

USERS' GUIDE AND LESSON PLANS



Super Star
by Help Me 2 Learn
www.helpme2learn.com

Spanish 1a
with Phonics
Beginning Level Spanish

Online, Network, and CD-ROM

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Spanish 1a with Phonics

Installation Instructions:

PC and Mac

For Network Installation

- see Network Installation document or Documents folder on Network CD-ROM

Stand-a-lone Installation

System Recommendations:

Windows 7, Vista, XP, 98, or 2000 (SP4)

300 MHz or higher processor

64 MB RAM or higher

CD-ROM drive, sound card, mouse

Mac OS X version 10.3 - 10.5

Intel Core or PowerPC G3/G4/G5 processor

500 MHz or higher, 128 MB RAM or higher

CD-ROM drive, sound card, mouse

Installation Instructions for PCs: Insert the CD-ROM disc into your CD-ROM drive. For best performance and to protect the CD-ROM we recommend that you install the program to the hard drive. If you install the program to the hard drive you can remove the CD-ROM and store it in a safe place.

If the program doesn't start automatically, from the Start menu choose Run. In the Open text box, type D:\SETUP.EXE (D is usually the drive letter on your CD-ROM. If D is not the drive letter, use the correct drive letter of your CD-ROM drive). Click OK, and you're ready to begin the CD-ROM!

Follow the prompts.

Installation Instructions for Macs: The program may either be run from the CD-ROM disc or installed to your hard drive. For best performance and to protect the CD-ROM, we recommend that you install the program to your hard drive.

To run the program from the CD: Insert the CD-ROM disc into your CD-ROM drive. A window will appear with the icon for the program. (If the window does not appear, double-click the CD icon on your Desktop.) Double-click on the icon for the program.

To install the program to your hard drive: Insert the CD-ROM disc into your CD-ROM drive. A window will appear with the icon for the program. (If the window does not appear, double-click the CD icon on your Desktop.) Drag the icon to the location on your hard drive where you want it installed. For example, to install the program in your Applications folder, open a new window (File -> New Finder Window), go the Applications folder (Go -> Applications), and drag the program icon from the CD window into the Applications folder window. Once the program has been copied to the hard drive, you can eject the CD-ROM and store it in a safe place.

For tech support: techsupport@helpme2learn.com or call 1-800-460-7001

Spanish 1a

Overview/ Helpful Tips

Super Star by Help Me 2 Learn: Spanish 1a with Phonics

(Appropriate for Grades K - Adult, target grades K - 5)

Dear Teachers:

We are extremely proud of this unique, fun and effective program. Spanish is a beautiful and important language. We believe that this program will assist you in giving your students a great start at beginning to learn the Spanish language.

Spanish 1a with Phonics is computer program designed to help you teach Spanish using a system of Phonics.

By playing Spanish 1a, your class will learn all about:

The Spanish Alphabet

The Spanish Numbers

Colors

Days of the Week

Common Greetings

Animal Names

Ocean Animals

Weather

And more!

Our user-friendly software has two ways of motivating your students. First, the Speed Rounds provide students with endless motivation and opportunities to improve. The next is the Super Star Motivation and Tracking System. This is a simple and effective way to keep track of your students as they progress through the activities. It keeps track of their right and wrong answers! By using positive reinforcement and a star system, students are provided with incentives to get the correct answers. If students complete an activity with some incorrect answers, they will earn a Silver Star. If the activity is completed perfectly, they earn a Gold Star.

Navigation is simple. Students can keep track of their Super Star status by clicking on the Super Star button from any page or screen. The Super Star page displays the student's name and all of the Silver and Gold Stars they have earned. The idea is stellar: students will go for the Gold as they successfully complete activities and master vowel sounds!

If a student wants to earn a Gold Star on an activity where a Silver Star was earned, they can click on the Silver Star and they can replay the activity. This motivational system allows teachers to track an individual student's progress.

With your permission, once a student has a star on every page, they can print out the Silver Star or Gold Star Certificate, depending on their accomplishments.

Teachers can also access the "Super Star" page by clicking on the "Star" button at the bottom center of any page.

A feature in this program is our "Speed Rounds", which can be found at the end of our "Learn the Words" activities. Students are encouraged to score 15 points or higher before going on the game. Our "Speed Rounds" are basically timed flash cards that allow the student to build immediate recognition of the words and sounds. A cumulative point total of the "Speed Rounds" can be found by clicking on the "Speed Round" button from the Super Star page.

Navigation:

With you, the teacher, in mind, we have created a simple and intuitive program. Although the Spanish language can be difficult and confusing, we have broken the process of reading into easy to learn steps. We developed the program so that almost any child can use the program successfully with a minimum amount of supervision. However, the program is most effective when teachers supervise their class while using this program.

Interface:

Simply use the "Next" and "Back" buttons to navigate through the program. You can also use the buttons on the Table of Contents screen. Organized like a traditional book, the first set of buttons takes you to the major sections, while the smaller buttons takes you to individual pages of this "electronic" book. You can always return to the main page of the Table of Contents by clicking on the "Contents" button. While we have provided these "easy to use" navigation systems, most students will eventually learn that they can easily navigate the program by using our "Super Star" page, by clicking on the star in the bottom center of the page and then clicking on a star to go to that activity.

Some Helpful Tips:

1. This program can be run entirely from the CD-ROM or installed to the hard drive. When installed to the hard drive, the CD-ROM is no longer required. ***We recommend that this program be installed to the hard drive.*** This prevents damage from handling the CD-ROM and the program will run faster and better. Keep this CD-ROM in a protective packaging. If students handle the software, be sure you teach them the right way to hold a CD-ROM. If there are fingerprints on either side of the disc, you can run it under cold water and gently dry it with a soft cloth.

2. Pre-Test and Post-Tests program: This program is really two programs; the instructional program and a Pre-Test and Post-Test program. We highly recommend that you take advantage of our pre and post-tests. Click on the Pre-Test Post-Test button found under the Teacher & Parents and Sign in buttons.

We recommend that for most students you complete all of the Pre-tests before they begin using the program. If they score high on the Pre-test, this would be a strong indication that they have already mastered this material. If they score low, this is a good indication that this material will help them.

Each test has 25 multiple choice questions and is timed for a maximum of 2 minutes. Since there are 7 tests, it should take about 14 minutes to complete all of the tests. Upon completing a test, you will see a check mark by that test. You can see the report for the tests in the Student Management section of the program.

If you want the students to complete all of the tests, we recommend that you lock the Post-tests from the Student Management section. You can also make sure that the students can access only the tests by locking the students from the program from the Student Management section.

Once a Pre-test is taken, that Pre-test cannot be changed or erased without deleting the student's name. The next test taken for that subject will automatically be the Post-test. If a student repeats a Post-test, only the last attempt will be recorded in the Post-test report.

We recommend that a student take the Post-test, once the program has been completed or at the end of the school year. Some teachers prefer to have

students take a Pre-test before beginning a section and then take the Post-test upon completing that section. The ultimate goal of the Pre-test and Post-test is to show progress and mastery of the material covered in the program.

3. **Student Management System:** Help Me 2 Learn's Student Management System allows teachers to add or delete student's names, get a class progress report, or get a detailed student report. This system also allows you to lock and unlock students from adding new users, exiting the program, printing pages, and from changing names.

To access the Student Management System, simply click on the "Teachers' and Parents'" button. Then, click on the "Student Management" button.

By reading the text on this page, you'll find our system is self-explanatory. A password is given. Enter the password in the box (lowercase letters only) then click on "Enter".

From the Student Management screen, you have several options:

- Class Progress Report
- Class Test Report
- Feature Locks
- Change Password
- Add Students
- Delete Students

You can read a complete explanation of each of these features in the Student Management section of this manual found near the end of the manual.

4. Use the Print Pages for away-from-the computer activities. You can print the activities from the Teachers' and Parents' section of the CD-ROM or you can copy the activity sheets from the Teacher's Guide. If you print the activities from the print section of the CD-ROM, you can print in color or black and white. You have permission to duplicate these pages for classroom use. You can also print additional copies of the Users' Guide and Lesson Plans from the CD-ROM.

5. Use the "Learn the Words" section. Time spent going over these important words is time well spent! Enhancing a student's vocabulary is an essential building block of learning Spanish.

6. A little positive reinforcement goes a long way. Earning Silver and Gold Stars can be exciting. You can buy inexpensive Silver and Gold Stars and use them on your students' papers for jobs well done!

7. Our 10 instructional songs are fun to sing-along in the classroom! Music and learning Spanish go together like peanut butter and jelly! You can even print out the words of the songs!

8. "Spanish 1a with Phonics" is highly effective and educationally sound. Hip graphics and animation combine with excellent sound. Whether your class is using this program in a computer lab with headphones, or you're using an overhead projector to present lessons to the class, you're sure to find the activities motivating and rewarding.

9. Recommended age group is 5 through adult. This software also works well with children learning English as a Second Language (ESL), and for students with special learning needs. We also recommend this program for older students who are having trouble learning English. This program is just as rich in English words and sounds as it is with Spanish words and sounds.

10. A whopping 12 hours (estimated) of playing time and over 100 vocabulary words are included in Spanish 1a. Be sure to break up the content into small, bite-sized pieces as your students learn Spanish in each lesson every day.

11. This program is totally bilingual. Encourage your students to click on the "Ingles" button and play the games and activities in the Spanish language, teaching English. Students can earn Silver and Gold Stars in the "Ingles" version, however they must click on the "Ingles" button for each activity as the program always defaults back to the start-up language.

12. Have fun!

We congratulate you for your dedication in teaching children through the wonders of technology. Once your class has mastered Spanish 1a, they can advance to our other titles including:

Letters and Numbers

Phonics 1 a - Vowel Sounds

Phonics 1 b - Consonant Sounds
Phonics 2a - Intermediate Level
Phonics 2b - Intermediate Level II
Phonics 3a - Advanced Level, with Sports
Phonics 3b - Advanced Level II, with Sports
Language Arts Review 3a - Advanced Level, with Sports
and Language Arts Review 3b - Advanced Level II, with Sports

And now we have math:

Games of Math 1 - Addition (coming spring of 2010)
Games of Math 2 - Subtraction (coming summer of 2010)
Games of Math 3 - Multiplication (available NOW!)
Games of Math 4 - Division (available NOW!)

Thank you,
The Help Me 2 Learn team

Spanish 1a with Phonics

Software -TABLE OF CONTENTS:

The Spanish Alphabet

- Spanish/English Presentation
- The Alphabet Song
- The Talking Spanish Alphabet
- Learn the Alphabet and Speed Round
- The Alphabet Dot-to-Dot

Numbers 1 - 20

- Counting From 1 to 10 Song
- Talking Spanish Numbers
- Learn the Numbers and Speed Round
- Numbers Race Game 1 - 10
- Number to 20 Song
- Dot-to-Dot Numbers 1 - 20

Colors

- Learn the Colors Song
- Learn the Colors and Speed Round
- Coloring Game

Days of the Week

- Days of the Week Song
- Learn the Days of the Week and Speed Round
- Days of the Week Game

Animal Names

- Name the Animals Song
- Learn the Animal Names and Speed Round
- Buddy's Animal Safari

Common Greetings

- Hello Song
- Learn the Greetings and Speed Round
- Hello Game

Foods

- Let's Eat Song
- Learn the Foods and Speed Round
- Penny's Picnic
- Connectors and Accents

Ocean Words

- The Ocean is Blue Song
- Learn the Ocean Words

Weather

- Five Day Forecast Song
- Learn the Weather
- Lily's Snack Shop Game

Review

- Skate Spelling Race
- Spanish Review Game Show

TEACHERS' AND PARENTS' SECTION

How to Use this Program

- Super Star System
- The Button Bar

Songs & Activities Print Pages:

Songs

- The Alphabet Song
- Counting from 1 to 10
- Numbers to Twenty
- Learning Colors
- The Days of the Week
- Name the Animals
- The Hello Song
- Let's Eat
- The Ocean is Blue
- Five Day Weather Forecast

Activities

- The Spanish Alphabet
- Spanish Alphabet Dot-to-Dot
- Numbers 1 to 10
- Spanish Numbers Dot-to-Dot
- Coloring Activity
- Days of the Week
- Buddy's Animal Safari
- Greetings
- Food Words
- What is the Weather like Today?
- Answer Key
- Silver Star Certificate
- Gold Star Certificate

Credits and Talents

Student Management

Lesson Plans for Spanish 1a with Phonics

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Lesson 1: Comparing Alphabets

GOAL

Students will learn there are four extra letters in the Spanish alphabet. They will also learn that the letters in the Spanish Alphabet make different sounds than the English alphabet. These presentations explain our phonics approach to learning Spanish.

ACTIVITY

Get your students attention by saying, Hola, ¿Cómo Estás? Ask your students if they know what language you were speaking, and then how much they know about Spanish. Ask your students how they first started learning to read in English, and lead them to the answer that they learned their ABC's. Then ask your students what they learned after their ABC's, and lead them to answer, the sounds that letters make. Tell them that today's lesson is going to focus on the differences between the Spanish Alphabet, and the English Alphabet and they will also be shown how they will learn the sounds that the Spanish letters make.

Click on START and listen to Lily and Buzz's presentations. During the presentations, have the students direct you through the interactive exercises. During Buzz's presentation, follow his direction and have your students repeat some of the words and sounds he introduces. Once you have successfully completed this lesson, the forward and reverse buttons will appear that will allow you to fast forward to any section of the presentation.

Now review with the class the differences between the Spanish and the English Alphabets. You could have the class write the Spanish alphabet or you can use the print page from lesson two, and have them circle, and say the four new letters. Close by clicking on NEXT to play The Spanish "Alphabet Song."

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Lesson 2: Learn the Alphabet

- The Alphabet Song
- Talking Alphabet
- Learn the Alphabet
- Speed Round
- Alphabet dot-to-dot

GOAL

Students will learn and be able to name the letters, and the sounds they make, in the Spanish Alphabet.

ACTIVITY

Play the "Alphabet Song" and encourage your students to sing-along after the first page. Click NEXT to go to the "Talking Alphabet" section.

