*e*arobics® Home
Sound Foundations for Reading and Spelling™

STEP 2

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WELCOME TO EAROBICS® STEP 2

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

Earobics Step 2 is the second in the Earobics product line. It teaches fundamental listening and sound awareness skills at more advanced levels than Step 1, as well as additional phonics and language skills important for the more advanced student. This User Guide will help you get started as you help your child develop the language, reading skills he or she needs to succeed in school.

We have designed Earobics to be educational *and* fun to play. Each of its colorful, interactive games features a friendly character that guides your child through the learning process. The games' play-by-play scoring gives immediate feedback and motivates your child to excel. The easy to read Progress Chart tracks the child's progress through the games.

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 parents.

In our mission to provide the highest quality educational products, we value the feedback we receive from parents like you. We welcome any comments and suggestions you wish to share with us, either by email to parentfeedback@earobics.com, or by mail to Parent Feedback, Cognitive Concepts, P.O. Box 1363, Evanston, IL 60204-1363. We wish your child 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 2 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 2 Home Icon** that appears on your desktop. The Earobics Step 2 window will open.

2. Double-click on the **Earobics Step 2 Home Installer Icon** that appears in the window.

3. Follow the on-screen instructions for the Earobics Step 2 Home installation.

4. The **Earobics Step 2 Home folder** will be installed on your hard drive. To play, locate and open the **Earobics Step 2 Home folder** on your hard drive. Double-click on the **Earobics Step 2 Home program Icon** inside the folder.

Data Record Storage
The Step 2 data records are stored in a file named **RS_0909.ear** located in the Earobics Step 2 Home folder on your hard drive. For added protection, regularly copy the Earobics Step 2 Home 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.

MAIN MENU
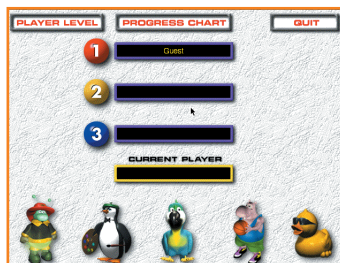
Each time you start up Earobics Step 2, the Main Menu will be displayed. Here you select or enter the player name, select the player level and select the Earobics game you want to play first. You may also access the Progress Chart, as well as exit the software, from this screen.

IS THIS YOUR FIRST TIME USING EAROBICS?

If this is the player's first time using Earobics, click on an available player number. A player entry screen will be displayed. The first slot has "guest" as the name, and no other name can be entered. Type the child's name into the box provided and click "OK." A verification screen will be displayed to verify the player name entry. Please check the player name carefully; a player's name cannot be changed or deleted once verified. Click "OK" to accept the player entry. The player name now appears in the player list.

SELECTING A PLAYER

Earobics monitors and tracks each child's progress individually, so it is important to select the correct player. Each time a player begins using Earobics, the child's name should be selected from the player list by clicking on the player number or 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.

SELECTING A LEVEL

Select Beginner, Intermediate or Advanced level for the currently selected player by clicking on the Player Level button PLAYER LEVEL in the top left corner of the Main Menu screen. The selected level will be set for all five games. You may reset the level as often as you wish. However, resetting the level will reset the progress chart for the selected player, and any circles that have been filled in for that level will be cleared. You may

change the player level at any time by returning to this screen and selecting Beginner, Intermediate or Advanced. These buttons do not reflect any previous selections; however, your previous selection was saved and applied. <u>Note: The default level for Earobics Step 2 is set at the beginning level. Do not select a level if you want the player to advance through all levels in the program</u>.

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 five games to choose from:

| *Calling All Engines* | *Paint by Penguin* | *Pesky Parrots* | *Hippo Hoops* | *Duck Luck* |

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

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

GENERAL FEATURES OF ALL GAMES

BYPASS OPENING INSTRUCTION SET
The opening instructions for each game can be bypassed at the beginning of each round subsequent to the round in which the instructions are first presented. See game descriptions for details.

PAUSE/RESUME/VOLUME CONTROL
Selecting the Pause button PAUSE located in the upper left corner of all game screens suspends the game play and allows the following options:

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

Volume Control: Clicking on the arrow at the left of the volume control bar will decrease the sound volume. Clicking on the arrow at the right of the volume control bar will increase the sound volume.

