



RocketReader® Kids Instructions

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Introduction

To improve reading fluency, *RocketReader Kids* accelerates a child's journey from phonic to whole word recognition at the earliest opportunity. It is ideal for children 3 to 8, as training and assessment methods adapt to suit the needs of each child.

RocketReader Kids has 83 graded lessons and trains children to recognise and spell the 1,000 most common words in the English language. It includes fun interactive rewards and printable reports and flashcards. Parents or teachers and children can get together and create their own lessons with pronunciation and images.

System Requirements

Windows 2000, XP or Vista
70 Megabytes of free hard drive space
Sound card and speakers or headphones
Screen resolution 800 x 600 or better

Installation

Download

1. Go to:
<http://www.rocketreader.com/download/RocketReaderDownload.html>
2. Click on the link *Version No* (which is in green) in the *Try RocketReader Kids* box
3. If using Internet Explorer, select *Run* in the two windows that appear. If using Mozilla Firefox, select *Save File* in the window that appears.
4. Follow the prompts on the Installation Wizard

CD

1. Place the CD-ROM in your CD-ROM drive
2. If the installation does not start automatically, then double-click *rocketreader_kidsrvxx.exe* file on the CD-ROM drive
3. Follow the Installation Instructions in the setup wizard

Running the Program

Once the program is installed, run *RocketReader Kids* by double clicking the desktop icon or using the *Start | All Programs | RocketReader Kids* menu item.

Registration

1. In the Free Trial window, click on the *Register* button
2. Enter your registration string (exactly as provided to you)

Logging On For the First Time

1. In the *Login* window, enter your name and a password. (The password is case sensitive).
2. Click on the *OK* button
3. Individual progress is saved under this account name

Note: Each child should have his or her own account (i.e. a name and password) and should log in each time using the same account. Please refer to the section on *Entering New Student Details* for further instructions on how to set up student accounts.

Parent/Teacher Functions

RocketReader Kids has some functions only available to the parent or teacher. This enables parents and teachers to control deletion of student records, lesson editing and creation functions, progression to the next lesson, group reporting and exiting the program. A pop up will appear requesting the parent/teacher password at times. To use these functions enter the password:

brainpod

Important: Remember to switch off the parent/teacher function when you have finished making changes. You can do this by:

1. Clicking on *Student* on the menu bar
2. Selecting *Teacher Mode Off* from the drop down list

Entering New Student Details

1. Click on *Student* on the menu bar
2. Select *New Student Session* from the drop down list
3. Enter the new student's name and password in the *Login* window
4. In the *Create User* window that appears, click on the *Yes* button

Deleting Student Details

1. Login as the student whose details you wish to delete
2. Click on *Student* on the menu bar
3. Select *Delete Student* from the drop down list
4. Enter the parent/teacher password in the window that appears and click on the *OK* button
5. Click on the *OK* button in the *Confirm Delete* window that appears

Lessons

Overview

There are 84 graded lessons, covering the 1,000 most used words in the English language. For example, Lesson 1 has common words such as "her" and "him", whereas lesson 84 has words such as "populate" and "determine".

The program trains and assesses how well a child knows each word and determines when the child is ready to move on to the next lesson. Parents and teachers can advance the child to the next lesson by clicking on the *Next* button and entering the parent/teacher password.

Training Methods

There are three types of training methods used in *RocketReader Kids*.

1. Sight Words
Sight words are often irregular and cannot be sounded out using phonics. These words are displayed and pronounced.
2. Phonics
Words are pronounced sound by sound according to phonic rules. The child can place the mouse cursor over a letter or group of letters to hear the sound of that letter or group of letters.
3. Flash
The word is flashed rapidly on the screen. This method teaches sight reading and instant recognition of words due to the very short display time. Flash presentation only occurs after phonetic representation has been mastered.

Assessment Methods

RocketReader Kids measures a child's recognition of a word and adapts the assessment methods accordingly. As a child's recognition of a word improves, the assessment methods become harder. Accuracy of response and time taken determine progress on a per word basis.

RocketReader Kids uses the following assessment methods.

Word Matching

The child has to match a word by selecting it from a list of two, three or four words. The list of words gets longer as the child's recognition of a word improves. If the word is matched correctly, the word is pronounced and the lesson continues. If the child selects a word that does not match, an appropriate sound is played and the selection the child made is disabled. If the child does not select the word from the group within a short period of time, the word is spelt out and the options are gradually removed until only the matching word remains.

Spelling

The child has to type out the word that has been flashed. If the child spells the word correctly, a sound reward is played. If the child types an incorrect letter, an appropriate sound prompt is played and the letter is not displayed until the child enters the correct letter. If the child does not type the word within a short period of time, the word is spelt out, so the child can copy the word.

Quick Guide



Getting Started

1. Click on the *Go* button to start a lesson
2. The program will commence a training and assessment cycle for ten words
3. At the end of the training and assessment cycle (i.e. when the rocket reaches the top), the child can select a reward category by clicking on the + symbol next to a reward category and then choose a picture in that category by clicking on the picture
4. To see the picture the child has to click on the nine colored rectangles. The word is then pronounced and the reward is displayed for a short period.
5. There will be a countdown before the training recommences

Choosing a Lesson

1. Select *Lesson* on the menu bar
2. Click on *Choose* from the drop down list
3. Pick a lesson from the *Choose a lesson* window
4. Click on the *OK* button

Editing an Existing Lesson

1. Select the lesson you wish to edit following the instructions in *Choosing a Lesson* above
2. Click the check box next to the words *Edit Lesson*. (This option is directly under the *Go* button).
3. Enter the parent/teacher password in the *Enter Parent/Teacher Password* window and click on the *OK* button
4. To enter a new word in the lesson enter the word in the *Enter Text* field and click on the *Add* button
5. To delete a word from the list, click on the word and then click on the *Delete* button
6. To reposition a word in the list, click on the word and then click on the *Top* or *Bottom* button
7. To save changes, click on *Lesson* on the menu bar and select *Save*

Creating a New Lesson

1. Click on *Lesson* on the menu bar
2. Choose *New* from the drop down list

You now have two options – you can create the lesson by entering words or importing words from outside the program.

