELECTING A GAME

Select the game you want to play by clicking on the corresponding game icon located across the bottom of the screen. There are six games to choose from:



Karloon's
Balloons



C.C.
Coal Car



Rap-A-
Tap-Tap



Caterpillar
Connection



Rhyme
Time



Basket
Full of Eggs

Individual games can be excluded from game selection using the Preferences feature in Earobics Step 1.


PROGRESS CHART & GAME MENU

Click on the Progress Chart button  to access the progress chart. Please see *Progress Chart & Game Menu* for details.

PREFERENCES

The Preferences feature is available from the Main Menu by clicking on the Preferences button . Please see *Welcome to Preferences* for details.


DATAVIEW REPORTING

The DataView reporting features are available from the Main Menu by clicking on the DataView button . DataView allows you to view and print the performance data for each student. Please see *Welcome to DataView* for details.

PASSWORD CONTROL

A password is required to access select features of the program. Click on the Password Control button  on the Main Menu to deactivate/activate password protection.

QUIT

To quit Earobics, click on the Quit button  on the Main Menu screen at any time.

GENERAL FEATURES OF ALL GAMES

OPTIONS


Clicking on the yellow Options ball  located in the upper-left corner of all game screens allows the following options:

Pause: Selecting the Pause button  will suspend play of game.


Resume: When the Pause button  is selected, the Pause option changes to . Selecting this button will resume play of game after pausing.

Exit: Selecting the Exit button  will exit the game and take you to the Progress Chart & Game Menu. The data for the current round of play will be discarded.




LISTEN AGAIN FUNCTION

Immediately after a sound or word is presented, a speaker icon  appears in the upper right corner of the game screen. Selecting the icon replays the sound or word and resets the response timer. The display of this icon also signals the student that it is time to respond. The audio replay feature can be turned off using Preferences in Earobics.

CURSOR AVAILABILITY

To prevent a child from attempting a response before the auditory presentation is complete, the cursor does not appear on screen during auditory presentation. Wait until the speaker icon  appears on the screen before making a response.

GAME RESPONSE INTERVALS



The response time allowed in most games is 10 seconds. The response interval in Rap-A-Tap-Tap and Karlo's Balloons is 15 seconds. If the time elapses before the student responds, that play of the round will be treated as an incorrect response. If the student requires more time to respond, click on the speaker icon  to reset the timer, or press the yellow Options ball  and click the Pause button .

SCORING

A round of a game consists of ten (10) auditory presentations and responses. Each response displays on the game screen with an indicator as to whether or not the response is correct.

CONTINUOUS ROUNDS OF PLAY

After a round of a game is completed the child will be asked whether he or she wants to begin another round. Two buttons appear:

- Selecting YES  starts a new round of the current game.
- Selecting NO  ends the game and displays the Progress Chart & Game Menu. The Progress Chart will be updated to include the game just completed.


The option to exit at the end of each round of play can be turned off using Preferences in Earobics.

AUTOMATIC GAME LEVELS

Earobics carefully monitors the child's progress and automatically increases or decreases the level of difficulty for an activity so the child is always working at the appropriate level. Depending on the activity, a game may not advance levels until the start of the next round of play, even though the criterion for advancement has been met.

In Earobics you may select a starting level of play, repeat a level or skip levels of play using Preferences.

TASK AND LEVEL COUNTER

The current task and level is displayed in the Task and Level Counter  located at the lower left corner of each game screen. The Task and Level Counter also indicates the number of levels that remain to be completed for the current task.

AUTOMATIC GAME EXIT



If no response is made on two consecutive plays within a round, the game ends, data for the two plays for which the child made no response is discarded, and the program prompts the player "Do you want to play again?"

PROGRESS CHART & GAME MENU




The Progress Chart & Game Menu is where you and your child can monitor progress and switch between games. The player automatically returns here each time a game is exited.

