



Learning Now

version 1.0

Editor's Help Book

How to easily create interactive courses and books

The software, initially called "Easy Skanking" was renamed in December 2008.

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Editor's Help Book

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This project was initially produced (up to May 2006) with the support of the Jamaica Sustainable Development Network Ltd, the Environmental Foundation of Jamaica, and UNESCO. Since June 2006, the author has kept his investigations - alone - and has produced a lot of improvements to the software.



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01. Introduction to Learning Now

01. First Time User

01. What is Learning Now?

Learning Now Editor is your best choice for building interactive and multimedia books, courses, presentations, digital rooms and educational games for all ages.

Learning Now Editor - the Wizard (Wizard.exe) - provides a powerful combination of visual layout tools, features, and ingenuity to help teachers at every skill level create visually appealing and entertaining lessons and games. **Learning Now Editor** provides the tool teachers need nowadays in an integrated, interactive streamlined environment to bring more fun, creativity and reality to the students.



Learning Now is designed for teachers with little computer experience, but a lot of creativity and desire to break the rules and bring new material to the students and/or the classroom. The Editor provides all the tools a teacher requires to simply integrate images, videos, animations, voices and sound effects into an interactive lesson or presentation.

Learning Now is simple to learn and simple to use. It requires very little, if no training at all. The program includes a detailed help system that clearly explains each step to the new user, as a personal trainer would do. **Basic concepts are explained face to face in simple English.** No technical jargon is used at any time.

This version of Learning Now (1.2) includes a brand new adult Literacy Course targeted to Jamaican adolescents and young adults between 14 and 35. It includes reality images of Jamaica, a unique and original story and 'nough tunes!

Use the **Introduction to Words and Computers: Book 1** as a model for any new course you might want to develop using Learning Now. It is your best sample of how to use this Editor.

This PDF version of the Help Book can be open independently with the standard Acrobat Reader available for free from Adobe.com web site. The book is formatted as a standard "How to" book and can be printed on Black and White or Color printer for fast reference. It includes a Dictionary of all the commands that can be assigned to the Teacher Robot.

The **Student Interface** or **Student Player** (Start.exe) is reduced to the simplest and most beautiful interface available in educational software. ***It is so simple to use that there is no need for a help book, not even a page in the book!*** The student will have no difficulty focusing on the content and moving around, as long as you are creative!

Important note:

This version of Learning Now is still in **alpha state**. This means that the software still needs to be thoroughly tested. If the Editor or Player locks, use the **ALT + F4** keys to quit.

Dedication

This work is dedicated to the spirit of Bob Marley, who has been with me all along the creative process, and to my friends and their lovely children from Belmont, Westmoreland (Jamaica). Their friendship has been my stronger asset, inspiration and motivation.

I also dedicate this work to each one of the 950 million of young adolescents and adults in the world who cannot read and write.

Copyright

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All photos are property of their authors (Fabrice Menoyot – unless otherwise noted) and should only be used within this program. We want to thank Dan Glaser for his pictures of Robins Bay - Saint Mary. The 3d character was originally created by Julien Tromeur in 2003, and left waiting for us in a lost Internet open source download area. My warmest wishes to Julien Tromeur for his brilliant contribution.

Learning Now computer program is protected by copyright laws and international treaties. Unauthorized use, reproduction or distribution of this program, or any portion of it, may result in severe civil and criminal penalties, and will be prosecuted to the maximum extent possible under the law.

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02. Working with Learning Now

Learning Now Editor is like the control room of your electronic teacher, the help figure.

You build up your list of resources (images, videos, animations, sound effects and instructions) with the Graphics and Sound Libraries and then tell the electronic teacher how to put all of them together.

What do you need to work with Learning Now?

- ✓ Since you will be working with Images and Sounds, it is recommended to have basic knowledge of a Graphic Editor and a Sound Editor application that can generate MP3 files. A few very good FREE Graphic Editors and Sound Editors are available for download online.
- ✓ You will need to have a collection of photos or/and a digital camera to create your own personal images and graphic files in support to your lessons.
- ✓ If you want to add instructions and sound effects, you will need a Sound Editor application that can create MP3 files and a microphone.
- ✓ If you plan to create courses and install them on other computers, you will need a CD burner.
- ✓ Since this program is mainly designed for Teachers and Educators, a few years of teaching experience will help. Being an expert in the field you teach is also strongly recommended, if not a requirement.

Learning Now Editor can put together very creative, avant-garde and also traditional courses. It all depends of you. The Editor is your tool. You are the creator.

If you are an advanced user and have some basic knowledge of Flash, you can create animated clips and integrate them in your Graphics Libraries, bringing more actions and excitement to your courses or books.

Take your time to visualize your lessons, rooms and games in your mind before you start using the computer. Be relaxed and have fun while using Learning Now. If you feel bored and annoyed, so will the students!

It is highly recommended to prepare your lessons plan before you start using the Editor.

Be organized before you start using the Editor and you will move smoothly through the creative process.

03. Working with Sections

When you start the Learning Now Editor, you are first taken to the Sections menu. This menu is not displayed when you only have defined one section.

Courses are grouped by Sections. The program supports as many sections as you need. This option allows you to organize your training and educational material by language, or by age group, or themes.

Each section is independent from each other. Each includes its own set of libraries which is loaded when entering the section. Please note that when you switch from one section to another, the section's library files are loaded replacing any previous libraries. *If you are working on a course in a specific section, use the tool to Export your course to Files before switching to a new section.* If you don't follow this step, your files will be deleted and replaced by the new section files.

The sections are defined in the **sections.xml** file, at the root of the Learning Now folder. **Use the ESEExtraTools application to edit this file.** You can also use a basic text editor, or an XML text editor to

open and change this file. If you are using international characters, please use an editor that supports the UTF-8 or 16 text format. This will preserve your international characters.

The **sections.xml** file includes the following fields:

- <id>
Unique code name for this section.
- <title>
Name of the section that will be displayed on the sections menu.
- <description>
Description of the section, displayed on the sections menu when the user clicks on the section title.
- <filepath>
Path of the folder containing the data (text) files created with the Export to Files tool. Data files should be stored in a folder inside the **"DATA/files/"** folders. The path should therefore include "DATA/files/" as a prefix. Do not use any space in the name of the folder specific to your section. **This folder should be unique to a specific section and not shared with other sections. Leave this field blank if the section is not set as open.**
- <materialpath>
Path of the folder containing the resources used for this section. Resources are all graphics, videos, sound effects and recordings used for your courses. Resources files should be stored in a folder inside the **"MATERIAL/"** folder. The path should therefore include "MATERIAL/" as a prefix. Do not use any space in the name of the folder specific to your section. **Leave this field blank if the section is not set as open. This folder could be shared with other sections so that the resources files could be shared, avoiding unnecessary duplicates.**
- <language>
Code defining the language used in this section. The default is "EN" for English. The language definition here is used in two areas of the application (the main login screen of the program and the student login screen) to open default sound files according to the language of the section. Sound files are stored in folders inside the "DATA/system" folder. A tag associated with the language is used to name these folders. (See the section "File Structure of the Program" for more information).
- <group>
Sections are organized by group. This field defines the name of the Group, which is displayed in the pop menu of the sections menu.

Important Note:

Please download the file at <http://menoyot.com/files/creatingnewsections.zip> and unzip it. Then, use the information and files in the folder "Creating new sections" when adding a new section to your CD or web server.

04. Basic Structure of a Course

Please note that this section introduces the basic concepts of a Course. See “09. Creating Presentations and Story Books” for additional exciting ways to use Learning Now.

Learning Now Editor creates courses that the student accesses with the **Student Player (Start.exe)**.

Each Course is divided in Levels. Each Level is made of Chapters. Each Chapter include a Lesson – which introduces the new material -, followed by a Practice and a Recap. Practices and Recaps are optional.

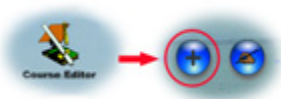
When students complete a Lesson (with or without practice and recap), they are taken to a Main Menu which gives them access to the open Activity Areas for this Chapter.

Each Activity Area includes Games and Reading Rooms assigned to a Lesson. The student must complete each game tagged as Test with the minimum score required to pass. You define the minimum score required when you create your course. You can also change these settings at any time.

Reading Rooms are used to bring additional training to the students or to introduce supportive material to the lesson.

When students complete successfully all tests assigned to a lesson, they are allowed to enter the next lesson. Students can accumulate points as they move forward. Points can be earned when completing a lesson, a practice and a recap. Points can also be earned playing games. Students move from one chapter to another, being tested while playing games. Special rewarding Lessons can be created at the end of each Level to bring excitement and motivation to the students.

A Wizard is included that helps you add new courses and books. The Wizard guides you through each step, making the process as simple as possible.



Go to the Course Editor and click on the Add Course button to enter the New Course Wizard and create a new course or book. Click on the other button to Edit the current course.

05. Basic Structure of a Lesson

Learning Now creates Lessons following a very simple concept. See for yourself.

If your lesson includes the introduction of new words that your students must learn, these new words are defined in the New Words Section of the lesson. Words are sorted in 3 groups: **verbs**, words that can be associated with an **image** or graphic, and all the **other** words.

Learning Now can create a large number of automatic games that use these words lists to define the level of knowledge of the student and create tests that are designed according to the content of each lesson. *It is essential that you use these lists when introducing new words.*

A Lesson is made of Scenes. Your electronic teacher – the Help Figure – makes basically the same moves as a teacher who enters a classroom, greets the students, puts his books on the desk and starts his lesson following a lesson plan. You can also look at the lesson scenes as Acts in a theater play.

It is suggested to structure your lesson in short scenes, rather than a large single scene that goes on forever. This allows you to bring more creativity with the use of background images and sound effects and bring a better rhythm to your lesson.

Each Lesson's scene includes its own background image and uses an Instructions Set to put your resources together. Instructions Sets include common actions that you can give to the Help Figure, as commands to a robot. You can use Lessons Modules to bring more features. A Lesson Module is like a specialized tool that you use to process and display your resources in pre-defined layouts and forms.

Each Scene is made of Steps that your Help Figure will follow. Each Step can include one instruction recording (you make the Help Figure speak) or can be silent. You can assign as many actions as needed to the help figure per Step. Actions include displaying words, letters, or word lists, displaying and reading text, showing images, graphics, videos or animated clips, playing sounds effects, music or positive messages, etc...

You can include a Practice at the end of your Lesson and follow the Practice with a Recap or Review of your lesson. Although Practices and Recaps are optional, it is suggested to include them when possible to get the student involved. Remember, this is an Interactive program!

Practices are Exercises - Games. See "[06-Basic Structure of an Exercise \(Game\)](#)" for more information.

The Recap is built using the same concept as the Lesson.

A Lesson can also include a list of Activity Rooms (Games and Reading Rooms). When students complete a lesson, they are taken to the Activity Areas main menu, which gives them access to all the games and reading rooms assigned to the lesson. This is the Testing Area, before entering the next lesson. Students must pass all required games assigned to a lesson before being allowed to enter the next lesson.

A Wizard is included that helps you add new lessons and new recaps. The Wizard guides you through each step, making the process as simple as possible.



Go to the Course Editor and click on the Wizard button to enter the Wizard and create a new Lesson or Recap. Follow each step.

06. Basic Structure of a Room

Learning Now creates Rooms following the same very simple concept as the Lessons.

Reading Rooms are linked to lessons and assigned to Activity Areas. They are displayed in the main menu, at the end of a lesson. You can also create a Reading Room and define it as a Practice. In this case, the student will enter the room, immediately following the lesson.

Reading Rooms are used to reinforce the content of a lesson and introduce extra-curriculum information in order to educate the students, motivate them in their studies and entertain them.

Any new words used in a room should be defined in the New Words Lists of the related Lesson.

Reading Rooms can be tagged as test. When the room is tagged as a test, students have to go through each scene of the room before being allowed to go to the next chapter.

Important consideration:

Teacher must realize that it is essential to motivate the students as much as possible. Students left alone in front of a computer screen for hours need to be motivated in order to follow the course and complete it successfully. Reading Rooms can be used to bring reality scenes, advices and tips, and cultural subjects that might raise the students' interest and motivation.

