



INTERACTIVE LEARNING

READING

FICTION AND NONFICTION

USER GUIDE

Created by
© Teacher Created Resources, Inc.



Table of Contents

I. What Is Interactive Learning?	3
II. System Requirements	4
III. Installation Instructions	4
IV. Questions	4
V. Opening Screen	5
VI. Home Page	6
VII. Lists of Reading Activities	7
VIII. Reading Passage	8
IX. Game Screen: Matching Game	9
X. Game Screen: Sorting Game	10
XI. Game Screen: Linear Sequencing	11
XII. Game Screen: Circular Sequencing	12
XIII. Checking Answers	13
XIV. Finishing a Game	15

I. WHAT IS INTERACTIVE LEARNING?

Welcome to the new generation of easy-to-use reading activities! *Interactive Learning-Reading–Fiction and Nonfiction* is a program with 101 reading activities to help you enhance your language arts program. The activities were created to cover a range of abilities, allowing your struggling readers to receive the support they need while also challenging your strong students to hone their skills even more.

The activities have easy-to-follow instructions, so students can play them with minimal teacher direction. These games teach a wide range of language-arts skills including phonics, spelling, sequencing events, reading comprehension, and literary terms.

Games are in four different formats: matching, sorting, linear sequencing, and circular sequencing. Each format lends itself to different reading activities. Students are rewarded at the end of each game by a congratulations screen; there are fireworks if they get all the answers right on the first try!

It's as easy as A-B-C!

- A. Students click either the Fiction or Nonfiction buttons to take them to a list of activities.
- B. Students click on a title, read the passage and then click **Start Game**.
- C. Students then click and drag the tiles to the correct answer space.

This is also an excellent resource to use with a Smart Board™ or other touch-screen devices.

WELCOME TO INTERACTIVE LEARNING!

Interactive Learning Reading Fiction and Nonfiction is a computer program with “drag and drop” activities that will help you enhance your students' learning experiences. Included on this CD are the User Guide, 101 activities, and PDFs of each reading passage.

II. SYSTEM REQUIREMENTS

PC

- Intel Pentium III processor
- Windows 2000, XP, Vista
- 256 MB available RAM
- 150 MB hard drive space available
- Thousands of colors graphics capability at 1024 x 768
- 16x CD-ROM drive
- Flash Player 9
- Java 1.4 (for the installer)

Mac

- G3
- Macintosh OS X (10.2 +)
- 150 MB hard drive space available
- Thousands of colors graphics capability at 1024 x 768
- 16x CD-ROM drive
- Flash Player 9
- Java 1.4 (for the installer)

III. Installation Instructions

Insert the CD and double click the icon to get started. If you wish to save a copy on your hard drive, drag the ***IL Reading Grade*** ____ folder from the CD to your desktop. Then eject the CD.

IV. Questions

E-mail custserv@teachercreated.com
or call (888) 343-4335

© Teacher Created Resources

V. OPENING SCREEN

When you click on the Interactive Learning CD icon, you will open a window that looks like *figure 1* below.

