

*The*  
***Teaching-Engine***®



*Home Version 4.7*

## **Introduction and the Basics**

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**The Teaching-Engine**

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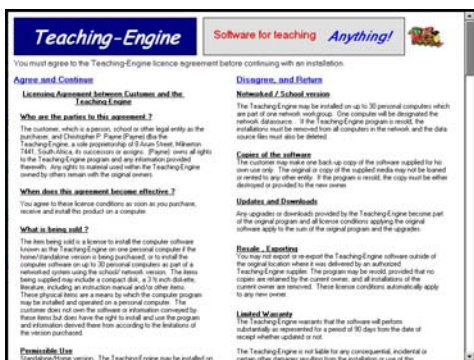


# Teaching-Engine 4.7 Home Version

## Installation Guide



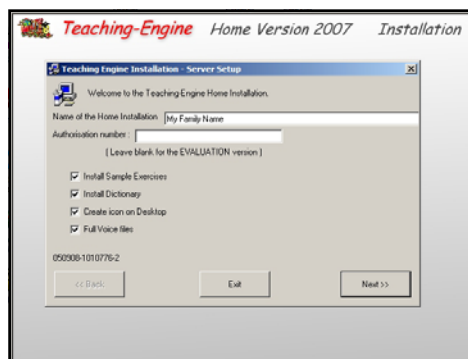
Screen A



Screen C



Screen D



Screen E

The demonstration CD/DVD contains a full installation of the Teaching-Engine Home Version except that it is limited to 25 uses per section. See the contents page (B5) for details. The disk also contains demonstration movies and help files which can be browsed without installing the program.

Before beginning the installation, it is highly recommended that all other programs be closed. It will take about 300 Megabytes of hard drive space.

To install the program, put the CD/DVD into the tray and close it. Normally, in about 30 seconds, the opening screen will appear. (Screen A) Click "Next". If the auto-start does not begin the installation within a minute, use Windows Explorer to navigate to the CD/DVD files, and double click "Install.exe".

Follow the prompts and generally it is best to accept all the defaults. On Screen B, click "Install Program". On Screen C, click "Agree and Continue". On screen D, click "Click Here to Begin a Home Computer Installation".

On Screen E, generally it is best to accept the four default choices. In the text block labeled "Name of the Home Installation", some text has to be entered. The name of the program owner or the family name can be used. Enter this name carefully as it cannot be changed later. It will appear every time the program is opened. Typically it could be entered as "The XXX Family". Clicking "Next" on Screen E will start the actual installation. No further prompts are required. The installation will take about 15 minutes on a modern computer.

In the Home Version, it is not necessary to re-boot the computer after installation. To open the Teaching-Engine, refer to page B7.

A number of additional exercises are included on the DVD which can be previewed and downloaded to the Gateway Grid. See Page B23 for details.



# Introduction and the Basics

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### Please Note:

The demonstration CD/DVD is a full home version of the Teaching-Engine. It is only limited by the number of times each module can be opened which is 25. There is no time limit. The number of openings still available are shown in the yellow box on the opening screen. Initially, the availabilities will be listed as follows:

Graphic Reading	25
Second Language (Not available in the home version)	
Text Reading	25
Spelling	25
Knowledge Builder (Comprehension)	25
Reading Test	25
Math Tables	25

The opening of a module by either the Tutor or the Student will deduct from the available uses. When the program is purchased, a code will be provided which will change the number of available uses to unlimited for an unlimited amount of time.



## Opening the Program

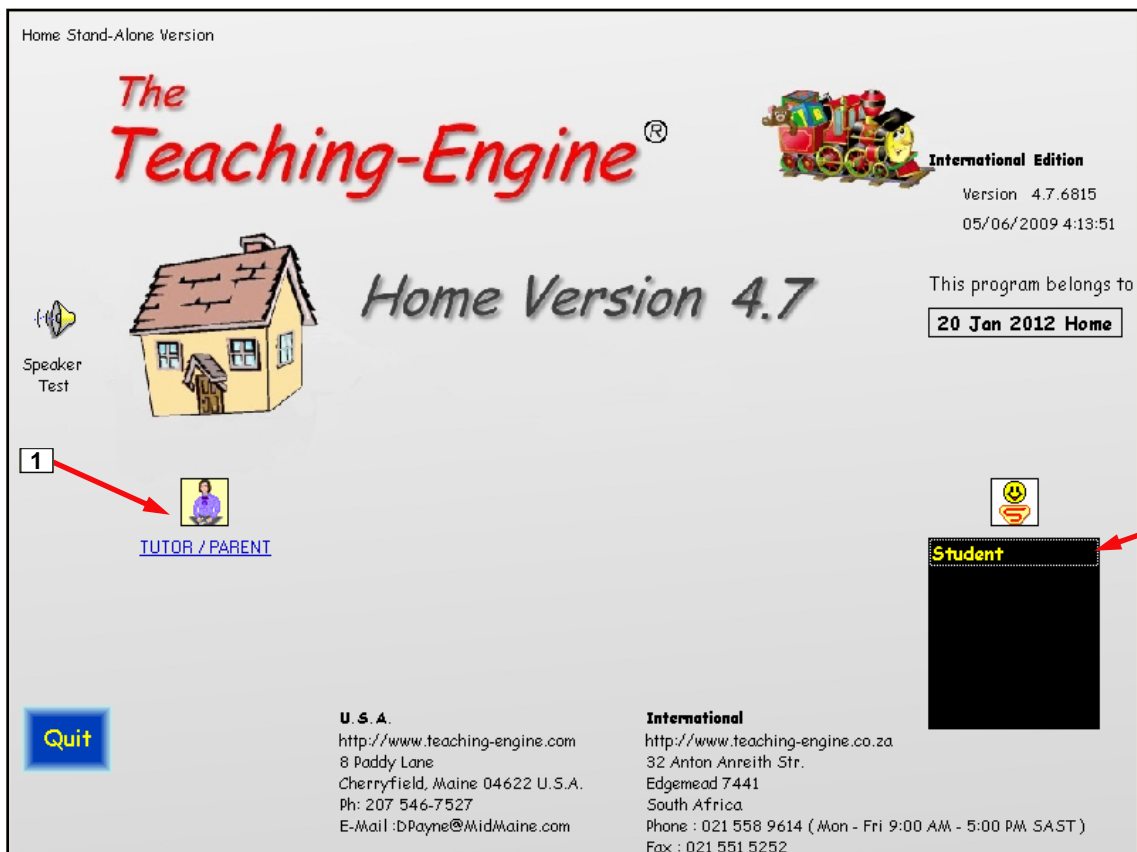


Figure 1, Opening or "Flash" Page

### Opening the Program

After the installation is completed, an icon will be put on the computer desktop. (If that option was accepted during the installation.) The Teaching-Engine icon is a red locomotive. Double click the icon to open the program, and the above screen will appear. The program can be opened by teacher or parents (called Tutors) by clicking icon [1].

Clicking the Teacher Icon [1] will open a text box where the Tutor password must be entered. The default password is: demo. Key in demo in the space provided, and then click the green checkmark. The program will then open to the Gateway Grid.

The Tutor can open an exercise by clicking anywhere in the line where the exercise is listed Pg. 8: [3] and then clicking either Student or Tutor at the bottom right of the screen. See buttons Pg 8 [4] or [5].

In the black box [2] above, student names will appear after a Tutor has opened the program and has entered the names of the students who will be using the program. When a student wants to open the program, he simply clicks his or her name, and the program will open showing the exercises and test scores associated with that student.

Initially, a Tutor must open the program and at least one student name must be set up in order for the student section of the program to be used. See page B8 to set up a Student account.

After at least one student name is entered, then the program can be used by a student. The program must be closed, before it can be reopened as a student. When the student reopens the program, the above screen appears, and the student simply clicks his or her name when it is listed in the student's list box. [2] in order to start the program in the student mode.

