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# Starting Sounds<sup>© 2009</sup> *By AussieSoft*

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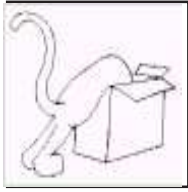
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## CHECK YOUR STARTING SOUNDS PACKAGE



Starting Sounds CD

Software registration form.

This manual.

## SOFTWARE REGISTRATION AND SUPPORT



Please take the time to register your copy of Starting Sounds. You can do this by completing and mailing this registration form or registering online at [www.aussiesoft.com.au](http://www.aussiesoft.com.au) and click on 'Program registration'.

Post: 29 Pitt St., South Oakleigh, Victoria 3167, Australia

Fax: 03 9576 4244 Tel: 03 9576 4066. Please visit our website at [www.aussiesoft.com.au](http://www.aussiesoft.com.au)

EMAIL: [software@aussiesoft.com.au](mailto:software@aussiesoft.com.au)

Support can only be provided to registered owners of Starting Sounds.

## STARTING SOUNDS LICENSING CONDITIONS

Starting Sounds is sold with a single user licence. Additional user licences may be purchased separately from your retailer or directly from AussieSoft.

Copying of this program, other than for backup purposes is illegal.

## DEVELOPMENT AND SUPPORT TEAM

Malcolm Slade BE(Melb), Lynnette Slade TSTC

### OVERVIEW

Starting Sounds has been developed to assist children in the learning of single sounds and their relationships with the alphabet and pictures. In addition students gain hand-eye computer skills in the use of the mouse and keyboard. There are ten modules (games) to provide variety, fun and to emphasize different sound relationships. There is also a spelling module based on a database of words and sounds. The database is editable to allow customization by parents and teachers.

The game modules vary in difficulty to provide a challenge for children in varying stages of development.

The program has been developed from an original concept by Burrabooks, PO Box 611, Moruya, NSW 2537.

**Starting Sounds has been designed for children in the age range of 4 to 10 years. Children may require adult assistance in various areas of the program. The program modules exhibit varying degrees of difficulty and will stretch the imagination and skill of children throughout the age range.**

### ABOUT THIS MANUAL

The purpose of this manual is to provide information on:

Hardware and software requirements.

Setup and un-install procedures.

Where to obtain support.

Procedure descriptions.

## HARDWARE AND SOFTWARE REQUIREMENTS

### Hardware

An IBM PC or fully compatible computer with Pentium processor. Performance with a Pentium 2 may be acceptable, but a later Pentium will show considerable speed advantages.

At least 32Mb of RAM.

Hard disk drive with at least 240 Mb spare. A modern fast hard disk drive is recommended.

CD-ROM drive. At least a VGA monitor. Mouse or similar pointing device.

Sound Blaster compatible sound card required. Microphone required if recording audio.

The program requires that your monitor is set for greater than 256 colours. Pictures will not display correctly at 256 colours.

### Software

Windows98, Me, XP Home, NT4, 2000, XP Pro

## SETUP

1. Close all other applications which may be running.
2. Place the Starting Sounds CD in the CD drive. If your CD drive is set for autorun, after some 10 seconds a window will open showing the files on the CD.
3. Double click on the Setup.exe file, Or, click on Start – Run and enter D:\Setup assuming D is your CD drive.

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4. You will require about 240 Mb of hard disk space. This information supercedes that printed on the program package outer sleeve.
  5. During set up you will be asked to enter a serial number which will be found on the CD case.

## **UN-INSTALLING STARTING SOUNDS**

When you install Starting Sounds it is automatically registered within the Windows registry. Therefore, to un-install all you need to do is use the Windows removal procedure.

1. Click on the 'Start' button in the Taskbar.
2. Click on 'Settings'
3. Click on 'Control Panel'
4. Double click on the 'Add/Remove' icon
5. Click on Starting Sounds in the list
6. Click on the 'Add/Remove' button.

## **RUNNING STARTING SOUNDS**

1. Click on the **Start** button in the task bar.
2. Click on Programs.
3. Click on Starting Sounds.
4. Click on Starting Sounds.

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## PROGRAM FEATURES AND SETTINGS

### The Staff Room

The staff room is the place where you register a new player, edit a player's profile, search WordBase, create and edit word lists and control the program's settings. To gain access to the Staff Room click on the Staff Room button.

For further information see STAFF ROOM.

### Phonetic or named sounds

For each player you may set the program so that the player hears letter sounds phonetically or by name. For example, if the program is set to play letter sounds phonetically the letter j will be heard as in the word jester. If set to play by name the letter j will be heard as in the word jaywalk.

### Upper or lower case

You may select to show the letters in either upper or lower case. This effects words and individual letters which are the subject of the game.

### Passwords

The administrator and each player can be assigned individual passwords to control access.

### Statistics

Comprehensive statistics describing the performance of players are maintained. The statistics can assist in measuring player improvement.



## PLAYING THE GAME MODULES

### First things first - Registering a player

#### New player

Before any of the game modules can be accessed a student needs to be registered as a player.