Click on each letter starting with A, and have students repeat the letters after the program. Continue this through the letter Z. (If you want to spend more time on any letter, just click on that letter again.) You can also click on the Movie button and have the class say the alphabet along with the voices, then turn the sound down and let the class say the alphabet.

In the "Learn the Letter Sounds" section, mouse over the letter in the middle of the screen and have the children repeat the sound, then click on the letter and listen. Click on the next letter and continue through the letter Z. (The letter H is silent.) You can also click on the Movie button to let the activity play all the way through.

It is time for the speed round! After the last word in the "Learn the Words", click on the "Speed Round" button, and then on Start. This will drill your students on the words learned in the "Learn the Words" section. You have one minute to try to get as many of the questions correct. Click on the button of the correct answer. While this activity is best in an individual setting, you can let the students play the game for the class and try to improve the class "Speed Round" score.

Click on Next to go to the Alphabet Dot-to-Dot activity. Call on a student to call out the name of the next letter, click on that letter. Choose another student until the Dot-to-Dot is completed.

Pass out copies of the "Spanish Alphabet" worksheet. (You can make copies of the worksheet provided, or print them out on your printer from the Teachers' and Parents' section of the program.) Have your students point to the letters and say their names.

Now pass out the Dot-to-Dot worksheet and give your students about five minutes to work on them. The ones that finish early can start coloring the picture.

OTHER RELATED ACTIVITIES

You can make flash cards of the Spanish Alphabet and play "Around the World" with your class. Start at the front of the room with the first two students. They stand. Hold up a flash card with a Spanish letter. The first one who can give the letter name and sound gets to move on and challenge the next student. The student who loses, sits down wherever he/she is. If one student gets the wrong answer, the other gets a turn. If they both miss, both sit and go on to the next two students. The winner is the first to work their way around the room and back to their own seat.

You can adapt this activity with flash cards for the other Spanish words that are taught in this program.

The Alphabet Song

The Alphabet is easy to learn.
Speak in rhythm. Each letter gets a turn.

Can you say the alphabet in Spanish?
It's easy if you say the alphabet in rhythm. Listen to me.

A B C CH D E F
G H I J K L
LL M N Ñ O P
Q R RR S T U V
W X Y Z

The Alphabet is easy to learn.
Speak in rhythm. Each letter gets a turn.

It's your turn now, repeat after me:

A B C CH D E F
G H I J K L
LL M N Ñ O P
Q R RR S T U V
W X Y Z

The Alphabet is easy to learn.
Speak in rhythm. Each letter gets a turn.

One more time:

A B C CH D E F
G H I J K L
LL M N Ñ O P
Q R RR S T U V
W X Y Z

The Alphabet is easy to learn.
Speak in rhythm. Each letter gets a turn.

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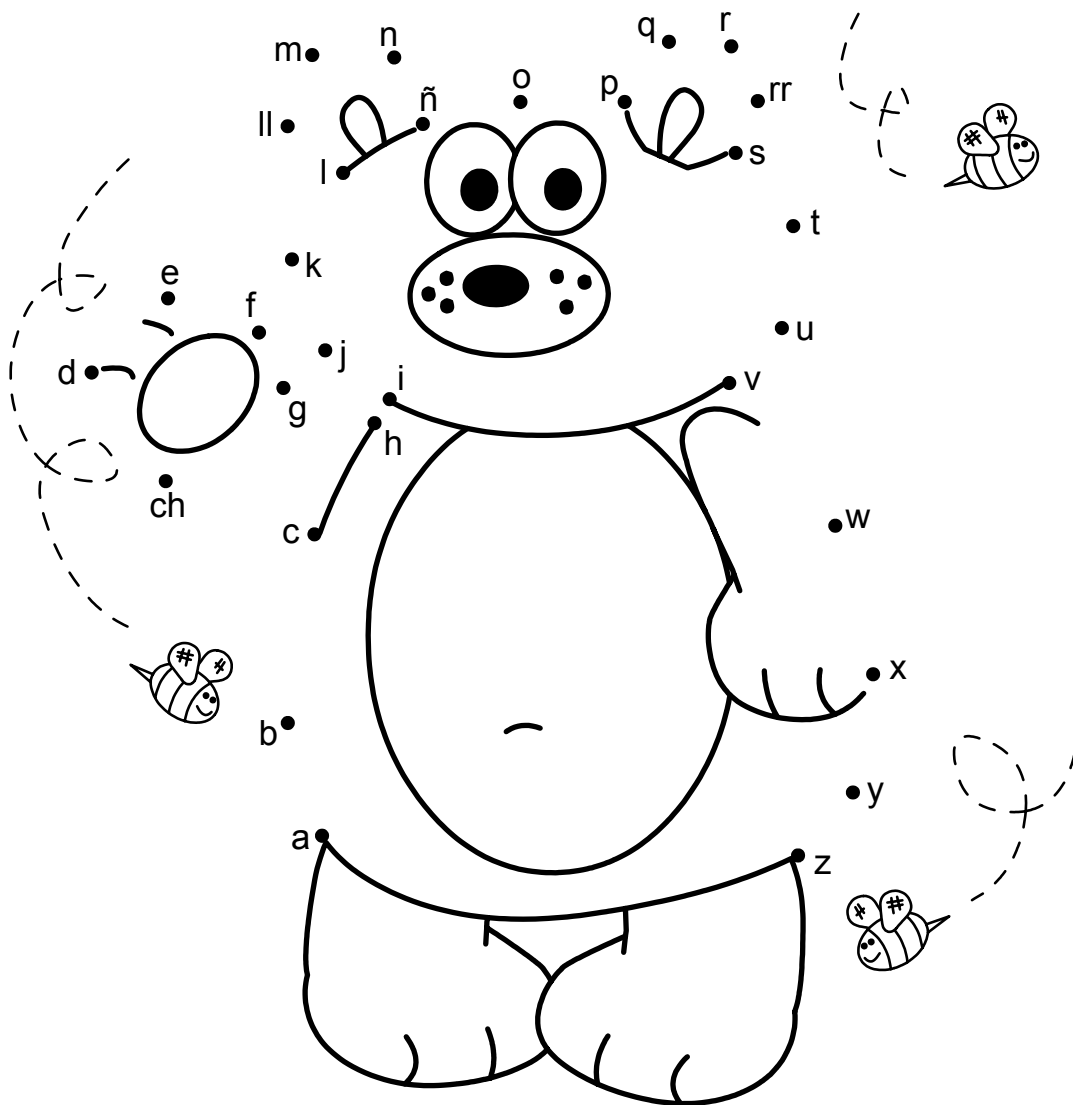
Point to each letter and say the sound it makes.



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Spanish Alphabet Dot-to-Dot

Connect the dots in alphabetical order.



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Lesson 3: Learn the Numbers to Ten

- Counting 1 to 10 Song
- Talking Numbers
- Learn the Numbers
- Numbers 1 to 10 Game

GOAL

Students will be able to recognize and say the Spanish numbers from 1 to 10. Students will also begin to learn to sound out the words for the Spanish numbers.

ACTIVITY

Play the "Numbers to Ten" song and encourage your students to sing-along. Click "Next" to go to the "Talking Numbers" section.

Point to the number one and have your students say the number in Spanish. Click on the number to see if they were right. Have your students repeat the numbers after the program. (Only go through the number 10, numbers 11-20 are the next lesson.) Click on "Next" to go to the "Learn the Words" section.

Mouse over the English word, then the Spanish word, and have your students repeat it. Mouse over each letter in the Spanish word and have students repeat them. Mouse over the Spanish word one more time and have students say it again. Click on "Next", after the number 10, then to go to the "Racing Game."

It is time to play the Racing Game. During the Racing Game, call on different students to tell you the answers while the other students whisper the answer to a neighbor.

Pass out copies of the "Numbers to Ten" worksheet. (You can make copies of the worksheet provided, or print them out from your computer.) Have your students work on this for about 5-10 minutes. Go over the correct answers with your students.

OTHER RELATED ACTIVITIES

You can make a racing game of your own. Make some flash cards with numbers on them and the Spanish number words. Line a few of your students up and whoever says the number first gets to take a step forward. Continue this until one of the students reaches the goal, or you can keep playing until the last student also reaches the goal.

Counting from 1 to 10 Song

I am going to teach you how to count from one to ten.
And when we're through, we will sing a counting song.

one	uno
two	dos
three	tres
four	cuatro
five	cinco
six	seis
seven	siete
eight	ocho
nine	nueve
ten	diez

Oh, I can count from 1 to 10,
1 to 10, 1 to 10.
I can count from 1 to 10.
Listen to me.

Uno dos tres,
cuatro cinco seis,
siete ocho,
nueve y diez.

I can count from 1 to 10.
Listen to me.

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Spanish Numbers

1 - 10

Circle the numeral that means the same as the Spanish word above it.

dos

3 2 5 10

siete

7 9 6 2

cuatro

8 1 4 5

uno

2 3 1 4

cinco

5 4 6 7

nueve

8 7 4 9

diez

10 3 9 2

tres

3 6 9 1

seis

7 9 4 6

ocho

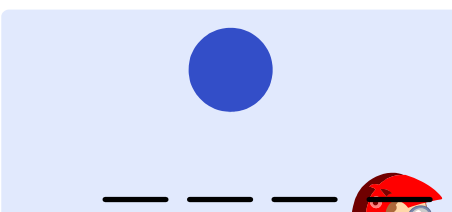
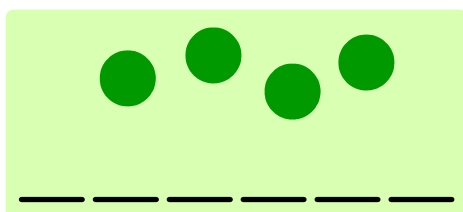
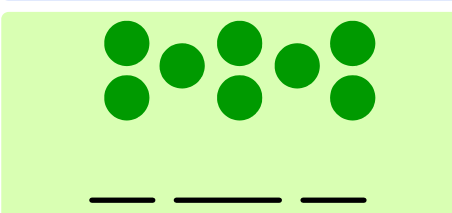
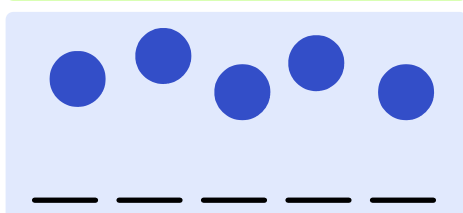
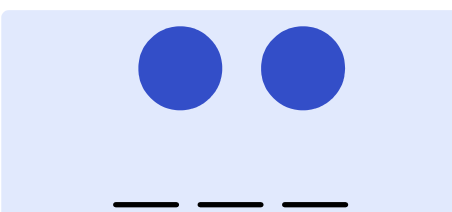
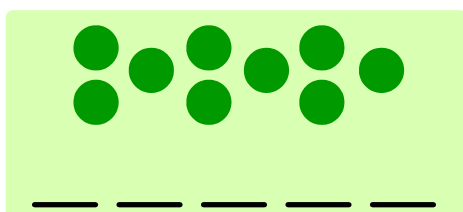
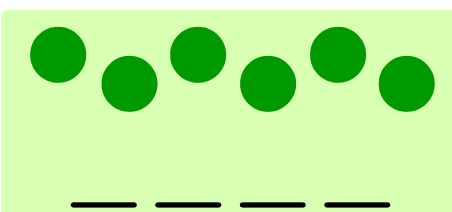
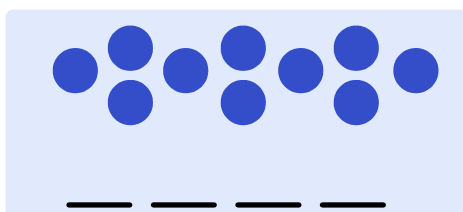
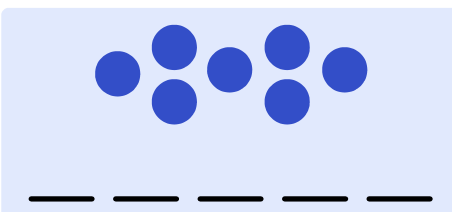
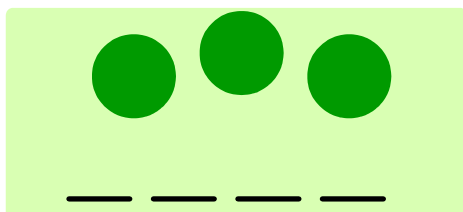
5 8 6 3



Spanish Numbers

1 - 10

Count the circles and then write that number in Spanish on the lines below.



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Words used in the Numbers to 10 Lesson

uno

dos

tres

cuatro

cinco

seis

siete

ocho

nueve

diez

Lesson 4: Learn the Numbers to 20

- Numbers to 20 Song
- Learn the Numbers
- Speed Round
- Numbers to 20 dot-to-dot

GOAL

Students will be able to recognize and say the Spanish Numbers 11-20, while also learning to sound out Spanish words.

ACTIVITY

Play the "Numbers to Twenty" song, and have students say the Spanish numbers after the program.

Go back to the talking numbers and click on the numbers 11-20. Have students repeat the numbers after the program.

Go back to the "Learn the Words" section and click on "next word" until you get to the number 11. Mouse over the word in English, then Spanish, and then over each letter in the Spanish word. Have students repeat after the program.

It is important that you help them relate the names of the Spanish numbers to the English "teen" numbers. Point out the similarities and the differences.

It is time for the speed round! After the last word in the "Learn the Words", click on the "Speed Round" button, and then on Start. This will drill your students on the words learned in the "Learn the Words" section. You have one minute to try to get as many of the questions correct. Click on the button of the correct answer.

Go to the Dot-to Dot- activity and Click on the numbers in order. Call on your students to direct you through the activity.

Pass out copies of the "Spanish Numbers to 20 Dot-to-Dot" worksheet. (You can make copies of the worksheet provided, or print them out from your computer.) Have your students work on this for about 5-10 minutes. Go over the correct answers with your students.