A Wizard is included that helps you add new rooms. The Wizard guides you through each step, making the process as simple as possible.



Go to the Course Editor and click on the Wizard button to enter the Wizard and create a new Room. Follow each step.

07. Basic Structure of an Exercise (Game)

Learning Now uses games-like exercises to evaluate the students at the end of each lesson.

Games – i.e. Exercises – are linked to lessons and assigned to Activity Areas. They are displayed in the main menu, at the end of a lesson. You can also create a game and define it as a Practice. In this case, the student will enter the game immediately following the lesson.

Games are used to reinforce the content of a lesson and evaluate the student. Students have plenty of opportunities to improve their performance in any game. It is quite impossible to fail a game unless the student did not follow or understand the lesson properly.

Teachers define the minimum score required to pass a game in the Course Editor area, when creating a new course. The minimum score required can be changed at anytime. The default value is 80 over 100. Define your own score on a base of 100.

When students reach the minimum score, the game is moved to the Yellow Zone of the Activity Area. When students reach 100, the game is moved to the Green Zone. Students can play any game as many times as they wish. Teachers should motivate them to keep playing until they reach 100.

Most games include the following main elements:

- ✓ Background image
- ✓ Game Module
- ✓ Sound Skin
- ✓ Objects Skin
- ✓ Help Instructions
- ✓ Tasks and Choices

A Game Module is like a specialized tool that you use to process and display your game tasks and choices in pre-defined layouts and forms. Each game's layout can be customized in the Game Preview Mode. Teachers can select from a variety of objects (see Customizing your Games) to make each game unique and special.

The software includes an “Automatic Game Module” that supports three modes: Automatic, Semi-Automatic and Manual. This module is especially designed for Literacy and Language courses. On Manual Mode, teachers define manually each game task and choice. On Semi-Automatic mode, teachers only define the tasks. On Automatic Mode, teachers can select from a list of options and let Learning Now create the tasks and choices based on the knowledge acquired by the student, i.e. the New Words Lists of each lesson.

Self-Running Modules can also be added to the Library. These modules must be designed by Flash Designers. The Self-Running modules are independent games that require no particular entries from the teachers.

Teachers can create unique Sound Skins and Objects Skins for each game and save them to use in multiple occasions. This feature allows teachers to quickly recreate games with the same layout and objects.



Go to the Course Editor and click on the Wizard button to enter the Wizard and create a new Game/Exercise. Follow each step.

08. Copy, Cut and Paste with Learning Now – Important note

Please make a note of the following:

To copy, cut and paste the clipboard in Learning Now or between another application and Learning Now, use the standard CTRL + C, V or X keys or RIGHT CLICK on the field you wish to edit and use the pop menu COPY/CUT or PASTE option.

09. Characters to avoid in Learning Now

Please make a note of the following:

To avoid any possible conflicts with Learning Now, the following characters should not be used in any text block or text field: **& = | [] { }**. **The application automatically removes these characters before saving the information.**

These characters are used by Flash and Learning Now to generate text files. Therefore it is not a good idea to include them in your text.

10. Files Location and Path: Important note

All your resources files should be stored in the MATERIAL folder of your section. When stored in this folder, files are only available from this specific section. In this case, when defining the path of your file in your Graphics and Sound Libraries (or any other area of the program requiring file path), do not include the name of your section.

For example, let's say that you have a section folder in the MATERIAL folder called "français". You defined your Material path in the **sections.xml** as follow:

```
<materialpath>MATERIAL/français/</materialpath>
```

Now, let's say that you want to add a file named "parisvideo.swf" that you stored in a folder called "myvideos". The full path of your file is: "MATERIAL/français/myvideos/parisvideo.swf".

When adding a new record for this file in your Graphics Library, you must define the path of your file as follow: "myvideos/parisvideo.swf".

Important Note:

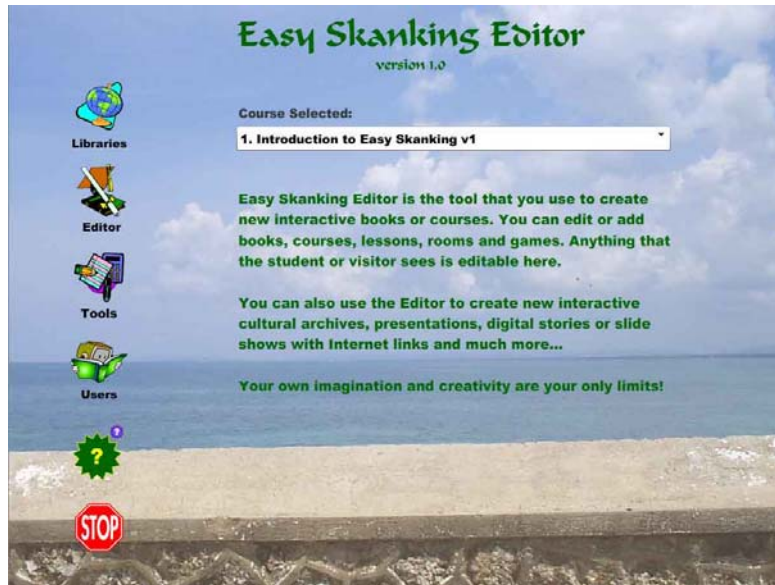
If you choose to store your file in the "DATA" folder so it's available to all sections, precede the name of your files with the following path: **"../sys/DATA"**. In our example above, the path of the file could be: **"../sys/DATA/graphics/myvideos/parisvideo.swf"**

Since the program checks the location of the file before saving the record, you must place the file in its final location before adding a record to the Libraries.

11. Learning Now Editor: Learning the basics

A first look at the editor

Learning Now Editor is the tool that you use to easily create fun and exciting interactive courses and books. See below a screenshot of the main screen, your control center.



Available courses for the selected section are listed on top of the Editor. You can move from one course to another by using the course menu.

The main buttons on the left side of the Editor give you access to various areas of the editor. Take time to explore each area and use the online help to listen to the help man give you basic information about available features.

Some buttons display a brief description of their feature. Take time to read this information to become more familiar with the various tools.

For more detailed information, use the Help book. Understanding the basic concepts behind the “hood” and mastering the Editor will allow you to create quickly very attractive interactive courses and books. So take time to save time!



Brings the Help Man who explains the basic controls of the current screen. If the help man is talking to you and you click on the figure or on this button again, he will go away.

Most of the sections of the Editor have a Help Button. Click on it to receive basic help about that section. This will often be enough to get you started. On some sections, the help button will open the Help Book instead. The Help Book opens with your default Internet Browser. Please note that some browsers will not open the PDF file properly and will display a blank page instead.

Settings your personal Learning Now Editor Sound Skin

Learning Now loves music and sound effects. Even the main Editor has its own sound skin. Why so much music? You may wonder. Music has healing power!

Music can bring you a creative feeling and atmosphere. So here you have the option to customize your main editor sounds skin.



To customize your Editor Sound Skin, go to the Tools area of your Editor and click on Editor Sound Skin.

You can create various sound skins and quickly switch from one to another depending on your mood.

This tool will remind you of the Course Sounds Skin Editor and the Game Sound Skin Editor.

Sound Skins are very simple to create and assign. Take advantage of this feature and **have fun using Learning Now.**

Here is the list of the various sounds association for the Editor:

- | | | |
|-----------------------|-----------------|-------------------|
| 1. Click | 7. SaveDone | 13. OpenLibrary |
| 2. AddNew | 8. CancelAction | 14. MenuSelection |
| 3. AlertAttention | 9. GoFirst | 15. CloseLibrary |
| 4. AlertAttentionDone | 10. GoNext | 16. Help |
| 5. AlertWarning | 11. GoPrev | |
| 6. AlertWarningDone | 12. OpenItem | |

The Sounds Skin Editor displays an icon and a slider for each sound. To change a sound, click on an icon and select the one that you prefer from the Sound Library. To set the volume level, use the slider associated with each sound.



Important note:

If you prefer to work in silence, assign a "mute" sound to the sound objects. Just record a "Silence" for ½ second and assign it to all objects. Then save your sound skin as Silent!

Saving your Sound Skin:

Learning Now Editor lets you create as many sound skins as you need and save them for future use. Sound skins are organized by Group and Type. Use these two fields to define and order your own sets.

Click on the **Save Skin as...** button to open the Saving window. Define your Group and Type by selecting it with the pop menus or type your new entry. Name your Sound Skin and save it.

Assigning a predefined Sound Skin to your Editor:

You can assign a sound skin to your Editor in seconds. Simply open the Sound Skin Selection window using the **Predefined Skin** button and pick your sound skin from the list.

02. Creating or editing a New Course/Book

01. Drafting your new Course/Book

Learning Now supports multiple courses or books. Each one works independently from each other. You can create a unique feel for each course by customizing its help figure, sound skin, dashboard, voices, activity rooms and languages. Let me illustrate this with an example.

Your CD could offer 3 books: 1) A literacy course for Basic School; 2) Another literacy course from adolescents and young adults; 3) A story Telling Book about your country or county.

When the CD is inserted, the student is offered a menu with 3 choices, one per book. Each choice is displayed as a button and the title of your book. When the student moves the mouse over the Book button or title, an instruction is heard describing the content of the book.

Book 1 would have a Help Figure looking like a cat or a bird. Voices would be young and playful voices. The dashboard would have a kiddy look with lots of colors and cartoon like buttons. The book could have 2 or 3 activity rooms with its own cartoon-like animated button door. The sound effects would be quite eccentric and childish.

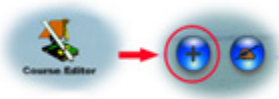
Book 2 would have a help figure looking like a young man or woman. Voices would be more mature, but still young and colorful. The dashboard would look more like a popular arcade video game. The book would include 5 or 6 activity rooms, each with its own attractive button door. The sound skin could include popular music clips and avant-garde sound effects.

Book 3 would look like a more classical story book. The help figure could be an old storyteller man or woman dressed in traditional local outfit. Voices would include children, adults and elders. The dashboard would look like an old fashion manuscript or treasure case with mystical like buttons. The sound skin would be composed of traditional music clips and sound effects. The book could include one room per subject or parish.

As you can see, the possibilities are unlimited. Drafting your course on paper first might be a good idea. Learning Now Editor is a powerful tool, but it is only a tool. You are the creator.

Each course includes the following elements. You define each one when entering the New Course Wizard.

- ✓ Course/Book name;
- ✓ Description;
- ✓ Targeted Age Group ;
- ✓ Author's name and email;
- ✓ Co-authors' name;
- ✓ Course Text File name [used to create CD file];
- ✓ Course Button [displayed on the Login menu];
- ✓ Course Mouse Over Instruction Sound Clip [heard on Login menu];
- ✓ Activity Areas [displayed in Book Activities' main menu];



To create a new Book or Course, Go to the Course Editor and click on the Add Course button to enter the New Course Wizard. Then, follow each step.

02. Viewing your Course/Book: Course Editor

The Course Editor displays basic information about your currently selected course and gives you access to each Lesson, recap, practice, exercise and room that are included in your course.



You enter the Course Editor from Learning Now Editor's main menu, by clicking on the Course Editor button.

The Course Editor lets you set the following 4 options specific to each course:

1. Include Introduction
2. Include Assessment
3. Skip Login Requirement
4. On Line

Option 1: Include introduction

When students enter the course/book for the first time, they are taken to the Introduction of the course, then to the Assessment section, and finally to the first lesson.

The introduction of the course is optional. When it's not available, students go to the Assessment section that defines where they should start in the book or to the first lesson when the assessment is not available.

The Introduction of the course is built like a lesson. I invite you to read the section on "[Working with Lessons](#)" in this help book.

Option 2: Include Assessment

The Assessment section helps to define where students should start in the book. Students are exposed to a series of short games that progressively test their level of knowledge. When students show signs of lack of knowledge, the assessment guides them to their best location inside the book.

A brief summary of the past lessons and content of the story is presented to the students in order to help them understand better what has been happening before their entry point. At the end of the summary, students are taken to their entry lesson.

The Assessment option is not available in this version of Learning Now. An upgrade will be made available in the near future.

Option 3: Skip Login Requirement

When not checked, the student must sign in as a registered student before entering the course. **The students' moves are tracked and recorded.** The student can log out at any time and return to the course in a later date. On return, the student is taken to the point where he or she left.