## Starting With the Home Version

### The Tutor Gateway Grid

The basic concept of the home Teaching-Engine is that a parent can control and monitor the computer learning done by the child. The parent (called here the "Tutor") can set up learning accounts for as many as five children. With these accounts, lessons can be individually assigned and separate records of the learning progress and test results will be kept. Test results are presented in a time sequence and can be printed out. The lessons can be on any subject, at any level and in any language the PC keyboard can write. There are many lessons already included on the installation DVD, mostly on junior primary school literacy and more will be available from the Teaching-Engine website. Lessons can be easily made by anyone with intermediate PC skills, similar to that required to use the basic functions of Microsoft Office.

Before as student can begin, his or her account must be set up.

### Setting up a Student Account

After the program is installed, if the Tutor icon is clicked, and the password dialog box responded to, a screen like Figure 2. will appear. This is called the "Gateway Grid", which is the main Tutor control panel for the program. The student accounts are created by clicking the "Manage Students" tab. [1] Click the "Add" button, type in the name of a student, and click the "Add this Student" button. Then click the "Close" button and the "Gateway Grid" or "Exit" button to return. The name of the new student will be shown in the student list box. [2]

To find out how to assign a lesson to a student, go to page B10.

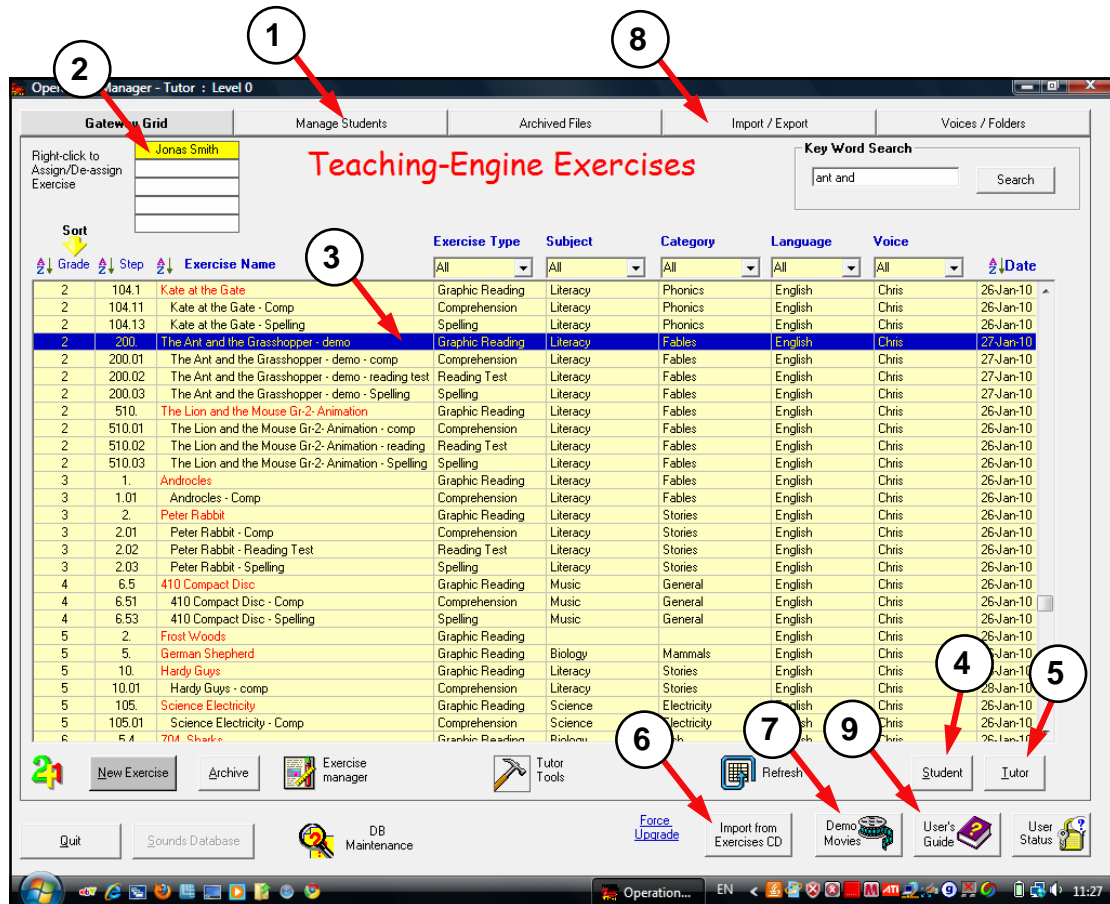


Figure 2, The Tutor's Gateway Grid Main Control Panel

### **Tutor Access to Lessons**

Any lesson can be accessed by the Tutor by first left clicking the lesson name on the Gateway Grid (See page B8, [3], ) and then clicking the "Tutor" [5] or "Student" [4] icons toward the bottom right of the screen. Clicking the Student icon will open the exercise and have it presented and operated as a student would see it. Clicking the Tutor icon, will open the exercise and provide all the editing functions for creating and modifying a lesson. For instance if a word is not spelled according to the local practices, a tutor can edit the spelling as required.

### **Help**

The creation and editing of any of the modules except the math tables is covered in both the Demo Movies, Page B8 [7] and User's Guide [9] which are opened by clicking an icon at the bottom of the Gateway Grid screen. The movies are in the Flash format, and the User's Guide is in .pdf . The programs to display these files are included with the Teaching-Engine in case they are not already on the computer. The .pdf files can be used to print out whole sections of the operating manual. The latest Adobe Acrobat versions include word search functions.

The Teaching-Engine program is extremely versatile and can truly be used to create interactive multimedia lessons on any subject, at any level and in nearly any language.

## Assigning Lessons

### Assigning Lessons to Students

Once there is at least one student set up, lessons can be assigned. This is done by selecting the lesson to be assigned on the Gateway Grid by **Left** clicking anywhere on the lesson's line [3] on page B8. which changes that line background color to blue. Then **Right** click the student's name. [2] A window will come up indicating the default settings for the assignment including a time duration of 14 days. If you accept the defaults, click "OK". The background color of the student's name will change to yellow indicating that the selected lesson has been assigned to that student.

The Tutor can view all the assignments to a particular student by **Left** clicking the student name. A similar screen is seen by a student when she clicks her name to open the program. The student sees her assignment screen by simply **Left** clicking her name when the program opens. A typical student screen is shown below in Figure 3, below.

The top listing is an exercise which has been assigned, but which has now expired and is no longer available. [15] If this lesson is deleted and reassigned, its cycle will start over again. The default time length is 14 days, but can be made any length. Exercise "Fast Test" has been assigned and is still available. This lesson has four components: the main text lesson which is indicated by the column "Recent Words" [16], and the three associated exercises/tests, Comprehension, [17] Spelling, [18] and Reading Test. [19] When the student last opened the text lesson, she clicked one word, got 100 percent on a comprehension test, 60 percent on a spelling and 60 percent on a reading test.

The screenshot shows the 'Teaching-Engine Home Version' window. At the top, it says 'Teaching-Engine' and '31 Aug 07'. Below this is a table with two columns: 'EXERCISE NAME' and 'STATUS'. The first row is 'Two Letter Frequent Words - C' with status 'Expired'. The second row is 'Fast Test' with status '12 days left'. The third row is 'Days of the Week' with status '12 days left'. The fourth row is 'German Shepherd' with status '12 days left'. To the right of this table is a 'Latest Scores' table with four columns: 'Recent Words', 'Comprehension', 'Spelling', and 'Reading Test'. The 'Recent Words' column has a value of '1'. The 'Comprehension' column has a value of '100'. The 'Spelling' column has a value of '60'. The 'Reading Test' column has a value of '60'. There are green checkmarks in the 'Spelling' and 'Reading Test' columns. A 'Close' button is at the bottom left. The Windows taskbar at the bottom shows the 'start' button, a taskbar with 'B- Gateway Grid 07.p...', and the system tray with the time '1:06 PM'.

