

Sherston
Software

Short Vowel Sounds

©1983

INSTRUCTIONS FOR SHORT VOWEL SOUNDS BBC Model B

May 1983

INTRODUCTION

Short Vowel Sounds is designed to teach, practice and test the use of short vowel sounds to infant and lower junior age children.

i.e. a as in cat
 e as in hen
 i as in pin
 o as in top
 u as in hut

This is done by displaying sentences and/or pictures and a three letter word with the vowel in it. The child simply has to press any key on the keyboard (most find the SPACE BAR most convenient) when the correct letter is showing or the moving arrow is under the correct spelling of the word.

e.g. The fat  is wet

pig pug peg
 ^

The arrow moves to be under pig, pug, or peg repeatedly until the child hits a key. The child should hit a key when the arrow is under the correct word.

The fat p*g is wet



The * is replaced by a,e,i,o or u (not necessarily in that order) and the child hits a key when the correct letter shows.

All words used are either key words (i.e. the first words a child learns to read) or three letter, short vowel words that the child can sound out and build; so as well as establishing and testing the use of short vowels, this program gives the child practice in reading.

LOADING

Cassette

Rewind the tape
If necessary type *TAPE and press RETURN
Type CHAIN"" and press RETURN
Start the tape.

The program will load and start automatically. It takes about 4 minutes.

Disc

Hold down the SHIFT key, press and release BREAK, and then release the SHIFT key.

PASSWORD

The program employs the use of a password to ensure that score screens are not cleared before the teacher can see them. The password is SVS followed by pressing RETURN. When you type it the letters are not shown on the screen. The red keys can be programmed to save typing the password if you wish. You have to go to option 6 on the Short Vowel Sounds Menu to do this.

OPERATION

After loading the program starts with the title screen. Pressing the space bar will give the Short Vowels Menu.

Short Vowels Menu

1. Diagnostic Test
2. Short Practice
3. Long Practice
4. Final Assessment
5. See the Pictures
6. Red Keys and Sound
7. Further Instructions.
8. Finish.

You may press ESCAPE
at any time to return to this menu.

Select Option

You may enter 1 to 8; anything else will be ignored.

1. Diagnostic Test

The diagnostic test shows 25 pictures one after the other with a word beside each picture.

e.g.

p*g



The child has to press any key when the correct answer is showing. A tick or cross shows depending on the answer given. The correct answer is not shown if the answer given is wrong. All other options are 'default' (see below). After pressing 1, a few title pages appear then the test begins.

At the end of the test the child's total score for each vowel is shown. Enter the password to return to the main menu.

2. Short Practice

After pressing 2 for short practice you are asked:-

Which practice 1,2,3 or 4?

You may choose which practice to do. The style of each practice is different and they are in order of increasing difficulty.

During any practice a tick shows for a right answer or a cross for a wrong answer; if a wrong answer is given it is corrected; and at the end of the practice the child's overall score is shown. To return to the menu from the score screen type the password. Details on the style of each practice are given below.

2a. Practice 1

Practice 1 is just like the diagnostic test, except that: after a wrong answer the correct answer is shown (+ a little graphic); vowels tested may be weighted; the speed may be varied; and retries after the wrong answer may be allowed. These parameters are altered by the teacher before the practice starts through the 'You can choose' menu.

2b. 'You can choose' menu

You can choose:

1. Change Speed
2. Change number of retries
3. Change vowel weighting
4. Start practice
5. Finish

Select option

You can enter 1 to 5.
4 and 5 are self explanatory.
1 to 3 go onto further self explanatory screens.

1. Alters the time allowed for the child to give an answer.
2. Changes the number of retries the child is allowed after giving a wrong answer.
3. Allows you to change the frequency with which selected vowels appear. The number you give to a vowel for its 'weighting' is the number of times that vowel will appear.

2c. Normal Settings

When the program starts or when the diagnostic test or final assessment are run, all the optional settings have their 'default' values. These are:-

Speed.....3 (average)
Vowel weighting.....1 on each vowel
Retries allowed.....0 (no retries allowed)

2d. Practice 2

Practice 2 gives 20 pictures each at the end of a sentence and a choice of three words below with an arrow moving around the words. The child must press any key when the arrow is under the correct word.

e.g.

Look at the



peg pug pig
 ^

2e. Practice 3

Practice 3 gives 20 pictures anywhere in the sentence and a choice of three words below. As in 2 the child must press any key when the arrow is under the correct word.

e.g.

The fat



is wet

pug peg pig
 ^

2f. Practice 4

Practice 4 gives 20 sentences with pictures below. One of the words in the sentence corresponds to the picture and has its middle letter changing. When the correct letter shows, the child must hit any key. There is a little man on the screen; he will dance if the answer is correct.

3. Extended Practice

Enter 3 on the main menu to do the extended practice. First the 'You can choose' menu appears and you can alter the variable parameters as in short practice, all four of the short practices are then run in turn and finally a score screen appears. At average speed the extended practice takes about 20 minutes.

4 Final Assessment

The final assessment is provided for the short vowels graduate. The form of the test is similar to practice 4 as shown in 2f except that there are no pictures, wrong answers are not corrected and all the options are set to default. At the end of final assessment the child's scores by vowel are shown as in the diagnostic test.

5 See the Pictures

If you enter 5 on the main menu all the pictures are shown on the screen. It may be useful to run through them with the pupil before a practice or test starts.

6. Red Keys and Sound

The red user definable keys can be programmed to save typing as follows:-

f1 SVS: Short Practice 1	f3 SVS: Short Practice 3
f2 SVS: " " 2	f4 SVS: " " 4

Pressing any one of these keys when the password is asked for will give the main menu. Pressing again will give the required practice. The sound effects can also be turned on or off in this menu option.

7. Further Instructions

Enter 7 on the main menu and a brief summary of options 1 to 6 will appear on the computer's screen.

8. Finish

This ends the program. Please note that it cannot be run again without reloading.

**8 Court St.
Sherston
Malmesbury
Wiltshire
SN16 0LL**

Tel. 0666 840433