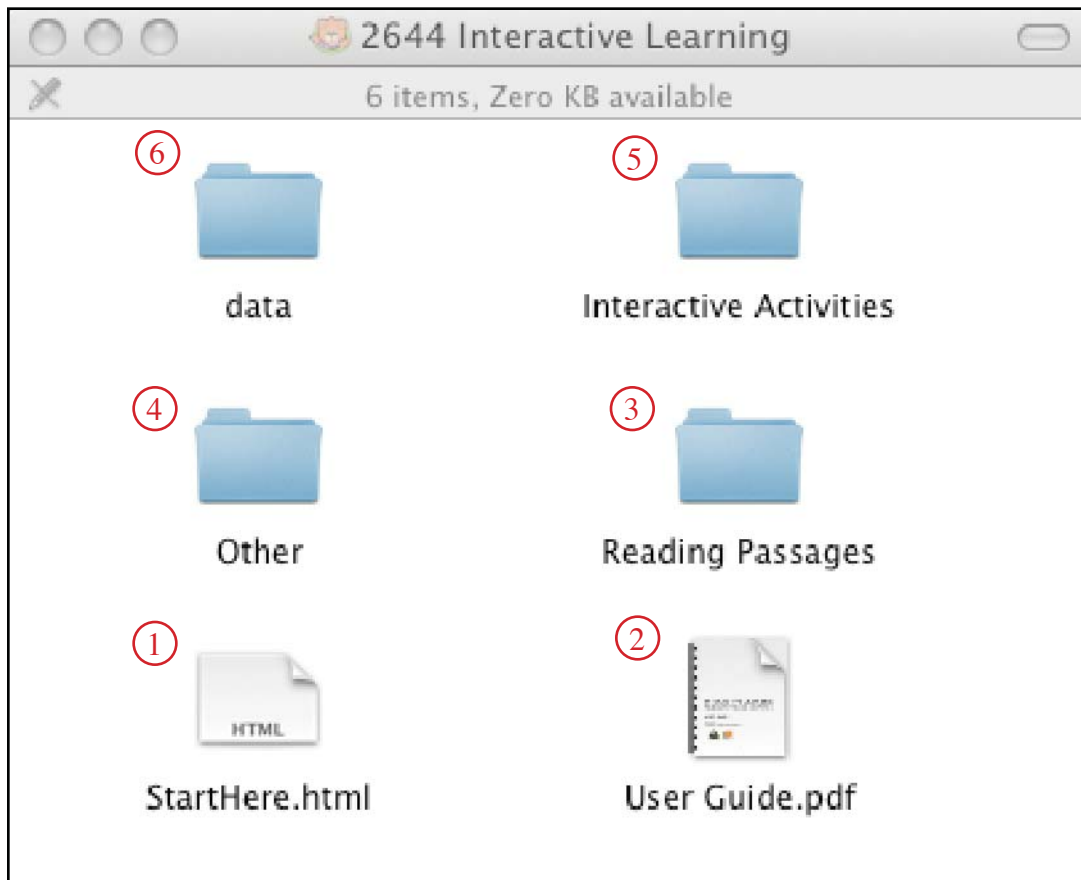


figure 1. Opening screen

1. **Start Here:** Click this to go to the home page. This is the quickest route to lead you to the fiction and nonfiction activities.
2. **User Guide:** This takes you directly to this guide. There is also a link to it on the home page by clicking the **HELP** button.
3. **Reading Passages:** This folder contains PDFs of each reading passage. They are separated into Fiction and Nonfiction categories.
4. **Other:** This folder contains individual folders for each reading passage. Each folder contains the the two corresponding activities for each passage.
5. **Interactive Activities:** This folder contains the reading activities grouped together. The activities are displayed in alphabetical lists, one fiction and one nonfiction.
6. **Data:** This folder contains the technological information to run this program. It is not necessary to open this folder.

VI. HOME PAGE

Once you click the **Start Here** icon, you will be brought to the Home Page, see *figure 2* below.

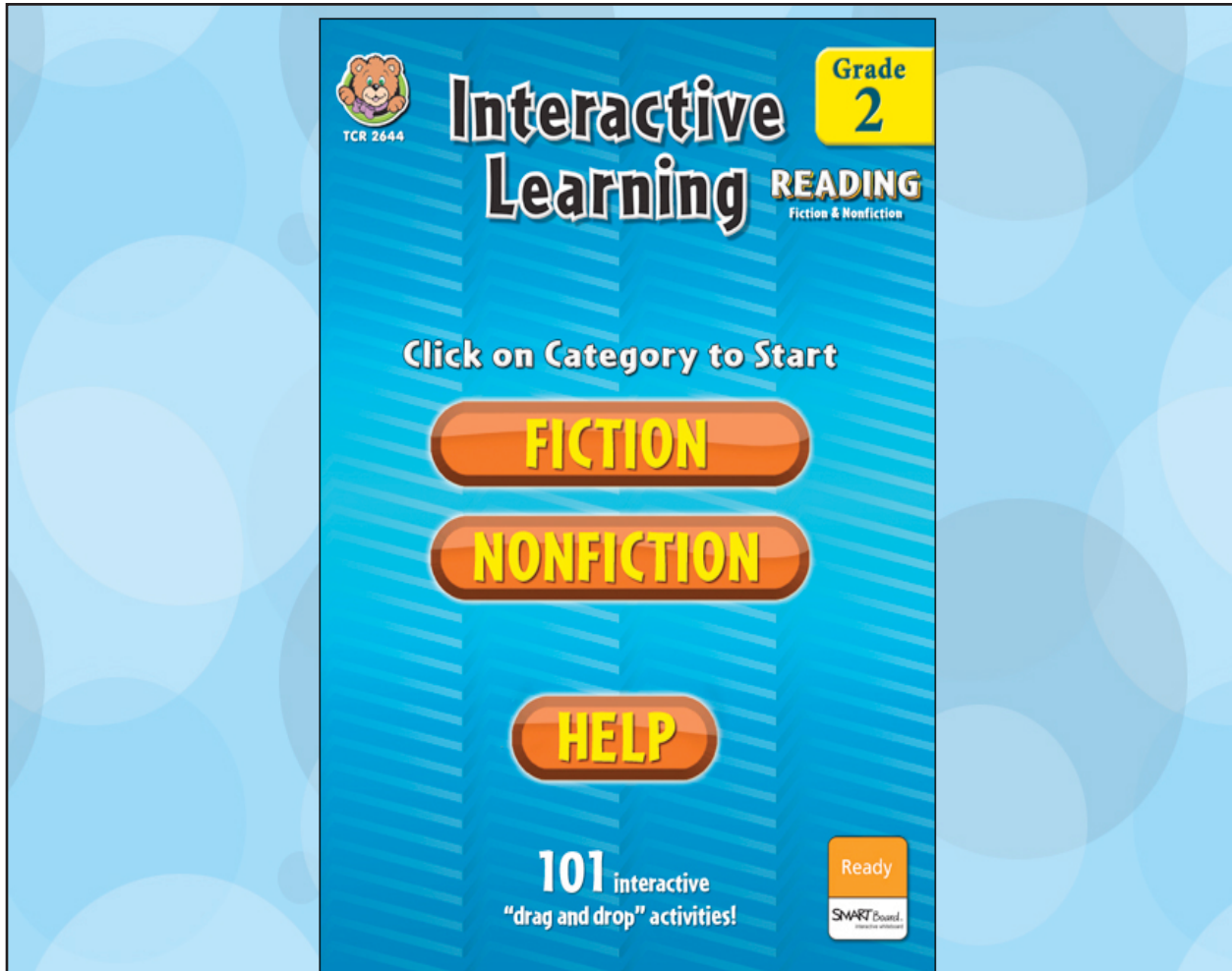


figure 2. Home Page

By clicking either the FICTON or NONFICTION buttons, you will be taken to an alphabetical list of the reading activities in that category (see *figure 3* on page 7). Each activity contains a reading passage and a corresponding game.