Use this option when you are building a course that includes lessons, training rooms and tests.

When checked, the course is available to anyone without signing in. The students' moves are not tracked. At each new entry, the students are taken to the introduction of the course, then to the first lesson.

Use this option when your course does not include a series of lessons and tests. It is best recommended for Story Book type of Course/Book, Presentations, Slide Shows, or Web-like information center.

Example of use: A story Book

Create a new course/book and unchecked the Include Introduction option. Check the Skip Login Requirement option. Then create a Level 1 – Lesson 1 with a brief welcome message only and define all rooms that you wish to offer to the students. Each room is a reading room. Assign all rooms to Level 1 – Lesson 1. You can have as many reading rooms per activity area as you wish.

When students enter the Book, they see the brief welcome message (Level 1 – Lesson 1) and are immediately taken to the Activity Areas main menu. They are in your Story Book Table of Content. See, it's simple!

Option 4: On Line

When selected, the course title and button are displayed in the Login menu. When unchecked, the course is not listed, and therefore not available to the student.

Use this option while building a new course **on the same computer** that students use to enter the currently available courses. This will protect you from displaying a half-finished course!

Important Note:

When you create a new course, this option is set to NO. **You must enable this option** when your course is ready.

Moving around the Course Editor






Your first step is to open the Course Editor, click on the Help button and listen to the help figure who will give you an introduction to the editor.

Your second step is to click on each button and check where each one takes you. As with any software, you must take some time to explore the program and discover for yourself its features. There is nothing hidden in Learning Now, so you will find it easy to move around.

As you can see when entering the Course Editor, lessons are grouped by level. You can move from one level to another by using the Level popup menu. The lessons contained in each level are displayed in the list.

You must click on (select) a lesson title to enable the buttons that give you access to the Practices, Recaps, Games and Rooms attached to the selected lesson. This will also activate the Lesson Editor button.

See below a description of the buttons that allow you to open your Course components:

-  Opens Introduction Editor. Displays course Introduction details.
-  Displays list of practices attached to selected lesson.
-  Displays list of recaps attached to selected lesson.
-  Displays list of rooms and exercises attached to selected lesson.
-  Opens Lesson Editor. Displays selected lesson's details.

The **Course Manager** button gives you access to the Course Manager. (See Course Manager section of this help book for more information).

The **Wizard** button opens the assistant that will guide you step by step in creating a new course introduction, new lessons, recaps, rooms and games. The Wizard includes all the help that you need to make the process as simple as possible.

Please note that you can **Double Click** on a lesson title to open the Lesson Editor. You can also Double Click on most of the lists that you will see displayed all along the program to open or select an item.

Take your time and familiarize yourself with the Course Editor. You will be using this Editor quite a lot, so it is best to invest your time now learning every feature, so that you can save a lot of time later when creating your new courses and books.

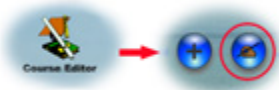
03. Editing your Selected Course

The Course Editor displays basic information about your currently selected course and gives you access to each Lesson, recap, practice, exercise and room that are included in your course.



You enter the Course Editor from Learning Now Editor's main menu, by clicking on the Course Editor button.

You can open Lessons and Lessons components and edit each one of them from their own editor, as described in previous section.



To edit the information specific to your selected course, click on the Edit Course button.

See below a list of the course's elements that you can edit:

- ✓ Course/Book name;
- ✓ Description;
- ✓ Targeted Age Group ;
- ✓ Author's name and email;
- ✓ Co-authors' name;
- ✓ Course Text File name [used to create CD file];
- ✓ Course Logo [displayed on the Login menu];
- ✓ Course Mouse Over Instruction Sound Clip [heard on Login menu];
- ✓ Activity Areas [displayed in Book Activities' main menu];
- ✓ Course Points definition;
- ✓ Alphabet and basic Font file used for this course;
- ✓ Help Figure and Dashboard specific to the course;
- ✓ Main menu and Lessons menu background images specific to the course;
- ✓ Voices associated with this course;
- ✓ Course Sound Skin specific to the course;

Course File Name:

All the information defining your course, including lessons, practices, recaps, games and rooms, is stored in a **Text File – UTF-8 or 16 Format** and saved in the **"DATA/files/SECTION ID"** folder of the "Learning Now v1 folder". This file is used to install the course and is created with the **"Export to Files"** tool of the Main Editor.

For best compatibility, the Course File Name should be as short, unique and descriptive as possible and only include alphabet letters without any space. **The required extension is ".txt"**. An example of an excellent File Name is: "literacydata.txt" or "incrediblestorybook.txt".

Logo, Help Messages and Activity Rooms:

The course or book is displayed on the Courses Menu with a Logo – when the CD offers more than one course. Students can move the mouse over the logo and title to hear a description. The logo is also displayed on the dashboard.

To change the course logo, click on the logo displaying current selection and select another one in the Icon Library.

To change the help instructions sets (help messages), click on the **Instructions** button and follow onscreen instructions.

To edit an activity area, select it from the list and click on the Edit Activity Area button. See next section for more information about Activity Areas.

Course Points:

The Student Module presents a game like interface with a counter on the dashboard that reminds the interface of video games. Since many students are exposed and used to video games, we felt that a game like interface would be a way to attract their attention and motivate them to pursue their education.

Points are assigned to students at the end of a Lesson, a Practice, a Recap and when completing a game or a room.

To define the points assigned to each section and the minimum score required to pass a test, click on the **Scores** button of the Course Editor. The minimum score is defined on a base of 100.

When defining your points assignment, please make sure that the total points won by the student at the end of the course does not exceed the counter capability. The maximum score is 99999.

For more information about the other settings options of the Course Editor, please go to the “Customizing your Course/Book” section of this help book.

04. Activity Areas and Sub-Areas

Activity Areas are displayed in the Course Main Menu. This is the menu where students are taken at the end of a lesson.

The Course Main Menu is like a control room. Students choose the Area they wish to enter and complete each activity offered in it. When students have completed all required activities in all open areas, the next lesson is made available and they can move forward.

Your course requires at least one Activity Area. There are no limits to the number of Activity Areas. I would only suggest to keep it simple and not to offer a large number of areas that might disorient the students.

An Activity Area can be set as the door to a list of **sub-areas**. See the Music Room of the Literacy Course - Book 1 as an illustration to this option.

All Activity Areas defined in this section are displayed in the Course Main Menu. Students can hear a description of each Activity Area when moving the mouse over its button. Students can also hear a help instruction set that describes how the Area operates when entering the Activity Area for the first time, or when clicking on the help button. You define these instructions here.

Each Activity Area can be assigned a list of background music clips that are played randomly every time students enter the Area. You can define the sounds as “continuous loop” or not. It is highly suggested to read the help section on Sound Formats in this help book for best performance and memory usage.

Each new room must include 2 Flash Files: one which represents the button of the Activity Area and which is displayed in the main menu; one which represents the Activity Area itself and which is displayed when students click on the Activity Area button.

These 2 files should be designed by Flash designers and strictly following the models provided. The program offers a basic set of Activity Areas. Their files are stored in the “DATA/areasdoors/” folder and are available in all sections. You can add your own Activity Areas doors and rooms and add them to this folder or stored them in your section’s MATERIAL folder. We suggest that you store them in the “areasdoors” folder of your section. When stored in your MATERIAL folder, the files are only available to this section.

Important Note:

If you choose to store your new Activity Areas files in the “DATA/areasdoors/” folder, precede the name of your files with the following path: “**../sys/DATA/**”.

05. Working with a series of Books: Book 1 – Book 2 – Book 3...

When creating a series of Books and producing each Book on a separate CD, you must consider carefully the Help Figure voice. Will the Help Figure have the same voice on each CD or will each CD have its own individual voice?

If each CD has a unique Help Figure voice, then you will need to record all instructions for each CD. Make sure that all recordings assigned to the Help Figure on each CD have the same human voice.

Your series of Books could share the Help Figure’s voice. In each Book (CD), the Help Figure sounds the same. In this case, follow these basic tips.

1. Create your Book 1 and burn your CD – Book 1.
2. Use the Report Builder to create an Instructions Report including only the “Sound File Path”. Keep a copy of this report. It lists all the instructions **already** recorded.
3. Now use your Book 1 as model to create your Book 2. Use the existing instructions and add all the instructions you need to complete your Book 2.
4. Use the Report Builder to create a new Instructions Report. Compare this report with the previous one and only record the new instructions sounds with the **same human voice**.
5. Burn your CD – Book 2.

Take your time **planning** a series of Books and you will save a lot of time **producing** them!

06. Importing a new Course

You can only import courses or books created with Learning Now Editor. Use this feature when you wish to transfer a course from one computer to another. This could be useful when you need to upgrade to new and better equipment while still developing a new course.

In order to import a new course, you must first use the “Export to Files” (Tools section of the Editor) and save your course data file to a Floppy, CD, USB external drive or Network server. You will also need to copy all new graphic files and mp3 files stored in the “**MATERIAL/Section Name**” folder of the “Learning Now v1” folder. These resource files will need to also be transferred to the new computer.

When you are ready to import your course, follow these steps:

1. Copy the course data file generated as described above in the "[MATERIAL/Section Name/import](#)" folder.
2. Open the Course Editor and click on Add New Course/Book button.
3. In the Import Course section, type the exact name of your course data file, including the extension. Example: "literacydata.txt". The name is not case sensitive.
4. Follow on screen instructions to confirm the information imported.
5. If your course includes images and sounds that are not already on the computer you are now using, you will need to also copy them into the "[MATERIAL/Section Name](#)" folder, in their corresponding original location.

07. Backup and Restore

Computers are not safe. You might also get into one of those days when nothing works as you wish and find yourself destroying a beautiful new book that you are very proud of. This happens to the best of us.

So you must backup your work regularly.

To backup your work with Learning Now, **you must first use** the "Export to Files" tool (Tools section of the Editor) and generate a new set of data files. Then copy the full "Learning Now v.1" folder to a backup CD, USB drive or Network Drive.

The program uses Flash Shared Objects or Flash cookies to store data files on your computer. It is recommended to include these files to your backup.

The Flash Shared Objects or Flash cookies are stored in a special directory depending on the operating system. They are arranged in directories according to the site that placed them on the computer (look for a file with a .SOL extension). When working without an Internet connection, files are stored in a folder named "localhost":

Windows:

C:\Documents and Settings\[username]\Application Data\Macromedia\Flash Player

Macintosh:

OSX /Users/[username]/Library/Preferences/Macromedia/Flash Player

GNU-Linux:

~/.macromedia

To restore your work, copy all the files contained in the "Data/Files" folder of your backup to the same folder in your computer. Then start Learning Now Editor or Player.

Important Note:

For a clean restoration, first run the "CleanInstall.exe" program utility in the "Learning Now v1 /" folder. Run this utility before launching "Learning Now Editor" if you experience problems with your restoration.

03. Customizing your Course/Book

01. Course's Settings Overview

As you've seen in the previous chapter, each course works individually and can be fully customized to your needs.

Use the ability to fully customize the various options available to bring a unique feel and look to your courses. Let's take a minute and have another look at the example of previous chapter. Let your imagination flow.

Our imaginary CD contains 3 books:

Book 1 would have a Help Figure looking like a cat or a bird. Voices would be young and playful voices. The dashboard would have a kiddy look with lots of colors and cartoon like buttons. The book could have 2 or 3 activity rooms with its own cartoon-like animated button door. The sound effects would be quite eccentric and childish.

Book 2 would have a help figure looking like a young man or woman. Voices would be more mature, but still young and colorful. The dashboard would look more like a popular arcade video game. The book would include 5 or 6 activity rooms, each with its own attractive button door. You could even offer a choice for the instructions language. The book could include instructions in Standard English, Patois and Spanish. The sound skin could include popular music clips and avant-garde sound effects.

Book 3 would look like a more classical story book. The help figure could be an old storyteller man or woman dressed in traditional local outfit. Voices would include children, adults and elders. The dashboard would look like an old fashion manuscript or treasure case with mystical like buttons. The sound skin would be composed of traditional music clips and sound effects. The book could include one room per subject or parish.