EXERCISE NAME	STATUS	Recent Words	Comprehension	Spelling	Reading Test
Two Letter Frequent Words - C	Expired	0			
Fast Test	12 days left	1	100	60	60
Days of the Week	12 days left			✓	
German Shepherd	12 days left	✓	✓	✓	✓

Figure 3: Student Assignment Screen

## **Student Modules**

There are four different sub-programs in the Teaching-Engine used for teaching and/or testing literacy, plus the math tables. They are briefly described as follows:

### **Graphic Reading:**

A container for any lesson which could have text, graphics, sounds, phonics, active arrows, animations, movies and more. This module would be used to convert nearly any paper reading material to an electronic lesson. Because sounds can be made available for all the words, the computer in effect becomes a reading mentor.

### **Comprehension**

A study aid and multiple choice test which can be used to test whether the student remembered and understood the above Graphic Reading material. It can also be used for testing of any material because the tutor can create a test with any questions and answers. The scoring is done by the computer and the results can be printed out. Because the sounds for all the words can be made available, this module can also be used for "scribing" where a student can be tested on the substance of the material even though he may not be able to read it well.

### **Spelling**

A very effective system of teaching and testing spelling. Words can be broken up in to any sections such as syllables or phonics. The words can be spelled by the computer with sounds for the letter names, phonics of individual letters or the phonics of letter combinations. This reinforces the reading of the words and provides an excellent background to approach new words. The spelling tests are automatically marked by the computer and the results can be printed out.

### **Reading Test**

This is a timed multiple choice word recognition test to determine if the student has quick sight reading ability for the tested words. Five different but similar looking words are shown to the student and she must rapidly select the correct one. This test can be used to detect dyslexic tendencies such as reversals and confusion of similar looking letters such as a and o and m and w.

### **Math Tables**

A comprehensive system of teaching and testing all the plus, minus, multiply and divide combinations up to 12. The teaching include drills which present the combinations sounded by the computer, as text, and as a graphic. This is a significant advantage for that which must be learned by rote. Tests are made and the results presented in a graphical summary form which makes it very clear how well the student is progressing.

All literacy modules can use lessons supplied with the program or lessons can be made by anyone with intermediate personal computer skills on any subject, at any level and in any language which can be typed with a keyboard. Additional lessons will be made available for free downloading from the Teaching-Engine.co.za website.

### Student Assignments

In order to better control and monitor the student learning, a system of assigning lessons is used as described in the introduction section. When the student clicks her name on the opening screen of the program, the list of assignments is then shown, similar to the illustration below.

Teaching-Engine		Louie	09 Sep 07				Latest Scores			
EXERCISE NAME	STATUS	Recent Words	Comprehension	Spelling	Reading Test					
Moos se winkel	3 days left	4	✓	✓						
2-Fast Test	3 days left	6	0	20	20					
The Ant and the Grasshopper	11 days left	4	✓	✓	57					
701 Titanic	11 days left	0	✓	✓						
The Lion and the Mouse GR-3	11 days left	5			✓					

Figure 4 Student Assignments

### Graphic Reading Exercise

For instance, the lesson: "The Ant and the Grasshopper" [30] has had 4 words last clicked in the graphic reading module [31], has a comprehension assigned, but not yet tested, [36] has a spelling assigned but not yet tested and the latest reading test has a score of 57 percent. These lessons are opened by clicking one of these cells. If the cell marked by [31] is clicked, then the graphic reading exercise is opened as shown in Figure 5, below.

**The Ant and the Grasshopper**

In a field one summer's day a Grasshopper was hopping about, chirping and singing to its heart's content. An Ant passed by, bearing along with great toil an ear of corn he was taking to the nest.

"Why not come and chat with me," said the Grasshopper, "instead of toiling and moping in that way?"

"I am helping to lay up food for the winter," said the Ant, "and recommend you to do the same."

"Why bother about winter?" said the Grasshopper; we have got plenty of food at present." But the Ant went on its way and continued its toil. When the winter came the Grasshopper had no food and found itself dying of hunger, while it saw the ants distributing every day corn and grain from the stores they had collected in the summer. Then the Grasshopper knew:

It is best to prepare for the days of necessity.

Figure 5, A Graphic Reading Exercise

### Graphic Reading (Student) Basic Controls

This module is very versatile and thus has a number of controls and options. The most frequently used operations will be described here. See Figure 5. The additional controls are described in the help files and movies.

For the student, this module acts as a reading mentor, providing reading assistance and practice similar to that of a human mentor. First, if the student wants a preview of the reading matter, he can click the “Start Reading” icon [32] which will then automatically read the text out loud. This can be stopped by clicking the “Stop” icon, just below. The reading can be started from any point by first clicking a word, and then clicking the “Read from Cursor” icon. [33] Naturally, it is the student who should be doing the reading. The student can read the text himself, and then if he is not sure of a word, he can click any word and the sound will be heard. Any word that is single clicked, goes into a list which is kept by the program. The list of clicked words is accessed by clicking the “Clicked Words’ icon [34]. A typical list of clicked words is shown below in Figure 6.

The reading can be fluent and read by phrase if the phrase recordings have been made. The reading can also be controlled as follows: Double clicking a word will have the whole phrase read with expression. Then arrow keys will work as follows; Up arrow– each word in a phrase will be sounded one at a time. Right arrow– the next phrase will be read with expression. Left arrow– the previous phrase will be read with expression. Down arrow– the current phrase will be read with expression again. Single clicking will cause the reading mode to switch back to have each word read without expression. The speed of reading by word can be changed with the scroll bar. The exercise can be closed by clicking the return arrow. [35]

#### The Clicked Words Screen.

The words single clicked by the student on the graphic reading screen, are brought up one at a time by clicking the “Next” [36] icon. The student should first try to read the word, and then by either clicking the “Sound” icon or **right** clicking anywhere, the word will be sounded by the computer. This is similar to a parent having flash cards with the words on them and then helping the student by reading the word. The student can go over the list as many times as he wants or until he knows the words quickly on sight. He then can go back to the text by clicking the back arrow [37], and he should be able to read the text more fluently. These clicked words are also made part of the student’s records and are shown in the results history which can be printed out by the tutor.