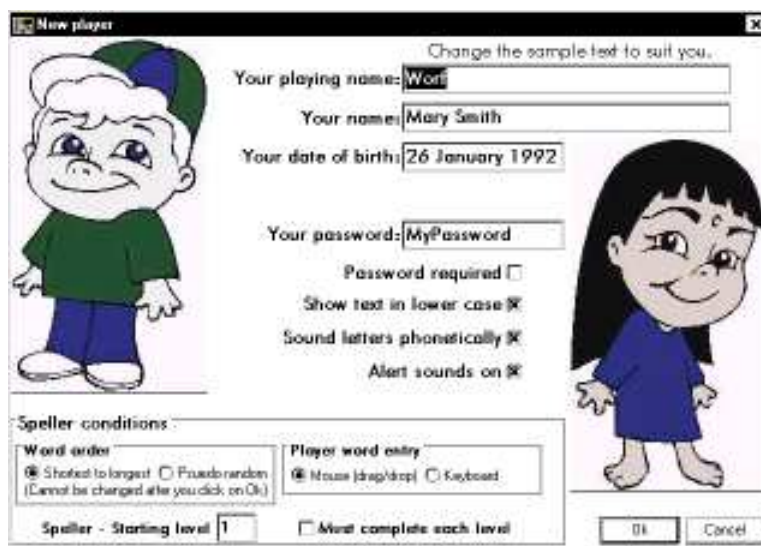
- 1 Click on the 'Staff Room' button.
- 2 Click on the 'New player' button.
- 3 Change the default player entries as required.
- 4 Click on the 'Ok' button.

#### Edit a player

To edit any of the player entries subsequently.

- 1 Click on the player in the 'Players list'.
- 2 Click on the 'Staff Room' button.
- 3 Click on the 'Edit player' button.
- 4 Change the required entry.
- 5 Click on the 'Ok' button.

In this manual, the player data is referred to as the player's profile.










## STARTING SOUNDS

1. Click on the 'Starting Sounds' button.
2. Select a letter by clicking on it.

### Objective

For each letter chosen the student has to click the pictures that start with the chosen letter and drag/drop each one to a vacant panel. When all the correct pictures have been placed the student may print out a black line master of the pictures for colouring. Some pictures are more difficult to relate to their starting sound and so five help functions have been provided.

	Listen to the selected picture's title
	Show the picture labels
	Find out more about the picture
	Spell out the selected picture's title
	Sound out the selected picture's title

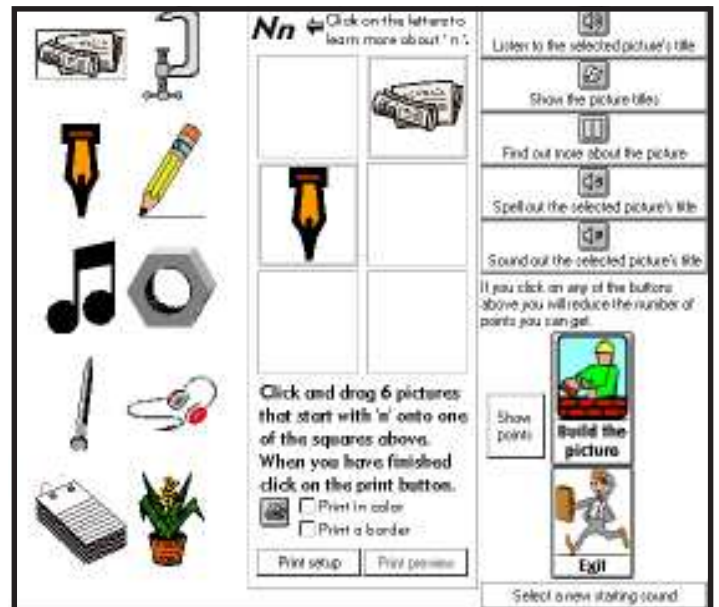
Click on this button to hear the selected picture's title.

Click on this button to show the picture titles.

Click on this button to find out more about the picture.\*

Click on this button to spell out the selected picture's title with named sounds.

Click on this button to spell out the selected picture's title with phonetic sounds.



\*The information shown may require adult assistance for student comprehension.

The button functions can also be accessed by right clicking on a picture. A pop up menu will appear. In this way you can also see an expanded view of the picture.

Uses, and the different sounds, of the selected letter may be shown and heard by clicking on the selected letter situated above the drop panels. Text describing the origin of the letter is also shown. This information may require adult assistance for student comprehension.

### Printing the dropped pictures

An outline print of the dropped pictures may be obtained by clicking on the 'Print' button. The student should be encouraged to colour the pictures and write the picture titles.

The Print button is enabled when all the correct pictures have been dropped into boxes.

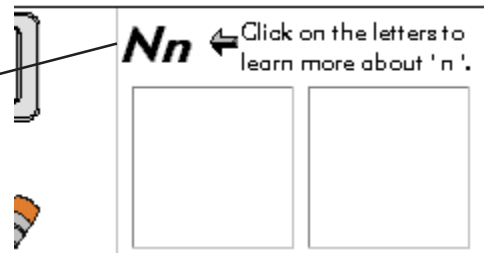
### Starting Sounds statistics

For each picture correctly placed the player is awarded points. The number of points are initially set to 10 per picture. However each time a help button is pressed the points are reduced.