OTHER RELATED ACTIVITIES

Add to the flash cards from the previous lesson, and play a game like the "Racing Game", or "Around the World." Or have your students count, in Spanish, the different objects in the room. Example: Let's count the pencils in the pencil box, Ready...Uno, Dos, Tres, Quatro, Cinco, Seis, Siete.

Numbers to 20 Song

Jumping rope to a counting song.
Count with me and jump along.
Let's count to the number 10.
Then up to 20 and we'll start again.

one	uno
two	dos
three	tres
four	cuatro
five	cinco
six	seis
seven	siete
eight	ocho
nine	nueve
ten	diez

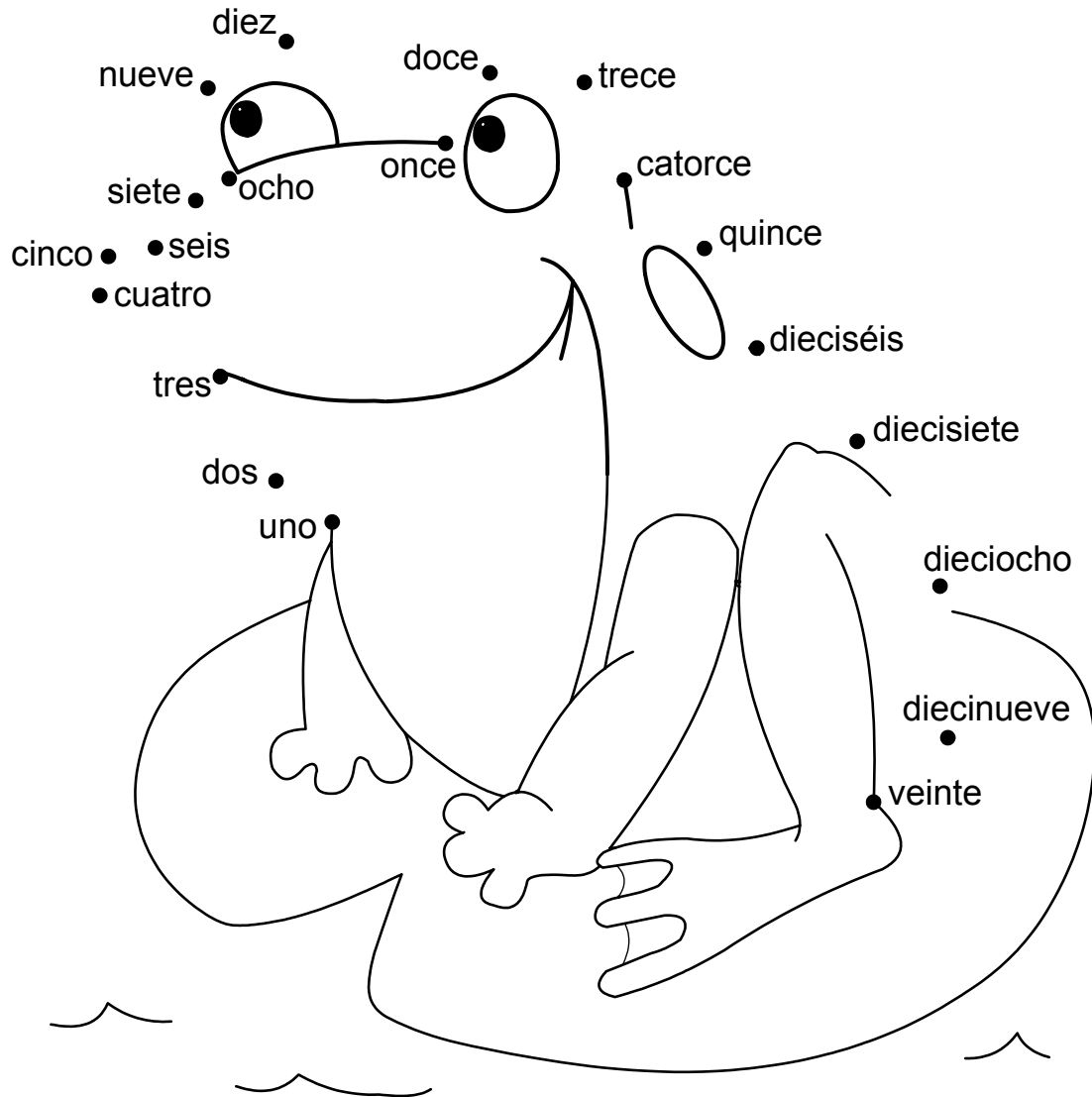
Jumping rope to a counting song.
Count with me and jump along.
Up to the number 20 we'll go.
And all the numbers soon you'll know.

eleven	once
twelve	doce
thirteen	trece
fourteen	catorce
fifteen	quince
sixteen	dieciséis
seventeen	diecisiete
eighteen	dieciocho
nineteen	diecinueve
twenty	veinte

Jumping rope to a counting song.
I'm tired of counting and jumping along.
We know our numbers each and every one.
Counting to 20 was lots of fun.

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Spanish Numbers to 20 Dot-to-Dot



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Words used in the Numbers to 20 Activities

uno
dos
tres
cuatro
cinco
seis
siete
ocho
nueve
diez
once
doce
trece
catorce
quince
dieciséis
diecisiete
dieciocho
diecinueve
veinte

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Lesson 5: Learn the Colors

- Colors Song
- Learn the Words/Colors
- Speed Round
- Coloring Game

GOAL

Students will be able to recognize and name the colors in Spanish, while learning to sound out Spanish words.

ACTIVITY

Play the "Learn the Colors Song" and have students repeat them in Spanish after the program.

Go to the "Learn the Words" section. Point to the color then mouse over the word in English. Now mouse over the word in Spanish, then the letters in Spanish and over the whole Spanish word again. Have students repeat the word and the sounds.

It is time for the speed round! After the last word in the "Learn the Words", click on the "Speed Round" button, and then on Start. This will drill your students on the words learned in the "Learn the Words" section. You have one minute to try to get as many of the questions correct. Click on the button of the correct answer.

Go to the coloring activity. Point to a color word on the picture and have your students say the word, and then tell you what color it is. Click on the color and then on the Spanish word on the picture. Continue until the picture is complete. Do the same for the next picture.

Pass out the "Colors" worksheets. (You can make copies of the worksheet provided in this manual, or print them out from your computer.) Have your students work on this for about 10-20 minutes. Go over the correct answers with them. OR...

OTHER RELATED ACTIVITIES

You can play the game "I Spy" with your class having them say the colors in Spanish. Example, "I spy with my little eye something that is rojo." The students will then look around the room for things that are red.

Learn the Colors Song

We are going to teach you how to
pronounce each color name.
And then we will sing a color song.
Are you ready?

red	rojo
blue	azul
green	verde
yellow	amarillo
orange	anaranjado
purple	morado
pink	rosado
brown	café
black	negro
white	blanco

Great. Now let's say each color in
Spanish and then in English.

rojo	red
azul	blue
verde	green
amarillo	yellow
anaranjado	orange
morado	purple
rosado	pink
café	brown
negro	black
blanco	white

"Red" is "rojo", "red" is "rojo",
"rojo" is "red", "rojo" is "red".
Learning all the colors is fun.
And colors are for everyone.
I like to shout and let you know that
"red" is "rojo"!

"Blue" is "azul", "blue" is "azul",
"azul" is "blue", "azul" is "blue".
Learning colors
Learning all the colors is fun.
And colors are for everyone.
I like to shout and let you know that

"blue" is "azul"!

"Green" is "verde", "green" is "verde",
"verde" is "green", "verde" is "green".
Learning all the colors is fun.
And colors are for everyone.
I like to shout and let you know that

"green" is "verde"!
"Yellow" is "amarillo", "yellow" is "amarillo",
"amarillo" is "yellow", "amarillo" is "yellow".
Learning all the colors is fun.
And colors are for everyone.
I like to shout and let you know that
"yellow" is "amarillo"!

"Orange" is "anaranjado", "orange" is
"anaranjado",
"anaranjado" is "orange", "anaranjado" is
"orange".
Learning all the colors is fun.
And colors are for everyone.
I like to shout and let you know that
"orange" is "anaranjado"!

"Purple" is "morado", "purple" is "morado",
"morado" is "purple", "morado" is "purple".
Learning all the colors is fun.
And colors are for everyone.
I like to shout and let you know that
"purple" is "morado"!

"Pink" is "rosado", "pink" is "rosado",
"rosado" is "pink", "rosado" is "pink".
Learning all the colors is fun.
And colors are for everyone.
I like to shout and let you know that
"pink" is "rosado"!

Brown" is "café", "brown" is "café",
"café" is "brown", "café" is "brown".
Learning all the colors is fun.
And colors are for everyone.
I like to shout and let you know that
"brown" is "café"!

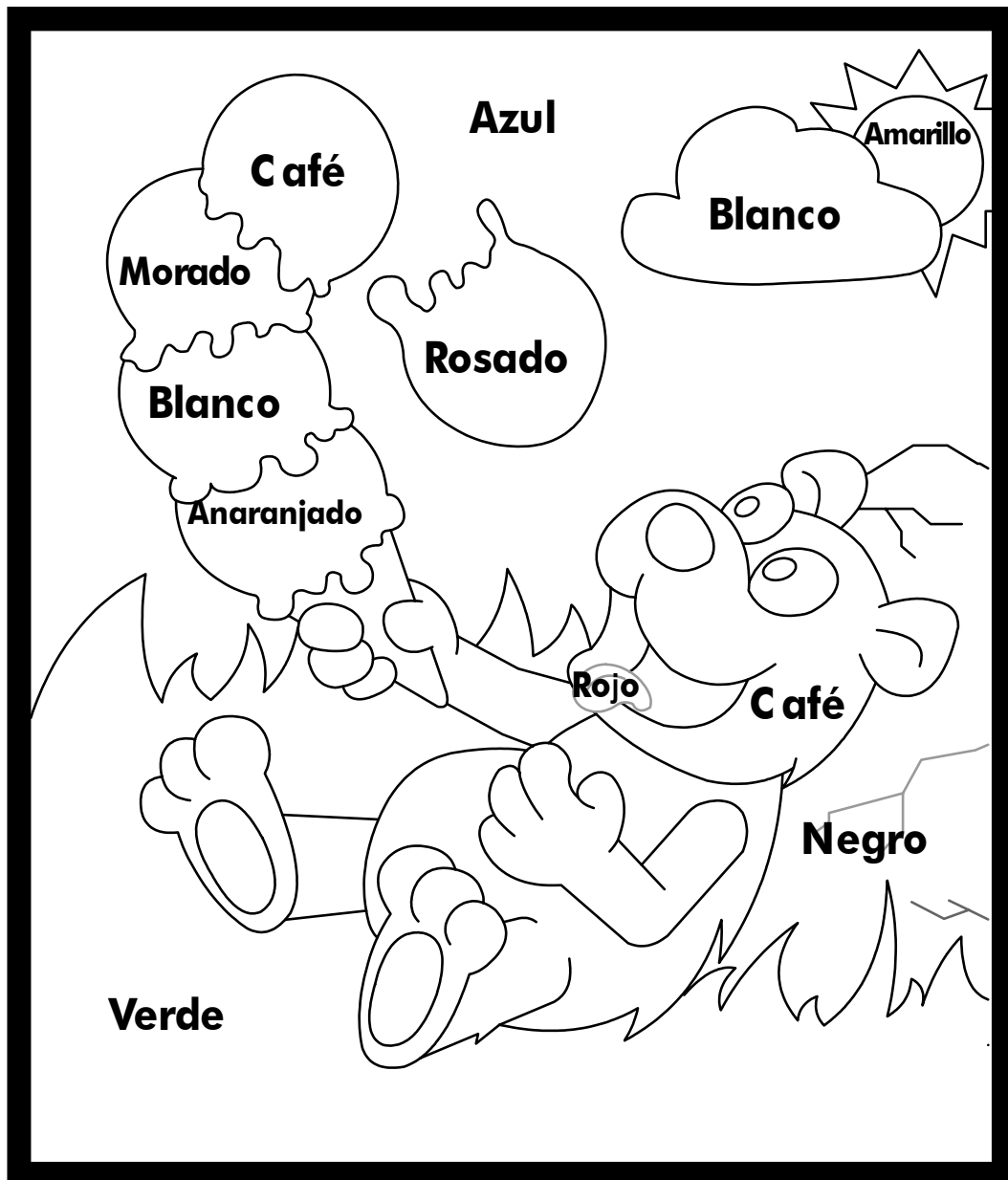
"Black" is "negro", "black" is "negro",
"negro" is "black", "negro" is "black".
Learning all the colors is fun.
And colors are for everyone.
I like to shout and let you know that
"black" is "negro"!

"White" is "blanco", "white" is "blanco",
"blanco" is "white", "blanco" is "white".
Learning all the colors is fun.
And colors are for everyone.
I like to shout and let you know that
"white" is "blanco"!