Clicking on the HELP button will take you to a PDF of the User Guide.

VII. LISTS OF READING ACTIVITIES

Once you click on either the FICTION or NONFICTION button, you will be brought to a screen with a list of the reading games for that particular category (fiction or nonfiction), such as *figure 3* below.



figure 3. Reading activities listed by passage

Clicking on one of the titles will highlight it and bring you to the reading passage of that game.



figure 4. List of passages with highlighted game

VIII. READING PASSAGE

Once you click on a title, you will be brought to a screen with a reading passage (see *figure 5* below).

The screenshot shows a digital interface for a reading passage. At the top, there is a title "After School - Matching" with a circled "1" next to it. Below the title, there are two buttons: "START OVER" and "CHECK". A small question mark icon is also present. The main content area contains the following text: "Read the following passage and then click Start Game." followed by the title "After School". The passage text is: "Can we go to the park?" I asked my mom. "Can we go after school?" "We can," she said. "Don't forget to bring your skates." "I won't," I promised. Skating is the thing I like best about the park. All day long I think about the park. I dream. I plan. I am hoping I will see my friend. The day seemed so long. "Hurry up, day!" I hear myself say. "Hurry up and get to 3:00. I want to go to the park." A vertical scroll bar is on the right side of the text area, with a circled "2" next to it. At the bottom of the text area, there is a yellow "START GAME" button with a circled "3" next to it. In the bottom left corner, there is a small copyright notice: "©A Teacher Created Original Resource".

figure 5. Reading Passage

1. **Title and Directions** for game.
2. **Scroll Bar:** Move text up and down to read entire passage.
3. **Start Game:** Click to take you to the game screen.

IX. GAME SCREEN: MATCHING GAME

Once a student clicks **Start Game**, he or she will be taken to the game screen. *Figure 6* below is a sample of a matching game.