EXITING A GAME

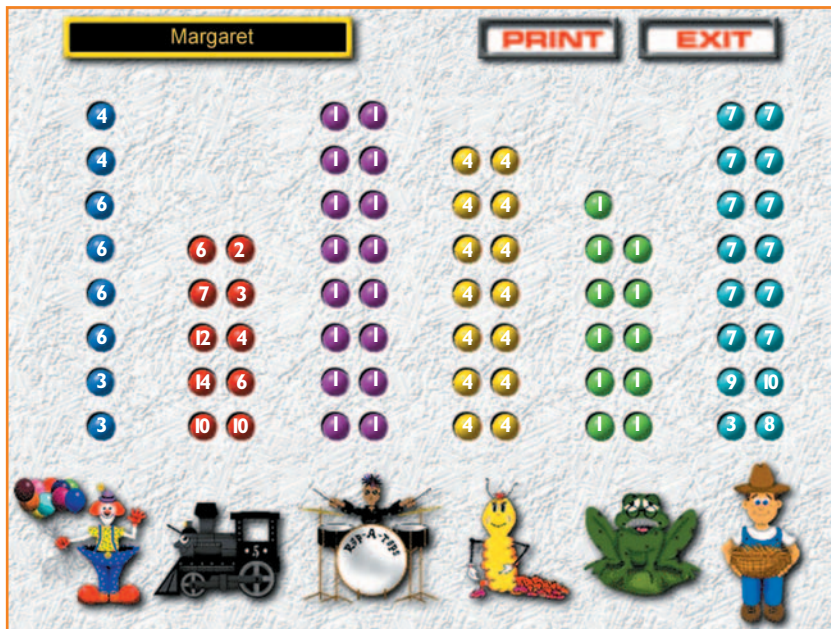
A game is exited either by selecting NO  when prompted to begin another round, or by selecting the Exit button  at any time during a round of play. In either case, the player is returned to the Progress Chart & Game Menu. When a player exits a game in the middle of a round, the data for the entire round is discarded.

USING THE PROGRESS CHART

Earobics Step 1 keeps track of each child's progress and displays it on the Progress Chart. You can monitor progress using the chart that appears in the Progress Chart & Game Menu screen. Click on the Print button  to print the child's progress chart.

Each game is represented by its corresponding game icon. Above each icon are a number of circles, which are filled in as the child advances within each game. The Progress Chart is automatically updated after each round of play. Children will be excited to watch the circles fill as their mastery continues to improve!

Note: In several games, each circle represents multiple levels of play, and the child must successfully complete several rounds of play before a circle will be filled in. The number of levels required to fill in each circle is shown on the following page.



SELECTING A NEW GAME

A new game can be played by clicking on the appropriate game icon located across the bottom of the screen.

RETURN TO MAIN MENU

To exit the Progress Chart & Game Menu and return to the Main Menu, click on the Exit button **EXIT**. Return to the Main Menu to change players, view data, set Preferences and Password control, or to quit the program.

WELCOME TO PREFERENCES

The Preferences feature of Earobics Step 1 allows you to easily customize Earobics for each student. This section guides you through Preferences and familiarizes you with the customization features that make Earobics an exceptional learning tool.

LAUNCHING PREFERENCES

Click on the Preferences button **PREFERENCES** to access Preferences from the Main Menu. If password protection is activated, you will be prompted to enter your password.

PREFERENCES
Blue text shows current task
Click on another task to change current level of play

Alan
Revert Help
Player Save Changes Exit

Task	Levels
Discriminating 4-step vowel pairs	3
Discriminating 3-step vowel pairs	8
Discriminating 2-step vowel pairs	9
Discriminating 1-step vowel pairs	10
Discriminating ra-la syllables & syllable patterns	28
Discriminating da-ga syllables & syllable patterns	28
Discriminating ma-na syllables & syllable patterns	28

Task	Levels
Recognizing long vowel sounds	10
Recognizing short vowel sounds	10
Recognizing fricatives and affricates	14
Recognizing glides and liquids	6
Recognizing stops	12
Recognizing nasals	4
Recognizing position of sound in a word	18

Task	Levels
Auditory memory for sound effects	6
Auditory memory for 1-syllable words	12
Auditory memory for digraphs	12
Auditory memory for speech sounds	8

Task	Levels
Blending words into compound words	12
Blending 2 syllables into words	12
Blending 2 speech sounds into words	4
Blending 3 syllables into words	4
Blending 3 speech sounds into words	12
Blending 4 speech sounds into words	12

Task	Levels
Identifying non-rhyming words	5
Identifying rhyming words	6

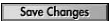
Task	Levels
Counting number of non-speech sounds	6
Counting number of speech sounds	6
Segmenting syllables in a word	2
Segmenting speech sounds in a word	2

SELECTING A PLAYER





Select the Player button **Player** from the menu bar to choose the name of the student whose preferences you want to set. The current preferences for the selected player will be displayed.