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

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 in Duck Luck. Wait for the cursor to reappear before moving or clicking the mouse. While the cursor remains on the screen during the auditory presentations in Calling All Engines, Paint by Penguin, Pesky Parrots and Hippo Hoops, the program will not accept mouse clicks until the auditory presentation is complete and the speaker icon appears on screen. Wait until the speaker icon appears on the screen before making a response.

LISTEN AGAIN FUNCTION

There is a Speaker icon 📢 on the game screen. It can be selected whenever the cursor is available (i.e., after the auditory presentation). Selecting the icon replays the sound or word and resets the response timer. The display of this icon also signals the player that it is time to respond.

GAME RESPONSE INTERVALS

The response time allowed in most games is 10 seconds. The response interval in Calling All Engines is 15 seconds, and the response interval for Paint by Penguin is 10, 15, or 20 seconds depending on the game activity. If the time elapses before the player responds, that play of the round will be treated as an incorrect response. If the player requires more time to respond, click on the Speaker icon 📢 to reset the timer, or use the Pause button PAUSE.

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.

END OF ROUND ANIMATIONS

The child receives a special 3-D animation at the end of a round of play when the child scores 80% or better within the round. The animations provide an extra incentive and reward for the child's improved performance.

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 YES will start a new round of the current game.

• Selecting NO NO will end the game and display the Progress Chart & Game Menu. The Progress Chart will be updated to include the game that was just completed.

For each session, it is recommended that a child play one round of ten auditory responses in each of the five games.

AUTOMATIC GAME LEVELS

Earobics carefully monitors the child's progress and automatically adjusts 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.

TASK AND LEVEL COUNTER

The current task and level are displayed in the Task and Level Counter `TASK: 1 LEVEL: 1/12` 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 **NO** when prompted to begin another round, or by selecting the Exit button **EXIT** 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 2 keeps track of each child's progress with each game and makes it easy for you and your child to do so as well! You can monitor progress using the chart that appears in the Progress Chart & Game Menu screen. Click on the Print button **PRINT** 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.

Progress Chart screen with number of levels of play superimposed on each circle.

B=Beginner, I=Intermediate, A=Advanced

PLAYING 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 or player level or to quit the program.

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.

	Calling All Engines	Paint by Penguin	Pesky Parrots
PRIMARY SKILLS*	Auditory Attention Auditory Short-Term Memory Auditory Sequential Memory Auditory Performance with Competing Signals Following Oral Directions Comprehension of Linguistic Concepts	Auditory Short-Term Memory Auditory Sequential Memory Auditory Temporal Resolution Auditory Temporal Ordering Auditory Pattern Recognition Phonological Sequencing Phonological Segmentation Phonological Manipulation	Auditory Short-Term Memory Phonological Blending Auditory & Phoneme Discrimination Word Closure Auditory Performance with Degraded Signals
BEGINNING TASKS	Auditory memory for digits Following directions with digits & linguistic concepts Following directions with digits, linguistic concepts & competing noise	Counting number of speech sounds Segmenting sounds in a word with simple syllable structure Segmenting sounds in a word with complex syllable structure	Blending 2 syllables into a word Blending 3 syllables into a word Blending 4 syllables into a word
INTERMEDIATE TASKS	Auditory memory for words Following directions with words & linguistic concepts Following directions with words, linguistic concepts & competing noise	Counting & sequencing speech sounds Segmenting & sequencing sounds in a word with simple syllable structure Segmenting & sequencing sounds in a word with complex syllable structure	Blending 2 sounds into a word Blending 3 sounds into a word with simple syllable structure Blending 3 sounds into a word with complex syllable structure Blending 4 sounds into a word with simple syllable structure Blending 4 sounds into a word with complex syllable structure
ADVANCED TASKS	Auditory memory for long vowel sounds Following directions with long vowels & linguistic concepts Following directions with long vowels, linguistic concepts & competing noise Auditory memory for short vowels Following directions with short vowels & linguistic concepts Following directions with short vowels, linguistic concepts & competing noise Auditory memory for consonants Following directions with consonants & linguistic concepts	Manipulating sound sequences	Word closure with final syllable omitted Word closure with initial syllable omitted Word closure with medial syllable omitted Word closure with final speech sound omitted Word closure with initial speech sound omitted Word closure with medial speech sound omitted Word closure with one sound of consonant cluster omitted