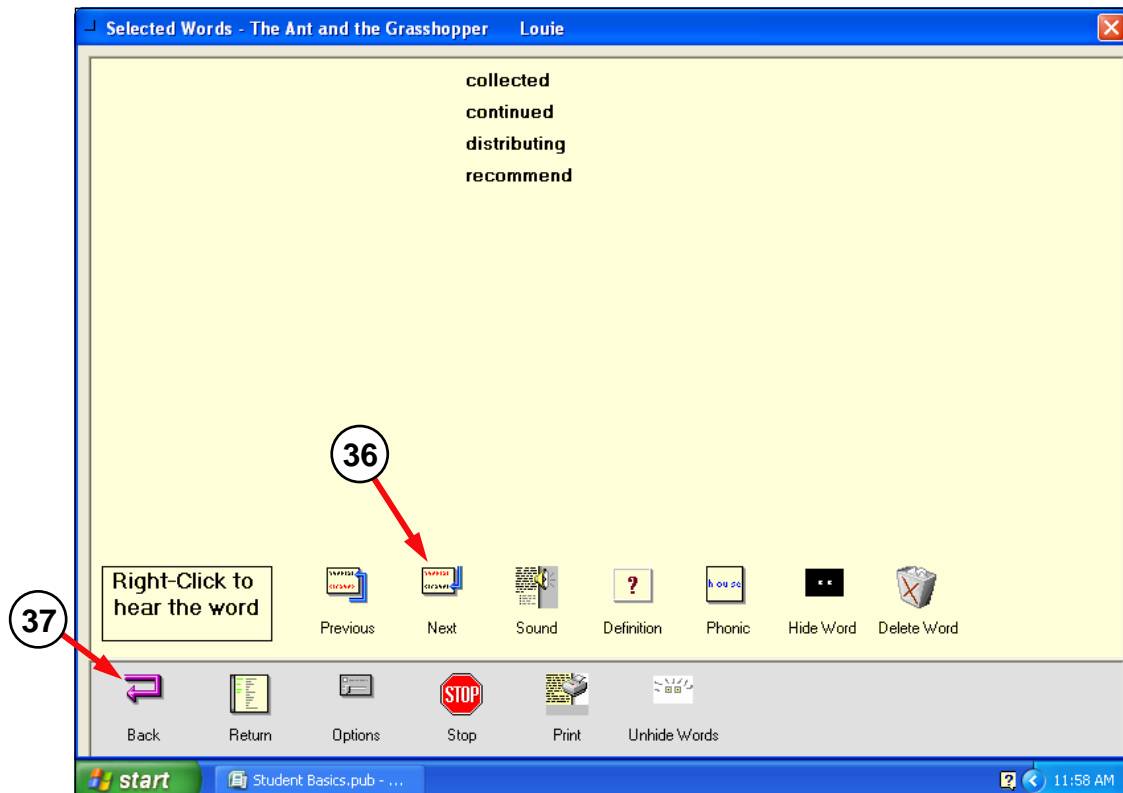


Figure 6, List of Clicked Words

## Comprehension Opening and Test Screens

This is a companion to the graphic reading exercise. It is designed to provide practice how to get factual information from reading material, and then to test that knowledge.

When a student clicks a Comprehension cell on his assignment screen (See [36] on Page B12), the Comprehension opening screen appears. This is also the test screen. (See below) But before a test for marks is taken, there is a practice area which the student should use before taking a comprehension test. This is accessed from the opening screen by clicking the "Show Text" icon on the opening screen [45]. This opens the comprehension practice screen, Page 15, Figure 8. When the practice is completed, the student returns to the test screen below.

When the test is completed, the "Mark" icon [44] will become available and clicking that will cause the test to be marked and the results put into the student's database. These results and others can be seen on the results screen and printed out by the tutor. The latest results will also be shown on the student assignment screen on the comprehension cell associated with this lesson. Clicking the "Return" arrow [43] will bring the student back to the assignment screen.

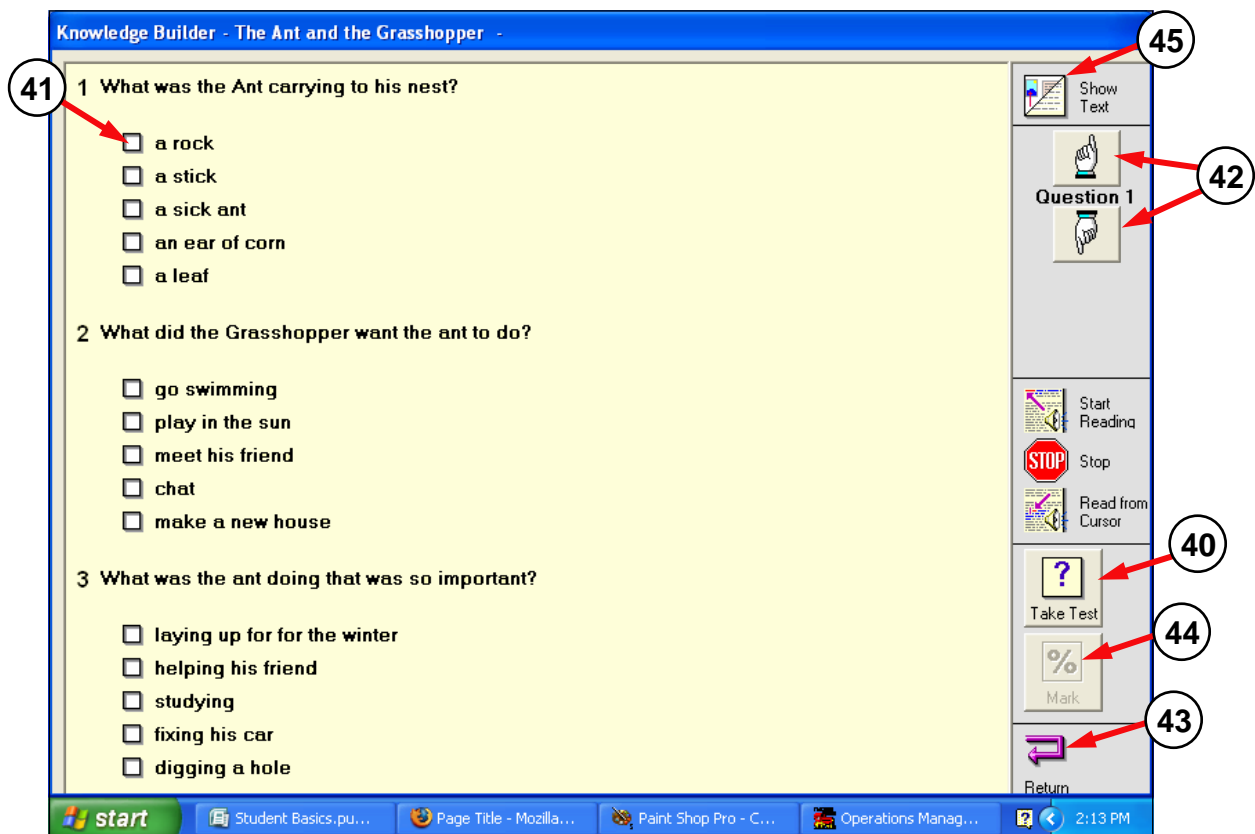


Figure 7, The Comprehension Opening and Test Screen

There is also a comprehension practice screen where students can have access to the lesson text and the questions in the test. This helps students learn to read for comprehension and to obtain factual information from their reading. The practice screen is opened by clicking the "Show Text" icon. [45] See page B15.

## Comprehension Practice

The Comprehension practice screen is shown with question number 1 displayed. [50] The original text is visible above the question which gives the student an opportunity to read the text and find the answer. In the practice screen, if a student double clicks a word in the main text area, the whole sentence is sounded. This is the same in the question area where on a click, all the words in a question or an answer are sounded. This allows a student to work completely independently because reading help is immediately available for any part of the text, any question or any answer. This is part of the practice and teaching.

After double clicking any word in the text, the sounding of the text can be controlled by the arrow keys [51] as follows:

- Up arrow: sound each word in a phrase
- Down arrow: sound the current phrase again
- Left arrow: Sound the previous phrase
- Right arrow: Sound the next phrase

The vertical scroll bar [52] can be used to view the lower part of the text. Click the plus sign [53] to change to the next question or the minus sign to go to the previous question.

When all the answers are found, then the student can return to the test area and be tested for marks. Do this by clicking the "Take Test" icon. [54]

The screenshot shows a software interface for a comprehension practice activity. The main window has a blue title bar that reads "Comprehension - The Ant and the Grasshopper". The content area has a yellow background and is titled "The Ant and the Grasshopper". It features two illustrations: a red ant and a green grasshopper. Below the illustrations is a text passage about the ant and the grasshopper. On the right side of the text area, there is a vertical scroll bar with a plus sign at the top and a minus sign at the bottom. A red arrow labeled "52" points to the scroll bar. Below the text area, there is a question box labeled "Question 1" with a plus sign on the left and a minus sign on the right. A red arrow labeled "50" points to the plus sign, and another red arrow labeled "53" points to the minus sign. The question text is "What was the Grasshopper doing in the field." and there are five multiple-choice options: "sleeping", "playing a game", "talking to a friend", "hopping about", and "making breakfast". To the right of the question box is a "Words" control panel with a "Back" button, a "Next" button, and a "Again" button. A red arrow labeled "51" points to the "Words" panel. Below the "Words" panel is a "Take Test" button with an icon of a person at a desk. A red arrow labeled "54" points to the "Take Test" button. At the top right of the interface, there is a "Page 1" indicator and a "Reading Speed" control. The overall interface is designed to be user-friendly and interactive, allowing students to practice reading and comprehension skills.