Each time an incorrect picture is attempted to be placed, the against points are incremented. The player can see a summary of the points by clicking on the 'Show points' button.

The complete statistics may be seen by clicking

[Staff room - Person in Charge - The player in the players' list - Player statistics tab - Starting Sounds tab]





### Build the picture

A further exercise for the student is to spell out the selected picture's title. Click on the 'Build' button.

To spell out the picture's title the student clicks and drags a letter from the alphabetic list and drops it onto the appropriate letter box. As each letter is correctly placed the picture is progressively built.

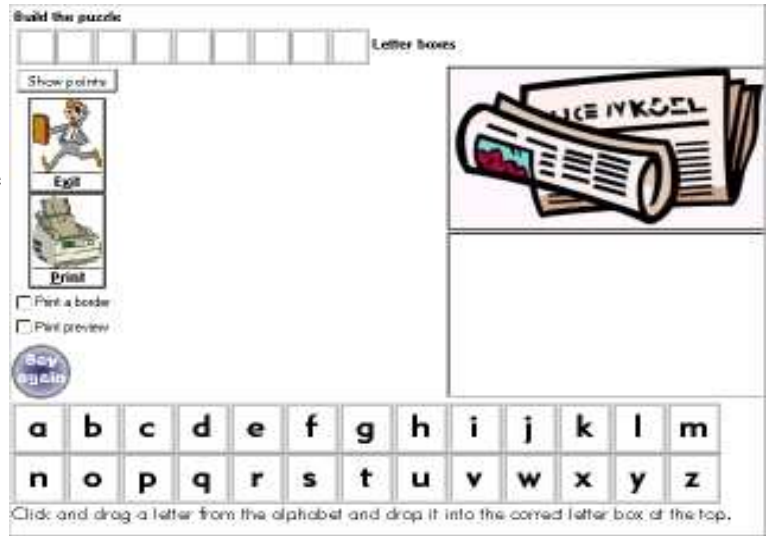
As each letter is clicked and dragged the letter is sounded phonetically or named according to the player's profile. The letters are displayed in upper or lower case according to the player's profile.

Hint: Instead of click and drag/drop each letter, you can double click on a letter in the alphabetic list. If the letter is correct for the next empty letter box it will be dropped into the letter box for you.

The student can hear the picture's title by clicking on the 'Say again' button.

When all the letters have been placed a text box will appear and the player is invited to type the picture title into it.

As the letters are typed they will be sounded or named according to the player's profile.



### Print picture

An outline print of the picture can be printed by clicking on the 'Print' button.

The Print button is enabled when the picture title is successfully typed into the text box.

### Build statistics

The build points for the word may be shown by clicking on the 'Show points' button.

The complete statistics for all pictures may be seen by clicking

[Staff room - Person in Charge - The player in the players' list - Player statistics tab - Build & Fitter points tab]



### WORD CHASE

#### Objectives

Word Chase is a board game in which the objective is to move around the board until a set number of points is obtained. The number of points is set in [Staff Room - Person in Charge - General settings].

Two forms of tests are encountered.

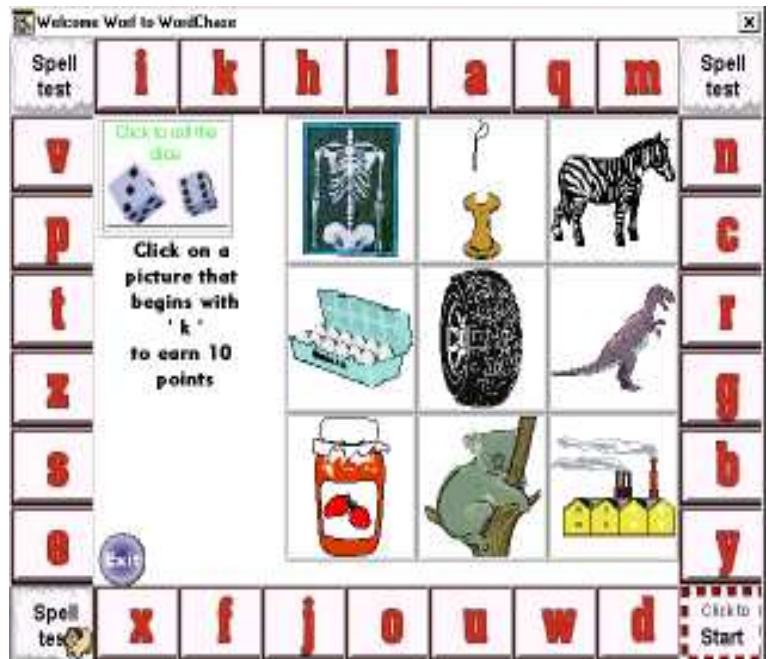
**Associating starting sounds to the first letter of a picture's title.** Some of the picture titles may not be readily apparent, however the correct picture should be able to be identified with one or two attempts. It is deliberate that some pictures are more difficult to identify.

**Spell test.** There are five groups of words for the player to choose from. The degree of difficulty ranges from early primary to late primary ages.