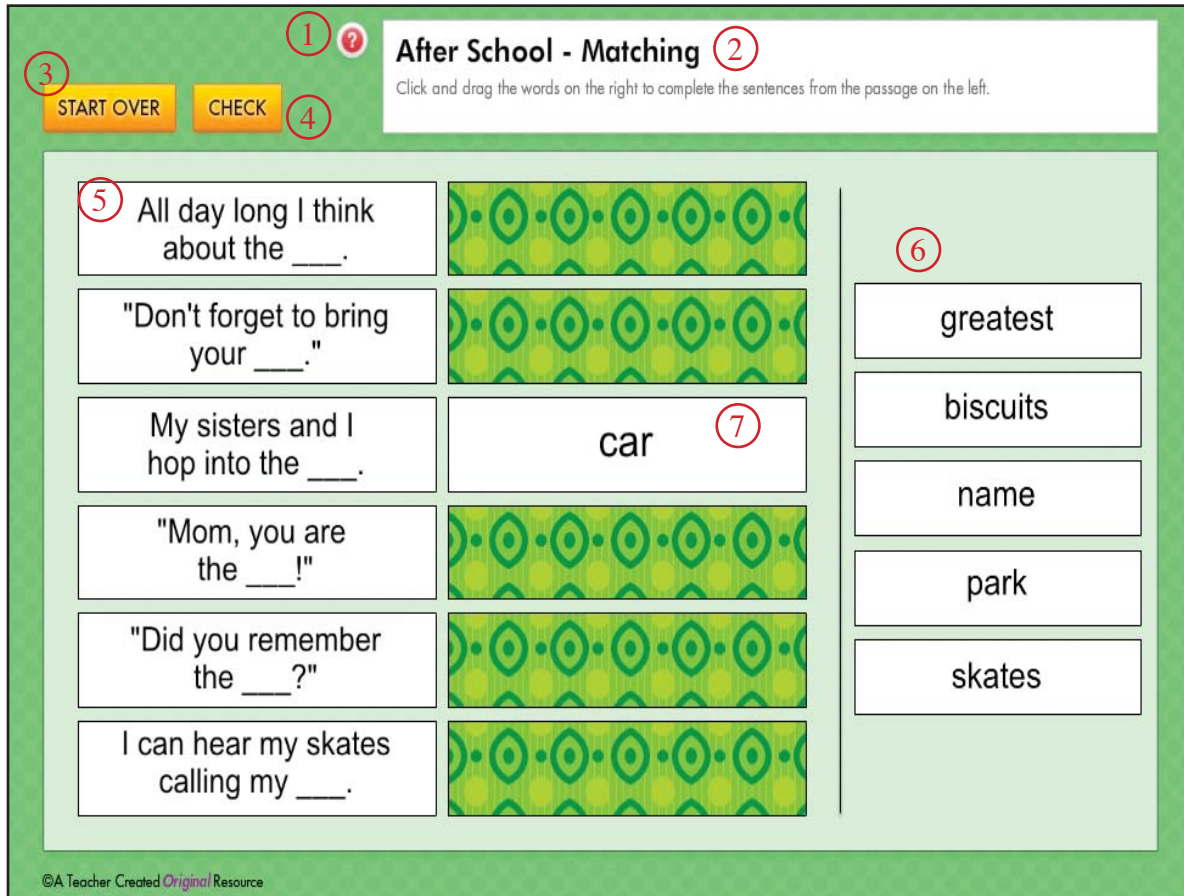


figure 6. Game screen: Matching

1. **?**: Click to go back to reading passage.
2. **Title and Directions** for game.
3. **START OVER**: Click to reset the game and start over.
4. **CHECK**: Click to check if answers are correct. (Students may click this at any time during the game.)
5. **Fixed tiles**: These tiles are in a fixed position. They cannot be moved, and are the tiles to which to match the answers.
6. **Answer tiles**: These tiles are dragged and dropped into the blank spaces to correctly match the tiles on the left.
7. An **answer tile** that has been placed in a space to complete a match.

X. GAME SCREEN: SORTING GAME

Figure 7 below is a sample of a sorting game.

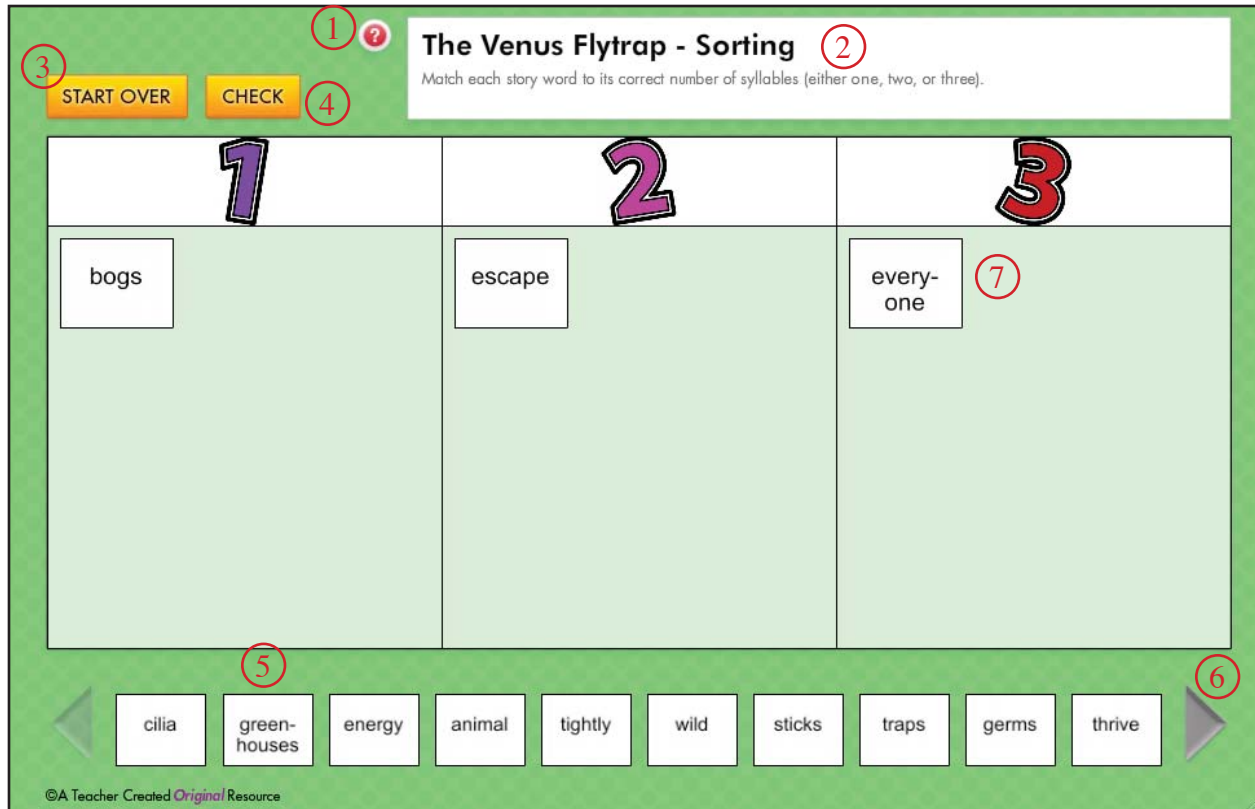


figure 7. Game screen: Sorting

1. **?**: Click to go back to reading passage.
2. **Title and Directions** for game.
3. **START OVER**: Click to reset the game and start over.
4. **CHECK**: Click to check if answers are correct. (Students may click this at any time during the game.)
5. **Answer tiles**: These tiles are dragged and dropped into the blank spaces to correctly match the tiles on the left.
6. **Arrow button**: Clicking on these arrows will display more answer tiles (if any).
7. An **answer tile** that has been already been placed in a category.