## Spelling

Also a companion to the graphic reading module, spelling is an excellent way for a student to practice spelling and to reinforce reading and phonics. It also helps the student recognize “words within words” so that new and larger words can be successfully decoded.

There are a number of steps in the spelling practice and testing. When spelling is initially opened, the list of words is displayed on the right of the screen. Figure 9, [60] When a word is clicked, it is displayed broken up in sections and spelled. When the student is ready to practice spelling the word, the “Practice” icon is clicked. Figure 10, [61] and the word will disappear and a series of underscores will appear. The student spells the word and clicks the green checkmark icon. Figure 11, [62] If the practice spelling is correct, the computer acknowledges it with a smiley face and a chime sound. If it is incorrect, the incorrect letters are marked in red. [63] and the student can edit the spelling until it is correct. He then can click the practice icon to practice spelling the whole word again or click the “List” icon to return to the list of words.

When the spelling practice has been completed, a test can be begun by clicking the “Test” icon. Figure 11, [64] The program will sound the word to be spelled and the student is to spell it in the text box and press enter when the word is completed. When all words have been spelled, the “Mark” icon Figure 12, [65] is clicked and the test will be scored and the results added to the student’s records.

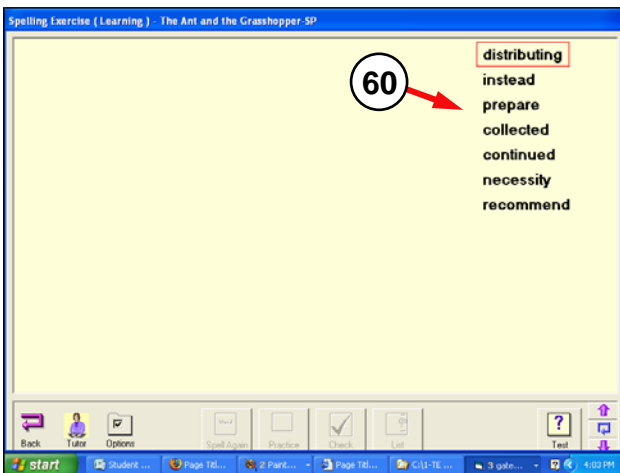


Figure 9, Spelling Opening Screen

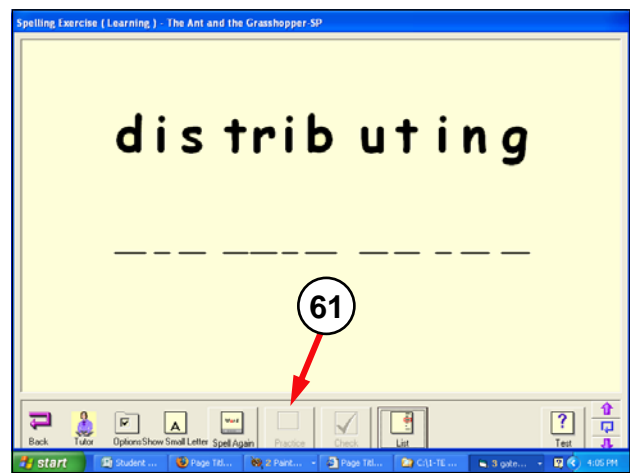


Figure 10, Spelling Practice

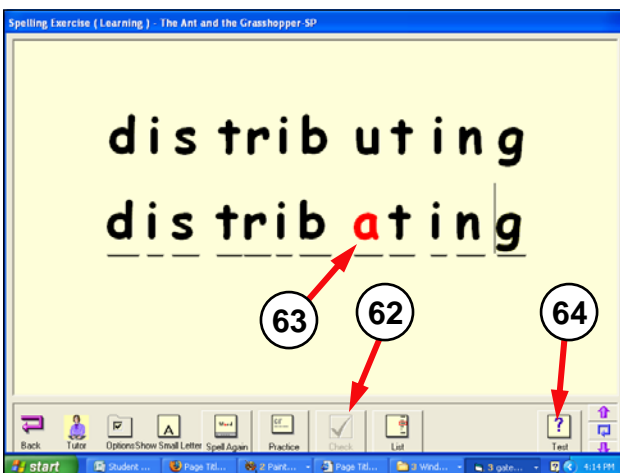


Figure 11, Spelling Practice Correction

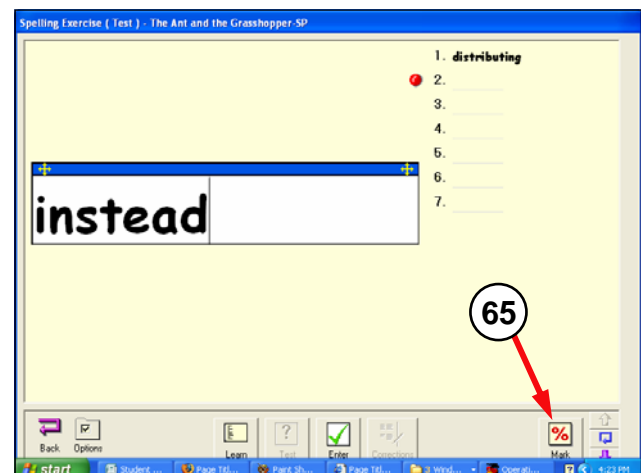


Figure 12, Spelling Test

## Reading Test

This is a way to determine if students can quickly read sight words, especially if the words are amongst others which look similar. It is a timed test and consists of a multiple choice of five words. The module opens with a sentence or phrase shown to the student and sounded, except that the subject word is replaced with question marks. [70] The next screen shows the five words and the subject word is sounded again. [71] The student then must make his choice for the word that was sounded.

When the test is completed, it is scored by the program and the results added to the student's database. A history of three sessions is kept and is shown in the student's results printout.