#### Playing the game

To start the game the player clicks on the Start button in the lower right corner. The first test is a spell test.

The player selects a word group and the computer will pick a word from the group at random, speak the word and display a picture. The player must then type the word into the text box and press enter. Next the player clicks on the picture of the dice and the computer will roll the dice and select the next square. If the square contains a letter the computer will display nine pictures of which one will correspond to the letter in the square and the other eight pictures are chosen at random. Only one picture will correspond. The player must then click on the correct picture. If the wrong picture is clicked, one point is deducted and the player may try again. The player progresses around the board until the required number of points is obtained.





## MATCH UP AND PAIRS

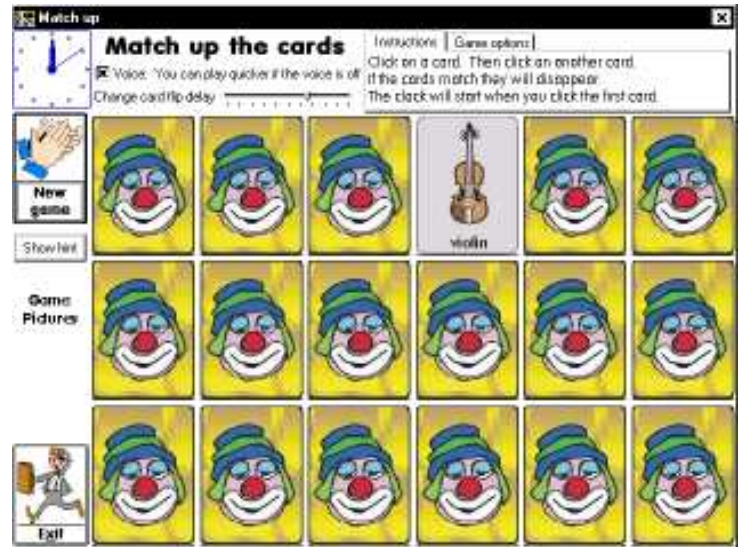
### Objectives

The object of the game is to match up the cards. A card is turned over by clicking on it. Reinforcement of letters, sounds and pictures is obtained when the computer speaks the letter or picture name.

### Playing

In the Match up game the player can select the flip side of the cards from:

1. Normal deck of playing cards.
2. Picture cards. For increased difficulty the picture title may be blanked out. This is done on an individual player basis in the player's profile.
3. Sounds - letters of the alphabet. In the player's profile you may select the letters to be upper or lower case and you may select the sounds to be phonetic or named.
4. Sounds and pictures. Half the cards are pictures and half are letters of the alphabet.



In the PAIRS game the flip side of the card is the normal deck of playing cards.

Each game is timed with the stop watch in the top left corner and the best time is recorded along with the number of miss hits the player incurs.

### Statistics

Player statistics may be seen by clicking [Staff room - Person in Charge - The player in the players' list - Player statistics tab - Games analysis tab]



## FITTING WORDS

### Objectives

To fit the words beginning with the selected letter into the appropriate boxes. (In the case of the letter x, it is words that contain x.)

This game assists in reinforcing the height and width of letters and their association with sounds.

### Playing

Click and drag each letter and drop them onto the correct boxes.

When a letter is clicked it is sounded phonetically or named according to the player's profile.

The game can only be displayed in lowercase as it has no meaning in uppercase, although the mouse cursor will become upper or lowercase letter according to the player's profile.

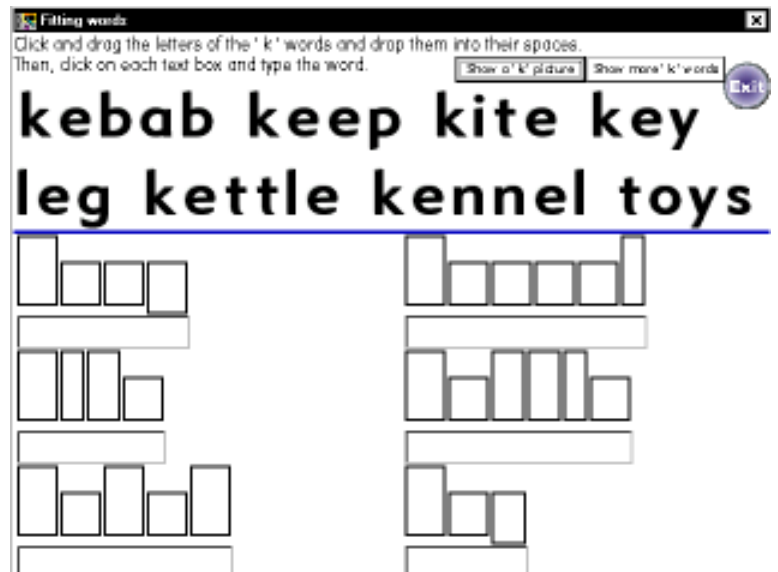
If a letter is dropped onto its correct box the computer will respond with a reinforcing voice or sound and the box will disappear.

When all the letters of a word have been correctly placed the word will be sounded or spelt out, according to the player's profile, and a text cursor will appear in the text box below the word. The player should then type the word into the text box.

The game is completed when all words have been typed correctly into their text boxes.