	Hippo Hoops	Duck Luck
PRIMARY SKILLS*	Auditory Vigilance Auditory & Phoneme Discrimination Phoneme Identification Phonological Sequencing	Auditory Sequential Memory Auditory Short-Term Memory Phoneme Identification Rhyming Auditory & Phoneme Discrimination Phonological Blending Phonological Segmentation Phonological Manipulation Word Closure Sound-Symbol Correspondence Recognizing Word Endings
BEGINNING TASKS	Discrimination of vowels in minimal pair closed syllables Discrimination of vowels in minimal pair words with postvocalic /l/ Discrimination of /r/-controlled vowels in minimal pair words	Recognizing open syllable rimes Recognizing closed syllable rimes Recognizing rimes with post-vocalic /l/ Recognizing rimes with r-controlled vowels
INTERMEDIATE TASKS	Discrimination of consonants ba-pa Discrimination of consonants sha-pa Discrimination of consonants ra-la Discrimination of consonants ma-na Discrimination of consonants da-ga	Recognizing consonant and consonant diagraph onsets Recognizing CC consonant blend onsets Recognizing CCC consonant blend onsets
ADVANCED TASKS	Recognition of diphthongs in a word Recognition of tense vowels in a word Recognition of lax vowels in a word Identification of position of consonant sound in a word	Blending onsets with rimes Segmenting and deleting phonemes, onsets & rimes

*See individual game descriptions for list of secondary skills.

CALLING ALL ENGINES

Featuring: FireFighter Fly
168 Levels of Play

Primary Skills: Auditory Attention, Auditory Short-Term Memory, Auditory Sequential Memory, Auditory Performance with Competing Signals, Following Oral Directions, Comprehension of Linguistic Concepts

Related Skills: Auditory & Phoneme Discrimination, Sound-Symbol Correspondence

HOW TO PLAY

Click on to help FireFighter Fly put out the fire in the burning building. Put out the flames with water by learning to recall a series of numbers, words, and speech sounds and by following directions of increasing complexity. Click on the fire hydrant to bypass the opening instructions.

Click on the fire hydrant to begin. A number appears inside each of the nine windows of the burning building. FireFighter Fly gives directions to click on a number.

Position the cursor over the number you hear and wait until a blue frame appears around the selected window. Click on the number before FireFighter Fly runs out of water!

After three consecutive correct responses, Calling All Engines automatically advances by increasing the amount of numbers spoken. When two or more numbers are presented, click on both corresponding numbers, in the order they were presented.

Calling All Engines continues to advance in difficulty by increasing the amount of numbers, concealing the digits until after numbers have been spoken, increasing the length and complexity of directions, introducing low and high levels of background crowd noise, and varying the type of sounds presented. After two consecutive incorrect responses, the level of play will be automatically decreased.

Scoring: correct response incorrect response

PAINT BY PENGUIN

Featuring: M. Pierre Penguin
68 Levels of Play

Primary Skills: Auditory Short-Term Memory, Auditory Sequential Memory, Auditory Temporal Resolution, Auditory Temporal Ordering, Auditory Pattern Recognition, Phonological Sequencing, Phonological Segmentation, Phonological Manipulation

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

HOW TO PLAY

Click on to paint masterpieces with M. Pierre Penguin. Select a sponge and learn to count and sequence speech sounds in a series and in a word, and learn how to create new words by deleting, adding, substituting, and rearranging sounds. Click on a sponge to bypass the opening instructions.

Activity 1: How Many Sounds Do You Hear?
(22 Levels of Play)

Select the sponge of your choice by clicking on it. M. Pierre Penguin will then present 1-3 speech sounds. Wait until M. Pierre Penguin turns to face the canvas and the speaker icon appears on screen. Position the cursor on the screen and click the mouse once for each speech sound heard. A sponge appears with each click of the mouse. A correct response is made when the number of sponges displayed is the same as the number of sounds presented. Paint by Penguin automatically increases the level of difficulty by changing the interval between sounds, by eliminating auditory feedback, and by increasing the number of sounds presented.