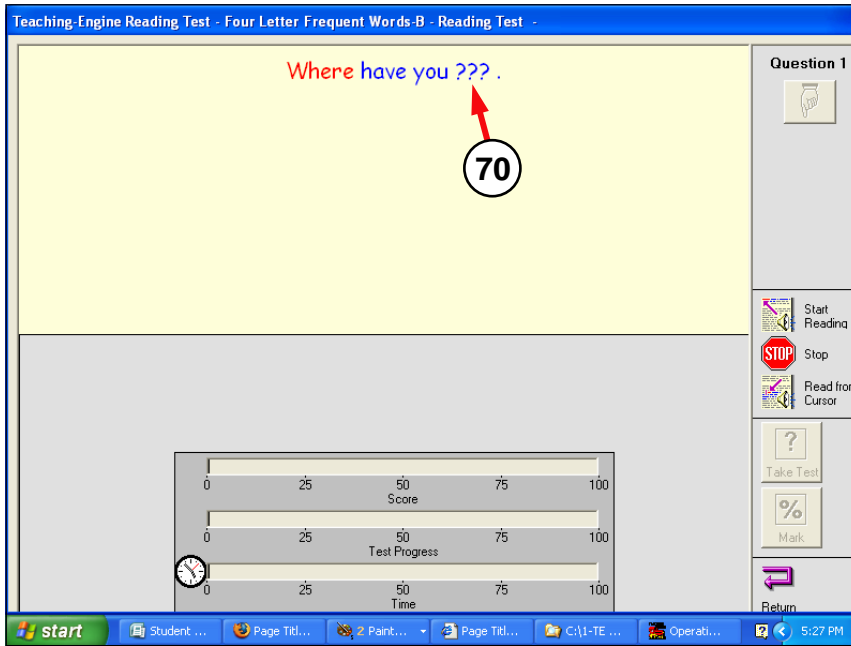


Figure 13, Reading Test

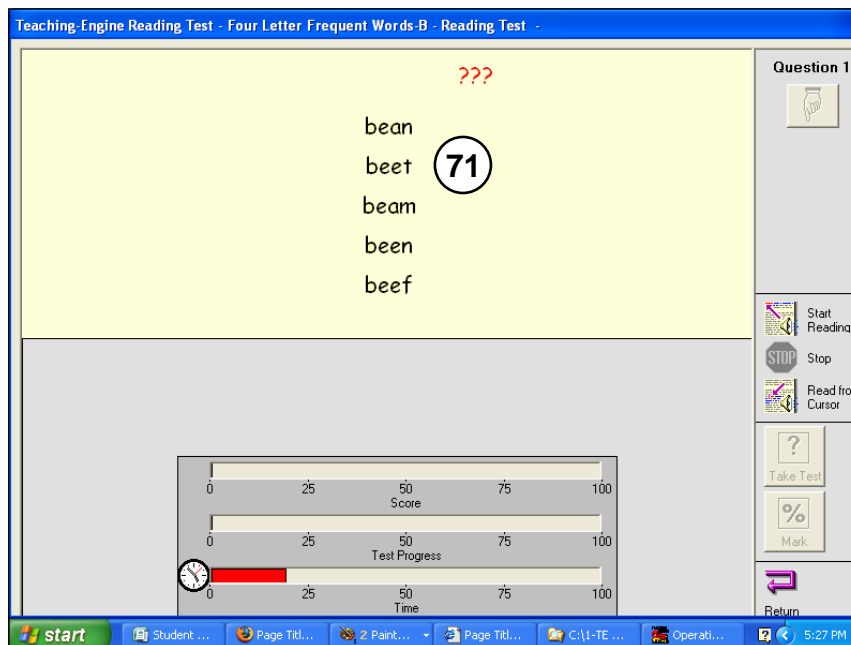


Figure 14, Reading Test Words

## Math Tables

The math table section provides a comprehensive system of teaching and testing all the plus, minus, multiply and divide combinations up to 12. The Student accesses it by clicking his name on the program opening screen, and then on his assignment screen, clicking the math icon at the bottom.

The type of table is selected by clicking one of the math symbols. [80] The numerical base value of the table is selected with drop down box [81], and the low and high values to be studied or tested are selected by [82] and [83]. If the voice files have been included, the math tables can be recited in Afrikaans by selecting a voice of "Linda" and a language of "Afrikaans". [87]

Practice consists of listening and watching the program recite the tables started by clicking the "Recite Table" icon [84]. The sums are presented and then the answer taken away. The student then is to key in his answer to the sum. If correct, the next sum is given. If incorrect, the sum is repeated.

When a test is to be taken, click icon [85], and the test screen will appear. Select the table and limits and then click the "Start" icon to begin the test. When all the sums are completed, click the "Mark" icon and the and the test will be scored. The results will be shown in the summary matrix and can be viewed by clicking the "Analysis" icon on the test screen or on the practice screen shown in Fig. 15. [86].

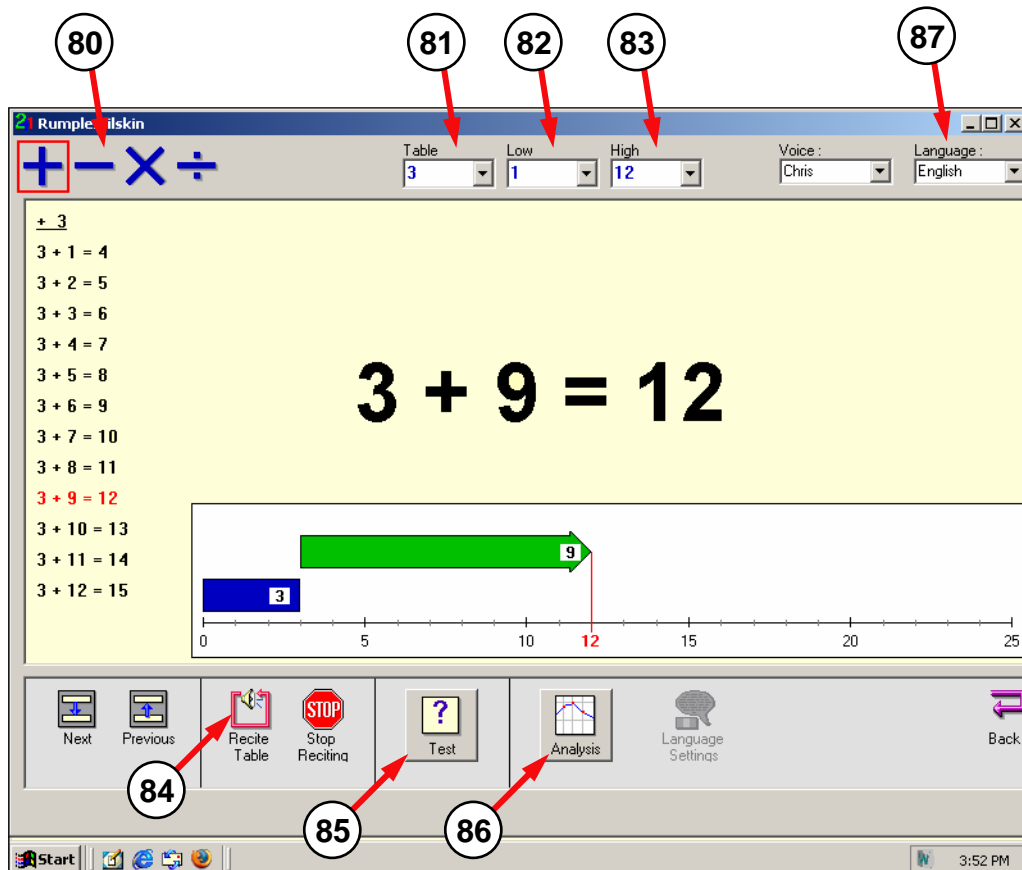


Figure 15, Math Tables

## More Help

Additional help is available by opening either the "Demo Movies" or the "User's Guide" by clicking an icon at the bottom of the Tutor's Gateway Grid screen. For instance, to get an idea of how to create a lesson, watching a movie is an easy way to become introduced. More detailed information is available from the User's Guide. Some parts of the User's Guide and the movies refer to the school version.

### **Student Math Table Results**

The tutor can see this summary by clicking the student name on the Gateway Grid which brings up the assignment and results summary, and then clicking the math icon at the bottom right of the screen.

The student clicks his name on the opening screen, which opens the assignment and results summary screen, and then clicks the math table icon at the bottom. He then clicks the "Analysis" icon at the bottom of the screen.

Only the tutor's math table screen has the ability to print out the results.

The student accesses the math tables exercise by **Left** clicking his name on the opening screen, and then **Left** clicking the math icon at the bottom of the screen.

## Student Math Table Results

### Student Math Results

For the plus, minus, multiply and divide tables to 12, there are 576 combinations (excluding zero). It is understandable that a parent or a teacher may not know how well any one student knows his tables. The display below provides that summary at a glance. In the color version, green means the combination was correct during a test, yellow means the combination was correct, but it took longer than 6 seconds to get the answer, and red means the sum was incorrect. Blank means the combination hasn't been tested yet. In the black and white printed version, a check mark means correct, a clock symbol means the answer was correct but it took longer than 6 seconds to get the answer, and an x means incorrect. Blank means the combination was not tested yet.