### Statistics

For each player the number of correct and incorrect placings of each letter is recorded. These statistics may be seen by clicking [Staff room - Person in Charge - The player in the players' list - Player statistics tab - Build & Fitter points tab]





## SPEED CLICK

### Objective

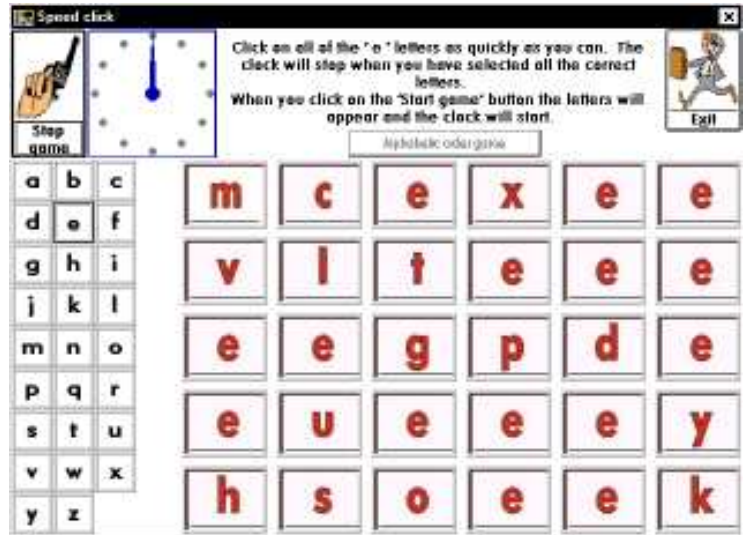
To identify and click on all the occurrences of the selected letter in the shortest time possible.

### Playing

The letters will appear when the Start button is clicked. The letters appear in lower or uppercase according to the player's profile.

For increased difficulty the game may be played where the letters are required to be clicked in alphabetic order. Click on the 'Alphabetic game' button.

If a correct letter is clicked it will be sounded or named, according to the player's profile. If an incorrect letter is clicked a dull sound is heard. The game is timed by the stop watch near the top left corner.



### Statistics

Comprehensive statistics are recorded for this game enabling an analysis of the comprehension of each letter and its sound.

Player statistics may be seen by clicking [Staff room - Person in Charge - The player in the players' list - Player statistics tab - Games analysis tab].



## RECALL

### Objective

To associate sounds and pictures by recognising sequences of pictures.

### Playing

When the Start button is clicked the computer will turn over a card and then turn it back again. The player must then click on the card. If the correct card is clicked the computer will then turn over a card, turn it back and then repeat for another card. The player must then click on the first card and then the second card in the same sequence. If the correct cards are clicked in the correct sequence the computer will turn over three cards etc.

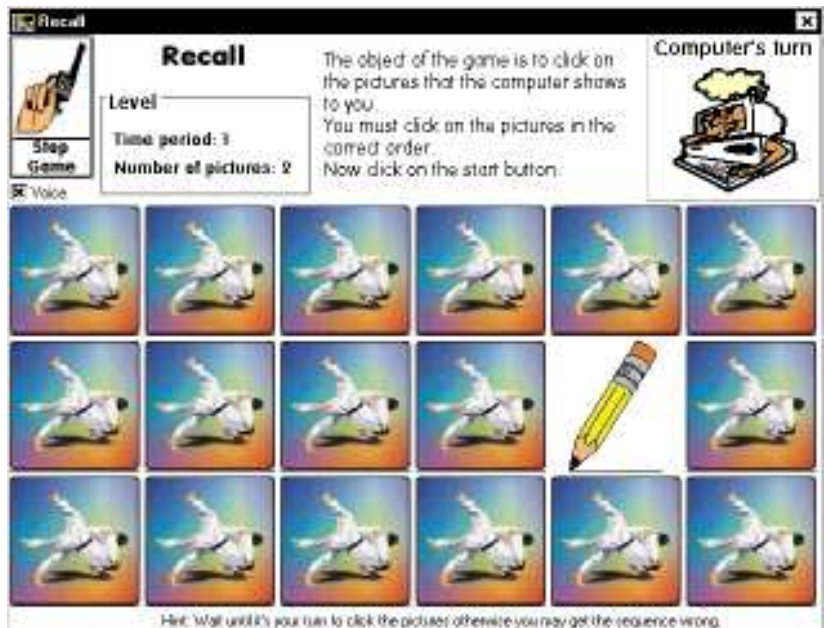
If the player continues to be successful the computer will continue turning over cards up to a sequence of five cards.

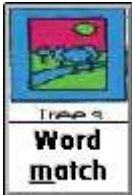
If the player is successful at this level, the computer will reduce the time the cards are shown to the player and start again at a one card sequence. There are 10 time levels. The fastest times interrupt the spoken word.

Note: If you consider that the maximum sequence of five cards is too easy, or too hard, then you may change the number under [Staff Room - Person in Charge - General settings tab].

### Statistics

The best level and time level are recorded for each player. Player statistics may be seen by clicking [Staff room - Person in Charge - The player in the players' list - Player statistics tab - Games analysis tab].