After the child becomes proficient at counting individual speech sounds, Paint by Penguin advances the level of difficulty by presenting a word. Click on the mouse once for each speech sound heard in the word. After at least 8 of 10 correct responses, Paint by Penguin advances the difficulty by varying the length and complexity of sound patterns in words and by eliminating auditory feedback during the player's responses.

Activity 2: In What Order Are the Sounds Presented?
(22 Levels of Play)

Select the sponge of your choice by clicking on it. M. Pierre Penguin will then present 1-3 speech sounds. Click on the paint cans at the bottom of the screen to show how many sounds you hear and the order in which you heard them. You may use any color of paint you wish. Select a different color for each different sound you hear. Use the same color for sounds that are the same. Color choices apply only to a single response; when the next speech sounds are presented, you may change the colors of paint that you use. After at least 8 of 10 correct responses, Paint by Penguin automatically increases the difficulty by changing the interval between sounds, eliminating auditory feedback during a player's response, and by increasing the number of sounds presented.

After the child becomes proficient at counting and sequencing individual speech sounds, Paint by Penguin advances the level of difficulty by presenting words. Use the paint cans to show how many sounds are heard in a word. Use the same color for sounds that are the same. Use different colors for sounds that are different. After at least 8 of 10 correct responses, Paint by Penguin advances by varying the length and complexity of sound patterns in words and by eliminating auditory feedback during the player's responses.

Activity 3: Create a New Word by Rearranging These Sounds
(24 Levels of Play)

Select the sponge of your choice by clicking on it. M. Pierre Penguin will present a word containing two sounds, using a different color sponge for each of the sounds. M. Pierre Penguin instructs you to rearrange the sounds into a new word. Click on the paint can colors at the bottom of the screen that correspond to the colors used by M. Pierre Penguin at the top of the screen. After at least 8 of 10 correct responses, Paint by Penguin automatically advances by introducing more challenging sound manipulations, by eliminating auditory feedback during the player's responses, and by increasing the number of sounds in a word.

Scoring: correct response   incorrect response

PESKY PARROTS

Featuring: Pirate Patch & The Pesky Parrots
60 Levels of Play

Primary Skills: Auditory Short-Term Memory, Phonological Blending, Auditory & Phoneme Discrimination, Word Closure, Auditory Performance with Degraded Signals

Related Skills: Auditory Sequential Memory, Auditory Attention, Auditory Temporal Ordering, Following Oral Directions, Comprehension of Linguistic Concepts

HOW TO PLAY

Click on to help Pirate Patch get back his stolen jewels while learning to blend syllables and speech sounds into words and to complete words by filling in missing syllables or speech sounds. Click on the treasure chest to bypass the opening instructions.

Activity 1: Which Word is Formed Using These Syllables or Sounds? (42 levels of Play)

Click on the treasure chest to begin. The pesky parrots will present two syllables that make a word. Three pictures appear on the sails of the pirate ship offshore. Wait until the speaker icon appears on screen and then click on the picture that corresponds to the word spoken by the parrots before a parrot returns a coconut instead of a jewel.

After three consecutive correct responses, Pesky Parrots automatically advances by increasing the time between syllables and by introducing more similar response choices.

When the player becomes proficient in blending two syllables into words, Pesky Parrots automatically advances by presenting three and then four syllables. Pesky Parrots continues to increase in difficulty by presenting individual speech sounds, varying the complexity of sound patterns in words, using longer presentation intervals, increasing the number of sounds presented, and by varying the similarity of the response choices. After two consecutive incorrect responses, the level of play will be automatically decreased.

Activity 2: Which Word is Formed When a Missing Syllable or Sound is Filled In? (18 levels of Play)

Click on the treasure chest to begin. The pesky parrots present the first syllable of a word and omit the second syllable. Three pictures appear on the sails of the pirate ship offshore. Click on the picture that corresponds to the word spoken by the parrots.