XI. GAME SCREEN: LINEAR SEQUENCING GAME

There are two types of sequencing games in the Interactive Learning program, linear and circular. *Figure 8* below is a sample of a linear sequencing game.

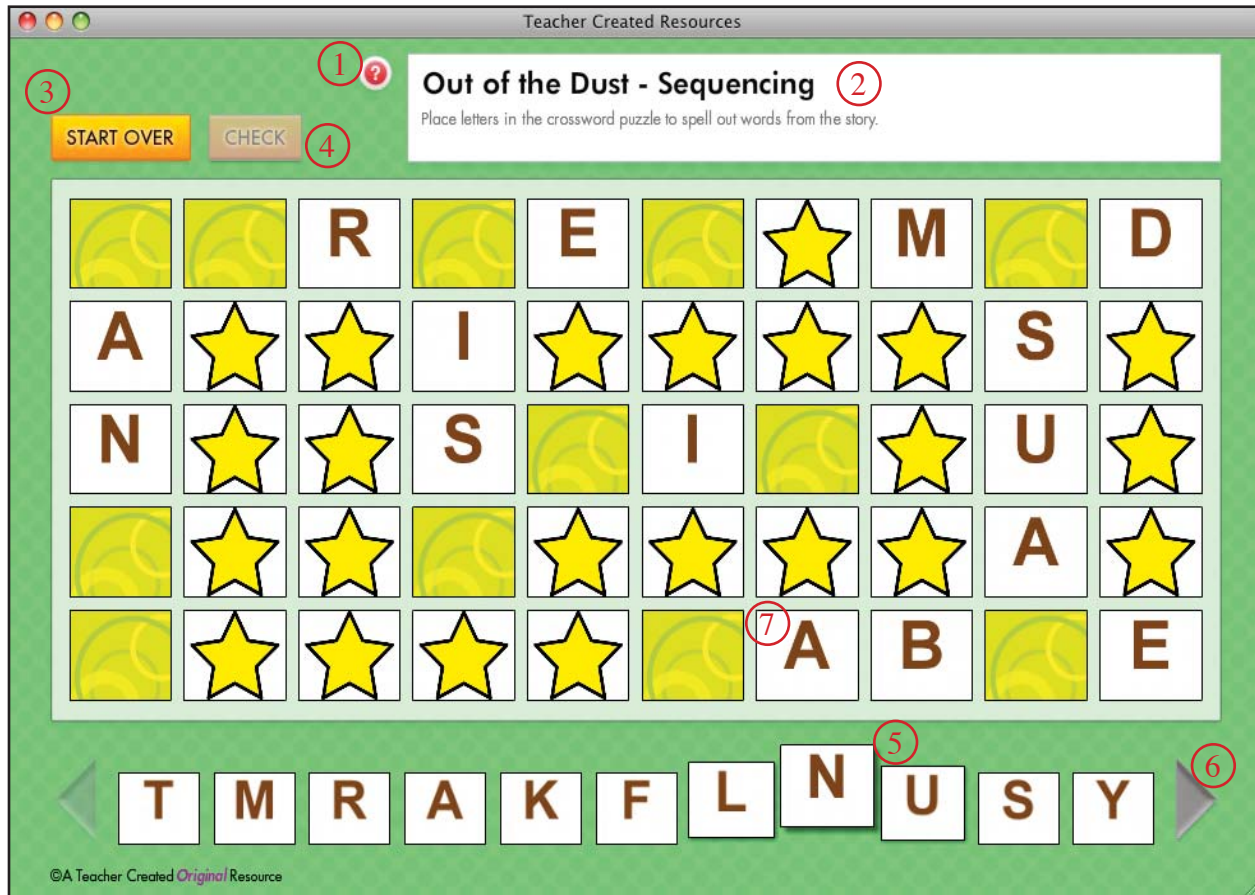


figure 8. Game screen: Linear Sequencing

1. **?**: Click to go back to reading passage.
2. **Title and Directions** for game.
3. **START OVER**: Click to reset the game and start over.
4. **CHECK**: Click to check if answers are correct. (Students may click this at any time during the game.)
5. **Answer tiles**: These tiles are dragged and dropped into the blank spaces to correctly match the tiles on the left.
6. **Arrow button**: Clicking on these arrows will display more answer tiles (if any).
7. An **answer tile** that has been placed in a space to complete sequence.

XII. GAME SCREEN: CIRCULAR SEQUENCING GAME

Figure 9 below is a sample of a circular sequencing game.