## WORD MATCH

### Objective

The objective is to click on a word (letter) and then the matching picture or click on a picture and then the matching word (letter).

### Playing

Words and their corresponding pictures are chosen by random from a large list of words and pictures ensuring variety.

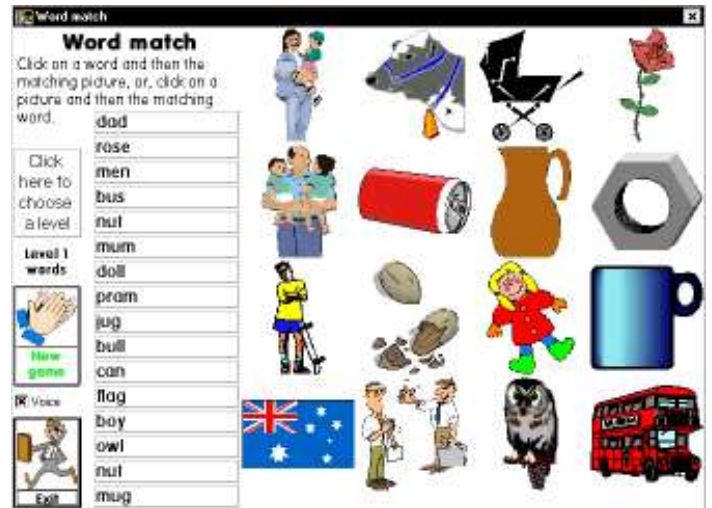
Level 0 is the letters of the alphabet. In level 0, the players must match the picture with its starting letter.

Words are grouped into 5 levels. Words become longer for each increase in level.

When a word (letter) and its picture are matched they disappear from the screen.

### Statistics

For each player the number of games played, the correct matches and the number of incorrect matches are recorded. Player statistics may be seen by clicking [Staff room - Person in Charge - The player in the players' list - Player statistics tab - Games analysis tab].



## SLIDER

### Objective

To arrange the blocks into their correct order. This game starts off relatively easy, however becomes quite difficult as the game proceeds. It is a significant achievement to complete a game.

complete a game.

### Playing

Blocks are moved by clicking on a block and dragging it into the adjacent spare space. Blocks will not move to anywhere but the spare space.

There are 3 playing levels.

#### Level 1 - Letters

Letters must be arranged in alphabetic order left to right top to bottom. There are two letters missing from the display. When the displayed letters are in order, the player must type the missing letters into the two large text boxes situated under the instructions to complete the game.

To access levels 2 and 3 click on the 'Click here for a picture game' button situated under the blocks.

#### Level 2 - Letter pictures

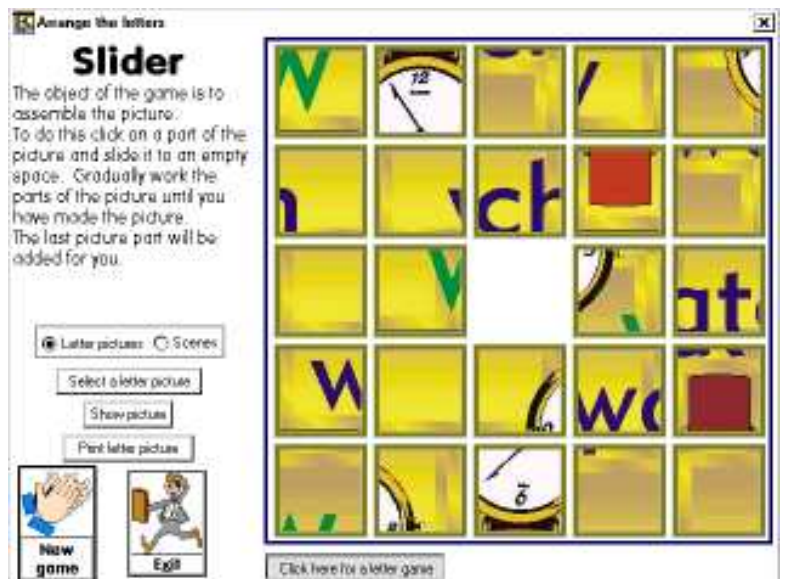
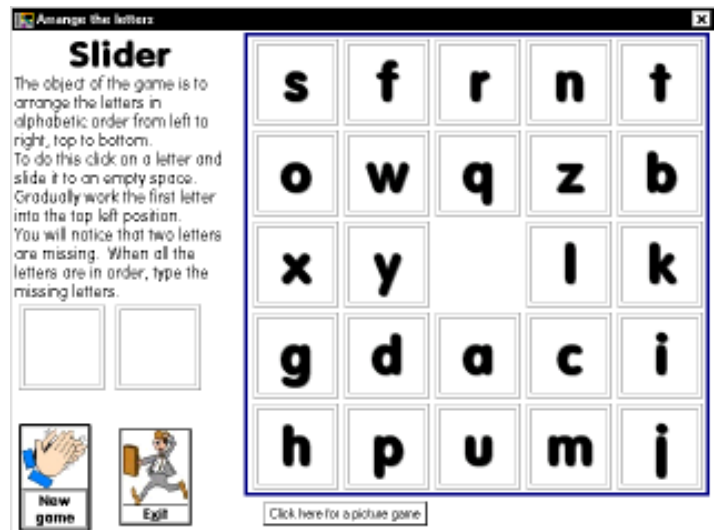
There are 26 letter pictures. Each picture has a letter and a picture starting with the letter. The letter is shown in upper and lowercase. The blocks must be arranged so as to complete the picture. To help, the picture may be shown fully by clicking on the 'Show picture' button. Initially a letter picture is shown at random from the 26, however a specific picture may be chosen by clicking on the 'Select a letter picture' button and then the desired letter from the pop up list.