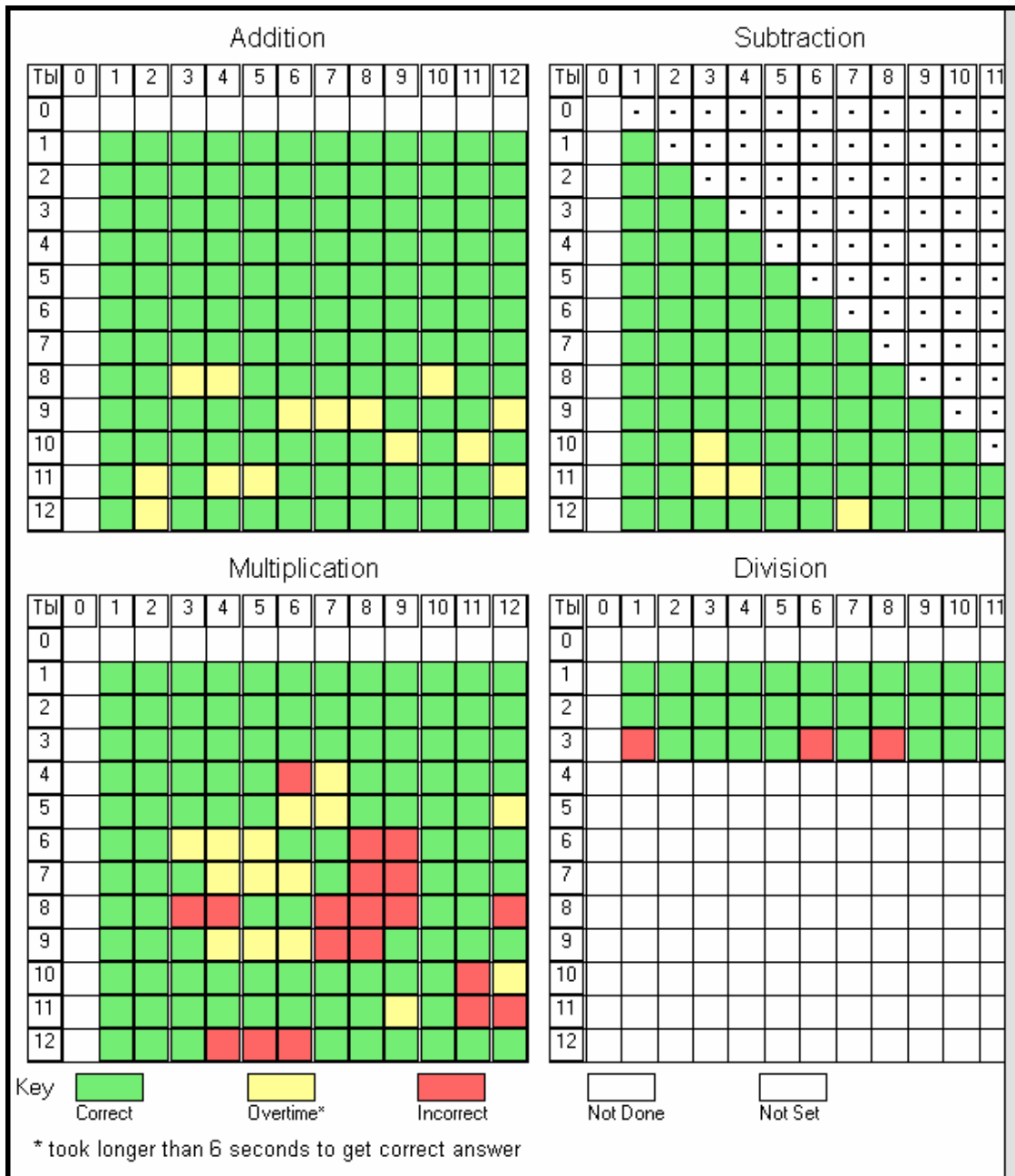


Figure 16, Math Tables Results

## Results History and Printouts

Both the student and the tutor can view the History page shown in Figure 17 on page B22.

For the Tutor, the student name on the Gateway Grid is **Left** clicked and then **Left** clicking any numerical result will bring up the student results summary for that exercise. On the Tutor results screen, a print button is available.

For the Student, he **Right** clicks any numerical result on his exercise assignment screen. There is no print function available for the student. **Left** clicking will open the exercise

The History and Printout screen will show the last three tests for spelling, comprehension and reading test, and the last four series of clicked words. For spelling, the words in the spelling test are listed on the left. **[20]** Two tests have been taken, the earliest one had a score of 40% and the second one 60%. The if a word is spelled correctly, a check mark is shown, and if the word was spelled incorrectly, the incorrect spelling is shown. This is to help the tutor find patterns of incorrect spelling which can indicate where the student should concentrate study efforts.

In comprehension, there is not sufficient space to show the text of the questions and answers, so the numbers of the questions are shown. **[21]** For the answers, if the question was answered correctly, a check mark is shown. If the answer was incorrect, the number of the incorrect answer is listed. In this instance, there were three tests taken with scores progressing from 60 to 100 percent.

Reading Test **[22]**, lists the words in the left column which should be correctly recognized. If the student selected the correct word, a check mark is seen, and if an incorrect word was selected, the incorrect word is listed. This also can help the tutor detect patterns with errors such as reversals or confusion between letters.

Clicked words **[23]** has four columns listing the words in a reading exercise which were clicked over four sessions. This gives some idea of the kind of words the student needs assistance with and as the student re-reads the text, she should be showing progress needing less help each time.

If more than three or four sessions have been taken, the oldest session is discarded and the results shifted left..

This summary is designed to be printed out. When the tutor opens this screen, a print button is available. The student does not have access to printing.

## Student Results





Progress Report for : <b>Dewie</b> Exercise : <b>Fast Test</b> <span style="float: right;"><b>03 Sep 07</b></span>			
<span style="border: 1px solid black; padding: 2px;">Close</span>			
<b>Spelling</b>			
Word	40 % 30/08/07	60 % 30/08/07	
one	✓	✓	
two	✓	✓	
three	x	✓	
four	s	ss	
five	f	dd	
 <b>20</b>			
<b>Comprehension</b>			
Quest. No.	60 % 30/08/07	80 % 30/08/07	100 % 30/08/07
1	✓	✓	✓
2	✓	✓	✓
3	✓	✓	✓
4	1	✓	✓
5	1	4	✓
 <b>21</b>			
<b>Reading Test</b>			
Words	40 % 30/08/07	60 % 30/08/07	
one	✓	✓	
two	✓	✓	
three	one	✓	
four	one	three	
five	one	two	
 <b>22</b>			
<b>Clicked Words</b>			
30/08/07	30/08/07	30/08/07	30/08/07
one	one	one	five
two	two	two	
three	three		
four			
five			
 <b>23</b>			
Complied by : <i>The Teaching-Engine</i> , 8 Arum Str, Milnerton 7441, South Africa (021) 555-434@www.teaching-engine.co.za			

Figure 17. Student Results Summary

## Importing Exercises from the CD

During installation, if the option to install the sample exercises was accepted, exercises will show on the Gateway Grid. This is to provide some content so that the Teaching-Engine can be tried out immediately after installation. More exercises are available on the Exercises CD. These are accessed by clicking the "Import from CD" button at the bottom of the Gateway Grid screen. See Page B8 [6]. Clicking this button will open a window similar to the one illustrated below in Figure 18. This window is designed to provide easy preview and selection of the exercises available on the CD.

The column on the left [90] will initially list all the available exercises in alphabetical order. Use the vertical scroll bar to scroll down to view more. Clicking the name of any exercise will display some of the content to the right of the list. The exercise selected in this example has all four components whereas other exercises may have only some or none of the associated components.