You will see in the last chapter "Improving our Education and Communities" other ideas of what can be done. The potential is amazing. Just let your imagination be your guide!

Please take time to familiarize yourself with the various options that the Course Settings offer. And let your creativity flow!

02. Course's Help Figure – Teacher Robot

Learning Now v.1 comes with one help figure in 3 different colors. I hope that creative designers will soon participate in this project and add a much larger variety of figures. There is not limit to the possibilities, from animal like animated figures, man, woman, child figures, vegetables, trees, insects... you name it.

Choosing a Help Figure:

By default, when you create a new course, Learning Now chooses the "Black Man" figure for your course. To select a new figure, follow these steps:

1. Select the figure from the list and use the preview button to bring the help figure on stage. **Click on the figure to make it go away.**
2. When you are satisfied with your choice, click on **Assign Help Figure.**

That's all that you need to do!

Adding Help Figures: [For Flash Designers]

In order to expand the list of figures, you must be a Flash Designer with some good experience. You also need to have access to the Learning Now data files and use the Flash file "Helpman fla" file as a model to your own animated help figure. Please keep the exact same name of clips, frames and objects, and the same structure and you will have no problems at all.

Although you can create new animations (**Animations button**) and add them to the Figure's animation list, it is recommended to keep at least the same basic set of animations (frame labels) as defined in the helpman fla model file for full compatibility with any previous courses. For example, if someone decides to assign your new figure to the **Introduction to Words and Computers Book 1**, all the animations already defined in the course will still work perfectly.

When adding a new Help figure to the application, you must also define your help figure's animations (frame labels) in the following XML file "DATA/xml/ HelpManAnimations.xml". Use the current file as a model.

03. Course's Voices

Learning Now requires the following voices for Courses that will use the Read Text Word by Word option or that uses Modules that display and read letters:

- ✓ Letters
- ✓ Words
- ✓ Help Man
- ✓ Narrator

Letters:

Some lessons modules and the Automatic Games Module use **Letters Voices** to display and say the letters. Voices are often picked randomly, so the more voices, the more variety you'll have.

Letters are associated to 2 sounds:

- ✓ The name of the letter (example: a.mp3; b.mp3)
- ✓ The sound of the letter (example: a_snd.mp3; b_snd.mp3)

By default, Learning Now looks for the Letters sounds in the following folder:

"MATERIAL/Section Name/Sounds/ABC/Voice#"

Each voice has its own "voice#" folder. We use a number to differentiate each voice: "voice1", "voice2", etc. Each voice folder also contains the complete ABC (abc.mp3).

Musical ABC:

Learning Now uses "musical ABCs" to teach the ABC. The lesson module selects 2 "musical" voices randomly and displays the singing ABC.

You store the "musical ABCs" in the "**MATERIAL/Section Name//Sounds/ABC/ARTIST**" folder. The "musical" folder **does not** require the presence of the sound of the letter (a_snd.mp3), **only the name** of the letter.

Important note:

The name of the sound files is defined in the Course's Alphabet section (see below).

The "musical ABCs" folders should also include the following sound files:

- ✓ intro.mp3 (A recording of the artist saying a brief introduction)
- ✓ end.mp3 (A recording of the artist saying a brief closure)

- ✓ fullSong.mp3 (the complete recording)

The intro.mp3 and end.mp3 are optional but recommended.

Use the prefix "MUSIC: " before the name of the voice when defining Musical Voices.

Words:

Some lessons modules and the Automatic Game Module use **Words Voices** to display and read words. Voices are often picked randomly, so the more voices, the more variety you'll have.

By default, Learning Now looks for the Letters sounds in the following folder:

"MATERIAL/Section Name/Sounds/words/Voice#"

Each voice has its own "voice#" folder. We use a number to differentiate each voice: "voice1", "voice2", etc.

Important note:

The Word Voice folder must also include:

- ✓ The recording of "as in" used by the "Display Words" lesson template. The file must be named **"as_in.mp3"**.
- ✓ A copy of the **name** of the letters already stored in the letters folder of the same voice (a.mp3, b.mp3, c.mp3...).

04. Course's Alphabet

Your course can support international alphabets. The alphabet is used to display and read letters automatically.

Simply define each letter with its MP3 files for the name of the letter and its sound. Do not enter the full path of your sound files, only the short name (ex. a.mp3, a_snd.mp3). Learning Now uses the **Letters voice** Settings to define the full path.

Use this option for Literacy Courses and foreign language courses when your ABC includes characters that are not part of the English alphabet.

For **languages not using Latin characters**, you must define the typeface (font) that will be used to display text. You must also include the Flash swf file that contains your font defined as Embed Font and set as "Export to Actionscript". This file must be created by Flash designers. It is recommended to store the Font Library file in the "DATA/fonts" folder.

05. Course's Dashboard

Learning Now v.1 comes with one dashboard in 3 different samples. I hope that creative designers will soon participate in this project and add a much larger variety of dashboards. There is not limit to the possibilities.

The dashboard is used to navigate through the courses. It has two main faces. See below a representation of the Main/Lesson dashboard:



See below a representation of the Game dashboard:



Learning Now allows you to:

- ✓ Add a new dashboard
- ✓ Change the images used for the background of the dashboard
- ✓ Add colors and transparency (alpha) to your dashboard

Choosing a Help Dashboard:

By default, when you create a new course, Learning Now chooses the “Standard Dashboard” for your course. To select a new dashboard, follow these steps:

- ✓ Select dashboard from the list and use the preview button to bring the dashboard on stage.
- ✓ When you are satisfied with your choice, click on **Assign Dashboard**.

Adding Dashboard: [For Flash Designers]

In order to expand the list of dashboards, you need to be Flash designers and use the Flash dashboardmain.fla file as a model to your own new dashboard. Please keep the exact same name of clips, frames and objects, and the same structure and you will have no problems at all.

06. Course's Navigation Sounds – Sounds Skins

Learning Now loves music and sound effects. So feel free to use as many sound effects as you wish. Remember your targeted audience and define your sounds effects accordingly.

Take time to familiarize yourself with the Navigation Sounds Settings. Students are used to lots of fancy games and sound effects nowadays, so take full advantage of Learning Now features and build fun and exiting courses.

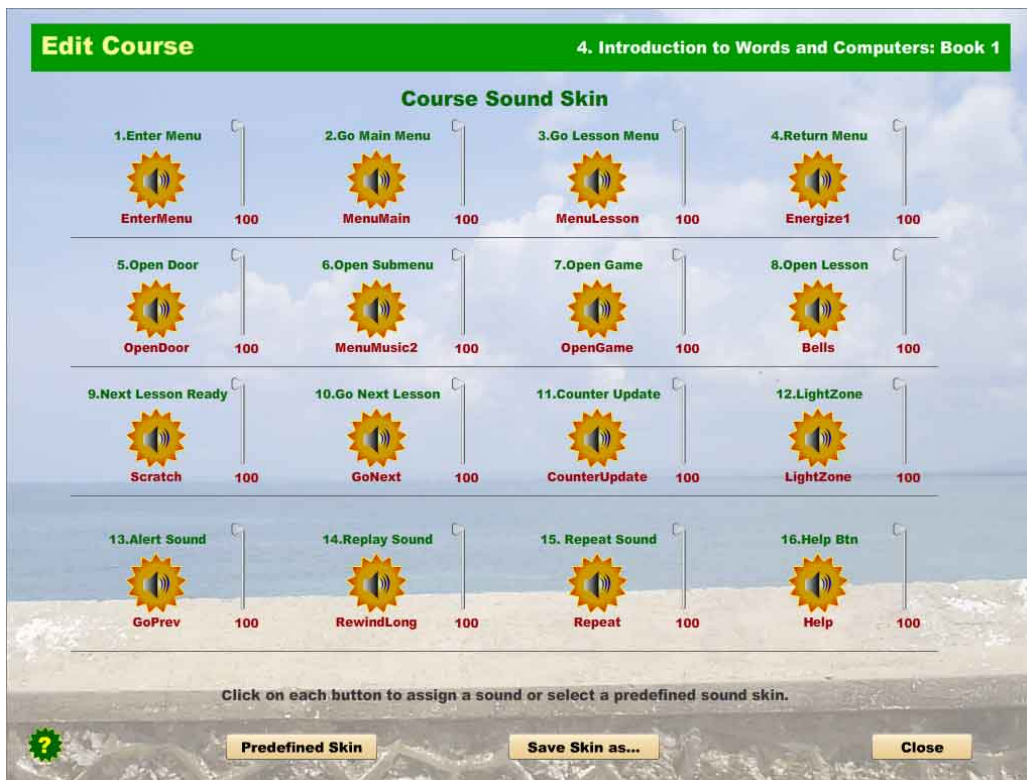
This tool will remind you of the Wizard Sounds Skin Editor and the Game Sound Skin Editor.

Please see below the list of available Navigation Sound Objects:

- | | |
|-------------------|----------------------|
| 1. Enter Menu | 9. Next Lesson Ready |
| 2. Go Main Menu | 10. Go Next Lesson |
| 3. Go Lesson Menu | 11. Counter Update |
| 4. Return Menu | 12. LightZone |
| 5. Open Door | 13. Alert Sound |
| 6. Open Submenu | 14. Replay Sound |
| 7. Open Game | 15. Repeat Sound |
| 8. Open Lesson | 16. Help Btn |

Sound Skins are very simple to create and assign. Take advantage of this feature and **have fun using Learning Now**.

The Sounds Skin Editor displays an icon and a slider for each sound. To change a sound, click on an icon and select the one that you prefer from the Sound Library. To set the volume level, use the slider associated with each sound.



Saving your Sound Skin:

Learning Now Editor lets you create as many sound skins as you need and save them for future use. Sound skins are organized by Group and Type. Use these two fields to define and order your own sets.

Click on the **Save Skin as...** button to open the Saving window. Define your Group and Type by selecting it with the pop menus or type your new entry. Name your Sound Skin and save it.

Assigning a predefined Sound Skin to your course:

You can assign a sound skin to your course in seconds. Simply open the Sound Skin Selection window using the **Predefined Skin** button and pick your sound skin from the list.

Important note:

Look at this option to create different course sound skins, according to the community center or organization that will offer Learning Now courses. Then burn the CD with the best sound skin pre-selected before you ship it to them.

07. Course's Menu Images

Learning Now uses a default background image for the Main Menu and the Lesson Menu. You can create your own backgrounds and use this section to define your own settings.

Example of use:

Use this option if you wish the Main Menu and the Lesson Menu to display a background stage with your own colors and logo.

04. Working with Lessons

01. Planning your lessons

As a teacher, you know of the importance of a lesson plan. We are in this same situation here. It is essential to plan your lesson as a first step. Use pen and pencil and draft your lesson. Ask yourself the following questions:

- ✓ How am I going to present this new material?
- ✓ How many scenes should I have?
- ✓ Which photos or illustrations should I use for each scene?
- ✓ Which sounds effects would be nice to include?
- ✓ Which positive message(s) would be great to have to motivate the audience?
- ✓ Should I include an introduction or not? A sound clip or an animation?
- ✓ Will I have a practice session and a recap?

If you are developing a literacy or language course, make sure to clearly define your New Words lists specific to your new lesson. **This is essential.** Learning Now uses these lists to create automatic games and tests.

Take notes and put down as many ideas with as many details as they come to mind. Keep working on your draft for a while, or maybe a few days, leaving it to rest from time to time. Let it simmer under the sun. Dream about it. Start visualizing it in your mind.

When you have your plan well developed, it's time to work on your script. Look at it this way... You are the director of a new movie here and you are seating in the Teacher Robot's control room, your main character! What will he say? You need a script! Like any actor needs his own script!