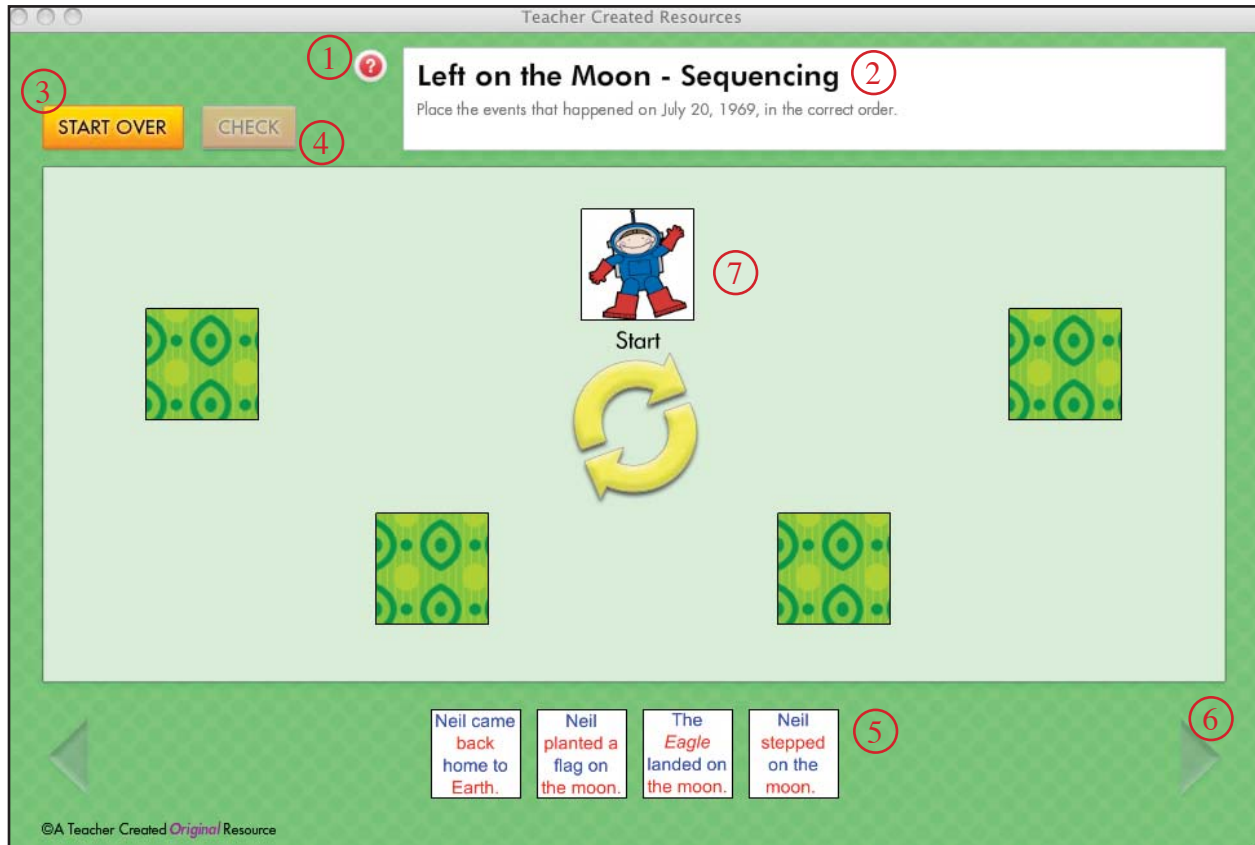


figure 9. Game screen: Circular Sequencing

1. **?**: Click to go back to reading passage.
2. **Title and Directions** for game.
3. **START OVER**: Click to reset the game and start over.
4. **CHECK**: Click to check if answers are correct. (Students may click this at any time during the game.)
5. **Answer tiles**: These tiles are dragged and dropped into the blank spaces to correctly match the tiles on the left.
6. **Arrow button**: Clicking on these arrows will display more answer tiles (if any).
7. An **answer tile** that has been placed in a space to start the sequence.

XIII. CHECKING ANSWERS (*cont.*)

If the student has placed tiles in incorrect spaces, the incorrect tiles are highlighted in red, such as in *figure 11* below.