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Spanish Colors

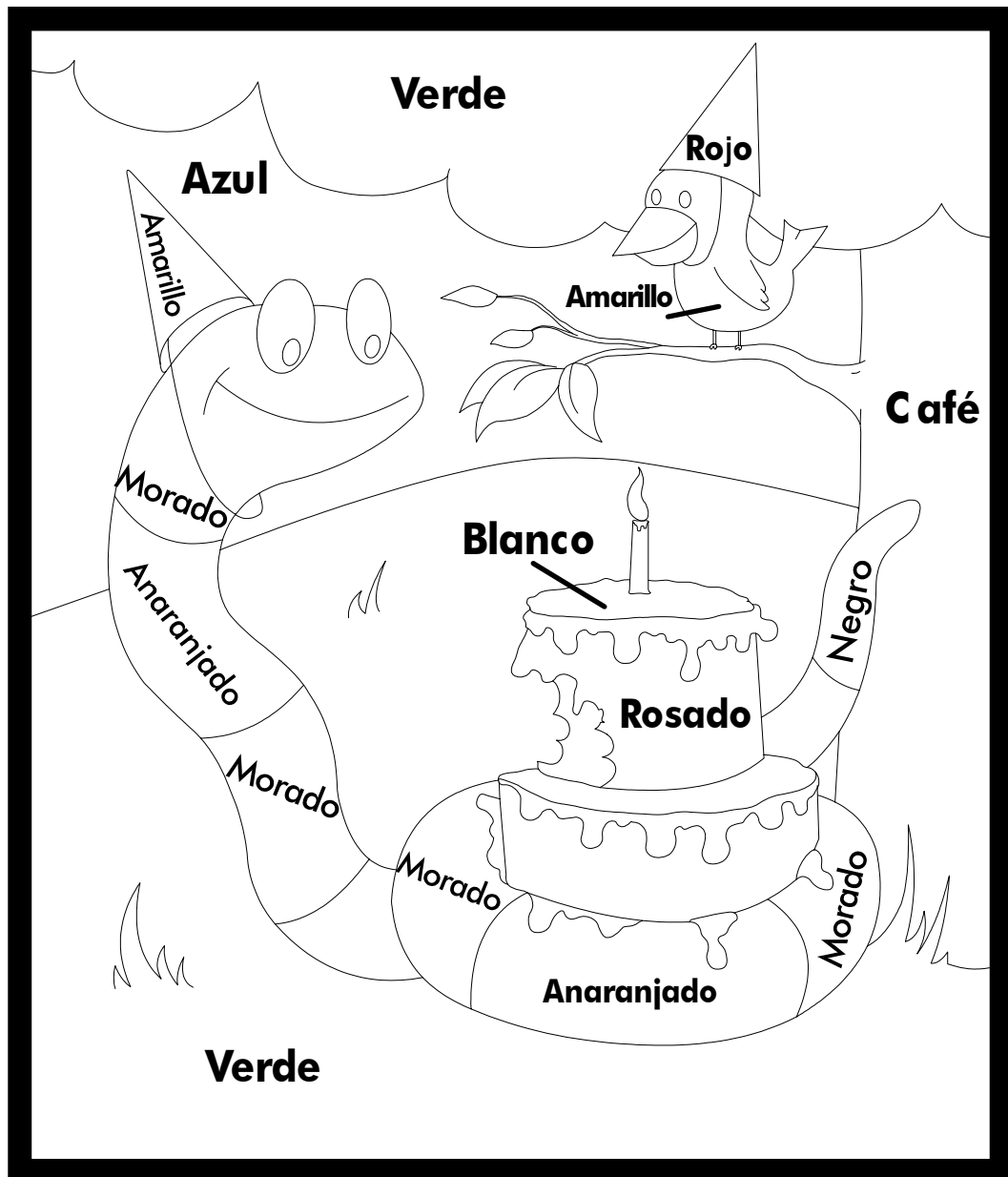
Color each section according to the Spanish color written on it.



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Spanish Colors

Color each section according to the Spanish color written on it.



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Words used in the Colors Lesson

rojo
azul
verde
amarillo
anaranjado
morado
rosado
café
negro
blanco

Lesson 6: Days of the Week

- Days of the Week Song
- Learn the Words/Days
- Speed Round
- Days of the Week Game

GOAL

Students will be able to recognize and say the days of the week in Spanish, while also enhancing Spanish phonetics.

ACTIVITY

Play the "Days of the Week" song and encourage your students to sing-along. Click "Next" to go to the "Learn the Words" section.

Mouse over the word in English. Now mouse over the word in Spanish, then the letters in Spanish and over the whole Spanish word again. Have students repeat the word and the sounds.

It is time for the speed round! After the last word in the "Learn the Words", click on the "Speed Round" button, and then on Start. This will drill your students on the words learned in the "Learn the Words" section. You have one minute to try to get as many of the questions correct. Click on the button of the correct answer.

Go to The Days of the Week Game and have students tell you where to place the objects. Click on the objects and drag them to their correct positions. Let students know that semana means week in English.

Pass out the "Days of the Week" worksheets. (You can make copies of the worksheet provided, or print them out from your computer.) Have your students work on this work on this for about 5-10 minutes. Go over the correct answers with them. OR...

OTHER RELATED ACTIVITIES

Have a calendar ready, and have a student point to a day of the week. Have your students say that day in Spanish. Make sure all days are covered a couple of times. Next, call on a student to say a day in Spanish, and another to go up to the calendar and point to that day.

Days of the Week Song

You can learn the days of the week.

If you listen carefully.

Domingo, lunes, martes, miércoles, jueves, viernes, sábado.

Sunday	domingo
Monday	lunes
Tuesday	martes
Wednesday	miércoles
Thursday	jueves
Friday	viernes
Saturday	sábado

Si escuchas con cuidado, puedes aprender los días de la semana.

Sunday, Monday, Tuesday, Wednesday, Thursday, Friday, Saturday.

domingo	Sunday
lunes	Monday
martes	Tuesday
miércoles	Wednesday
jueves	Thursday
viernes	Friday
sábado	Saturday

We've just learned the days of the week. Next time won't you sing with me?

Hemos aprendido los días de la semana. ¿No cantarás conmigo la próxima vez?

Note. The days of the week begin with Monday (lunes) in Spanish.

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Days of the Week

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
One							
Two							
Three							
Four							
Five							

1. Draw a red X on **lunes** of week **cuatro**.
2. Put a blue circle on **jueves** of week **dos**.
3. Color **domingo** of week **cinco** yellow.
4. Draw a smiley face on **miércoles** of week **uno**.
5. Put an orange X on **sábado** of week **dos**.
6. Put a purple square on **martes** of week **tres**.
7. Color **viernes** of week **cuatro** black.

There are seven days that need to be marked on this calendar. Follow the chart below to see what color to use to color each of these days.

Days of the Week							
	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
One							
Two							
Three							
Four							
Five							

	Day	Week	Color
1.	lunes	cinco	azul
2.	miércoles	tres	café
3.	viernes	uno	anaranjado
4.	jueves	tres	negro
5.	sábado	dos	rojo
6.	martes	cuatro	verde
7.	domingo	uno	blanco

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Words used in the Days of the Week Lesson

domingo

lunes

martes

miércoles

jueves

viernes

sábado

(left blank for notes)

Lesson 7: Animals

- Animal Song
- Learn the Words/Animals
- Speed Round
- Buddy's Animal Safari

GOAL

Students will be able to recognize and name many animals, in Spanish, while learning to sound out Spanish words.

ACTIVITY

Play the "Name the Animals Song" and ask the students to repeat the names of the animals in Spanish. Click "Next" to go to the "Learn the Words" section.

Mouse over the word in English. Now mouse over the word in Spanish, then the letters in Spanish and over the whole Spanish word again. Have students repeat the word and the sounds.

It is time for the speed round! After the last word in the "Learn the Words", click on the "Speed Round" button, and then on Start. This will drill your students on the words learned in the "Learn the Words" section. You have one minute to try to get as many of the questions correct. Click on the button of the correct answer.

Have students direct you to which animal Buddy should take a picture of and click on that animal. Continue until you have earned a star.

Pass out copies of the "Animals" worksheet. (You can make copies of the worksheet provided, or print them out from your computer.) Have your students work on this for about 5-10 minutes. Go over the correct answers with your students.

OTHER RELATED ACTIVITIES

Have students draw their favorite animal from the program and then make a class chart of their favorites. Example:

Oso	///
Foca	///
Mono	//

Name the Animals Song

Can you name the animals?
Can you say their names?
Can you name the animals?
In this animal naming game.

There's an elephant (elefante),
a lion (león),
a seal (foca)
and a bear (oso).

I see a monkey (mono),
a giraffe (jirafa),
a tiger (tigre)
and a snake (serpiente).
The hippos are sleeping.
Los hipopótamos duermen.

The kangaroos are hopping.
Los canguros saltan.

The birds are singing.
Los pájaros trinan.

And the zebras don't make a sound.
Y las cebras no hacen ruido.

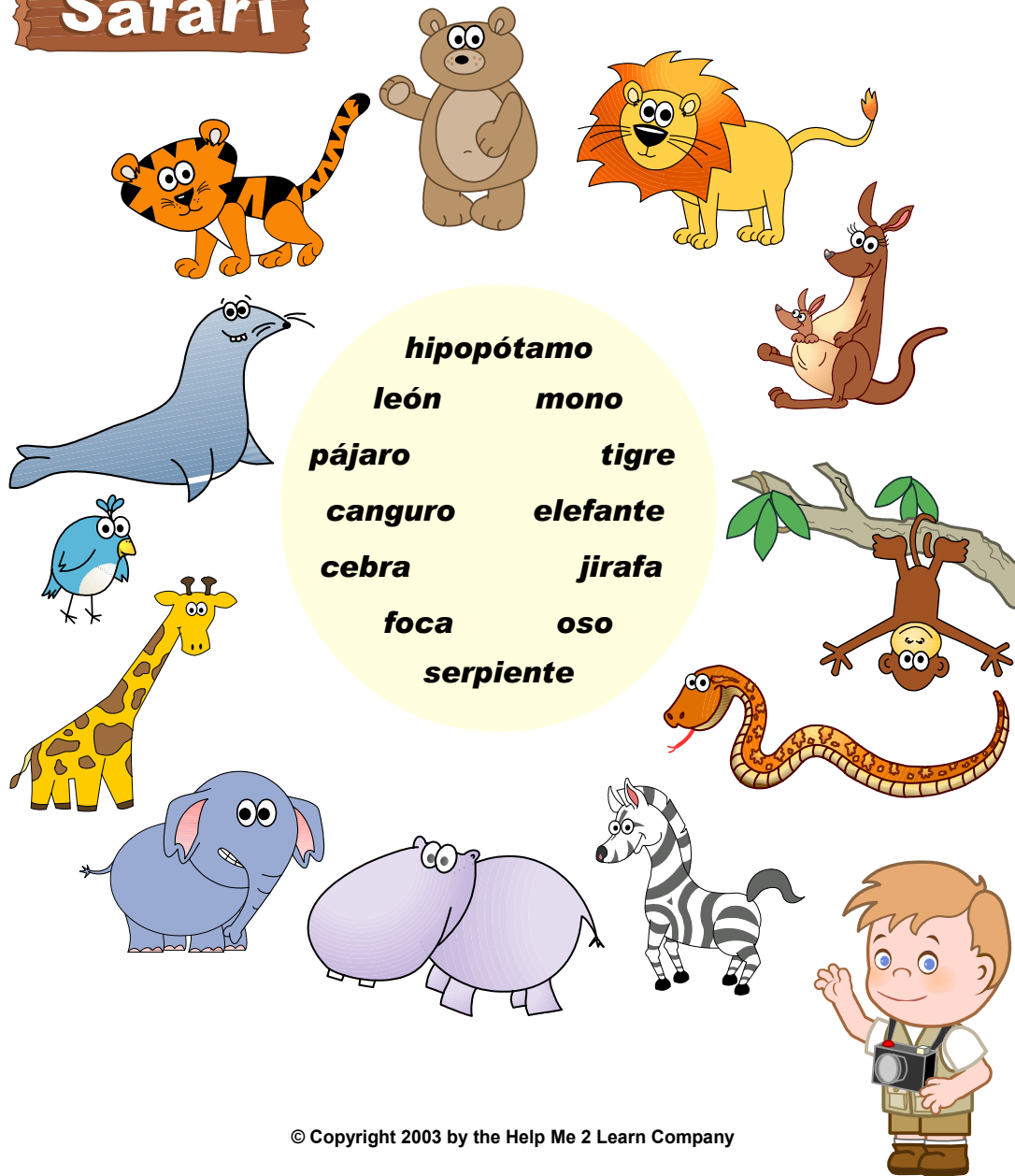
(repeat)

Can you name the animals?
Can you say their names?
Can you name the animals?
In this animal naming game.

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Buddy's Animal Safari

Buddy saw all these animals on his safari but he can't remember what their Spanish names are. You can help Buddy by drawing a line from each animal to its Spanish name in the circle.



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Words used in the *Animals Lesson*

elefante

león

foca

oso

mono

jirafa

tigre

serpiente

hipopótamo

canguro

pájaro

cebra

Lesson 8: Greetings

- Hello Song
- Learn the Words/Greetings
- Speed Round
- Hello Game

GOAL

Students will be able to recognize and say basic greetings in Spanish, and begin to speak and respond using sentences.

ACTIVITY

Play the "Greeting Song" and encourage your students to sing-along. Click "Next" to go to the "Learn the Words" section.

Mouse over the word in English, then the word in Spanish, then the letters in Spanish and over the whole Spanish word again. Have students repeat the words, sounds and phrases.

It is time for the speed round! After the last word in the "Learn the Words", click on the "Speed Round" button, and then on Start. This will drill your students on the words learned in the "Learn the Words" section. You have one minute to try to get as many of the questions correct. Click on the button of the correct answer.

Click on START and call on a student to tell you which sentence you should choose and then click on that one and listen. Have students repeat it. Continue until you earn a star. You can mouse over the different options to hear them before you choose them.

Pass out copies of the "Greetings" worksheet. (You can make copies of the worksheet provided, or print them out from your computer.) Have your students work on this for about 5-10 minutes. Go over the correct answers with your students.

OTHER RELATED ACTIVITIES

Have your students practice their greetings. Partner them up and have them practice saying hello, I am good/ so-so, good-bye, see you later, and other greetings used in the program.

You could also go around and ask your students slightly different questions and have them respond. For example, ¿Cómo estás?, and they would answer, Estoy bien.

Hello Song

Hello, hello, hello to you
I wish to say, I wish to say, hello to you.
Hola, hola, hola a ti
Quiero decir, quiero decir, hola a ti.

Hola, hola, hola a ti
Quiero decir, quiero decir, hola a ti.
Hello, hello, hello to you
I wish to say, I wish to say, hello to you.

Hello. How are you?
Hola. ¿Cómo estás?
I am good.
Estoy bien.

Hola. ¿Cómo estás?
Hello. How are you?
Estoy así así.
I am so so.

What is your name?
¿Cómo te llamas?
My name is Roberto.
Me llamo Roberto.

¿Cómo te llamas?
What is your name?
Me llamo Marta.
My name is Marta.