Here are a few tips to make your work easier:

01. Create a new word processor document and write down your basic lesson structure. How many scenes?
02. Write your script per scene and step by step. Write as you speak. **Cut your text in short segments so it sounds more natural when the robot says it.** It is best to start each new scene with a very short recording for the Help figure. On Internet servers, this will allow the next instruction sound to load and avoid delays that appear as the help man been unnecessarily waiting... Write one segment per line. Check your spelling.
03. Review each line and assign a name for each sound file that you need to record. Place it into brackets at the end of each line. Example: "[L2S2Step1.mp3]". It's best to use no space and a short name. If you do not need to record the instructions because it is already in your instructions sounds library, highlight the line with a different color.
04. Now record each new instruction with your sound editing program and save the file in the proper destination folder. You are free to decide where to save the file as long as it is following the files structure presented in this book. It is highly suggested to read the help section on Sound Formats in this help book for best performance and memory usage.
05. Finally, open Learning Now Editor and go to the Sound Libraries – Instructions section - and define each new instruction. Copy and paste name and text between your word processor and Learning Now. There is no need to type the same twice.
06. If you have a lot of new instructions sounds to define, use the option to add a Series of Sounds. Make sure the name of your sound files is serialized.
07. Now, get all your graphic files (images) edited the way you like and store them in the proper folders. Define each one in the Graphics Libraries – Images section. (Read about Graphics format in this help book.)

You are now ready to create your lesson, in other words, to program your Teacher Robot and put all your resources together.

The more organized and in control you are at this point, the easiest it is going to be for you next!

02. Adding a new lesson

To add a new lesson to your current course/book, go to Learning Now Editor and click on the **Wizard** button.

Learning Now Wizard takes you step by step through the process of adding new components to your selected course or book, explaining you each step as you move forward.

Remember, a lesson is made of Scenes. Each Lesson's scene includes its own background image and uses an Instructions Set to put your resources together.

Each Scene is made of Steps that your Help Figure will follow. Each Step can include one instruction recording (you make the Help Figure speak) or can be silent. You can assign as many actions as you need to the help figure per Ste. Your actions can take place before the Help Figure starts speaking or when it stops speaking.

Actions include displaying words, letters, word lists, displaying and reading text, showing videos, images, graphics, or animated clips, playing sounds effects, music or positive messages, etc. The robot understands many Actions or Commands in this version. (See Actions Dictionary in this Help Book for more detailed information about each action).

Please make sure that you properly define your New Words Lists. Double check for duplicates and spelling errors.

The Wizard helps you create the first scene of your lesson, and take you to the Lesson Editor where you can tune up your lesson and add new scenes.

Important Note:

All lessons – and components – created with the Wizard are set **offline**. When you feel that your lesson is ready, you can set it **online**.

See, when you are ready to be creative with Learning Now, you only have to relax, move with the flow and feel the Learning Now vibes! The more fun you have creating your lesson, the more fun will the students have too!

03. Opening your Lesson

Lessons are ordered by Levels and are listed under the Course Editor and the Course Manager.

To open your lesson, go to the Course Editor [or the Course Manager – Lessons Section]. Locate your lesson in the list and click on its title to select it. You can also double click on the Lesson title to open it.



Opens Lesson Editor. Displays selected lesson's details.

04. Editing your Lesson

You edit your lessons using the Lesson Editor. Open your lesson as described in previous section and get ready!

The Lesson Editor allows you to change any aspect of your lesson at any time. If your lesson is set online and your course is also on line, any change to your lesson will be immediately available to the student using the same computer.

The Lesson Editor displays the following areas:

- ✓ New Words area
- ✓ Introduction area
- ✓ Scenes area

New Words Area:

You define the New Words lists specific to the lesson in this area. New Words are organized in 3 groups: verbs, word-images, and other. Add all words that have a graphic associated with it in the word-images list.

To add new words, type a single word - or a list of words belonging to the same group and separated with a comma - and click on the Add button. The program will then ask you to define the group.

Important note:

The New Words lists are used by Learning Now to generate automatic games based on the words known by the students up to this point in the course. It is essential that you define these lists carefully when creating books such as Literacy course or Foreign Language courses.

Introduction Area:

The Introduction area display 3 items:

- ✓ The button that represents the lesson
- ✓ The Flash Clip that will play before Scene 1
- ✓ The Sound Clip that will play before Scene 1

Lesson Button: This button is used to display the Lesson in the Lesson Menu of the Student player. Click on the Select Icon or the currently chosen button to enter the Buttons Library and select a button. Note that the Lesson Menu might be displaying a list-based layout instead of a graphic layout. In this case, the button is needed but not shown.

Flash Clip Intro: You can choose to run a Flash Clip as the introduction to your lesson. Your Flash Clip must be built following the model provided. You must have Flash version 9 or higher to open the model.

Sound Clip Intro: You can choose to play a sound – like a song extract – before starting your scene 1. Click on the Sounds Button or the Sound currently selected to access your Sounds Library.

Important Note:

You can choose to include a Flash Clip Intro **or** a sound clip intro. Either one, or none!

Scenes Area:

The Scenes area allows you to review the elements that you want to use for the selected scene and enter the Instructions Section where you program your Teacher Robot and tell it how to put everything together.

Important Note:

The Scenes Area is a very important area of your editing tool. Please take time to understand and assimilate the information below.

Lessons Modules:

Lessons Modules are defined in the Graphics Library. The application offers a series of basic Lessons Modules. Modules can be added by Flash Designers. A good understanding of Actionscript v.3 is required to design new Lessons Modules.

Lessons Modules are used to put your resources together in a predefined manner. A Lesson Module is like a specialized tool that you use to process and display your resources in pre-defined layouts and forms.

These modules are defined as "Action Clips". You add them to your stage as you add Graphics, then you use the "Start Action" command to activate the Lesson Module. Each module comes with its own set of commands. Some might not require any. You can select these commands when adding the "Start Action" command. The wizard will display the available options and let you choose it.

Background image section:

Each Lesson's scene uses its own background image. Use this image to bring an atmosphere that either illustrates your lesson or simply brings a touch that lets the students identify from the image in which section they are.

Example:

If you look at the Book 1, you will notice that all Lessons start with a scene that displays the same pretty coconut tree. The photo was taken in White House, Westmoreland, just before the visit of Hurricane Ivan in September 2004. Yes! The tree was untouched by the terrible winds!

I like this tree and its strength. I like this picture too. It is my way to show the students that we are starting a new lesson.

Define your own style and experiment with the possibilities!

Text Blocks section:

Each Lesson's scene can display as many text blocks as you wish. Each text block can be linked to a list of words to highlight or to use according to the Lesson Template selected.

Important note:

To avoid any possible conflicts with Learning Now, the following characters should not be used in any text block or text field: **& = | [] { }**

Type or paste (Right Click) your text in the **Text Block to Display** field. Since Learning Now does not provide a spelling checker yet, I suggest you type your text using your Word Processor, check the spelling and then copy/paste it into Learning Now.

Enter each word in the order you wish them to be displayed in the highlight section. Check your own spelling.

See below a description of the Text Block Section buttons:



Displays next Text Block or add a new blank one

Displays previous Text Block

Delete Text block



Add new word to list or replace selected

Delete selected word from list

Navigation:

You can set the navigation options of a lesson by clicking on the Navigation button.

Hide Dashboard: The dashboard is not visible. The student must follow the steps as they come. Please make sure that **you control the exit of the lesson** since the student can't click on any dashboard button.

Allow Full navigation: Students are allowed to move forward and backwards at their discretion. Disable this option if you want to force the students to listen to each step before moving forward.

05. Editing and Adding Scenes to your lesson

When you select a scene by clicking on its name on the Scene list, you get access to the **Instructions Set**. You can then click on the **View Instructions Steps** button to open to Instructions Editor.



Opens Instructions Sets for selected scene: your Robot control room.

The **Instructions Set** is your Teacher Robot's control room. This is the area that will demand most of your attention when creating and editing your lesson. Take time to familiarize yourself with the Actions commands, this will save you a lot of time. (See USING THE INSTRUCTIONS CONTROLS STAGE).

You can quickly change your current instructions set and replace it with a predefined set by clicking on the **Select Predefined Steps** button.

Adding Scene to your lesson:

Your lesson can contain as many scenes as you wish. It is recommended to create a series of short scenes, rather than a very long scene that goes on forever.

Use the ability to use different background images per scene to bring more action and variety to your lesson.



Add a new scene to your lesson. Click on scene number in scenes list to enable button.

When adding a new scene, you have the option to duplicate the Background Image, Text Blocks, Instructions Sets, Images List and Sounds List. Use this option to save time creating new scenes. It is often faster to edit an Instructions Set, rather than create one from scratch.

Duplicate Images and Sounds when you are using the same set of effects and visuals from one scene to the other. This will save you from having to rebuild each list with every new scene.

Deleting Scene from your lesson:

Use the button below to delete a scene. Deleting a scene does not delete images or sounds listed in lessons' scenes. It deletes all instructions sets and text blocks.



Delete selected scene. Click on scene number in scenes list to enable button.

06. Using the Preview Mode

Learning Now Lesson Preview Mode is a very powerful tool that allows you to edit your scene layout by simply dragging the components on the stage and using palettes to define their size and appearance.

Important note:

You will be using the Preview Mode often to review each scene and step of your lessons, recaps and rooms. It is highly recommended to well familiarize yourself with this tool before getting too far involved in your work.

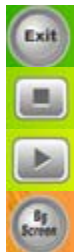
Click on the **Preview** button to open the Preview mode. The Preview Mode displays the content of your lesson as the Student Player does. Here are the differences between the Preview Mode and the Student Player:

- ✓ Preview Mode and Student Player use a different dashboard.
- ✓ Preview Mode allows you to edit all components displayed on stage.

This is your Preview Mode dashboard:



See below a description of each major button:



Stop everything and return to Lesson Editor

Stop Action and enter Editing Mode.

Start Action from Scene and Step number displayed in counters.

Open Background Screen palette. Use a background screen to highlight an area of your stage, for example to make text easier to read.

The Preview Mode allows you to directly jump to a specific scene and step. This will save you time while editing your lesson. You can work on a specific scene and jump to that scene with the Preview Mode without waiting on all the previous scenes to be played.



Set the Scene and Step you wish to display and hit the Start Action button.

Be aware that when you jump to a specific scene and step, the Preview Mode starts the Lesson from that point. All previous actions assigned to the Help Figure are ignored. At times, you need to start earlier - maybe just a few steps - in order to display images or stages that you need to check at this point forward.

Working on your layout:

If you click on the Stop Action in the Preview Mode, you enter the **Editing Mode**.



Stop Action and enter Editing Mode.

Important note:

If a Text Block or a Graphic does not appear on screen, you can click on the Action Field monitor at the top right of the Preview Screen to bring the items on stage. In case you are using a black background and the text block still does not appear, hold the **SHIFT** key or the **CONTROL** key down while pressing on the Action Field monitor to change the color of the text to white.

You can click and drag each component displayed on your stage to set their location. When you click on a component, its tool palette opens allowing you to defining more specific values related to the component.

Important note:

At this point, you can use the **Arrow Keys** to move the component with more precision (1 pixel per keystroke). Hold the **SHIFT** key down while pressing an Arrow Key to move the component 10 pixels on each keystroke.

Each component has its own related tool palette. Explore each palette option and see how you can combine options to make special fancy layouts. Use Book 1 as a model. Open a few lessons and check out how everything works. When you learn to master these tool palettes, you become a full Robot programmer! You are in total control!

07. Publishing your new Lesson

All lessons – and components – created with the Wizard are set **offline**. You must uncheck this option to make your lesson available to the course

08. Moving, Duplicating and Deleting Lessons

See Course Manager – 02. Working with Lessons.

05. Working with Recaps

01. Planning your Recap

Recaps are like Lessons. The only difference is that a Lesson contains New Words Lists, a Recap does not.

Recaps are optional. When students end the lesson, they are sent to the Practice – when available -, then to the Recap – when available, and finally to the Main Menu.

Important note:

You do not have to include a recap. It all depends of the content of your lesson. In fact, you do not have to use this section as a recap only either. Since you can assign more than one recap to a lesson, you could use this section as another section of your lesson and introduce new concepts here too, and use the last “recap” as your Lesson’s recap.

When assigning more than one recap to a lesson, they are presented to the student in alphabetical order.

If you introduce new concepts and new words in the recap, make sure to define the words in the associated Lesson’s New Words Lists.

Same as you know of the importance to plan your lessons, plan your recaps following the same steps. (See Planning your Lessons.)



To open the Recap Editor, select your lesson and click on the Recap Editor button.

To add a new recap to your current course/book, go to Learning Now Editor and click on the **Wizard** button.

Learning Now Wizard takes you step by step through the process of adding new components to your selected course or book, explaining you each step as you move forward.