The selected student's current task for each game is displayed in blue text. The number to the right of each task represents the number of levels of play within each task. A colored circle to the left of each task indicates completion of the corresponding levels within the task. The circles on the Preferences screen correspond directly to the circles displayed on the student's Progress Chart.





MANUALLY CHANGING LEVELS OF PLAY

To manually change the student's level of play, click on the desired task. The game will begin at the first level of play within the selected task. Any circles that previously have been filled for that task will be cleared. However, the performance data corresponding to previous rounds of play will be preserved and will remain accessible to you in DataView. The starting level of play may be reset any number of times; however, each time the colored circles previously earned for the selected task will be cleared. If you leave a task that has already been played, you will only be able to return to that task at the first level of play. Click on the Save Changes button  to save your selection.





LIMITING STUDENT ACCESS TO SELECT GAMES

To prevent a student from playing any particular game, click on the Play Allowed button . The symbol  will appear, indicating that the game is not playable. To re-enable a game that has been removed from play, click on the Play Allowed button  with the , which will disappear and the game will again be playable.

TURNING OFF THE LISTEN AGAIN FEATURE

To prevent a student from repeating the auditory presentation, click on the Audio Replay button . The symbol  will appear to indicate that the audio replay is not available. To re-enable replay of the auditory presentation, click on the Audio Replay button  with the , which will disappear and the audio replay will again be available.


TURNING OFF THE OPTION TO EXIT AT THE END OF EACH ROUND OF PLAY

To prevent the game from asking the student if s/he would like to play again at the end of each round of play, click on the Option to Exit at End of Round button . The symbol  will appear to indicate the option to exit is not available. To re-enable, click on the Option to Exit at End of Round button  with the , which will disappear and the game will again allow the student to exit at the end of each round of play.

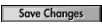



SELECTING ANOTHER GAME

To access a student's preferences for another game, simply select the folder tab across the top of the screen that corresponds to the game for which you want to set preferences.


CANCELLING CHANGES TO PREFERENCES

The Revert button  allows you to undo all unsaved changes made to a student's Preference Screen. Click on Revert to cancel changes. The screen will return to its original settings.


SAVING CHANGES TO PREFERENCES

Click on the Save Changes button  at the top of the Preferences screen to save all changes made to the preference settings for the selected student. Clicking on Save Changes will save currently displayed preferences for all games for the selected student. If you manually changed a task, you will be asked if you are sure you want to save changes to preferences for the selected student. Remember, if you manually select a task that has already been played, play will begin at the first play level within that task, and any circles that have been filled for that task will be cleared. However, the performance data corresponding to previous rounds of play will be preserved and will remain accessible to you in DataView. If you leave a task that has already been played, you will only be able to return to that task at the first play level for that task. Choose YES  to save all current displayed preferences for the selected student. Choose NO  to discard all changes to the preferences for the selected student. Select the Cancel button  to return to the Preferences screen for the selected student.




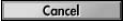
SELECTING ANOTHER PLAYER

Accessing the preferences for other students is quick and easy. Just select the Player button  from the menu bar located at the top of the screen. A menu of student's names will appear. Drag the cursor down to the name you want.

HELP

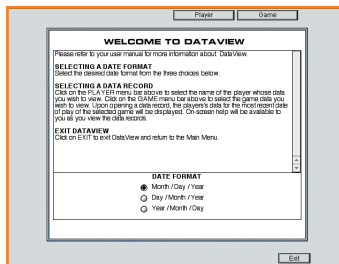
On-screen help is just a click away. Select the Help button  located in the top right corner of the screen to access the Help screen.