Hello, hello, hello to you
I wish to say, I wish to say, hello to you.
Hola, hola, hola a ti
Quiero decir, quiero decir, hola a ti.

Are you in school?
¿Estás en la escuela?
Yes, I am in school.
Sí. Estoy en la escuela.

¿Qué aprendes?
What are you learning?
Aprendo idiomas distintos.
I am learning different languages.

Hola, hola, hola a ti
Quiero decir, quiero decir, hola a ti.
Hello, hello, hello to you
I wish to say, I wish to say, hello to you.

It was nice to speak with you.
Fue agradable hablar contigo.
Goodbye Roberto. See you tomorrow!
Adiós Roberto. ¡Hasta mañana!

Fue agradable hablar contigo.
It was nice to speak with you.
Adiós Marta. ¡Hasta luego!
Goodbye Marta. See you later!

Goodbye, goodbye, goodbye to you.
I wish to say, I wish to say,
goodbye to you.
Adiós, adiós, adiós a ti.
Quiero decir, quiero decir, adiós a ti.

¡Adiós!

Circle the correct response to the sentence in each word bubble.

Greetings

¡Hola!

Sí.
Estoy así así.
¡Hola!

¿Cómo estás?

Estoy bien.
Domingo.
Me llamo John.

¿Cómo te llamas?

¡Hola!
Me llamo Susan.
Catorce.

¿Estás en la escuela?

Rojo, blanco, azul.
¡Hasta mañana!
Sí estoy en la escuela.

Fue agradable hablar contigo.

Adiós.
Estoy bien.
¿Cómo estás?

¡Hasta mañana!

El oso es blanco.
¡Hola!
¡Hasta luego!

Words and Sentences used in the Greetings Lesson

hola

adios

cómo

estoy

bien

así así

escuela

sí

qué

aprendes

idiomas

distintos

hablar

contigo

agradable

mañana

¿Cómo estás?

Estoy bien.

Estoy así así.

¿Cómo te llamas?

Me llamo Roberto.

¿Estás en la escuela?

Sí Estoy en la escuela

¿Qué aprendes?

Aprendo idiomas distintos.

Fue agradable hablar contigo.

Hasta mañana.

Hasta luego.

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Lesson 9: Food

- Let's Eat Song
- Learn the Words/Food
- Speed Round
- Let's Eat Story

GOAL

Students will know and recognize the Spanish names of common foods, while also enhancing Spanish phonetics.

ACTIVITY

Play the "Let's Eat" song and encourage your students to sing-along. Click "Next" to go to the "Learn the Words" section.

Mouse over the word in English. Now mouse over the word in Spanish, then the letters in Spanish and over the whole Spanish word again. Have students repeat the word and the sounds.

It is time for the speed round! After the last word in the "Learn the Words", click on the "Speed Round" button, and then on Start. This will drill your students on the words learned in the "Learn the Words" section. You have one minute to try to get as many of the questions correct. Click on the button of the correct answer.

Go to Penny's Picnic Story and click on start. Listen to the Story and have a student choose the correct type of food and click on that word. Once you have chosen all of the foods, listen to the story and enjoy.

Pass out the "Food" worksheet. (You can make copies of the worksheet provided, or print them out from your computer.) Have your students work on this for about 5-10 minutes. Go over the correct answers with them.

OTHER RELATED ACTIVITIES

You can have a picnic of your own. It can either be real or pretend. Have your students either bring in food, or cut out pictures of food from the newspaper or magazines. Have the students talk about the food they chose to bring to class.

Let's Eat Song

We're sitting around waiting to eat.
 Grab your fork, come on --Let's Eat!
 Estamos sentados esperando comer.
 Agarre su tenedor, vamos. ¡A comer!

Please pass the...

chicken	el pollo
potatoes	las papas
carrots	las zanahorias
bread	el pan
meat	la carne
corn	el maíz
rice	el arroz
salad	la ensalada

We're sitting around waiting to eat.
 Grab your fork, come on --Let's Eat!
 Estamos sentados esperando comer.
 Agarre su tenedor, vamos. ¡A comer!

Please pass the...

fish	el pescado
beans	los frijoles
apples	las manzanas
milk	la leche
peas	los guisantes
bananas	los plátanos
pie	el pastel
cake	la torta

We're sitting around waiting to eat.
 Grab your fork, come on --Let's Eat!
 Estamos sentados esperando comer.

Agarre su tenedor, vamos. ¡A comer!

Por favor pase...

el pollo	chicken
las papas	potatoes
las zanahorias	carrots
el pan	bread
la carne	meat
el maíz	corn
el arroz	rice
la ensalada	salad

We're sitting around waiting to eat.
 Grab your fork, come on --Let's Eat!
 Estamos sentados esperando comer.
 Agarre su tenedor, vamos. ¡A comer!

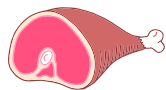
Please pass the...

el pescado	fish
los frijoles	beans
las manzanas	apples
la leche	milk
los guisantes	peas
los plátanos	bananas
el pastel	pie
la torta	cake

We're sitting around waiting to eat.
 Grab your fork, come on --Let's Eat!
 Estamos sentados esperando comer.
 Agarre su tenedor, vamos. ¡A comer!

Look at each picture on the menu and circle the correct Spanish word that matches.

Menu



with



and



and



pan
carne
pollo

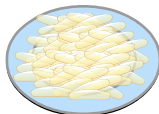
papas
manzanas
ensalada

maíz
pescado
pastel

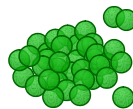
manzanas
guisantes
zanahorias



with



and



and

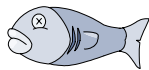


pollo
pescado
frijoles

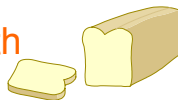
leche
arroz
plátanos

guisantes
carne
papas

pan
frijoles
manzanas



with



and



and



plátanos
pastel
pescado

pan
torta
arroz

ensalada
maíz
zanahorias

leche
plátanos
frijoles



with



pan
pastel
torta

carne
papas
plátanos



with



torta
pescado
pollo

guisantes
leche
arroz

Words used in the Food Lesson

pollo
papas
zanahorias
pan
carne
maíz
arroz
ensalada
pescado
frijoles
manzanas
leche
guisantes
plátanos
pastel
torta

Lesson 10: Connector Words and Accents

- Connector Words Presentation
- Accents Presentation

GOAL

Students will learn the purpose and proper use of connector words and accents.

ACTIVITY

This lesson moves fast so you might want to go over the words with your students before the lesson begins. You can either have your students write the words on their own, or make a chart and put it up for everyone to reference. Once you have successfully completed this lesson, the forward and reverse buttons will appear that will allow you to fast forward to any section of the presentation.

Click on start and listen to Scooter's presentation. Have your students tell you which sentence to drag the word to. For the next part of Scooter's lesson, have your students direct you to the correct question word that belongs in the policeman's notebook.

Now listen to Sissy's presentation. Have your students tell you where the connector words should go and drag them into the sentences.

Practice using connector words and accents. Using the words provided, make up sentences, first in English and then in Spanish leaving out a word, and have a student tell you what word is missing.

OTHER RELATED ACTIVITIES

You can have your students play detective. Prepare some mysteries and give the answers to some of your students while the others go around asking them, ¿Dónde? ¿Cómo? ¿Cuándo? ¿Qué? ¿Por qué? and ¿Quién?, to solve them.

Words used in the Accents and Connectors Lesson

Accents Lesson

Sí

Él

El

¿Dónde?

¿Cómo?

¿Cuándo?

¿Qué?

¿Por qué?

¿Quién?

Connectors Lesson

y

O

Pero

Si

Sí

Porque

¿Por qué?

Lesson 11: Ocean

- Ocean is Blue Song
- Learn the Words/Ocean
- Speed Round
- Ocean Story

GOAL

Students will be able to identify and say the Spanish names of many animals in the oceans.

ACTIVITY

Play "The Ocean is Blue " song and encourage your students to sing-along. Click "Next" to go to the "Learn the Words" section.

Mouse over the word in English, then in Spanish, then the letters in Spanish and over the whole Spanish word again. Have students repeat the word and the sounds

It is time for the speed round! After the last word in the "Learn the Words", click on the "Speed Round" button, and then on Start. This will drill your students on the words learned in the "Learn the Words" section. You have one minute to try to get as many of the questions correct. Click on the button of the correct answer.

OTHER RELATED ACTIVITIES

Find a book with ocean animals in it and have your students find and say the animals name in Spanish.

Have students draw their favorite ocean animal from the program and then make a class chart of their favorites. Example

Foca	////
Peces	//
Tiburones	///

Ocean is Blue Song

The ocean is filled with many interesting things.

El océano está lleno de muchas cosas interesantes.

You might find ..

fish	peces
whales	ballenas
crabs	cangrejos
sharks	tiburones
dolphins	delfines
shells	conchas
seals	focas

In the ocean blue there are lots of fish swimming all around.

fish fish (peces peces)
fish fish (peces peces)
fish fish (peces peces)
swimming all around.

In the ocean blue there are great big whales splashing all around.

whales whales (ballenas ballenas)
whales whales (ballenas ballenas)
whales whales (ballenas ballenas)
splashing all around.

In the ocean blue there are tiny crabs hiding under rocks.

crabs crabs (cangrejos cangrejos)
crabs crabs (cangrejos cangrejos)
crabs crabs (cangrejos cangrejos)
hiding under rocks.

In the ocean blue there are big mean sharks

chasing other fish.

sharks sharks (tiburones tiburones)
sharks sharks (tiburones tiburones)
sharks sharks (tiburones tiburones)
chasing other fish.

In the ocean blue there are dolphins that are jumping in the air.

dolphins dolphins (delfines delfines)
dolphins dolphins (delfines delfines)
dolphins dolphins (delfines delfines)
jumping in the air.

In the ocean blue there are pretty shells ready to be found.

shells shells (conchas conchas)
shells shells (conchas conchas)
shells shells (conchas conchas)
ready to be found.

In the ocean blue there are friendly seals sliding on the ice.

seals seals (focas focas)
seals seals (focas focas)
seals seals (focas focas)
sliding on the ice.

The ocean blue is lots of fun.

Let's swim and ride the waves.

swim swim (nadar nadar)
swim swim (nadar nadar)
swim swim (nadar nadar)
swim and ride the waves.

Words used in the Ocean Lesson

peces

ballenas

cangrejos

tiburones

delfines

conches

focas

nadar

(left blank for notes)

Lesson 12: Weather

- Weather Forecast Song
- Learn the Words/Weather
- Speed Round
- Weather Game

GOAL

Students will be able to recognize and name, in Spanish, different weather conditions, while also enhancing Spanish phonetics.

ACTIVITY

Play the "Weather Forecast" song and encourage your students to sing-along. Click "Next" to go to the "Learn the Words" section.

Mouse over the word in English. Now mouse over the word in Spanish, then mouse over the letters in Spanish and then over the whole Spanish word again. Have students repeat the word and the sounds.

It is time for the speed round! After the last word in the "Learn the Words", click on the "Speed Round" button, and then on Start. This will drill your students on the words learned in the "Learn the Words" section. You have one minute to try to get as many of the questions correct. Click on the button of the correct answer.

Go to the Weather Forecast Game. Have different students choose what clothes Lily should wear and also what types of food she should sell.

Pass out the "Weather" worksheet. (You can make copies of the worksheet provided in this manual, or print them out from your computer.) Have your students work on this for about 5-10 minutes. Go over the correct answers with them.

OTHER RELATED ACTIVITIES

Get pictures that show different weather conditions and ask your students, ¿Qué tiempo hace hoy? Have them answer you in Spanish.

Weather Forecast Song

What is the weather like today?

¿Qué tiempo hace hoy?

It is sunny.

Hace sol.

What is the weather like today?

¿Qué tiempo hace hoy?

It is cloudy.

Está nublado.

What is the weather like today?

¿Qué tiempo hace hoy?

It is raining.

Está lloviendo

What is the weather like today?

¿Qué tiempo hace hoy?

It is snowing.

Está nevando.

What is the weather like today?

¿Qué tiempo hace hoy?

It is cold.

Hace frío.

What is the weather like today?

¿Qué tiempo hace hoy?

It is hot.

Hace calor.

It is sunny out today, out today, out today,

It is sunny out today, (sol) means sunny.

It is cloudy out today, out today, out today,

It is cloudy out today, (nublado) means cloudy

It is raining out today, out today, out today,

It is raining out today, (lloviendo) means raining.

It is snowing out today, out today, out today,

It is snowing out today, (nevando) means snowing.

It is cold outside today, outside today, outside today,

It is cold outside today, (frío) means cold.

It is hot outside today, outside today, outside today,

It is hot out today, (calor) means hot.

What is the weather like today, like today, like today,

What is the weather like today, I want to play.

Is it sunny? ¿Hace sol?

cloudy? ¿nublado?

raining? ¿lloviendo?

snowing? ¿nevando?

cold? ¿frío?

hot? ¿calor?

What is it like today?

¿Qué tiempo hace hoy?

It is sunny out today, out today, out today

It is sunny out today, Let's go play!

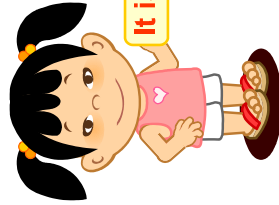
What is the weather like today?

Write the correct Spanish sentence that matches each picture on the lines provided.

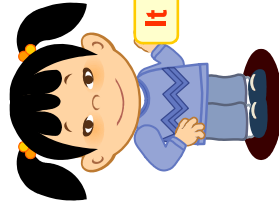
Está nevando. Hace sol.

Está nublado. Hace calor.

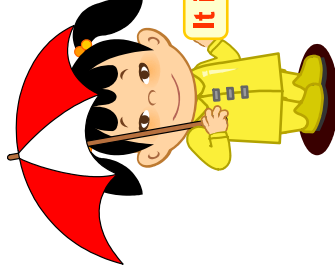
Está lloviendo. Hace frío.



It is sunny.



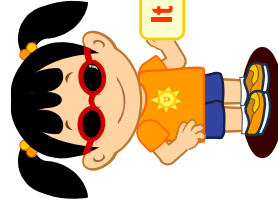
It is cold.