#### Level 3 - Scenes

There are 5 scenes to choose from. The blocks must be arranged so as to complete the picture. To help, the picture may be shown fully by clicking on the 'Show picture' button.

Statistics  
For each player the number of least moves for a letter game and for a picture game are recorded. Player statistics may be seen by clicking

[Staff room - Person in Charge - The player in the players' list - Player statistics tab - Games analysis tab].





## SPELLER

### Objective

To provide comprehensive word lists for children to complete in a fun, but challenging way. Unlike spelling books the student must recognise the spoken word. A custom word list may be built for each student. See Staff room - Edit a player

### Word Groups in the Starting Sounds list

There are 34 supplied word groups and their associated spoken words. The word groups have been put together based on word usage which to some extent also reflects difficulty. Words in higher numbered groups are not necessarily all difficult. Some word groups also contain words which emphasize letter combinations. There are almost 2200 words and sound files. If it is felt that there are too many words you can delete words in the Staff Room - Person In Charge.

### Playing

1. Choose a word group- See Playing option 1.
2. Click on the 'Choose next word' button.
3. Spell the word that is spoken - See playing option 2.
4. Repeat 2 and 3.

When a word is correctly spelt it is added to the 'Completed Words' list.

When a Word group has been completed it is added to the 'Word groups completed so far' boxes at the top.

### Playing options

1. The default starting word group is 1. However this may be changed in the Player's profile. Also in the Player's profile you may restrict the player to complete a word group before moving to the next.
2. The default method for the player to spell a word is by clicking on a letter in the alphabet boxes and drag/drop it onto a letter box. In the player's profile you may choose to have the student type the word into a text box using the keyboard.

Hint:

Drag/drop into the letter boxes

Instead of click and drag/drop each letter, you can double click on a letter in the alphabetic list. If the letter is correct for the next empty letter box it will be dropped into the letter box for you.

Typing into the text box

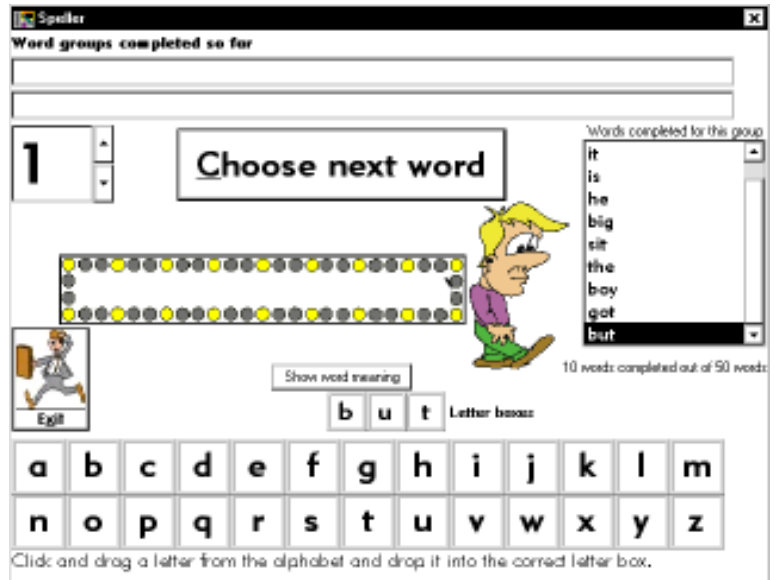
Instead of typing you can drag/drop letters from the alphabetic list into the text box. You can also drop letters into the text box by double clicking on a letter in the alphabetic list. The dropped letter will be placed at the end of the text.

### Modifying the word groups and associated sound files

See under STAFF ROOM.

### Statistics

Completed groups and completed words within groups are recorded for each player. To view the statistics click on [Staff room - Person in Charge - The player in the players' list - Player statistics tab - Completed words tab].



## STAFF ROOM

The supervisor's functions are accessed through the Staff Room. At the opening window click on the 'Staff Room' button.

### Player's profile

To register a new player click on the 'New player' button and edit the default entries.

To edit an existing player's profile, click on the player in the Players' list on the opening screen, click on the 'Staff Room' button, click on the 'Edit player' button. You can also create/edit a custom word list for the speller game. Click on the 'Create/Edit' button, create the list and then click on the Use custom word list check box.

### Person in Charge

All the program control functions are carried out in this section.

General program settings.

Player statistics.

Editing and controlling access to the spelling word lists.

Controlling player access to games.

### About the program

This section describes program origins, suitability, licencing conditions and display optimisation.