EXIT


To exit Preferences and return to the Main Menu, click on the Exit button . You will be asked if you want to save changes before exiting if you have not already saved or canceled your changes. Choose YES  to save all currently displayed preferences for the selected student. Choose NO  to discard all changes to the preferences for the selected student. Select the Cancel button  to return to the Preferences screen for the selected student. **Caution:** Once you exit and confirm changes, the student's levels are set. In order to return to the prior setting, you must manually reset the desired tasks.

WELCOME TO DATAVIEW

The DataView features of Earobics Step 1 save you valuable time and increase your professional productivity and accountability. This section guides you through DataView and familiarizes you with its time-saving and accountability features.




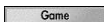
LAUNCHING DATAVIEW

Click on the DataView button  to access the DataView Launch Screen from the Main Menu. You will be prompted for your password if password protection is activated.


SELECTING A DATA FORMAT

The default date format used in DataView and DataPrint is month-day-year. To select a different format, click on the desired format.

SELECTING A DATA RECORD

To view daily performance and progress reports, select the Player button  from the menu bar to choose the name of the player whose data you want to view. Select the Game button  from the menu bar to choose the player's data for one of the games. The selected data will be displayed.

VIEWING DATA RECORDS

Upon opening a data record, the student's data for the most recent date of play of the selected game will be displayed. The student's name and the game's name appear at the top of the screen for quick verification that you accessed the data record of your choice. You may select the Help button  at any time for more detailed information about the DataView features.

The primary skills targeted by the game are identified, and learning objectives have been written for each task within the game. The data record includes the date on which the student worked with the selected game, the specific parameters of the training received, the number of trials per level, and a cumulative score for each level of training.

Name: Allan Player Game Help

Game: Caterpillar Connection

Primary Skills: Auditory Attention, Short Term Memory, Sequential Memory & Phonological Blending

TASK 6: BLENDING 4 SPEECH SOUNDS INTO WORDS (12)

Learning Objective: The student will blend 4 speech sounds presented auditorily with an inter-stimulus interval of 0.25, 0.5, 1.0 or 2.0 seconds into a word and will make a response by selecting from a set of three response choices. The response choices will contain 0, 1 or 2 words that are perceptually similar to the target word.

Date:	Task:	Units:	Interval:	Target:	Fails:	Trials:	Curr. Score:
4/24/04	Blend	4 phonemes	25	word	0	3	100%
	Blend	4 phonemes	0.5	word	0	3	100%
	Blend	4 phonemes	1.0	word	0	3	100%
	Blend	4 phonemes	2.0	word	0	4	75%
	Blend	4 phonemes	25	word	1	3	100%
	Blend	4 phonemes	0.5	word	1	3	100%
	Blend	4 phonemes	1.0	word	1	7	100%
	Blend	4 phonemes	2.0	word	1	4	50%

DataPrint ← Task Task → ← Date Exit Date →

Note: International Phonetic Alphabet (IPA) symbols are used in DataView to represent most speech sounds.

VIEWING DATA ACROSS TASKS FOR THE SAME DATE OF TRAINING

Use the arrows near the bottom left corner of the screen to view the selected student's data for other tasks on the same date of training. Click on the left arrow Task button ← Task to move backwards through the tasks. Click on the right arrow Task button Task → to move forward through the tasks.

VIEWING DATA ACROSS MULTIPLE DATES OF TRAINING

Use the arrows at the bottom right corner of the screen to view the data across multiple dates of training. Click on the Left Arrow Date button ← Date to move chronologically backward. Click on the Right Arrow Date button Date → to move chronologically forward.

SELECTING ANOTHER PLAYER OR GAME

To access the data records of other games and players, select the Player button Player or the Game button Game from the menu bar located at the top of the screen.


ADAPTIVE TRAINING, SCORING PROTOCOL & INTERPRETATION OF DATA

Earobics continually monitors the student's responses and automatically advances to the next level of play when a performance criterion is met. The performance criteria for each activity are included in the game descriptions and will appear on all printed progress reports.


The displayed score is the student's cumulative score for all responses made at a given level of play, up to and including the final number of responses during which the student met the performance criterion and subsequently advanced to the next level of play. A separate cumulative score is calculated for each date of play.