It is raining.



It is snowing.



It is hot.



It is cloudy.

Words and Sentences used in the Weather Lesson

sol

nublado

lloviendo

nevando

frío

calor

¿Qué tiempo hace hoy?

Hace sol.

Está nublado.

Está lloviendo.

Está nevando.

Hace frío.

Hace calor.

Lesson 13: Spelling and Review

- Spelling Game
- Review Game

GOAL

Students will become proficient spellers of the Spanish language, and will also review what they learned in the program.

ACTIVITY

Go to the Spelling game and choose the practice race. Go over the words in the practice race and have your students spell them out loud with you. Once you feel they are ready to spell them, click on reset and choose the Silver Star race. Choose a child to spell each word while you click on the letters. If a child gets stuck on a letter, you can tell them the correct letter or click on the hint button and show them the correct letter. Continue though the end of the race. If your students did well, you can go the Gold star race.

Click NEXT to go to the "Spanish Review Game". Click on one of the Silver Star players. Listen to the announcer and then call on different students to answer the questions. Click on the red buzzer and then on the answer. If your students earn a Silver Star, then repeat the game and this time choose to play against a Gold Star player. If you beat the Gold Star player, you will play the speed round. Here the announcer will say different words in English, and Spanish, and you click on the word either in Spanish or English.

OTHER RELATED ACTIVITIES

You can make up your own question and divide the class into two teams and have them take turns answering the questions.

Give your students a Spanish spelling test. Pick words from the program and let your students study them, and then give them the test.

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The Super Star Motivational and Data Tracking System

- The Super Star Page
- Speed Rounds

The Super Star Page



Students (or teachers) can keep track of their Super Star status, by clicking on the Super Star button from any page or screen. The Super Star page displays the student's name and all of the Silver and Gold Stars they have earned. Our Super Star Motivational and Data Tracking System serves as a way to reward students and motivate them to

complete all of the songs, games and activities.



Most students love earning Silver and Gold Stars. Once they have earned a few stars, they want to keep earning stars until they have a Silver or Gold Star on every activity, game or song.

The Super Star page also serves as a guide to the teacher to all of the activities, games and songs in the program.

Students earn a Silver Star if they complete an activity with some mistakes. Students earn a Gold Star if they complete the activity without any mistakes or listen to a song or presentation all the way through. So some Gold Stars are much easier to earn than others. The activities at the beginning of the program tend to be easier than the activities at the end of the program. Note: our online version does allow the teacher to change the difficulty level so that students can make some mistakes and still earn a Gold Star.

Most students will use the Super Star page to navigate to the songs, games and activities that they have not completed to the Gold Star level. From the Super Star page, just click on a star to go to that song, game or activity. When students use the Super Star page as a navigational system, they do tend to overlook the "Learn the Words" sections and Speed Rounds. We encourage you to remind them to spend time in these activities before going on. The "Learn the Words" sections and Speed Rounds will help prepare the student for the games. The "Learn the Words" sections and Speed Rounds make excellent whole class activities.

Many teachers require the students to complete the stars in order before going on to the next star.

Once a student completes enough Silver or Gold Stars, the star at the bottom of the screen will turn silver. Once a student has completed all of the stars to the gold level, the star at the bottom of the page will turn gold. With your permission, they can print out the Silver Star or Gold Star Certificate, depending on their accomplishments by clicking on the Silver or Gold Star at the bottom of the page (note - you can lock the printing, if you wish).

The objective of the program is to have the students complete all of the games, songs and activities and to earn a Gold Star Certificate of Achievement. If a student has a Silver Star, they can repeat that activity as many times as they need until they earn a Gold Star.

Some teachers print the certificates and post them in the classroom. Other teachers create a Super Star necklace or badge as an additional reward for students who have achieved a Gold Star Certificate.



Speed Rounds

Another feature in this program is our "Speed Rounds", which can be found at the end of our "Learn the Words" activities. Students are encouraged to score 15 points or higher before going on to the game. Our "Speed Rounds" are basically timed flash cards that allow the

student to build immediate recognition (fluency) of the words and sounds. A cumulative point total of the "Speed Rounds" can be found by clicking on the "Speed Round" button from the "Super Star" page. Students can also click on the buttons for each speed round to go to the "Learn the Words" page for that speed round.

The Speed Rounds are independent and optional to the Super Star System. We encourage you to require a score of 15 (note: the red label turns green) on each Speed Round. While the Super Star System is a fixed system with a set goal, the Speed Rounds are an open ended system. While a score of 15 is encouraged, there is no limit to the speed round scores. Students can compete with the class to see who can achieve the highest Speed Round score for an activity or for the overall score.

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Educational Application

- Uses
- Research and State Standards
- Instructional Design

Use of this program and this guide:

There are numerous ways to use Spanish 1a with Phonics. This guide is primarily intended for the classroom teacher who is doing a whole class presentation. The guide assumes that you have some way of displaying the program to the entire class and that all of the students will be actively engaged in the presentation of the program.

Some of the other uses of the program:

Activity Centers: The program is certainly appropriate for use in activity centers because it is easy to use and students generally require very little assistance. Teachers can then use the progress page and reporting features to track the student's progress.

Some specific activity centers uses are:

1. Differentiated Instruction - working on specific and different skills needed by different students.
2. Remediation - working on specific below-grade-level skills.
3. Above Grade Level - working on skills not covered in class for students who require more challenge.

Besides the classroom, this program is also very appropriate for:

1. Computer Lab - site and network versions of this program are available to allow students to work at their own pace in a computer lab setting to build skills being covered in class or skills already covered above.
2. After-school programs - using after-school time to build and review skills required for advancement.
3. At-home Use - parents can purchase the program for additional reinforcement at home or schools can make the Super Star Online version available (at no additional cost) to students and parents for at-home use. Super Star Online features a special "Parent" button to encourage parents to work with their child at home.

Instructional Design:

Instructional Theory - You expect a lot out of educational software and we try to deliver everything you expect and more. We subscribe to the theory of Multiple Intelligences as developed by Howard Garner. We believe that educational instruction is most effective when it is presented in a way that reaches as many intelligences and as many students as possible. Because we use multi-media, we can be very effective at doing that. This is not just a language arts program that appeals to the logical intelligences; this program appeals to almost every intelligence to develop reading skills and other skills at the same time.

Since you are using our software, it is obvious that you are committed to using all the tools available to you to make your class instruction more interesting and more multi-dimensional. We applaud your taking the extra effort to step away from the traditional lecture-only class instruction.

We also have the following objectives:

- Engaging and Fun - We try to make sure that our program will be engaging and fun. Our objective is to take the work out of learning phonics and make it play. Our objective is to change students' perception about language arts as being difficult and boring; turning it into something they love. We want language arts to become easy and understandable. We want our language arts games to be challenging, yet give a sense of accomplishment as students progress through the songs, activities and games. We believe that using our software can help change students' attitudes about learning and about school. Our programs are often the school activity that they look forward to the most.
- Educationally appropriate - This program was built on the topics as outlined in state standards. Our objective is to give you, the teacher, instructional support for the lessons you commonly teach in your classroom. Our goal is to help give your students a tool to master your lessons more quickly and retain the material longer. Our programs are particularly appropriate when students need a lot of repetitive practice. When students master the material quickly, you have more time to work on other or more advanced lessons.

- User-friendly - this is a buzzword that a lot of companies use. Our customers repeatedly tell us how user-friendly our software is and we are continually looking for ways to improve the user-friendliness of our software. We also believe that the software should be user-friendly to the teacher, so we give you additional controls in the Student Management section of the Teachers and Parents section so you can make it even more appropriate to your class, if you want to.
- Reporting - Besides our progress page, we offer printer-friendly reports that can be used to track the progress of the class or student. Our most detailed report is the Pre-Test and Post-Test report.
- Multi-cultural - we are committed to multi-cultural diversity and believe that it is important that kids recognize characters in the programs with similarities to them and other characters that are different. The main characters of this program are our "Super Star" kids which represent different races, skin and hair colors. We also include both male and female characters.



"Super Star" Kids

Whether your class is using this program in a computer lab with headphones, or you're using an overhead projector to present lessons to the class, you're sure to find the activities and games motivating and rewarding.

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Student Management

- Sign in - Managing Student Names
- PreTest and PostTest
- Student Management System

Sign in - Managing Student Names

You have the option of letting students enter their name from the main sign in screen or you can enter their names for them. Each stand-a-lone program will hold 50 student names. Our network version and online version allows you to import a list of names and classes, you can use an almost unlimited number of classes with up to 50 students in each class, each name is limited to 14 characters.

You can also click on the Teachers and Parents button, click on Student Management and enter names from the Student Management screen. You can also delete student names or you can use our Feature Locks and lock adding names.



Pre-Test and Post-Test: This program is really two programs; the instructional program and a Pre-Test and Post-Test program. We highly recommend that you take advantage of our Pre- and Post-Tests. Click on the Pre-Test Post-Test button found beneath the Teacher & Parents and Sign-in buttons on the Contents page.



Pre-Test Post-Test button

We recommend that most students complete all of the Pre-Tests before they begin using the program. If they score high on the Pre-Test, this would be a strong indication that they have already mastered this material. If they score low, this is a good indication that this material will help them.

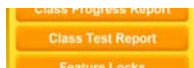
Each test has 25 multiple choice questions and is timed for a maximum of 2 minutes. Since there are 7 tests, it should take about 14 minutes to complete all of the tests. Upon completing a test, you will see a check mark by that test. You can see and print the summary report and the detailed report for the tests in the Student Management section of the program.

If you want the students to complete all of the tests, we recommend that you lock the Post-Tests from the Student Management section. You can also make sure that the students can access only the tests by locking the students from the program from the Student Management section.

Once a Pre-Test is taken, that pre-test cannot be changed or erased without deleting the student's name. The next test taken for that subject will automatically be the Post-Test. If a student repeats a Post-Test, only the last attempt will be recorded in the Post-Test report.

We recommend that a student take the Post-Test once the program has been completed or at the end of the school year. Some teachers prefer to have students take a pre-test before beginning a lesson section and then take the Post-Test upon completing that lesson section. The ultimate goal of the Pre-test and Post-Test is to show progress and mastery of the material covered in the program.

To view the Pre-Test/Post Test reports, click on the Teachers and Parents button from the contents page. Click on the Student Management button. Click the Class Test Report button.



Class Test Report button

Class Report Spanish 1a Student Name: DAB Print

Spanish Alphabet		Numbers 1-20		Animals	
Pre-Test: 0	Post-Test: 0	Pre-Test: 0	Post-Test: 0	Pre-Test: 0	Post-Test: 0
Right: 0	Right: 0	Right: 0	Right: 0	Right: 0	Right: 0
Wrong: 0	Wrong: 0	Wrong: 0	Wrong: 0	Wrong: 0	Wrong: 0
Time: 0 sec	Time: 0 sec	Time: 0 sec	Time: 0 sec	Time: 0 sec	Time: 0 sec
Date: 0	Date: 0	Date: 0	Date: 0	Date: 0	Date: 0

Colors/Days		Common Words		Foods/Weather	
Pre-Test: 0	Post-Test: 0	Pre-Test: 0	Post-Test: 0	Pre-Test: 0	Post-Test: 0
Right: 0	Right: 0	Right: 0	Right: 0	Right: 0	Right: 0
Wrong: 0	Wrong: 0	Wrong: 0	Wrong: 0	Wrong: 0	Wrong: 0
Time: 0 sec	Time: 0 sec	Time: 0 sec	Time: 0 sec	Time: 0 sec	Time: 0 sec
Date: 0	Date: 0	Date: 0	Date: 0	Date: 0	Date: 0

Spelling	
Pre-Test: 0	Post-Test: 0
Right: 0	Right: 0
Wrong: 0	Wrong: 0
Time: 0 sec	Time: 0 sec
Date: 0	Date: 0

Total Possible Score:	700
Total Pre-Test Score:	0
Total Post-Test Score:	0
6/11/09	

Help Me 2 Learn
www.helpme2learn.com

Scores are shown as a percentage. For each test the student has 2 min to answer 25 questions.

You will then be able to view a summary report of all the students on that computer or in that class (network version). You can click on the Details button by the student name to view or print a detailed report for that student.

Student Management System: Help Me 2 Learn's Student Management System allows teachers to add or delete student names, get a class progress report, or get a detailed student report. This system also allows you to lock and unlock students from adding new users, exiting the program, printing pages, and from changing names.

To access the Student Management System; simply click on the "Teachers and Parents" button from the Contents page. Then, click on the "Student Management" button.

By reading the text on this page, you'll find our system is self-explanatory. A password is given. Enter the password in the box (lowercase letters only) then click on "Enter". The password can be changed.

page 82 Student Management Teachers' and Parents' Section page 83

Student Management

Class Progress Report

Class Test Report

Feature Locks

Change Password

Users' Guide/Lesson Plans

Exit Program

Add Students

To add a student, type the name in the box and click "Save Name"

Save Name

Delete Students

Click on a name to delete it

Pin1a
testp1a
test2p1a

STAR

From the Student Management screen, you have several options. Starting on the left hand side:

Class Progress Report - Click on this button to view a printer-friendly summary report of all the students that are signed in on this computer (Stand-alone installation) or all of the students in this class (network version). You can click on the Details button beside a student name to see and/or print a detailed report for each student.

Class Test Report - Covered above in the Pre-Test and Post-Test section.

Feature Locks - Use the feature locks to help manage the program. Here are some notes about the locks:



- Lock Changing Students: Prevents students from selecting a different name. Not recommended unless this is a problem.
- Lock Exiting Program: Prevents students from closing the program. Not recommended unless this is a problem.
- Lock Adding Students: Use this once all of the student names are entered so that students don't accidentally add other names.
- Lock Printing: Keeps students from printing.
- Lock Program: Use this if you want the students to work in only the Pre-test and Post-Test portion of the program.
- Lock Post-Test: Use this to lock all the Post-Tests.
- Lock Pre-Test & Post-Test: Use this to keep the students from accessing the testing portion of the program.
- Lock Individual Tests: Use this to completely lock any individual test.