After three consecutive correct responses, Pesky Parrots automatically advances by increasing the number of syllables in the word.

When the player becomes proficient in identifying words with the last syllable omitted, Pesky Parrots automatically advances the level by omitting the first syllable of the word. Click on the picture that corresponds to the word spoken by the parrots.

Pesky Parrots continues to increase in difficulty by varying the position of the omitted syllable, presenting individual speech sounds with one sound of the word omitted, and varying the complexity of sound patterns in the word. After two consecutive incorrect responses, the level of play will be automatically decreased.

Scoring: correct response incorrect response

HIPPO HOOPS

Featuring: Hakeem Hippo
               155 Levels of Play

Primary Skills: Auditory Vigilance, Auditory & Phoneme Discrimination, Phoneme Identification, Phonological Sequencing

Related Skills: Auditory Attention, Auditory Short-Term Memory, Sound-Symbol Correspondence, Following Oral Directions, Comprehension of Linguistic Concepts

HOW TO PLAY

Click on and score banana points by learning to recognize and discriminate sounds and to identify the position of sounds within words. Build phonics skills for vowels, vowel digraphs, diphthongs, consonants, consonant digraphs, and consonant blends while shooting hoops with Hakeem Hippo. Click on the ball Hakeem is holding to bypass the opening instructions.

Activity 1: Do You Hear a Word or Sound that is Not the Same? (116 Levels of Play)

Hakeem Hippo is ready to go one-on-one with the Rhino. When the whistle blows, click the ball in the ball rack at the front of the screen, hold down the mouse button, and listen as Hakeem repeats one word or a nonsense word. Let go of the mouse when you hear a different word. After three consecutive correct responses, Hippo Hoops automatically increases the level of difficulty by presenting more similar sound contrasts. After two consecutive incorrect responses, Hippo Hoops automatically decreases the level of play.

Activity 2: Do You Hear This Sound in the Word? (15 Levels of Play)

Hakeem Hippo and his hippo pal are ready to go two-on-two with the Rhinos. Click on Hakeem's ball to start the game. Hakeem presents a sound that corresponds to a letter or letters displayed on the banners. When the whistle blows, click on the ball in the ball rack, hold down

the mouse, and listen as Hakeem begins to present a list of words. Let go of the mouse when you hear a word that contains the sound that corresponds with the letter or letters on the banners. After three consecutive correct responses, Hippo Hoops automatically increases the level of difficulty by introducing more challenging sound patterns, moving from diphthongs to tense vowels and to lax vowels. After two consecutive incorrect responses, Hippo Hoops automatically decreases the level of play.

Activity 3: What is the Position of the Sound Within the Word?

(24 Levels of Play)

Click on Hakeem's basketball to start the game. Hakeem presents a sound that corresponds to a letter or letters displayed on the banners. Hakeem then says a word. Wait for the speaker icon to appear on screen and then click on the first, second, or third ball in the ball rack to indicate if the sound is heard at the beginning, middle, or end of the word. For example, click on ball #1 if the sound is heard at the beginning of the word. After three consecutive correct responses, Hippo Hoops automatically increases the level of difficulty by introducing more challenging sounds. After two consecutive incorrect responses, Hippo Hoops automatically decreases the level of play.

Scoring: correct response incorrect response

Featuring: Lyle Kyle Crocodile & The Little Quackers
142 Levels of Play

Primary Skills: Auditory Sequential Memory, Auditory Short-Term Memory, Phoneme Identification, Rhyming, Auditory & Phoneme Discrimination, Phonological Blending, Phonological Segmentation & Manipulation, Word Closure, Sound-Symbol Correspondence

Related Skills: Auditory Attention, Sound-Symbol Correspondence, Auditory Short-Term Memory, Phonological Sequencing, Following Oral Directions, Comprehension of Linguistic Concepts, Sight Recognition

HOW TO PLAY

Click on to visit the Duck Luck Arcade for some old-fashioned carnival fun that teaches rhyming and other sound-pattern recognition skills. Animate prizes by learning phonics skills for vowels, vowel digraphs, diphthongs, consonants, consonant digraphs, and consonant blends. Click on the prize arrow to bypass the opening instructions.