The relative amount of difficulty a student experiences at any given level of training is reflected in the student's cumulative score for that level of training. For example, the performance criterion for advancement to the next level of play in one of the games is four consecutive correct responses. If the student is immediately successful and responds correctly on the first four responses (4/4 correct), the cumulative score for that level of play will be 100%. However, if the student makes two incorrect responses before making four consecutive correct responses (4/6 correct), the cumulative score for that level of play will be 67%.

EXIT

To exit DataView and return to the Main Menu click on the Exit button  .

DATAPRINT

Earobics Step 1 not only monitors the student's progress, but also documents the student's progress for you! Use the DataPrint feature to create a progress report for your permanent record. Select the DataPrint button  at the bottom left corner of any data record displayed in DataView to view a list of print options.

Please note: The vast data storage capacity of Earobics should be more than sufficient for any student. However, if a student's data record reaches the maximum size, the student's oldest data will be deleted to accommodate his or her most recent data. Therefore, we recommend that you periodically print each student's data for your permanent record.

PRINT OPTION #1 (SINGLE SESSION)



Select this option to print the selected student's data for the game and session date currently displayed on screen in DataView.

PRINT OPTION #2 (ALL SESSIONS)


Select this option to print data for all dates on which the selected student worked with this game.

PRINT OPTION #3 (RANGE OF SESSIONS)

Select this option to select a range of dates for printing data. Type a date only in the "from:" field to print data for all dates this game was played by this student between the from date and today's date. Type another date in the "to:" field to print data for all dates played between and including the two dates. Dates must be entered in the currently selected date format.

After selecting one of the print options, select the Print button  to begin printing. Select the Cancel button  to exit the DataPrint Menu without printing.

EXIT

To exit DataView and return to the Main Menu, select the Exit button .

SCOPE AND SEQUENCE OF GAMES AND SKILLS

The following chart identifies the primary skills developed in each game and lists the specific tasks at beginning, intermediate and advanced levels.



Karloon's Balloons



C.C. Coal Car



Rap-A-Tap-Tap

PRIMARY SKILLS*	<p>Auditory Attention</p> <p>Auditory Sequential Memory</p> <p>Auditory Performance with Competing Signals</p> <p>Auditory Short-Term Memory</p>	<p>Sound-Symbol Correspondence</p> <p>Phoneme Discrimination & Identification</p> <p>Phonological Sequencing</p>	<p>Phonological Segmentation</p> <p>Auditory Short-Term Memory</p> <p>Auditory Temporal Resolution</p>
BEGINNING TASKS	<p>Auditory memory for sound effects</p>	<p>Recognition of long vowel sounds</p> <p>Recognition of short vowel sounds</p>	<p>Counting number of non-speech sounds</p> <p>Counting number of speech sounds</p>
INTERMEDIATE TASKS	<p>Auditory memory for 1-syllable words</p> <p>Auditory memory for digits</p>	<p>Recognition of fricative and affricate consonants</p> <p>Recognition of glide and liquid consonants</p> <p>Recognition of stop consonants</p> <p>Recognition of nasal consonants</p>	<p>Segmenting syllables in a word</p>
ADVANCED TASKS	<p>Auditory memory for speech sounds</p>	<p>Recognition of position of sound in a word</p>	<p>Segmenting speech sounds in a word</p>



Caterpillar Connection



Rhyme Time



Basket Full of Eggs

PRIMARY SKILLS*	Phonological Blending Auditory Attention Auditory Short-Term Memory Auditory Sequential Memory	Rhyming Auditory Attention Auditory Sequential Memory Auditory Short-Term Memory Auditory Performance with Competing Signals	Auditory and Phoneme Discrimination Auditory Attention Auditory Sequential Memory Auditory Short-Term Memory Auditory Pattern Recognition Auditory Temporal Ordering
BEGINNING TASKS	Blending words into compound words	Identifying non-rhyming words	Discriminating 4+ step vowel pairs Discriminating 3 step vowel pairs Discriminating 2 step vowel pairs
INTERMEDIATE TASKS	Blending 2 syllables into words Blending 2 speech sounds into words Blending 3 syllables into words Blending 3 speech sounds into words	Identifying rhyming words	Discriminating 1 step vowel pairs
ADVANCED TASKS	Blending 4 speech sounds into words		Discriminating ra-la syllables and syllable patterns Discriminating da-ga syllables and syllable patterns Discriminating ma-na syllables and syllable patterns

*See individual game descriptions for list of secondary skills.