## WORDBASE®

WordBase® is a database of approximately 130,000 words with powerful search capabilities. It enables you to search for all occurrences of words that fit a pattern.

A pattern is defined using the wild cards ? and \*.

? means any letter in the position in the word. For example, ?H?P will find all four letter words with a H in position two and a P in position four.

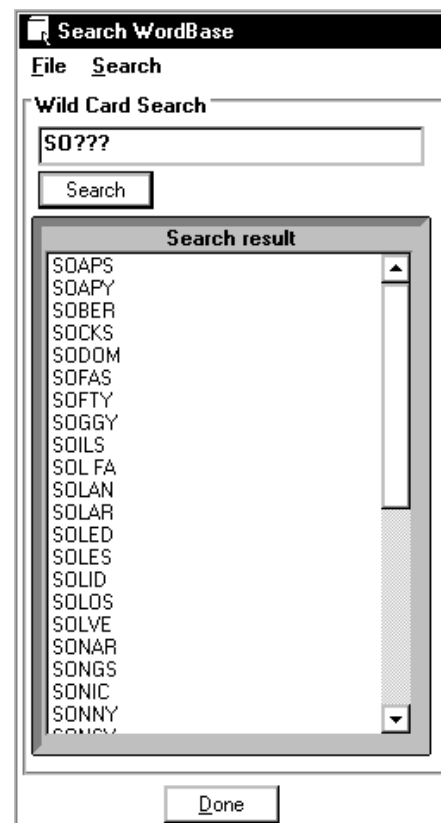
\* on the left of the pattern means any number of letters to the left. \* on the right means any number of letters to the right. For example, \*ATE will find all words ending with ATE.

? and \* can be used together in any meaningful combination.

Note: WordBase® contains phrases such as 'BELL BOOK AND CANDLE'. Apostrophes may also be included for clarity. To search WordBase® for such phrases the wildcard search pattern must represent the characters without spaces or apostrophes.

For example, the search pattern CR?ME??VE would find CRIME WAVE.

To search for words enter a search pattern into the text box above the search result list box.



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## THE PERSON IN CHARGE

### General

In this section you can set the default player profile, player access to games, player statistics, edit the speller word lists and associated spoken words, and set the general program operating conditions.

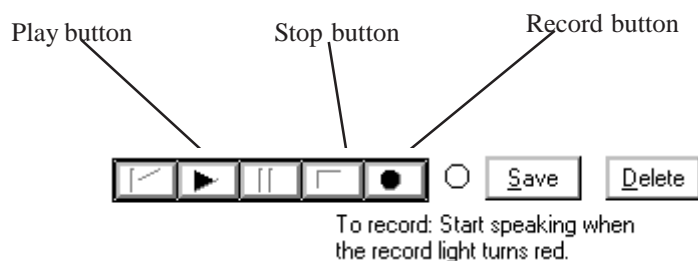
### Modifying the word groups and associated sound files

The words in the word groups are stored in a database which is copied to your hard disk during setup. The associated sound files are not stored in the database.

#### If you are running Starting Sounds from the CD-ROM

The sound files will not have been copied to your hard disk and so cannot be deleted. However if you delete a word, the word is removed from the database and the reference to the sound file is removed.

If you add a word to a word group and an associated spoken word, the word is included in the database, the sound file is stored onto your hard disk and the reference to the sound file is stored in the database. If you subsequently delete the word, the word is removed from the database, the reference to the sound file is deleted and the sound file itself is deleted.



#### Adding words and spoken words to the word groups

1. Click on the 'Word lists' tab.
2. Enter a word group number in the Word Group text box, or use the spin control.
3. Enter the word in the Word text box.
4. Click on the 'Sound' tab.
5. Click on the 'Record' button and speak the word into the microphone. Click on the 'Stop' button immediately. The perception of the player to the game is dependant on the quality of the sound. Large periods of time with no sound are undesirable. Also sound files take up a lot of space on the hard disk.
6. Click on the 'Save' button. This will save the sound file and the word, and the sound file reference, in the database.

## STATISTICS

Starting Sounds provides statistics on player performance to assist in improving the understanding of sounds and their relationship with letters.

The player statistics may be viewed by clicking on

[Staff room - Person in Charge - Player in the players' list - Player statistics tab - The required tab]

## SOFTWARE QUALITY AND CUSTOMER SUPPORT

Software quality is a complex issue involving many inter relating factors. No matter how much a developer tests the software before release, the users of the software will sometimes find 'bugs'. The real issue is: if a user has a problem is there a satisfactory customer support service in place to guide the user and correct the problem. AussieSoft is Australian and support is only a phone call away. As well, the designers are giving you the support and so software corrections, if required, can be incorporated rapidly and an update forwarded almost immediately.

In the event that you require assistance with Starting Sounds, please contact our support officer on:

O3 9576 4066, or fax 03 9576 4244, or email [software@aussiesoft.com.au](mailto:software@aussiesoft.com.au)

You will appreciate that support can only be given to users who can provide proof of purchase through registering their software. When calling please have your Starting Sounds serial number available.

## PROGRAM ENHANCEMENT

If there is a feature that you feel would enhance the product, please bring it to our attention. User requirements are the foundation of all good software.