The top text box [91] shows some of the text from the beginning of the exercise. If there is an image on the first page of the exercise, it is shown. The other text boxes show samples of the Comprehension questions, the Spelling words or the beginning content of the Reading test.

The drop-down boxes [92] provide a convenient way to narrow down the list. For instance, if exercises only for Grade 2 are of interest, making that selection in the "Grade" drop down box will change the list of exercises to only ones for Grade 2. Use any combination of selection criteria to narrow down the listing. A search word can also be entered in the text box [93] to search the exercise titles, descriptions or the actual text. It is quickest to use the Exercise Title only. For instance, if you want to see if there are any exercises about volcanoes, enter "volcano" and click "Go" and if there are any exercises with volcano in the title, they will be listed.

An exercise is imported by clicking a block beside the exercise name in the "Import" column. [94] More than one can be clicked and then all the clicked exercises can be imported together by clicking the "Import the selected exercises" button [95] at the bottom. Then close the window.

An internet source of additional exercises is under construction which will have a similar method of finding exercises of interest. Log on to: [www.teaching-engine.co.za](http://www.teaching-engine.co.za) to check the status.

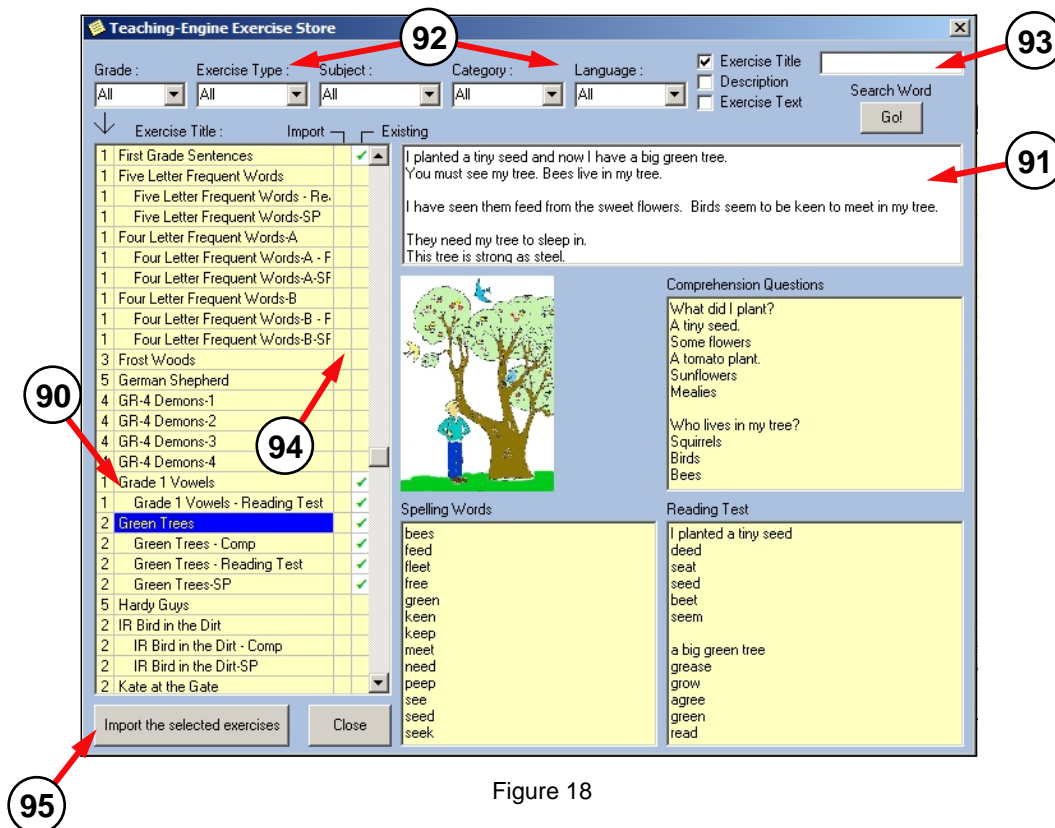
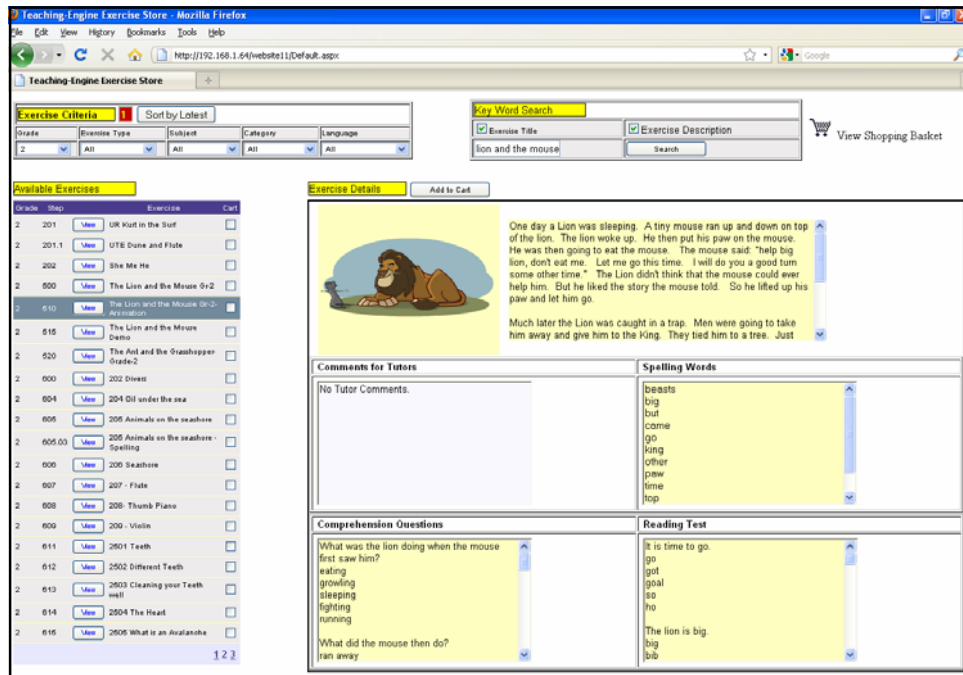


Figure 18

## Importing Exercises From the Website

The Teaching-Engine contains a section where prepared lessons can be downloaded from the Teaching-Engine website from within the program without having to use an external internet browser. If the computer which has the Teaching-Engine installed is connected to the internet, the Tutor opens the program to the Gateway Grid. The "Import / Export tab is clicked- page B8 [8], and the "Import from the Internet" button is clicked. The default settings are for the Teaching-Engine website, so just click "Connect".

It is also possible to view the lessons website on any browser by going to [www.golearn.co.za](http://www.golearn.co.za). Lessons can be downloaded using a browser, saved on a flash drive, and the imported into the Teaching-Engine program on another computer. The downloaded file will have the name "lessons.cab".



Teaching-Engine Lessons Website

The website is designed to help a user find and preview a lesson. The filtering tools allow a preselection according to criteria such as grade, exercise type, subject, category and language or combinations of these. The search tool provides a way to type in a word or words which could be in the title of the exercise and then all those exercises which meet that criteria will be displayed.

There is a preview area where after an exercise is selected, a part of the contents of each module are displayed as well as any Tutor comments which might have been included with the lesson.

As of this writing, most of the exercises are for primary school literacy. However, it is expected that more lessons will be added. Currently, there is no charge for the download, but that policy is subject to change.

## Using Wikipedia

There is a tool in the Graphic Reading tutor module which connects the computer directly to the Wikipedia website. There, it is very easy to copy text and pictures into a Graphic Reading lesson. Also, there is a text analyzer which will approximate the grade level of the text, and highlight the words which are at a higher level. This helps to edit the text for the lower grades. Because the Teaching-Engine is for any subject, at any level, and in (nearly) any language, sources of information such as Wikipedia can be fully used.