Featuring: Karloon the Clown
38 Levels of Play

Primary Skills: Auditory Short-Term Memory, Auditory Sequential Memory, Auditory Performance with Competing Signals, Auditory Attention

Related Skills: Auditory & Phoneme Discrimination, Auditory Identification, Phoneme Identification, Sound-Symbol Correspondence, Following Oral Directions

How To Play

Click on  to play balloons with Karloon! Keep Karloon's balloons from popping by learning to recall a series of sound effects, words, numbers, and speech sounds.

Nine picture boxes appear on the left side of the screen. Karloon the Clown presents a sound effect.

Position the cursor over the picture that corresponds to the sound effect and wait until a red frame appears around the picture. Click on the picture that corresponds with the sound effect before one of Karloon's balloons pops!

After three consecutive correct responses, Karloon's Balloons automatically advances by increasing the number of sound effects.

When more than one sound effect is presented, click on the corresponding pictures in the order that the sounds were presented.

Karloon's Balloons continues to advance in difficulty by increasing the number of sounds, concealing pictures until after the sounds have been presented, varying the types of sounds, and introducing two levels of background noise. If two or more consecutive incorrect responses are made within the round, the level will be decreased to the previous level after the round of 10 auditory responses has been completed.

Note: The student will advance to the next level after three correct responses. However, if the next level is in a new task, the student will complete the round of 10 before advancing to the next task and level.






Featuring: The C.C. Coal Car Train
74 Levels of Play

Primary Skills: Phoneme Discrimination, Phoneme Identification, Phonological Sequencing, Sound-Symbol Correspondence


Related Skills: Auditory Attention, Auditory Short-Term Memory, Phonological Segmentation, Following Oral Directions, Comprehension of Linguistic Concepts


How To Play

Click on  and jump on board the C.C. Coal Car Train to learn recognition of long vowels, short vowels, and consonant sounds. Load up the coal cars by identifying sounds and the position of sounds within words.

Activity 1: Did You Hear the Sound? (56 Levels of Play)

C.C. Coal Car introduces a target sound. There is a box on the screen displaying the letter that represents the target sound. A second box displays the letter with a strike through it (meaning: not the target sound.)

C.C. Coal Car presents a sound. If the sound corresponds to the letter displayed, click on the box containing the letter before the train rolls away. If the sound is not the target sound, click on the box with the  symbol.

After four consecutive correct responses, C.C. Coal Car increases the level of difficulty and presents the sound in a word. If the target sound is heard in the word, click the box containing the letter. Click on the box with the  symbol if the target sound is not heard.

After two consecutive incorrect responses, the level of play will automatically be decreased, and the target sound will again be presented in isolation.

As the child becomes proficient at identifying the target sound in a word, C.C. Coal Car continues to increase in difficulty by introducing more challenging sounds.

Activity 2: What is the Position of the Sound Within the Word? (18 Levels of Play)

C.C. Coal Car presents a target sound.

Click the engine, coal car, or caboose to indicate if the letter sound is heard at the beginning, middle, or end of the word. For example, if the letter sound is heard at the end of the word, the caboose should be clicked.

C.C. Coal Car continues at the current level until at least nine correct responses are given. C.C. Coal Car then progresses to more challenging sounds.






Featuring: The Rap-A-Taps
16 Levels of Play

Primary Skills: Auditory Short-Term Memory, Phonological Segmentation, Auditory Temporal Resolution

Related Skills: Auditory Attention, Following Oral Directions, Comprehension of Linguistic Concepts

HOW TO PLAY



Click on  and learn to keep the beat with the Rap-A-Taps by counting the number of drumbeats and speech sounds in a series and the number of sounds and syllables in a word.

The Rap-A-Taps are ready to rock. The drummer presents a series of 1-4 drumbeats.

Wait until the drummer has completed his play and the speaker icon appears on screen. Position the cursor on screen, and click the mouse once for each drumbeat heard.

After at least 8 out of 10 correct responses are made, Rap-A-Tap-Tap automatically increases the level of difficulty by changing the amount of time between each drumbeat and by eliminating auditory feedback during the player's response.

