*e*arobics® Home

Sound Foundations for Reading and Spelling™

STEP 1

™

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WELCOME TO EAROBICS® STEP 1

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 1 teaches the fundamental listening and sound awareness skills that research has proven to be the best predictors of reading success. This User Guide will help you get started — and get your child started on the path to enhanced language and early literacy skills.

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 any of our products, 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 any 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 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 Home Icon** that appears on your desktop. The Earobics Step 1 window will open.

2. Double-click on the **Earobics Step 1 Installer Icon** that appears in the window.

3. Follow the on-screen instructions for the Earobics Step 1 installation.

4. The **Earobics Step 1 Home folder** will be installed on your hard drive. To play, locate and open the **Earobics Step 1 Home folder** on your hard drive. Double-click on the **Earobics Step 1 Home 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 Home folder on your hard drive. For added protection, regularly copy the Earobics Step 1 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
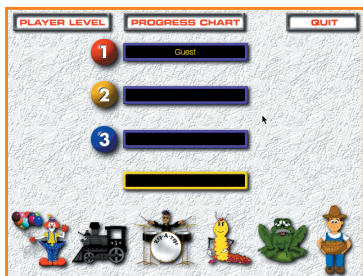
Each time you start up Earobics Step 1, the Main Menu will be displayed. Here you select or enter the player name, select the player level and select the Earobics game you want to play first. You may also access the Progress Chart, as well as exit the software, from this screen.

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 PLAYER 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 six 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 1 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 six games to choose from:

| Karloon's Balloons | C.C. Coal Car | Rap-A-Tap-Tap | Caterpillar Connection | Rhyme Time | Basket Full of Eggs |

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

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 `PAUSE` will suspend play of the game.

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

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.

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.

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 Rap-A-Tap-Tap and Karloon's Balloons is 15 seconds. 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 press the yellow Options ball ● and click 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.

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 will start a new round of the current game.

- Selecting 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 six games

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.

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 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 1 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.
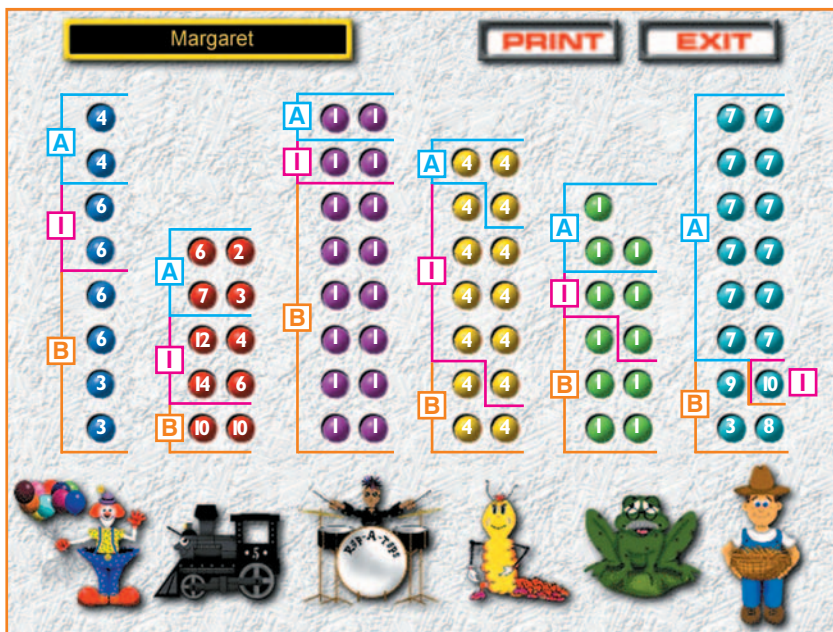
Progress Chart screen with number of levels of play superimposed on each circle.
B=Beginner, I=Intermediate, A=Advanced

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.

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

	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 pair
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.

KARLOON'S BALLOONS

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 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.

Scoring: correct response incorrect response
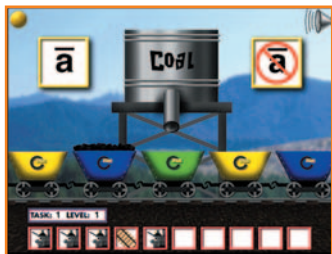
C.C. COAL CAR

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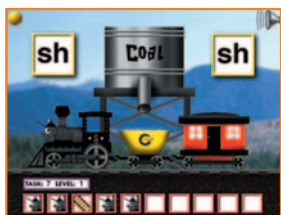
Activity 2: What is the Position of the Sound Within the Word?
(18 Levels of Play)

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.

Scoring: correct response incorrect response

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.

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

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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.

Scoring: correct response   incorrect response

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   **19**

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.

PLAYING A BASKET FULL OF EGGS

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.

Scoring: correct response incorrect response

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

Cognitive Concepts™

Solutions for Literacy and Language®