For more information about working with Recaps, read the section “03. Working with Lessons”. Everything that applies to a lesson also applies to recaps and rooms. They are all using the same mechanism and structure.

06. Working with Reading Rooms

01. Planning your Room

Rooms are like Lessons or Recaps. The only difference is that a Lesson contains New Words Lists, a Room does not.

Rooms are optional. The students enter the rooms from the activity area which holds them. You can build a room that would look like a recap and review the content of the lesson. Or you can use the rooms to **bring extra-curriculum material** that will motivate the students to move forward.

The options are quite unlimited. Use the Book 1 as an example of the possibilities.

Important note:

It is suggested to avoid introducing new concepts and new words in a Room as part of your curriculum. If you introduce new concepts and new words in a room, make sure to define the words in the associated Lesson's New Words Lists.

Same as you know of the importance to plan your lessons, plan your rooms following the same steps. (See Planning your Lessons.)



To open the Room Editor, select your lesson and click on the Activity Rooms button. Then go to the Rooms area and select the room from the list. You can click on the list headers to sort the rooms per area or per name.

To add a new room to your current course/book, go to Learning Now Editor and click on the **Wizard** button.

Learning Now Wizard takes you step by step through the process of adding new components to your selected course or book, explaining you each step as you move forward.

For more information about working with Rooms, read the section "03. Working with Lessons". Everything that applies to a lesson also applies to recaps and rooms. They are all using the same mechanism and structure.

02. Defining your Room specifics

Rooms and Exercises (or Games) belong to Activity Areas and follow similar rules.

The Room Editor displays the following options:

- ✓ The button that represents the room
- ✓ The type that identifies the room
- ✓ The Activity Area in which the room belongs.

Room Button: This button is used to display the Room in the Activity Room of the Student player. Click on the Select Icon or the currently chosen button to enter the Buttons Library and select a button.

Room Type: A room can be an Activity Room – which is displayed in the Main Menu – or a Practice – which appears immediately after the lesson.

When used as a Practice, the Room can become an extension of the lesson and, in this case, introduce new material. Since you can assign more than one Practice to a lesson, you could complement your

lesson by adding a series of rooms as Practices. The “Practice” rooms are displayed immediately after the lesson in alphabetical order.

The room defined as an Activity Room can be set as a **Reading Room** or a **Game**. The Room can also be set as a **Test** (required).

When a room is set as a Reading Room, it is stored in the Reading Zone of the Activity Area. It is suggested to use this classification for rooms which appear more as reading rooms than playing games. You will be the judge of that!

When set as a **Test**, the student must go to the end of the last scene and step to tag this room as completed. The student is then assigned top score. When not set as a test, the student does not have to complete the room. The room is moved to the Reading zone even when the student exits using the Go Back button of the dashboard. The student is also assigned top score.

Activity Area: The room must be associated to an Activity Area defined in the Course Editor. Select the Activity Area by clicking on its button.

07. Working with Games and Practices

01. Planning your Games

Same as you know of the importance to plan your lessons, plan your games following the same steps.



To open the Game/Exercise Editor, select your lesson and click on the Activity Rooms button. Then go to the Exercise area and select the game from the list. You can click on the list headers to sort the games per area or per name.

Games are like your evaluation tests. When students pass all evaluations of a lesson, they are allowed to move to the next lesson.

Most games include the following main elements:

- ✓ Background image
- ✓ Game Modules
- ✓ Sound Skin
- ✓ Objects Skin
- ✓ Help Instructions
- ✓ Tasks and Choices

A Game Module is like a specialized tool that you use to process and display your game tasks and choices in pre-defined layouts and forms. Each game's layout can be customized in the Game Preview Mode. Teachers can select from a variety of objects (see Customizing your Games) to make each game unique and special.

The software includes an "Automatic Game Module" that supports three modes: Automatic, Semi-Automatic and Manual. This module is especially designed for Literacy and Language courses. On Manual Mode, teachers define manually each game task and choice. On Semi-Automatic mode, teachers only define the tasks. On Automatic Mode, teachers can select from a list of options and let Learning Now create the tasks and choices based on the knowledge acquired by the student, i.e. the New Words Lists of each lesson.

Self-Running Modules can also be added to the Library. These modules must be designed by Flash Designers. The Self-Running modules are independent games that require no particular entries from the teachers.

Teachers can create unique Sound Skins and Objects Skins for each game and save them to use in multiple occasions. This feature allows teachers to quickly recreate games with the same layout and objects.

There are no limits to the number of games and practices that can be added to a lesson. If you assign more than one Practice game to a lesson, the Practices are presented in alphabetical order. Games are displayed in their corresponding Activity Area.

02. Adding Games with the Wizard

To add a new exercise/game to your current course/book, go to Learning Now Course Editor and click on the **Wizard** button.

Learning Now Wizard takes you step by step through the process of adding new components to your selected course or book, explaining you each step as you move forward.

Exercises/Games created with the Wizard are set **offline** until you publish them.

03. Defining your Game specifics

Games are like your evaluation tests. When students pass all evaluations of a lesson, they are allowed to move to the next lesson. Games can also be set as practice and be displayed immediately after the lesson.

Introduction Area:

The Introduction area display 3 items:

- ✓ The button that represents the game
- ✓ The type that identifies the game
- ✓ The Activity Area in which the game belongs.

Game Button: This button is used to display the Game in the Activity Room of the Student player. Click on the Select Icon or the currently chosen button to enter the Buttons Library and select a button.

Game Type: A Game can be an Activity Room – which is displayed in the Main Menu – or a Practice – which appears immediately after a lesson.

When used as a Practice, the Game can become an extension of the lesson and, in this case, introduce new material. Since you can assign more than one Practice to a lesson, you could complement your lesson by adding a series of games as Practices. The “Practice” games are displayed immediately after a lesson in alphabetical order.

The game defined as an Activity Room can be set as a **Reading Room** or a **Game**. The Game can also be set as a **Test** (required).

When a game is set as a Reading Room, it is stored in the Reading Zone of the Activity Area. It is suggested to use this classification for games which appear more as reading rooms than playing games. You will be the judge of that!

When set as a **Test**, the student must complete the game and get the minimum score required. The student is then assigned a score depending on his performance. When not set as a test, the student does not have to complete the game. The game is moved to the Reading zone or Green Zone even when the student exits using the Go Back button of the dashboard. The student is also assigned top score.

Activity Area: The game must be associated with an Activity Area defined in the Course Editor. Select the Activity Area by clicking on the + button.

04. Defining the Content of your game

The main two components of most of the games are the Tasks and the Choices. You can assign as many tasks and choices per game as you wish. Depending on the style of the game and the level of the student, it is suggested to define 5 or 10 tasks per game. Learning Now calculates the total of points per task depending on the number of tasks you define.

A game content can be set on **Automatic Mode**, **Semi-Automatic** or **Manual** depending on the Game Module selected. Some games modules support the three modes; others might support only one mode.

On Manual Mode, teachers define manually each game task and choice. On Semi-Automatic mode, teachers only define the tasks. On Automatic Mode, teachers can select from a list of options and let Learning Now create the tasks and choices based on the knowledge acquired by the student, i.e. the New Words Lists of each lesson.

Important note:

Define your tasks and choices manually or using the Automatic Mode, then Preview the Game to verify its content and work on the Game Layout. (See Using the Preview Mode for more information).

05. Games Modules and Background Image

The Exercise/Game Editor displays:

- ✓ Introduction section (see 03. Defining your Game specifics)
- ✓ Game Module
- ✓ Background image
- ✓ Help Instructions
- ✓ Sound Skin
- ✓ Objects Skin

Game Module:

Each Game uses a Game Module to put your resources together. All modules support common actions that you can give to the Help Figure, as commands to a robot. A Game Module is like a specialized tool that you use to process and display your resources in pre-defined layouts and forms.

New Game Modules can be added to your library, but only by Flash Designers. A good understanding of Actionscript v.3 is required to create new game Module. Use the provided models to create new modules.

Background image section:

Each game uses its own background image. Use this image to bring an atmosphere that either illustrates your game or simply brings a touch that lets the students identify the game style. It's all up to you!

Background images can be anything really! You can design your own game stages using your Graphic Design software or use beautiful photos, as long as you save your composition as a JPEG or SWF (Flash) format and define it in the Graphics Libraries – Images section.

If you wish to select a different background image for your game, click on the currently displayed background image, and make your selection from the Images Libraries.

Define your own style and experiment with the possibilities!

06. Assigning Help instructions

All games require a set of Help Instructions explaining to the student how the game is played. It is highly suggested to check the option "**Show Help at First Start**" when you introduce a new game style for the first time.

When you select the option "**Show Help at First Start**", Learning Now checks the student scores sheet and displays the Help Figure if the students have never played this game before, or if the score is 0.

When not selected, the student must click on the Help button to launch the help figure.

Click on the **Help Set** button to open the Instructions Editor. The **Instructions Set** is your Teacher Robot's control room. Take time to familiarize yourself with the Actions commands, this will save you a lot of time. (See USING THE INSTRUCTIONS CONTROLS STAGE).

When creating new games, you have the option to select your instruction set from the predefined list of Help Sets. This will allow to easily create new Instruction sets and save time.

Important note:

Make your Help Instructions sets as simple as possible and make them as brief as possible. Invite the student to click again on the help button to repeat the instructions. Remember, the simpler you present your game, the better it will be for your students.

07. Defining the Game's Sound Skin

Learning Now loves music and sound effects. So feel free to use as many sound effects as you wish. Remember your targeted audience and define your sounds effects accordingly.

Take time to familiarize yourself with the Sound Skin section of the Game Editor. Students are used to lots of fancy games and sound effects nowadays, so take full advantage of Learning Now features and build easily fun and exiting games.

This tool will remind you of the Wizard Sounds Skin Editor and the Course Sound Skin Editor. See these sections above for more information.

Please see below the list of available Sound Objects:

Background	AnswerRight	GameOverTop
NewTask	AnswerTry	GameOverMain
Counter	AnswerWrong	Drag
TaskPressSelect	ReachedPass	Drop
TaskPressUnselect	ReachedTop	Hit
ChoicePressSelect	GameOverFail	Shoot
ChoicePressUnselect	GameOverPass	

Sound Skins are very simple to create and assign. Take advantage of this feature and save time building your games.

Saving your Sound Skin:

Learning Now Editor lets you create as many sound skins as you need and save them for future use. Sound skins are organized by Group and Type. Use these two fields to define and order your own sets.

Click on the **Save Skin as...** button to open the Saving window. Define your Group and Type by selecting it with the pop menus or type your new entry. Name your Sound Skin and save it.

Assigning a predefined Sound Skin to your game:

You can assign a sound skin to your game in seconds. Simply open the Sound Skin Selection window using the **Predefined Skin** button and pick your sound skin from the list.

08. Defining the Game's Object Skin

Learning Now is a powerful tool that lets you create interactive games in seconds. Games are made of Objects. Every object of a game can be customized. You can create Objects skins and save them for future use. An Object skin remembers the shape, size and location of each object on your game stage. **The background image is not included in the game Object skin.**

You can create a series of games and customize each object to best reflect your creativity. You can choose objects from the Games Objects library and combine the ability to change object transparency, size, text colors and frames to create unique and beautiful layouts.

When you are satisfied with your layout, save your skin and use it in future games to create series of games that have a similar look and feel.

Click on the **Objects Skin** button to select your Game Object Skin. Objects skins are organized by Group and Type. Use these two fields to define and order your own sets.

To customize and create a new Object skin, you must use the Game Preview Mode. See “Using the Game Preview Mode” for more information about saving your Object Skins.

09. Using the Game Preview Mode

Learning Now Game Preview Mode is a very powerful tool that allows you to edit your game layout by simply dragging the components on the stage and using palettes to define their size and appearance.

Important note:

You will be using the Game Preview Mode often to design your games and review them. It is highly recommended to well familiarize yourself with this tool before getting too far involved in your work.

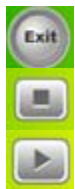
Click on the **Preview** button to enter the preview mode. The Game Preview Mode displays your game as the Student Player does. Here are the differences between the Game Preview Mode and the Student Player:

- ✓ Game Preview Mode and Student Player use a different dashboard.
- ✓ Game Preview Mode allows you to edit all components displayed on stage and access all Game Parts library from a pop menu.