After the player becomes proficient at counting drumbeats, Rap-A-Tap-Tap advances the level of difficulty by presenting speech sounds.

Click the mouse once for each speech sound heard. Rap-A-Tap-Tap will continue to advance by decreasing the amount of time between each speech sound and by eliminating auditory feedback.

Rap-A-Tap-Tap will then automatically advance by asking the player to count each syllable or speech sound in a word, with and without auditory feedback. Click the mouse once for each syllable or sound heard in the word.

Scoring:  correct response  incorrect response

CATERPILLAR CONNECTION




Featuring: Katy-Pillar
56 Levels of Play

Primary Skills: Phonological Blending, Auditory Attention,
Auditory Short-Term Memory, Auditory
Sequential Memory

Related Skills: Phoneme Discrimination, Following Oral
Directions

HOW TO PLAY

Click on  to see Katy-Pillar transform into a beautiful butterfly as the child learns to blend words into compound words, and blend syllables and sounds into words.

Three pictures appear at the top of the screen. Katy-Pillar presents two words that make a compound word.

Click on the picture that corresponds to the compound word spoken by Katy-Pillar before she walks off the screen!

After three consecutive correct responses, Caterpillar Connection automatically advances the level by increasing the time between words and by introducing more similar sounding response choices.

When the player becomes proficient in blending words into compound words, Caterpillar Connection automatically advances the level by presenting syllables and sounds to blend into words.

Click on the picture that corresponds to the word that is composed of the syllables or sounds presented.

Caterpillar Connection continues to increase in difficulty by using longer presentation intervals, increasing the number of syllables or sounds presented, and varying the similarity of the response choices. After two consecutive incorrect responses, the level of play will be automatically decreased.




Featuring: Bog Frog
11 Levels of Play

Primary Skills: Rhyming, Auditory Attention, Auditory Sequential Memory, Auditory Short-Term Memory, Auditory Performance with Competing Signals

Related Skills: Auditory & Phoneme Discrimination, Following Oral Directions, Comprehension of Linguistic Concepts

How To Play

Click on  to visit Bog Frog and friends for a unique game that teaches rhyming skills, using both rhyming and non-rhyming activities!

Activity 1: Which Word Does Not Rhyme? (5 Levels of Play)

Three little frogs leap in turn; each speaking a different word. One of the words does not rhyme with the other two.

Click on the frog whose word does not rhyme with the others before the frog jumps into the water!

After three consecutive correct responses, Rhyme Time automatically advances the level by increasing the number of frogs and by introducing low and high background swamp noise. After two consecutive incorrect responses, the level of play will be automatically decreased.

Activity 2: Which Words Rhyme? (6 Levels of Play)

After the player has successfully identified non-rhyming words at five levels of difficulty, Rhyme Time automatically begins a new rhyming activity.

Bog Frog says a word. Two frogs each speak a different word. One word rhymes with the word spoken by Bog Frog. Click on the frog whose word rhymes with the one spoken by Bog Frog.

After three consecutive correct responses, Rhyme Time automatically advances in difficulty, and will decrease a level after two consecutive incorrect responses.

Scoring:  correct response  incorrect response

BASKET FULL OF EGGS




Featuring: Farmer Fardell
114 Levels of Play

Primary Skills: Auditory & Phoneme Discrimination, Auditory Attention, Auditory Short-Term Memory, Auditory Sequential Memory, Auditory Pattern Recognition, Auditory Temporal Ordering

Related Skills: Following Oral Directions, Comprehension of Linguistic Concepts

HOW TO PLAY



Click on  to help Farmer Fardell collect eggs the hens are laying and learn to hear the differences between vowels and consonant-vowel combinations.

Activity 1: Are These Vowel Sounds the Same or Different?

(30 Levels of Play)

There are two white hens in a nest on the left side of the screen and a white and brown hen in a nest on the right. Farmer Fardell presents two vowel sounds.

If the two sounds are the same, click on the two white hens before the egg falls to the ground! If the two sounds are different, click on the white and brown hens.

Basket Full of Eggs continues at the current level until the player responds correctly on all same vowel pairs and at least five of six different vowel pairs. Basket Full of Eggs will then automatically advance the level of difficulty by increasing the similarity of the vowel sounds.