Change Password - the default password is **teacher** to enter the Student Management section. If you change the password, please make sure you document the change. If you can't remember the password, call us at 800-460-7001.

Moving to the right-hand side of the screen:

Add Students: You can enter students' names from the student management screen or from the login screen on the table of contents page. Type the student's name (student names are limited to fourteen characters/fifty names) in the box, and then click on OK.

Delete Students: Deleting a name is a cinch! Just click on the name and answer "Yes".

If you are using our Network Version, you can add or delete students from our SuperStar Admin program, found in the network installation folder. You can also import student names and classes.

Clearing the Names: If you are using our stand-a-lone version, you will need to delete the names manually to prepare for next year.

If you are using our network version, you can use our SuperStar Admin tool (found on the network) to manage class names. With this tool, you can delete all the names for a class with one click. You might also want to consider exporting all the student data before deleting the data.

If you plan to import the student names and class names, you might want to start with a completely new database.

1. Export the current data using the SuperStarAdmin (optional).
2. Stop the HelpMe2Learn Data Server service (PC) or the DataServer (Mac).
3. Navigate to the Server Folder (PC) find the data folder and delete it or (Mac) delete the Database folder.
4. Start the HelpMe2Learn Data Server service (PC) or the DataServer (Mac). You will have a fresh database.

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Super Star Online

- Overview
- Student Management System
- Parent Button
- At-home Use

Overview

Our most powerful version of our programs has to be Super Star Online because of the additional teacher features and because of its combination of at school and at-home use. Super Star Online is a web delivered subscription service to one or all of our Super Star titles.

The teacher features are similar to those of the CD-ROM versions, except that there are more features, more controls and more reports. These features allow teachers to set (reduce) the difficulty level of the games as well as control access (progressive mode) to the program. The Super Star page contains two additional views with more detailed information about the student's progress.

Some of the other advantages of Super Star Online are:

1. Home use - There is probably no greater advantage than home use. Students will have access to the subscription anywhere they have access to the Internet. Many schools have days that are very full and they just don't have time to let students access the software as much as they would like. With our online version, students with a broadband connection can work in our courses at home and take as much time as they need to complete the lessons. Our online version even records how much time the students are in each lesson.
2. Parental Involvement - The next step with at-home use is to involve parents (or family members) in helping to motivate, track, and work with the child. One of the problems with parental involvement is that some parents don't know how to help their child with homework. **We make it easy for them.** We have added a special "Parent" button to help parents use Super Star Online. The "Parent" button allows parents to view the songs, vocabulary words, activities and games without data tracking, so they do not affect the scores or data

tracking of the child. Parents can review the lessons so they know what is required of the child. We offer a wonderful and enjoyable way for parents to work with the school to become involved in the educational success of their child.

3. Family Literacy - Some parents may not have the English language skills needed to help their child. Our "Parent" button gives the parent an opportunity to learn English language skills or math skills along with their child. We believe that a better educated parent will be better prepared to help their child.
4. Easy IT - Our Online version makes it easier for the school's IT department. They don't have to maintain a server, they don't have to worry nearly as much about which operating system the software will run on, and they don't have to worry about security issues with their network. Our online system is supported by most modern operating systems and web browsers.
5. Quick Updates - When we make improvements to our course titles or add course titles, the updates will be available to all students as soon as we make them. You don't have to be concerned with which version you have or if you need to upgrade.
6. Quick Delivery - Once we receive your purchase order, we can get you online in a matter of hours.
7. Remote Administration - For districts or schools that stretch their IT department, our online version allows complete administration of the courses from any location.

Student Management

Many of the features of Super Star Online are managed by the site administrator. Those features include: importing student names, assigning user names and passwords to the students and teachers, setting up classes and assigning students and teachers to those classes, assigning courses to the classes.

As a teacher, we encourage you to work with the site administrator to organize the system in the most effective way for your classroom. This may mean that you may request sub-classes for students with different program titles available to those in each group. For example, if your last name is Teacher, you might have a class called "Ms. Teacher A" with 14 students and access to Spanish 1a and Phonics 1b. You might also have a class called "Ms. Teacher B" with 8 students and access to Phonics 2a for more advanced students.

It is relatively easy for the site administrator to add or change the names of classes and assign students and programs to classes. But, depending on your school or district, it may not be so easy to get the site administrator to do these tasks for you.

Student Management System - Super Star Online

To access the Student Management System, click on the Teacher & Admins button found on the contents page.



Teachers & Admin button



The next screen shows the menu for the Teachers and Admin section. The Print Pages, Credits, and How To Use The Program sections are all very similar to the CD-ROM version and will not be covered.

Click on the Student Management button to enter the Student Management System.



The Student Management System is similar to the CD-ROM version except for the Class & Student Settings button. We will only cover the Class & Student Settings.

Click on the Class & Student Settings button to go the Class and Student Setting menu. These settings are all optional settings and it is not necessary that you use any of these settings, however, you may find some of these settings very useful.



The Class & Student Settings menu has four buttons:

1. **Game Locks & Difficulty:** contains the teacher controlled setting for the program. These controls allow the teacher to set the program to run in the progressive manner (meaning that students must earn a Gold Star in the activity they are working on before going on to the next activity), controls for the difficulty level, assignment of stars, and activity locks.
2. **Test Locks & Features** contains settings to control access to the program and to the pre-test and post-test as well as printing.
3. **Parent Mode:** contains setting to control the Parent Mode features.
4. **Reset Default Class Settings:** allows the teachers controls to be reset to the default.



The Game Locks & Difficulty menu allows you to apply the setting to all the students in the class or to an individual student. Our programs are designed to be fun and to make learning fun. Our programs are made so that students can easily navigate through the programs and they can earn Silver and Gold Stars and will be motivated to earn all Gold Stars. We

call this an "open system" where all of the songs, games and activities are open to the student to enjoy. Unfortunately, some students need a more structured system. At the request of teachers, we have given you the ability to control access to the songs, games and activities.

We also know of teachers (or lab instructors) who apply verbal structure setting. They instruct the students that they must earn a Gold Star before moving on to the next activity. We believe that this is a much easier and better approach, before applying the progressive game settings to the class. Then when necessary, the individual settings can be applied when a particular student does not comply with the verbal instructions.

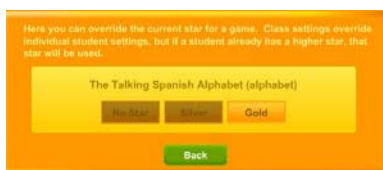


Individual Student Game Settings - click on the Individual Student Game Settings button to start. The first screen shows a list of the students in the class, click on the name of the student that you want to apply the individual setting to.



Game Locks & Difficulty - The next menu has a list of activities in the *Game Name* column. Scroll down to the game you want to control. The *Current Star* column shows the current Star the student has earned. The teacher can click on this button to change the star. Presentations and Songs have a state of complete (Gold Star) or incomplete.

Activities or games will be: No Star, Silver or Gold.



Set Star - It is possible that a teacher might want to award a student a *Gold Star* if they believe the student has earned one.



The *Difficulty* level setting can be changed to help make the course more appropriate for the student. Our default star system awards a student a *Gold Star* for listening to a song or

presentation all the way through and for completing each activity/game without any mistakes. The *Speed Rounds* after the "Learn the Words" sections requires students to earn a score of 15 in order for the display to show green (though the *Speed Round* scores to not affect the stars). If you want to allow students to make some mistakes, click on the button in the *difficulty* column for each game, you can chose from the most relaxed level of *Casual* to *Standard*. Generally, students are allowed one more mistake for each lower level of difficulty.



The final setting is the Lock, here teachers can lock or unlock specific activities. The most common activity to lock would be the Coloring Game which is a "just for fun" activity that does not earn the student a star. Click on an unlocked (open green lock) to lock it (turns red locked). Generally, you might rather use the class settings to set this

lock for the entire class.

Click on the Class Game Settings button to apply settings to the entire class. These settings are similar to the individual settings only they will be applied to the entire class. The class settings will override individual settings.



Progress Tree - since the operation of the class settings is very similar to the operation of individual setting, I will only cover the Progress Tree. The Progress Tree can be used to require students to complete each activity to a Gold Star level (or 15 points for a Speed Round) before going on to the next activity. The Progress Tree can be

used to keep students from jumping around from one activity to another. To start the Progress Tree, click on the red Progress Tree button.



The Progress Tree startup screen allows you select where you want the progress tree to start from. Normally, the first activity is selected, however you can chose any activity as the starting place. If you chose one of the later activities, then all the previous activities will be open to students. You might want to do this to give them a

chance to explore the first few activities.



Once you have selected to use the Progress Tree, the Progress Tree button

will show on and the starting place will be displayed. You can click on the starting place button to change the starting place.

Test Locks & Features - click on the Test Locks & Features button to see the Test Locks & Features menu.



The Lock Printing button is unlocked by default. This means that anyone can use the print features within the program to print pages such as the Super Star page reports, the Super Star Certificate of Achievement and any other print page. If you lock the printing, teachers will still be able to print the class and detailed reports.

To lock printing, click on the Lock Printing button. The button will turn red, the lock will show locked and the check box will be checked. Locking printing will help prevent students from printing pages that you did not want them to print, but you will need to turn this feature on if you want them to print their certificates of achievement.

To lock the program, click on the Lock Program button. This would prevent students from having access to any of the main program. This would typically be used if you want them to do the pre-test or post-test.

Click on the Lock Post-Test button to lock the post-test portion of the program. This is usually a good idea; however, if a student does do a post-test, it will be replaced the next time they do a post-test, so it generally isn't a problem.



Click on the Lock Pre-Test & Post-Test button to lock the test portion of the program. This will prevent students from taking the tests without your permission. If you click on the Lock Pre-Test & Post-Test the button will appear grayed out on the main contents page and will show locked.



Click on the Lock Individual Tests if you want to lock any of the individual tests.

Parent Mode



Parent Mode - we believe that our Super Star Online presents a wonderful opportunity for parental involvement. Parents will now have an opportunity to take a more active role in helping their child. Parents can review the lessons, review the progress of their child and print a report as often as they would like.

When parents use the Parent Mode, think of it as a practice mode. Parents can play the songs, games and activities and none of their scores are permanently recorded, their scores do not affect the scores of their child. Parents can become familiar with the lessons their child is working on, so they will be better able to help their child with those lessons. Parents can practice the games and activities with their child, then exit the Parent Mode and let their child do the work. Parents who need help with their literacy and phonics skills can use the Parent Mode to learn along with their child.

We believe that there are many benefits to having the school, the teacher, the student and the parents all working together as a team to insure the success of the student. We believe that Super Star Online can greatly improve the effectiveness of this team. But we recognize that encouraging parental involvement takes a bit of work. Many parents aren't used to being involved. We believe that Super Star Online makes it easy and fun for them to be involved and is a unique way to encourage their involvement. But it takes the school, the teacher, and the student to make sure that they know about Super Star Online and how they can be involved. Please make every effort to let the parents know about your subscription and encourage your students to involve their parents.

When the Parent Mode is enabled (by default), the student and/or parent will see a Parent button on the main contents screen of the course. Parents can then click on the Parent button to enter the course in the Parent Mode. Should teachers decide that they don't want to use this feature, they can disable it by clicking on the Parent Mode button. The Parent Mode button will then show locked, will turn red and will be checked. The Parent button will not be displayed to the student.



Write a Message to Parent - click on this button to display the write a message screen. This screen allows you to write a message that can be viewed by all the parents who use the Parent Mode. The idea of this screen is to allow you to communicate with parents something about what the students are working on and what is

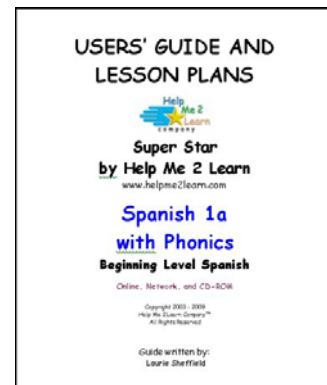
expected of them. You can use it anyway you want. You can type directly into the box or you can paste text into the box (keyboard command: control + V). You should remember that all parents will see the same message and that you will need to change the message from time to time. Don't forget to click on Save to save the message.

Parent	Parent Program Time	Student Program Time	Student Program Progress
Colin Craig	0 hr 0 min	0 hr 0 min	0%
Breanna Craig	0 hr 0 min	1 hr 8 min	63%
DJ Peterson	0 hr 0 min	0 hr 0 min	0%

View Parent Mode Data - once you have your parents working with their children, you can run a report to see how much time the parents are spending in the Parent Mode. Click on this button to see a report of the total parent time, student time and student program progress.

The final button on this menu resets all of the class settings to the default. Use this button if you have made some settings that are giving you some problems or if you just want a fresh start for your class settings.

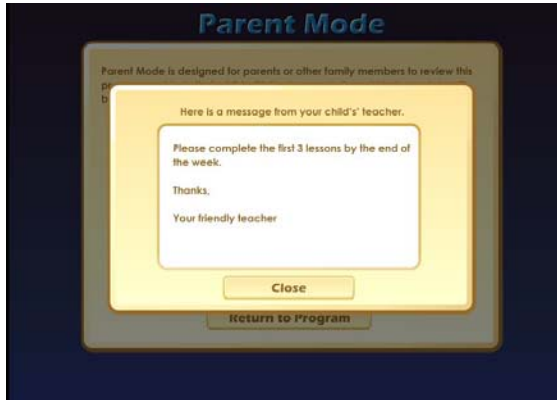
Users' Guide/Lesson Plans - click on this button to view our Users' Guide and Lesson Plans. This is an Adobe Acrobat (.pdf) file and you will need to have the free Acrobat reader (www.adobe.com) installed on your computer in order to be able to view this file. Once you can view this file, you can print any of the pages you want. This file contains some helpful tips, a lesson plan for each of the lessons in the course, the words to the songs, the words in the Learn the Words sections, and printable activity pages.