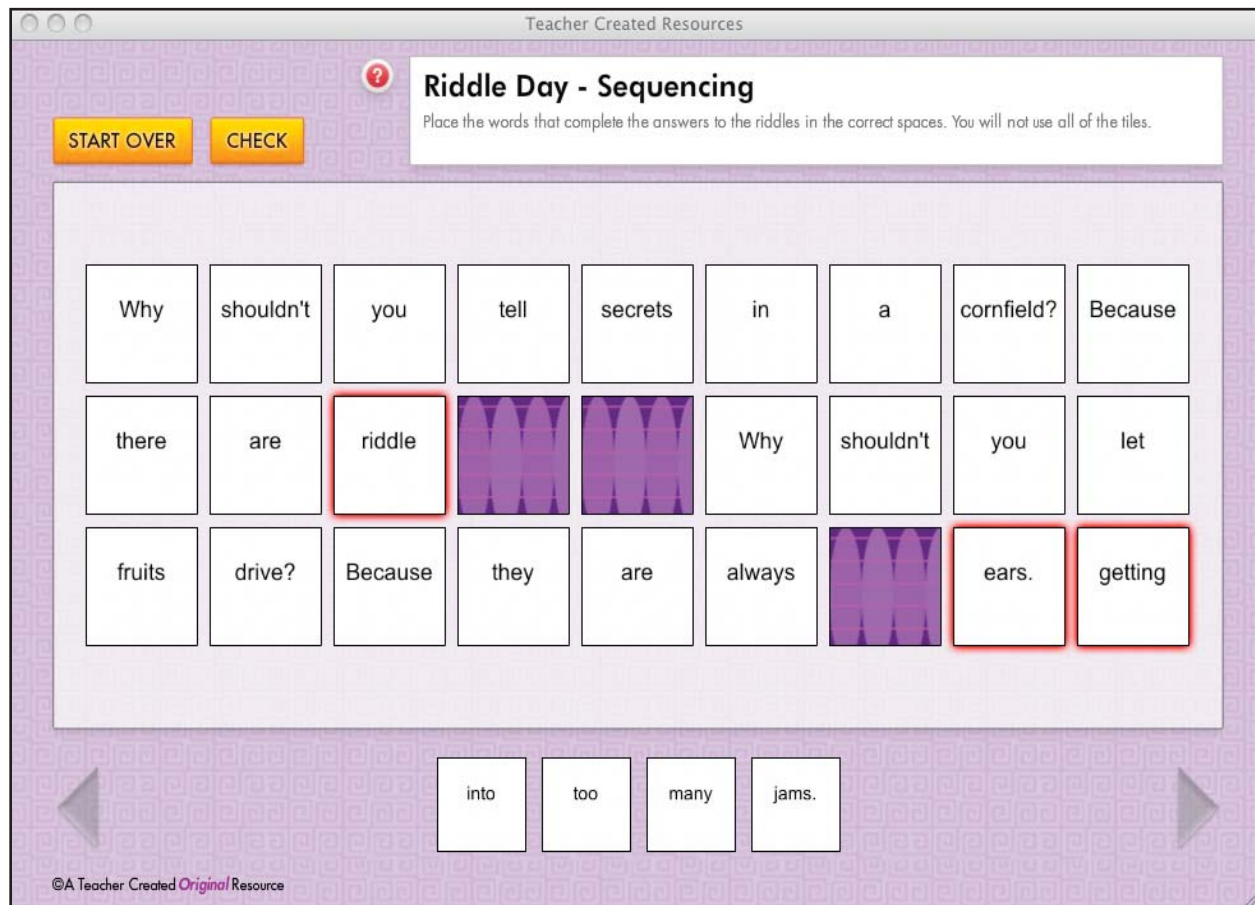


figure 11. Check: Incorrect tile placement

When the student clicks the **CHECK** button and tiles are highlighted, he or she may resume playing the game at any time.

XIV. FINISHING A GAME

Once a student has placed all the tiles into spaces, they click **CHECK** to finish the game. If they have tiles in incorrect spaces, the tiles will be highlighted in red, such as in *figure 11* on page 14. Once he or she has made the corrections and placed the tiles in the correct spaces, they click **CHECK** again. The following screen appears (*figure 12*).