Activity 1: Which Word Contains This Sound Pattern?
(124 Levels of Play)

Click on the prize arrow to begin. Lyle Kyle Crocodile presents a sound pattern that corresponds to the letters displayed on the screen. Three little quackers each speak a different word. Click on the duck whose word ends with the sound pattern Lyle Kyle Crocodile presented. The more correct answers, the bigger the prize.

After three consecutive correct responses, Duck Luck automatically advances the level by presenting more challenging word-final sound patterns, by introducing word-initial sound patterns, and by varying the complexity of the word-initial sound patterns. After two consecutive incorrect responses, the level of play will be automatically decreased.

Activity 2: Which Word Do These Sounds Make?
(12 Levels of Play)

Click on the prize arrow to begin. Lyle Kyle Crocodile presents two parts of a syllable (onset & rime) that make a one syllable word. Click on the duck that says the word corresponding to the word spoken by Lyle Kyle Crocodile before time runs out. After three consecutive correct responses, Duck Luck automatically advances in difficulty by increasing the interval between parts of the word, by increasing the complexity of the sound patterns within the word, and by introducing sound interference between the two parts of the word. Duck Luck will decrease a level after two consecutive incorrect responses.

Activity 3: Which Word Do You Have When Sounds Are Removed? (6 Levels of Play)

Click on the prize arrow to begin. Lyle Kyle Crocodile presents a word with a sound removed. Click on the duck that says the word that corresponds with the word spoken by Lyle Kyle Crocodile before time runs out. After three consecutive correct responses, Duck Luck automatically advances the level of play by varying the complexity of the sound patterns within a word and by varying the type of sound manipulation the child is required to perform. Duck Luck will decrease a level after two consecutive incorrect responses.

Scoring: correct response   incorrect response

GLOSSARY

Earobics Step 2 is a comprehensive program that develops these essential auditory processing, phonological awareness and processing, phonics, spoken language processing and reading skills:

AUDITORY PROCESSING & RELATED SKILLS

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

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 Performance with Degraded Signals
The ability to recognize a sound even though its inherent acoustic properties have been modified by, for example, filtering or time-alteration.

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 Resolution
The ability to detect the silent intervals between sounds.

Auditory Vigilance
The ability to maintain purposeful focus to sound and to detect a novel auditory event.

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 Manipulation
The ability to add, delete, substitute or rearrange sounds and groups of sounds to create new 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.

Word Closure
The ability to recognize a word when a syllable or sound has been omitted from the 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.

READING & RELATED SKILLS

Sight Recognition of Syllables and Words
The ability to automatically recognize printed syllables and words as **24** whole units, without sounding out the individual sounds.

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

NOTES

NOTES

Reading Starts Here.™

Effective phonological awareness and phonics instruction are essential for reading success. **Earobics Step 2** systematically teaches the critical phonological awareness, auditory processing and introductory phonics skills required for learning to read and spell.

- ❖ For developmental ages 7-10
- ❖ Teaches Step 1 skills at more advanced levels, with additional phonics and sight recognition instruction and extensive practice in following spoken directions
- ❖ Beginning, Intermediate and Advanced starting levels for each game

- ❖ Nearly 600 levels of individualized instruction that adapt to your child's skill level and progress
- ❖ Progress Chart for tracking your child's skill improvements
- ❖ Entertaining characters and encouraging feedback

Calling All Engines   **Paint By Penguin**   **Pesky Parrot**   **Hippo Hoops**   **Duck Luck**

Earobics Step 2 teaches your child how to:

- ❖ Associate a sound with a letter or group of letters
- ❖ Blend sounds into syllables and syllables into words
- ❖ Identify the position of a target sound in a word
- ❖ Remember sounds and words in sequential order
- ❖ Follow increasingly complex directions with and without background noise

- ❖ Sound out individual sounds in a word
- ❖ Segment words into syllables and syllables into sounds
- ❖ Add, delete, substitute and rearrange sounds to create new words
- ❖ Understand the meanings of words
- ❖ Recognize a word when a syllable or sound has been omitted
- ❖ Recognize printed syllables and words

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