By entering words

1. Click on the check box next to the words *Edit Lesson*
2. Enter the parent/teacher password in the *Enter Parent/Teacher Password* window and click on the *OK* button
3. Enter a word in the *Enter Text* field and click on the *Add* button
4. Follow step 3 until you have entered all the words you wish to enter (maximum 30 words per lesson)
5. Click on *Lesson* on the menu bar
6. Select *Save as* from the drop down menu
7. Enter the new name for the lesson in the *Enter Lesson Name* window and click on the *OK* button

By importing words

1. Click on *Import* on the menu bar
2. Select one of the options available from the drop down list
3. If you select the *Words From File* option, browse to the document you wish to use and click on the *Open* button to import words from that document
4. If you select the *Words From Web Page* option, enter the web page URL, for example www.rocketreader.com, in the *Enter URL* window and click on the *OK* button to import words from that web page
5. If you select the *Words From Clipboard* option, the words on the clipboard will automatically be imported into the *Imported Words* field
6. Click on *Lesson* on the menu bar
7. Click on *Save As* from the drop down list
8. Enter a new name for the lesson in the *Enter Lesson Name* window and click on the *OK* button

Adding voice files/pronunciation

1. Record the voice file using the windows voice recorder *Start / All Programs / Accessories / Entertainment / Sound Recorder* windows menu option
2. Create a subdirectory called *voice* in the application data directory. All files must be saved in *WAV* format in this directory. The voice directory is located under:

in Windows:

c:\Documents and Settings\All Users\Application Data\RocketReader\Kids\voice

in Windows Vista:

c:\ProgramData\RocketReader\Kids\voice

3. For example, if you want to create pronunciation for the word *eagle*, record your voice with the voice recorder program and save the recording as:
C:\Documents and Settings\All users\Application Data\RocketReader\Kids\Voice\eagle.wav.

When you add the word *eagle* to any new lesson, the correct pronunciation file, *eagle.wav*, will be used.

Adding images/rewards

1. Choose a category image of size 35 x 35 pixels
2. Save it in jpg format in the rewards directory, for example-
dinosaurs.jpg
3. Create a subdirectory (folder) in the images directory (use the same filename minus the file type i.e. jpg), for example:
reward\dinosaurs
4. Save your images into that new subdirectory in jpg format, e.g.:
tyrannosaur.jpg.
Try and make your images about 400 x 400 pixels, as this is a good viewing size for children.
5. For each image you need a small matching thumbnail image of size 35 x 35 pixels. Ensure that the name of the thumbnail has the prefix *aaaa_thumb_* in front of the image name used for the full size image, e.g.:
aaaa_thumb_tyrrannosaur.jpg

Notes

1. The rewards directory is located under:

in Windows:

c:\Documents and Settings\All Users\Application Data\RocketReader\Kids\reward

in Windows Vista:

c:\ProgramData\RocketReader\Kids\reward

2. To save an image as a jpg file, select *Save as type* and select JPEG File Interchange Format (*.jpg) from the drop down list
3. Review the existing directory structure in rewards to see how it is done

Reports

Overview

There are a number of reports available.

A *Homework* report is a report with printable flashcards. Each flashcard has a number of hearts. Four hearts means the child recognizes that word at a glance, whereas one heart means the child needs to practice that word more. If a flashcard displays a diamond, it indicates that the word will be presented for training in the next lesson.

Print the homework report, cut out the flashcards and use the flashcards to reinforce learning off screen. The homework report includes guidelines as to how to best use the flashcards.

A *Progress* report tells a parent/teacher what words the child knows, what new words the child has learned and what words the child is still learning. It also identifies words the child will shortly be learning.

The *Sight Word* report lists frequently used words as they appear in the lessons and, if the child has commenced training on some of those words, how well the child recognizes those words. Children need to recognize these words instantly and can also practice with the flashcards off line. Please refer to the guidelines as to how to best use the flashcards.

An *Overview* report tells a parent/teacher how well each child using the program is doing.

Homework

1. Click on *Report* on the menu bar
2. Select *Homework* from the drop down menu
3. Print out the report and cut out the flashcards
4. Help the child practice with the flashcards

Progress

1. Click on *Report* on the menu bar
2. Select *Progress* from the drop down list

Sight

1. Click on *Report* on the menu bar
2. Select *Sight Words* from the drop down menu
3. Print out the report and cut out the flashcards
4. Help the child practice with the flashcards

Overview

1. Click on *Report* on the menu bar
2. Select *Overview (All Kids)* from the drop down list

Customizing a Homework Report

1. Click on *Report* on the menu bar
2. Select *Customize Report* from the drop down list
3. To change the text in the report, change the text in the *Enter Report Text* field and click on the *OK* button

Notes

A parent/teacher can make notes about a child's progress by:

1. Logging on as the child
2. Clicking on the *Notes* tab
3. Entering the parent/teacher password in the box that appears and clicking on the *OK* button
4. Typing notes in the *Notes* window

Updates and Support

Web Updates

1. Click on *Help* on the menu bar
2. Select *Check Web For Updates* from the drop down list
3. A web page will open and advise you if you are running the latest version of the Program

Help

1. Click on *Help* on the menu bar
2. Select *Instructions* from the drop down list

Customer Support

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