Activity 2: Are These Consonant-Vowel Syllables the Same or Different? (84 Levels of Play)

Farmer Fardell presents two consonant-vowel syllables that have been acoustically enhanced. (For maximum benefit, we recommend the use of headphones when listening to the enhanced sounds.)

If the consonant-vowel syllables are the same, click on the two white hens. Click on the white and brown hens when the sounds are different.

After four consecutive correct responses, Basket Full of Eggs automatically advances the level of difficulty by reducing the acoustic enhancement of the sounds, thereby increasing the similarity of the consonant-vowel syllables, and by increasing the number of syllables presented at a time.

When the player becomes proficient at discriminating one pair of consonant-vowel syllables, the game automatically advances to more challenging pairs of consonant-vowel syllables.

Basket Full of Eggs automatically decreases a level after two consecutive incorrect responses.

GLOSSARY

Earobics Step 1 is a comprehensive program that develops these essential auditory processing, phonological awareness and processing, phonics and spoken language processing skills:

AUDITORY PROCESSING & RELATED SKILLS

Auditory Attention

The ability to maintain purposeful focus to sound over extended periods of time.

Auditory Identification

The ability to recognize and label non-speech sounds and to store an adequate representation of sounds in long-term memory.

Auditory Pattern Recognition

The ability to recognize patterns of duration, pitch, loudness and silent intervals in a series of sounds.

Auditory Performance with Competing Signals

The ability to focus on sound in the presence of competing auditory signals such as noise or speech.

Auditory & Phoneme Discrimination

The ability to tell whether two or more sounds are the same or different.

Auditory Sequential Memory

The ability to remember sounds in sequential order.

Auditory Short-Term Memory

The ability to retain sounds in auditory memory for completion of a task.

Auditory Temporal Ordering

The ability to recognize the sequence of sounds presented.

Auditory Temporal Processing

The ability to delete, discriminate, recognize and synthesize acoustic cues across time.

Auditory Temporal Resolution

The ability to detect the silent intervals between sounds.

PHONOLOGICAL AWARENESS AND PROCESSING SKILLS

Phoneme Identification

The ability to recognize and label speech sounds and to store an adequate representation of the sound in long-term memory.

Phonological Blending

The ability to blend speech sounds into syllables and syllables into words.

Phonological Segmentation

The ability to segment words into syllables and phonemes (speech sounds).

Phonological Sequencing

The ability to identify the position of a target speech sound in a word and to identify the sequence of speech sounds within a word.

Rhyming

The ability to recognize rhyme sound patterns in a word.

PHONICS SKILLS

Sound-Symbol Correspondence

The ability to associate a speech sound with an alphabetic letter or group of letters.

SPOKEN LANGUAGE PROCESSING SKILLS

Comprehension of Linguistic Concepts

The ability to understand semantic concepts of oral language, including concepts of time, size and sequential order.

Following Oral Directions

The ability to comprehend and execute verbal directions.

INFORMATION & CUSTOMER SERVICE

For general information, please call (888) 328-8199.

Trouble-Shooting Tips & Technical Support Information

Make sure your system meets the minimum requirements as described below. Please close all other open applications.

To receive Technical Support, please complete and return the enclosed registration card today!

For answers to frequently asked questions, visit our website at www.earobics.com. For technical assistance with installing and running the software, registered customers should call (888) 328-8199. Our technical support staff is available to assist you Monday through Friday, 7:00 a.m. - 6:00 p.m., central time.

Minimum System Requirements

Windows: 133Mhz Pentium Processor or above

Windows 95, 98, 2000, ME, XP, NT

32 MB of RAM

16 MB available RAM (32 MB available RAM recommended)

256 colors (16-bit color recommended)

4x CD-ROM drive

10 MB available hard disk space

Sound Blaster or Sound Blaster-compatible 16-bit sound card and speakers

Mouse required

Macintosh: 603e Power Macintosh (604 Power Macintosh or above recommended)

System 7.6.1 to 9.X and OS X

32 MB of RAM;

16 MB available RAM (32 MB available RAM recommended)

256 colors (thousands of colors recommended)

4x CD-ROM drive

10 MB available hard disk space

Mouse required



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