This is your Game Preview Mode dashboard:



See below a description of each major button:



Stop everything and return to Game Editor

Stop Action and enter Editing Mode.

Start Action. Play game.

Working on your layout:

If you click on the Stop Action in the Preview Mode, you enter the **Editing Mode**.

When you enter the Game Preview Mode and the Editing Mode, the Task Object and Image, the Choices objects and images are displayed when available and set to visible.

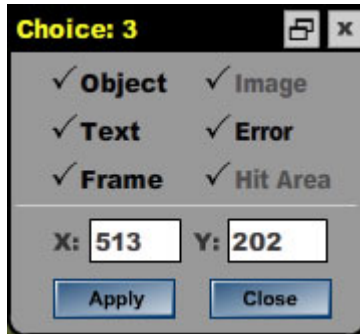
Same as you do with the Lesson Preview Mode, you can click and drag each component displayed on your stage to set their location. When you click on a component, its tool palette opens allowing you to defining more specific values related to the component.

Important note:

At this point, you can use the **Arrow Keys** to move the component with more precision (1 pixel per keystroke). Hold the SHIFT key down while pressing an Arrow Key to move the component 10 pixels on each keystroke.

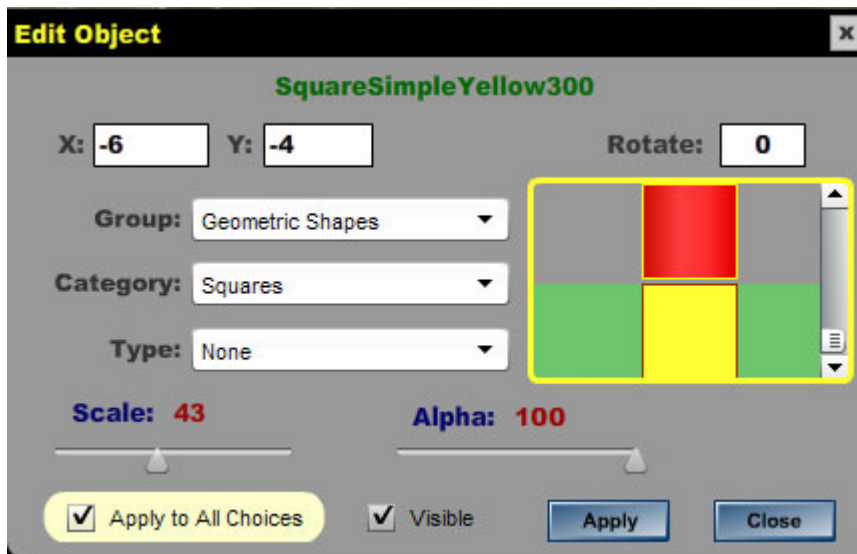
Each component has its own related tool palette. Explore each palette option and see how you can combine options to make special fancy layouts. Use Book 1 as a model. Open a few games and check out how everything works. When you learn to master these tool palettes, you become a full Robot programmer! You are in total control!

Tasks and Choices are controlled from a main **Object Tool Palette** that opens when you click on the Task or Choice object.



A Task is made of 4 components. Each can be set individually. A Choice is made of 6 components.

When you select to customize the Task or Choice Object, Learning Now opens the Object Palette tool that let you access the Games Objects library and select a shape from the collection available.



Use the Group, Category and Type menus to locate the object you wish to use. A preview of the objects is displayed. Click on the object you need to select it and then click on Apply.

Important note:

Learning Now v.1 offers a basic set of objects. The Objects collection can be easily expanded at any time. Check the Learning Now Designers section for specific information and samples on how to expand your Game Objects Library.

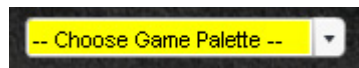
Customizing each Game Part:

The Game Preview Mode allows you to access all Game parts and customize each one individually.

The **Game Palette pop menu** lets you access the following Game Parts:

- ✓ Back Screen (create a back screen to highlight a section of your stage or bring a special atmosphere. Use the Transparency [alpha] option of the palette to create special effects.)
- ✓ Power Button
- ✓ Good Answer
- ✓ Maximum Reached
- ✓ Minimum reached
- ✓ Game Over
- ✓ Drag Area
- ✓ Show task
- ✓ Show All choices
- ✓ Save Objects Skin as...

Use the Game Palette menu to open the various available palettes and become familiar with each one. Use one of the courses available as model.



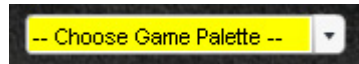
Select the Game Palette and customize all aspects of your game.

Important note:

When your Task or Choice object and/or text is set to "Hide", you must use the Game Palette menu to access the Task and Choice object properties and reset them.

Saving and Selecting an Object Skin:

You can select an **Object Skin** and instantly create a new layout for your game, as you can quickly assign a Sound Skin to your game.



Use the Game Palette menu to Save your object Skin.

Choose the option to Save Objects Skin as... to save your current skin.

10. Opening and Editing your Game



To open the Game/Exercise Editor, select your lesson and click on the Activity Rooms button. Then go to the Exercise area and select the game from the list.

See previous pages for more information about editing your game.

11. Publishing your new Game

All games created with the Wizard are set **offline**. You must uncheck this option to make the game available to the students.

12. Moving and Duplicating Games

You can simply duplicate your game and assign the copy to any lesson of your course/book. Duplicating games will save you time. See Course Manager – 03. Working with Games.

08. Using the Instructions Controls Stage

01. An overview of the controls

You access the Instructions Control Stage from your Lesson, Recap, Room and Game Editor. The Instructions Control Stage works the same for all components. Click on **View Instructions Steps** to open the Instructions Sets Editor.

The **Instructions Control Stage** is your Teacher Robot's control room. Take time to familiarize yourself with the Actions commands, this will save you a lot of time. (See ACTIONS DICTIONARY chapter for a complete list and description of all Actions that can be assigned to the Teacher Robot).

Course's Introduction **Scene 2 - Step 2 of 8**

Instruction Recording and Animation:

Starts: **intro05** **Talk still** Visible

Ends: **Stand still eyebrow fast** Visible

Location X:

Location Y:

Actions:

When	Action	Order
<input type="checkbox"/> Start	Display Single Image-Clip	1
<input type="checkbox"/> Start	Display Single Image-Clip	1
<input type="checkbox"/> End	Play Sound Level: <input type="text" value="100"/>	1

Wait before next step: Wait for: Hold on and wait Stop Help Man

Exit Frame: [Last step of this scene only]

Navigation:

Buttons:

The **Instructions Control Stage** is divided in 4 sections.

- Instructions Recording and Animation
- Actions
- Wait before next step
- Exit Frame

In the Sample above, the **Instructions Control Stage** displays the Help Set of the Course's introduction. It shows the **Scene 2 - Step 1 of 8** and displays on the top right the location of the Help Figure. You can save your Instructions Set and add it to the Template instructions list by clicking on the **"Save as..."**

button. Your current Instructions Set will then be available for future use any time that you select the same template. Use the **Blue Arrow** buttons to navigate from one step to another.

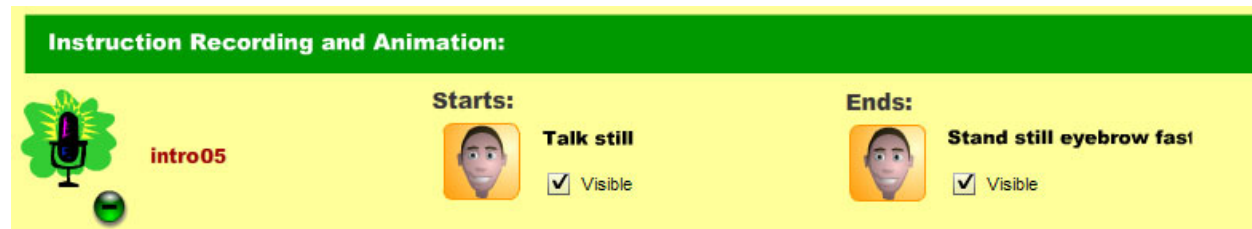
02. Defining the Position of Help Figure

Please note that the position of the Help Figure is defined per scene. If you want to move the Help Figure, you need to create a new scene. It is suggested to make the Help Figure invisible before moving it. This brings a better effect.

Enter the X and Y position in the corresponding field. This is defined in pixels. Your stage size is 1024 pixels by 764 pixels.

03. Making the Help Figure speak and move

You define the voice and the animation for the help figure in the Instructions Recording and Animation section, on top of your screen.



Each step can have one recording instruction or be silent. Click on the Recording Green button to open your sound library and select your recording. Use the green below (-) button to remove the recording sound and make the step silent.

Important note:

Please remember to assign a “Stand Still” animation to the Starts position when you have a “silent” step.

Click on the Starts Help Figure and the Ends Help Figure to open the **Animations** selection window and select the animation to assign to the Help Figure.

Finally, choose to make the help figure visible or not for this step. If you choose to make the animation figure invisible, it is suggested to assign it a Stand Still animation to save processing power.

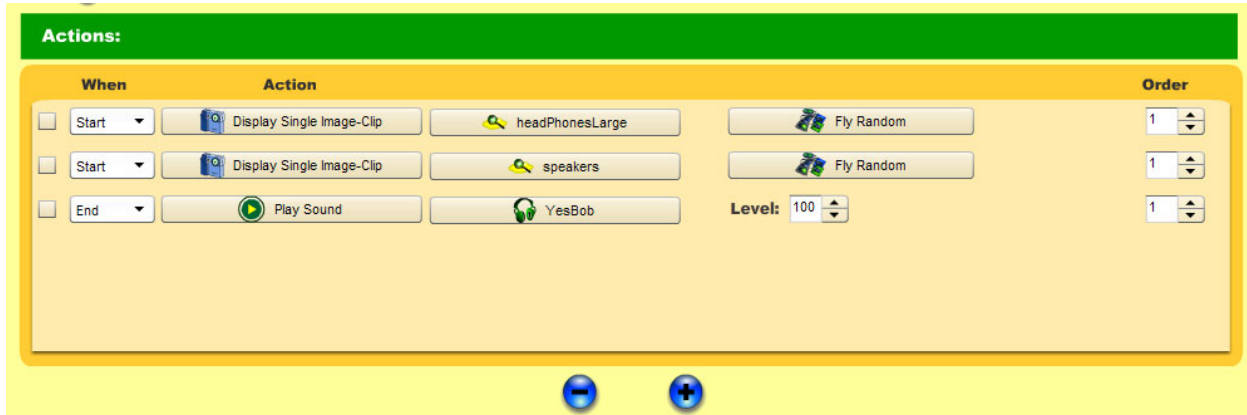
Animations are moves that you assign to the help figure when it starts and stops talking. Use the Group menu to display the list of animations available.

Important note:

Some moves look better when you give time to the Help Figure to fully complete it. An animation like “Look Left” looks better when you set the waiting time to 1.4 or 1.8 second.

04. Assigning actions to the Help Figure

The Actions for the selected step are displayed in the Actions panel.



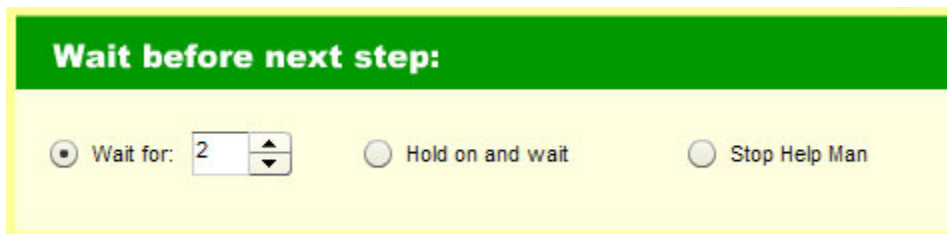
To assign an Action to the Help Figure, click on the + blue button under the Actions panel. **This will open the Action Wizard that will guide you through each step.** It is as simple as that!

To delete an action, check the box on the left side of the action and click on the – blue button under the panel. Check multiple actions to delete when needed.

To edit an action, click on the element you wish to change. This will open the Actions Wizard.