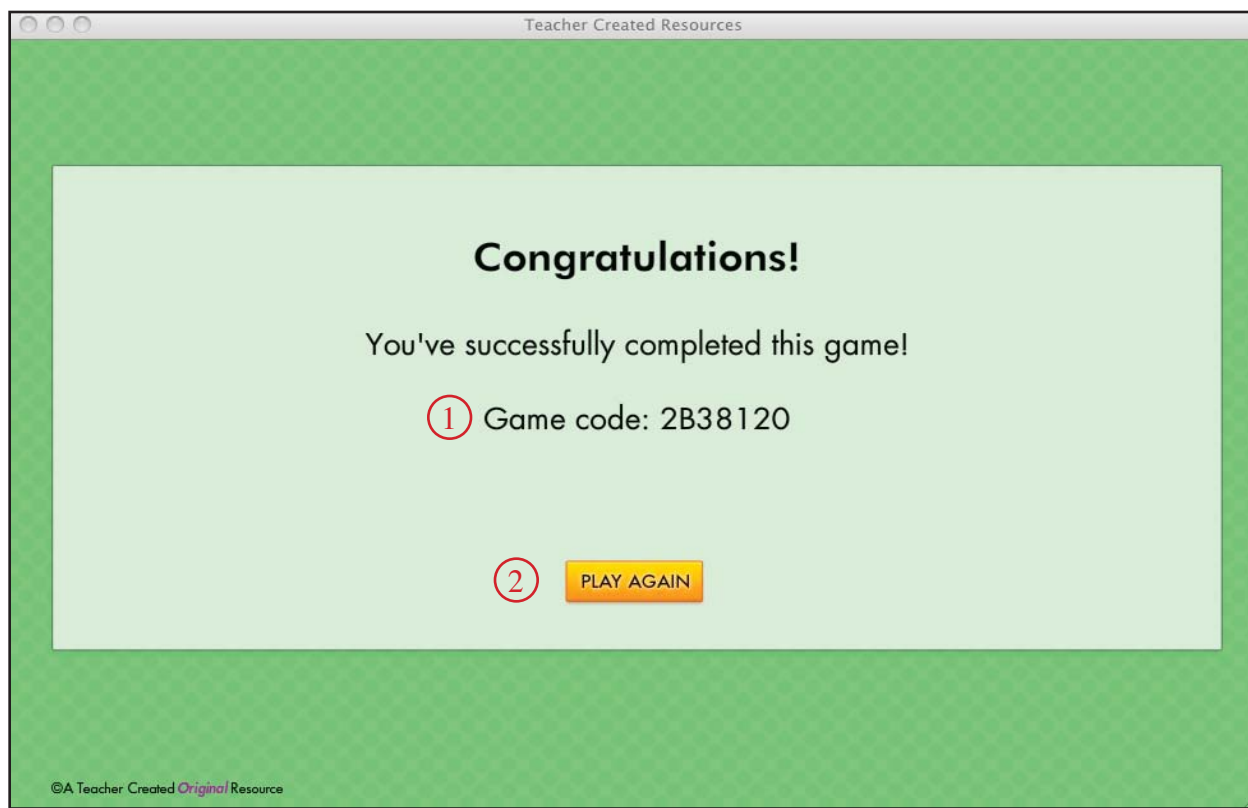


figure 12. Check: Completing game with corrections

1. Game Code: This is a code that is automatically generated by the computer that may be used to keep track of who has played the game. A new code is generated with each completion of a game. The first three characters of the code (**2B3** in *figure 12* above) are always the same for each individual game. The last four numbers (**8120** in *figure 12* above) are always divisible by 7.

2. PLAY AGAIN: The student may click this button to play the game again. The reading passage and answers will remain the same, but the order of the answer tiles in their queue will change. There will also be a new game code generated.

The student may also choose to close this screen, and he or she will be returned to the **List of Reading Activities**.

XIV. FINISHING A GAME (*cont.*)

If a student has placed all the tiles correctly on his or her first try, once they click **CHECK**, the screen below (*figure 13*) will appear.

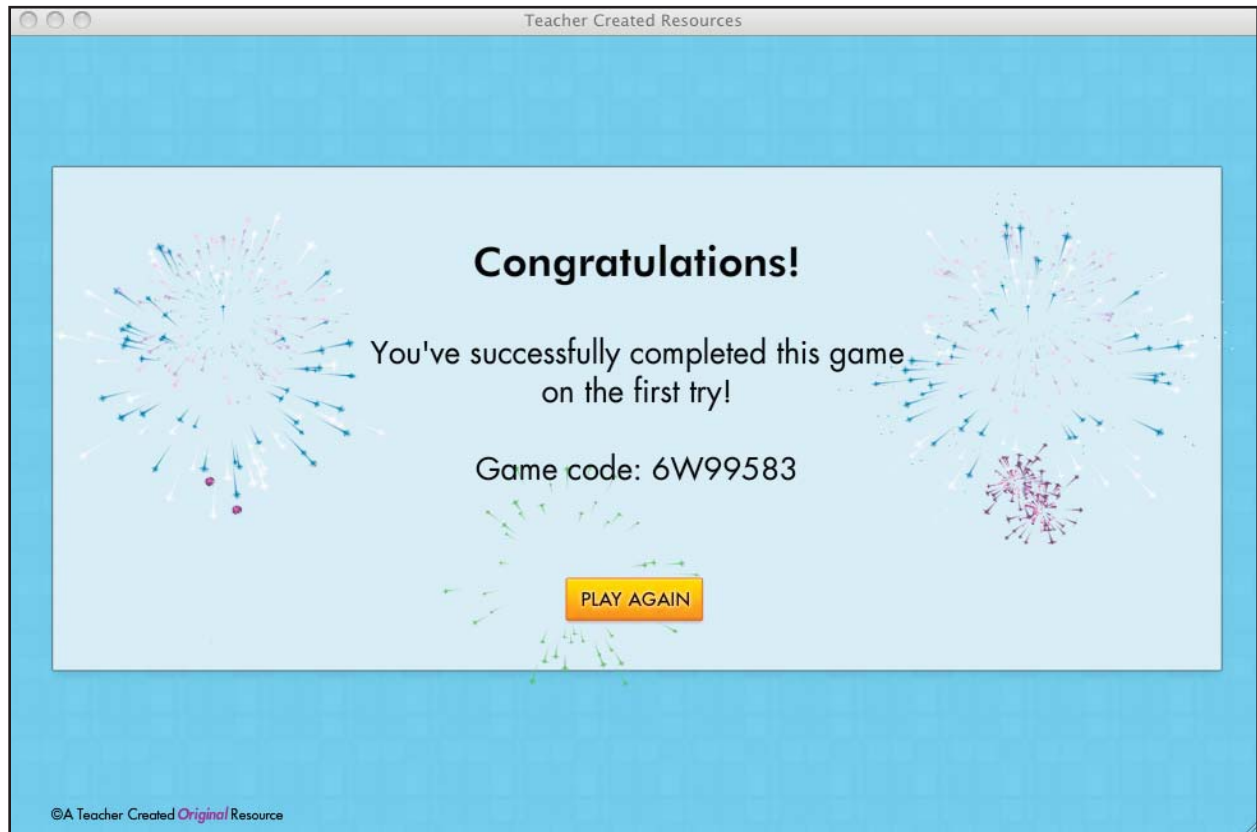


figure 13. Check: Completing game first try

Fireworks are generated and will continue “bursting” on the screen until the screen is closed.

Notice that the **Game code** and **PLAY AGAIN** button are on this screen as well.

The student may then close this screen, and he or she will be returned to the **List of Reading Activities**.