

Earobics



Each kindergarten and grade 1 classroom has access to Earobics on one computer in the classroom. It is not in the lab or other grade levels.

The password has already been entered for your Earobics program. It is the word teacher. However, I have turned off the password feature. If you have trouble with the password, use the cod 052096 to bypass the password.

Note that Earobics saves to the local computer, not to the network home. The student has to use the same computer each time in order to find their name and scores.

Before student use the software

- You must set up your Earobics program prior to using it with students.
- Type in each student's name (i.e. Jane Smith) on the start up screen. You can enter 30 students.
- Plan the schedule. Ideally students should use the software for 20 minutes, 3 times a week.



Recommendations for Introducing the Program to students?

- Introduce each activity in a small group or with a projector the whole class.
- Introduce only 2 new activities each week. There are 309 levels of instruction.
- Use the Guest log in to demonstrate the activity.
- Teach students to use the speaker icon to hear the stimulus again.



- The yellow ball allows you to pause or exit the activity.



- If you want student to move to the next activity after a single round of 10, teach



them to click NO at the end of each round.

- Ensure student experience each activity in a session by clicking on the icons in left-to-right order across the bottom of the screen.



- Introduce student to the Progress Chart. Tell them the colored circles will fill in as they work. Tell students they will not always earn a circle after a round of work.
- It is suggested students use headphones with the program.
- Teach students what to do when they finished their sessions. For example:
 - Mark completion chart or move the clothespin to indicate they have finished their turn.
 - Get the next student for his/her turn.

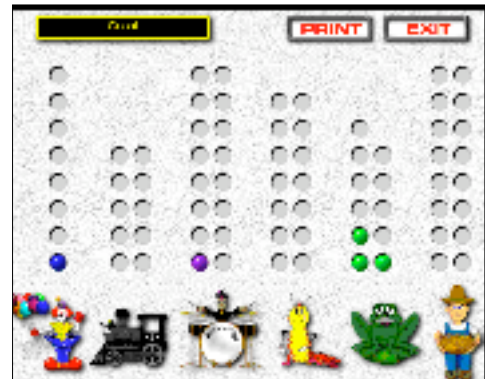
Main Menu

Each time you start up Earobics, you will begin at the Main Menu.

- It is important that student select their own name when entering the program. The program tracks each student's progress individually.
- They click on the number in front of their name, then select a game at the bottom of the screen.



- If their name isn't on the first screen, use the players arrow to move through the screens.
- Click on the Progress Chart to view student progress.
- The password teacher may be needed to access certain parts of the program for the teacher.
- Click on Quit to exit the program.



Preferences

You can select specific preferences for individual students in the Preferences feature. Click on the Preferences from the Main Menu. See the Manual for using Preferences. They include:

- Select the level of the task for each student.
- Select the language for each student. The directions will be spoken in that language.
- Change the level of play.
- Limit student access to selected games.
- Turn off audio feature. It will prevent students from clicking on the speaker to hear the stimulus over and over.
- Turn off option to exit at the end of the round of work.
- Undo all the saved changes to a student's preferences screen.

Take time to:

- Check the data regularly to see student progress.
- You may wish to keep copies of the data for students you are monitoring for CST.