Understanding the Parent Mode

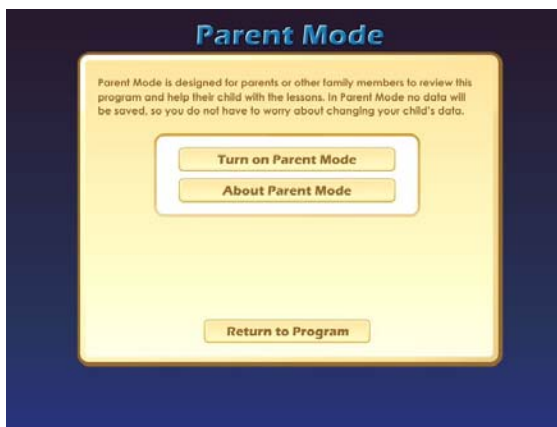
The Parent Mode - teachers can only see the Parent Mode if they look at it from a student account. Students and Parents will see a "Parent" button on the main menu or

contents page (the button is in the same location as the Teachers' & Admins' button from a teacher account. Click on the Parent button to enter the Parent Mode menu.



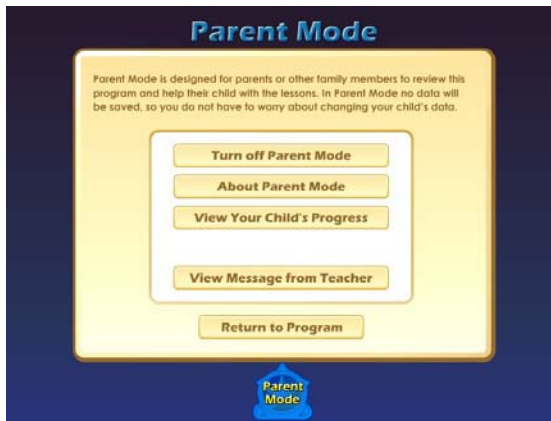
Message from the Teacher - if the teacher has written a message, the parents will see the message when they first enter the Parent Mode. If the teacher has not written a message, this screen will not appear. The purpose of this screen is to give parents some guidance as to what lessons the child is working on and

what is expected of the child.



Parent Mode Menu - the Parent Mode Menu is simple, there is a brief explanation of the Parent Mode, a button to start the Parent Mode and a button to read more about the Parent Mode. Parents can also return to the program without starting the Parent Mode.

Think of the Parent Mode as a practice mode. Parents can play any of the activities, games or songs without affecting the reporting or the progress of the student. The only tracking that occurs is the total amount of time that the parent spends in the Parent Mode. This data is only available on a report to the teacher.



Parent Mode Menu 2 - when the parent clicks on the Turn on Parent Mode button, they will see the next screen that confirms they are now in the Parent Mode. They should notice the Parent Mode button at the bottom of the screen; this indicates that they are now in the Parent Mode.

From this screen they can turn off the parent mode, read about the Parent Mode, view a progress report for their child or view the message from the teacher (if there is one).

View Your Child's Progress - click on this button to view or print a progress report. The top of the report will show the progress through the course and the bottom of the report will show the progress of the Pre-Test and Post-Test. Click on the Print button next to the Parent Mode button to print this report. Parents can also track the progress of their child from the Super Star page; however they need to turn off the Parent Mode in order to be able to navigate to the Super Star page.

Super Star Page - Parents can view and print progress pages for their child from the Super Star page. There are four different views on the Super Star page:

- the Super Star view
- the Speed Round view
- the Whole Program view
- the Details view

Each view presents the progress in a different format and is designed to help track the progress of the student. Once a student has earned



enough stars, the star on the Super Star page will turn silver; parents can click on this star and print a Silver Star Certificate of Achievement.



The goal of the program is to earn a Gold Star on every star, then the star at the bottom of the Super Star page will turn gold and the parent can print the a Gold Star Certificate of Achievement. To print a Certificate of Achievement, click on the Silver or Gold Star, then click on Yes (note- the teacher has the option of turning the printing feature off, so if your

students' certificates won't print, they must ask you to turn the printing feature on).



Parent Mode Button - to begin using the course in the Parent Mode, the parent would click on the Return to Program button. When in the Parent Mode, the Parent Mode button will be displayed at the bottom center of the screen. Parents can click on the Parent Mode button to return to the Parent Mode screen and turn off the Parent Mode.

It is our hope that the Parent Mode will be a valuable asset to the school, the teacher, the student and to the parent. Super Star Online provides a unique opportunity for the school to provide an easy to use and fun way for parents to work with their child at home. The level of parent involvement will obviously vary greatly. Some parents will only occasionally check the progress of their child, while some parents will be actively involved. We also encourage parents to use Super Star Online to build their skills as they work with their child.

At-home Use

We have provided the tools to enable your students to use Super Star Online at home, however at-home use will need your support and encouragement to be used. Here are some suggestions for encouraging at-home use.

1. Send a letter home with your students advising the parents that Super Star Online is available and encouraging the parents to work with their child at home. We have a sample parent letter available at www.helpme2learn.com/support/online . Please use this letter as a guide. To complete this letter you will need the user name and password of each student, you should be able to get these from your school's site administrator. You will use the same URL (web address) that you use in your classroom.
2. Remind your students to ask their parents to work with them at home.
3. After a couple of weeks, run a report to see how many parents have logged in and are using the program in the Parent Mode. You may need to send a follow up letter to parents who are not working with their child at home.
4. Whenever you have an open house or meeting with parents, let them know about Super Star Online and how they can use it to work with their child.
5. Suggest to your school administration that they hold a special Super Star Online night where your school explains the use of the program to the parents. You might be able to incorporate this as part of a back to school night or PTA meeting.
6. Use the message center and write a message on a regular basis to your parents. Let them know what lessons you are working on and what to expect from their child.

Some students will not have access at home. Encourage these students to seek out alternative access sites such as the public library, after school programs or relatives who do have Internet access.

The goal of Super Star Online is to build a better bond between the school, the teacher, the student and the parents. This stronger bond will build a better team all working together. We call this the Super Star Strategy for Success.

Certificate of Achievement

_____ has been awarded the

Silver Star Award

for excellent work in Spanish 1a



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Certificate of Achievement

_____ has been awarded the

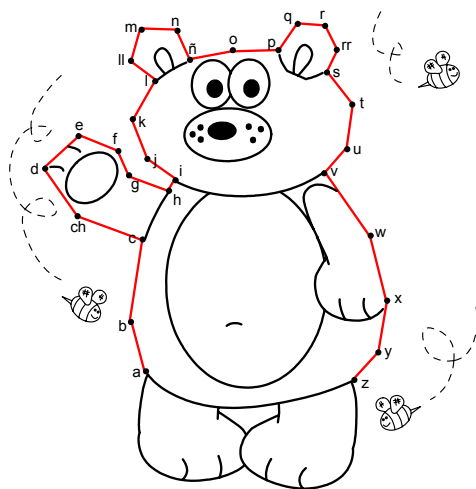
Gold Star Award
for excellent work in Spanish 1a



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Answer Key -- page 1

Spanish Alphabet Dot-to-Dot



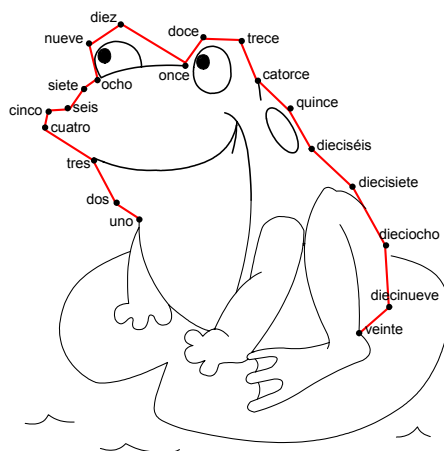
Spanish Numbers 1 to 10

<p>dos</p> <p>3 2 5 10</p>	<p>siete</p> <p>7 9 6 2</p>	<p>t r e s</p>	<p>s i e t e</p>
<p>cuatro</p> <p>8 1 4 5</p>	<p>uno</p> <p>2 3 1 4</p>	<p>d i e z</p>	<p>s e i s</p>
<p>cinco</p> <p>5 4 6 7</p>	<p>nueve</p> <p>8 7 4 9</p>	<p>n u e v e</p>	<p>d o s</p>
<p>diez</p> <p>10 3 9 2</p>	<p>tres</p> <p>3 6 9 1</p>	<p>c i n c o</p>	<p>o c h o</p>
<p>seis</p> <p>7 9 4 6</p>	<p>ocho</p> <p>5 8 6 3</p>	<p>c u a t r o</p>	<p>u n o</p>

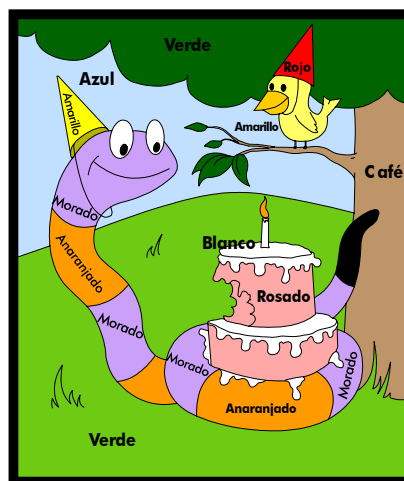
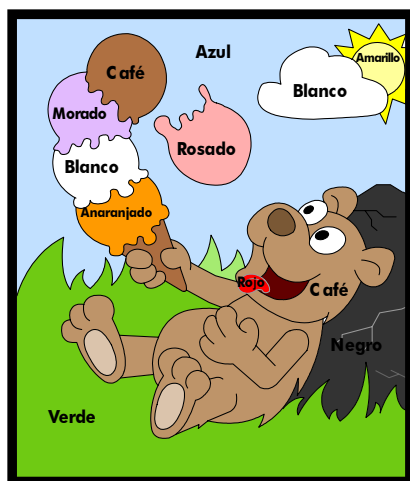
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Answer Key -- page 2

Spanish Numbers Dot-to-Dot



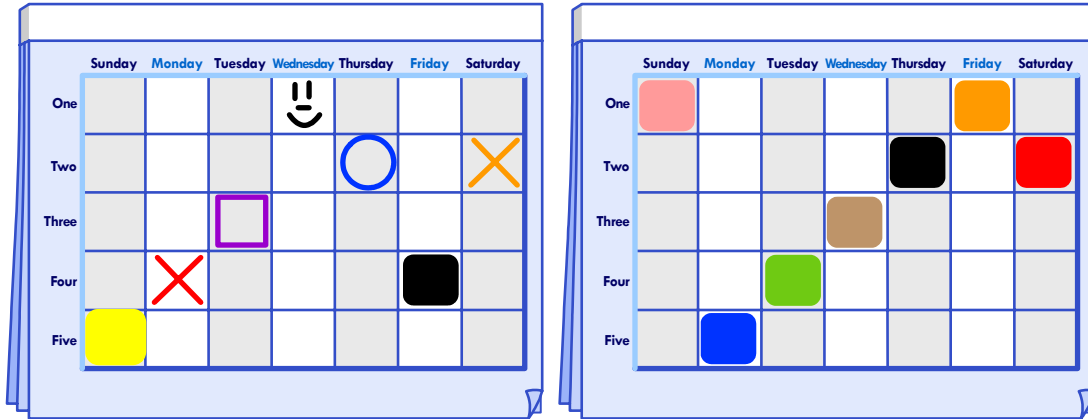
Spanish Colors



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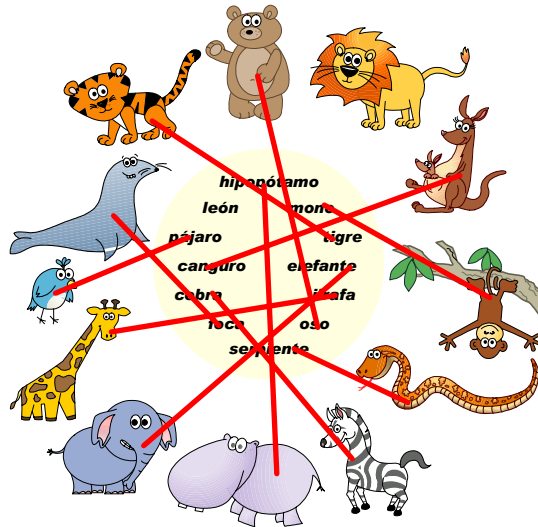
Answer Key -- page 3

Days of the Week



Animals

hipopótamo = hippo
 león = lion
 pájaro = bird
 canguro = kangaroo
 cebra = zebra
 foca = seal
 serpiente = snake
 oso = bear
 jirafa = giraffe
 elefante = elephant
 tigre = tiger
 mono = monkey
















Answer Key -- page 4

Greetings

¡Hola!	<p>Si. Estoy así así. ¡Hola!</p>	¿Estás en la escuela?	<p>Rojo, blanco, azul. ¡Hasta mañana! Si estoy en la escuela.</p>
¿Cómo estás?	<p>Estoy bien. Domingo. Me llamo John.</p>	Fue agradable hablar contigo.	<p>Adiós. Estoy bien. ¿Cómo estás?</p>
¿Cómo te llamas?	<p>¡Hola! Me llamo Susan. Catorce.</p>	¡Hasta mañana!	<p>El oso es blanco. ¡Hola! ¡Hasta luego!</p>

Food Words

 pan carne pollo	with	 papas manzanas ensalada	and	 maíz pescado pastel	and	 manzanas guisantes zanahorias
 pollo pescado frijoles	with	 leche arroz plátanos	and	 guisantes carne papas	and	 pan frijoles manzanas
 plátanos pastel pescado	with	 pan torta arroz	and	 ensalada maíz zanahorias	and	 leche plátanos frijoles
 pan pastel torta	with	 carne papas plátanos		 torta pescado pollo	with	 guisantes leche arroz

Answer Key -- page 5

What is the Weather like Today?



Hace sol.



Hace frío.



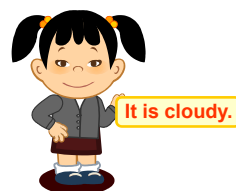
Está lloviendo.



Está nevando.



Hace calor.



Está nublado.

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