05. Timing your moves

Learning Now allows you to control your Help Figure's moves very precisely. Each step is controlled individually. You can assign a specific time to wait after the Help Figure is done speaking or wait for the action to be done to continue. It all depends on the action assigned.



To assign a fix time to the waiting period, enter the number of seconds to wait for. If your action requires a move from the student to continue or includes a built-in release of the Help Figure, select the **“Hold and wait”** option instead.

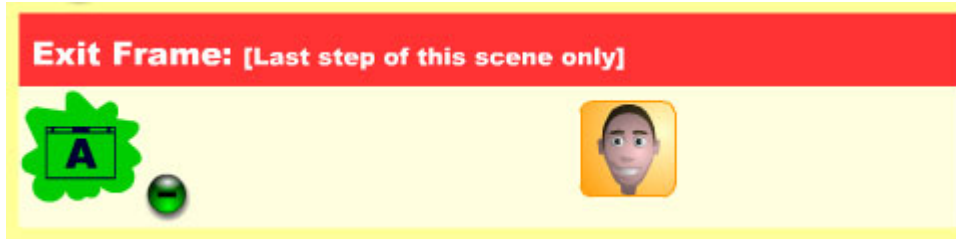
You might notice at time that some actions do not take place. This might be due to the fact that you are **moving too fast from one step to another**. This is particularly true when you are programming the help figure to move to the Next Scene. If this is the case, insert a Silent step and define some actions in this step. Also try waiting a little bit longer so that actions have enough time to occur.

Important note:

Be aware that some actions might not work properly if they require the **Hold and Wait** option and you set your stage to wait for a fix time instead. Check your work using to Preview Mode to make sure that it's all set properly and moving right.

06. Exit Frame

The Exit Frame can be used at the end of a scene to free the Help Figure from the stage with a visual effect. You must be in **the last step of a scene** in order to program the Exit Frame.



Click on the Help Figure to open the **Animations** selection window and select the animation to assign to the Help Figure from the Exit Move group.

To assign an Exit Action, click on the green Action button to enter the Action Wizard. To remove an action, click on the green (-) button.

Important note:

Not all actions are suitable for the Exit Frame. Consult the Actions list in the front of the Actions Dictionary for a list of the best Exit Frame actions.

07. Using the Preview Mode

Your **Instructions Control Stage** is a very powerful tool that lets you control your Teacher Robot very precisely. You can tune your actions to perfection, check that your sounds effects start and fade at the exact right time, that your images' visual transitions are perfect, and so on...

When your actions include the display of text blocks, you can customize the settings of the text, add or remove frames and background screens to construct your stage.

For that, you need to keep using the Preview Mode and familiarize yourself with all the features available.

Important note:

While building your lessons, recaps, rooms and games, you'll often move from the **Instructions Control Stage** and the **Preview Mode** screen. Familiarize yourself with these two tools and you will save a lot of time in the near future.

08. Selecting pre-defined Instructions Sets.

Each template holds a list of predefined instructions. You can add your own instructions set to the basic list.

If you wish to select a different Instructions set for your scene or game, and use a predefined one, click on the **Select Predefined Steps** button and select it from the list. Use predefined Instructions Sets to create a base for your new scene or game and save time.

09. Saving your Instructions Sets

When you open the **Instructions Control Stage**, you can click on the **Save as...** button to save your instructions set. Use this option when you want to reuse an Instructions set.

09. Creating Presentations and Story Books

01. An overview of the possibilities

Learning Now is a powerful new tool for educators who wish to use technology to improve their teaching. Learning Now can also be used by anyone to create electronic **Presentations**, like slides shows, and extensive **Story Books** or any type of book.

The next version of Learning Now will include a Special Editor for Presentations and Story Books and will replace the “Course” terminology with a more suitable one. The current functionality will stay unchanged. So please use this version to create presentations and story books.

Presentations and **Story Books** do not use all the components of a “course”. In this case, you use only Lessons and Rooms. Games and Practices are not needed. If you use them, set them as Reading Rooms – Not test.

Presentations and **Story Books** only have one level. In a **Presentation**, you build your first Lesson as a slide show and include any text block you need. At the end of the presentation, you simply use the action “Quit Now No Alert”. In a **Story Book**, your first lesson can be used to introduce the book and send the users to the Main Menu. Your Activity Areas are your Book Chapters. Each Activity Area (Book Chapter) is populated with Rooms – Reading Rooms. Each room is part of your Book Chapter.

When creating **Presentations** and **Story Books**, it is best to set your “Course” option to **Skip Login Requirement**.

Please read the next sections for more specific information about creating Presentations and Story Books.

02. Creating a Presentation or Slides Show

Presentations do not use all the components of a “course”. In this case, you use only Lessons and Rooms. Games and Practices are not needed. If you use them, set them as Reading Rooms – Not test.

Presentations only have one level. In a **Presentation**, you build your first Lesson as a slide show and include any text block you need. At the end of the presentation, you simply use the action “Quit Now No Alert”.

See below an illustration of what can be done.

- ✓ Create a new course using the Add Course button and create one Activity Area that you can call “Main Menu”. This area will not be used in this scenario, but is still required.
- ✓ Set your new course to **Skip Login Requirement**.
- ✓ You will not use a Course introduction, only one lesson. So now, use the Wizard to create your Lesson 1. Name it “Main Presentation”. Use the wizard to create the draft of your Scene 1. You will work on details with the Lesson Editor.
- ✓ Now create and tune each Scene of your Lesson 1 with the Lesson Editor. This is your Presentation. Use the “Replace Background Image” to show your background slides and enter your text in Text Blocks.
- ✓ On the last scene and last step, use the “Quit Now No Alert” action to end your presentation. You can assign this Action to the Green Arrow button on dashboard or assign it to an image on your stage.
- ✓ Test your presentation with the Navigation Option “Hide Dashboard” and use the “Add Action Link” to assign the “Quit Now No Alert” action to a button on stage.

If you wish to make a more elaborated Presentation, look at these options:

- ✓ Create various Activity Areas; each one will be a specific point in your presentation.
- ✓ Your Lesson 1 introduces your presentation and the various specific points. At the end of the Lesson 1, you go to the Main Menu where your Activity Areas (specific points) are displayed.
- ✓ Populate each Activity Area (your specific point) with Reading Rooms that illustrate your point.

You now have a Presentation with a main menu! See, it's simple!

Imagine the possibilities when you plug this to the Internet!

03. Creating a Story Book

Story Books do not use all the components of a "course". In this case, you use only Lessons and Rooms. Games and Practices are not needed. If you use them, set them as Reading Rooms – Not test.

Story Books only have one level. In a **Story Book**, your lesson 1 can be used to introduce the book and send the users to the Main Menu. Your Activity Areas are your Book Chapters. Each Activity Area (Book Chapter) is populated with Rooms – Reading Rooms. Each room is part of your Book Chapter.

See below an illustration of what can be done.

- ✓ Create a new course using the Add Course button.
- ✓ Create various Activity Areas; each one will be a specific chapter of your book.
- ✓ Set your new course to **Skip Login Requirement**.
- ✓ Your Lesson 1 introduces your book and the various specific chapters. At the end of the Lesson 1, you go to the Main Menu where your Activity Areas (specific chapters) are displayed.
- ✓ Populate each Activity Area (your specific chapter) with Reading Rooms that illustrate your subject.
- ✓ You will not use a Course introduction, only one lesson. So now, use the Wizard to create your Lesson 1. Name it "Introduction". Use the wizard to create the draft of your Scene 1. You will work on details with the Lesson Editor.
- ✓ Now create and tune each Scene of your Lesson 1 with the Lesson Editor. This is your Introduction.
- ✓ When you are done with your Lesson 1, populate each Activity Area (your specific chapter) with Reading Rooms that illustrate it.

You now have a Book with a Table of Content!

Imagine the possibilities when you plug this to the Internet!

10. A perfect tool for Foreign Language courses

01. An overview of the possibilities

Learning Now is a perfect tool to create fun and entertaining Language courses. Imagine the possibilities! Your instructor can speak in any Language and look like anything that you like, from a very British figure to a layback cat like figure! You can use live audio recordings, local music, reality photos... Are you dreaming yet?

Right now, you can easily create a Language course using the literacy books as a base to yours. Translate the instructions and readjust the lessons, and you can teach English in many languages.

From there, you can convert your course into a Spanish Course or a French Course or any language that is popular in your region.

A Lesson Template allowing students to record their voice and compare it with a model can easily be added bringing one more dimension to the possibilities.

See what I mean? Tu comprends? Entiendes?



One world!

02. Graphics libraries and formats

01. Using the Graphics Libraries

01. General Overview

Learning Now Editor comes with a basic collection of images, Flash clips and icons or buttons all mainly reflecting Jamaica, and used for Book 1. You can and must add your own images and graphics to the collection. The images, videos and Flash clips are stored in the **Images Library**. Add a record for each new image that you wish to use for your lessons, rooms or games.

Your Images Library can include Flash Clips. Your Flash Clip must be built following the model provided in the "Learning Now v1/Tools/Models" folder. You must have Flash version 9 or higher to open the model. See file "ModelImageClip.fla".

Lessons, rooms and games are displayed to the students with buttons/icons. Store your own buttons in the **Buttons/Icons Library**.

These buttons are mainly Flash SWF files. Your buttons or icons must be built following the model provided in the "Learning Now v1/Tools/Models" folder. You must have Flash version 9 or higher to open the model. See file "ModelButton.fla".

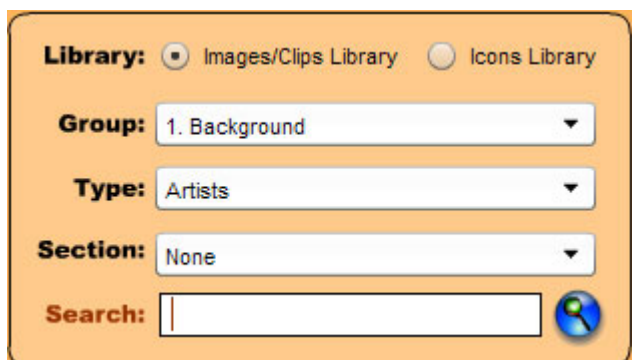
Important note:

The graphics libraries only store the information related to a graphic file. The file itself is not stored in the libraries. When you delete a record from the library, you do not affect the graphic file itself which is stored on your hard disk or CD.

02. Moving through the Library

You use the Navigation palette to navigate through your Graphic Libraries and access the records.

The Navigation palette lets you select your library, browse the library using the pop menus and locate images and buttons using its search option.



Images are ordered by Group, Type and Section. Use the pop menus to select the area of the library you wish to view.

Click on the **View button** to display all images belonging to group, type and section selected. Click on **Find** to search all records from the selected library.

To display more specific information about a graphic, click on its image to enter the Editing section of the libraries.

03. Adding new records

You can add graphics to your library by simply clicking on the **Add** button. (See Formats and Suggestions for valuable information about your graphic files.)

1. Define the Group, Type and Section in which to store your record. Use the pop menus or type new entries.
2. Enter name of graphic
3. Enter Path or URL of graphic file.



You can quickly enter the path of a graphic file by using the Browse Folder button and select pre-defined paths to your most common folders. Confirm the extension of the file before saving your record.

The record must be saved to be made final. Learning Now checks the location of the file and displays an error message when not found.

Important note:

Graphics files must be stored in the MATERIAL/Section Name/ folder of "Learning Now v1" folder

05. Editing your records

Use the navigation palette to locate your graphic file. To display more specific information about a graphic, click on its image to enter the Details section of the libraries. You are now in the **Editing mode**.

Any change to the record must be saved to be made final. Learning Now checks the location of the file and displays an error message when not found.

06. Deleting a record

Use the navigation palette to locate your graphic file. Click on its image to enter the Details section of the libraries. You are now in the **Editing mode**.

Click on the **Delete** button to delete the record. When deleting a record, the graphic file is left untouched. **You must manually remove the graphic file from your hard disk.**

Important note:

If the graphic file is in used by a course/book, the record is locked and can't be deleted. You can change the image by changing the path. But you must preserve the record.

02. Graphic Formats and suggestions

01. Supported formats

All images and buttons or icons files must be JPEG format or Flash SWF. Learning Now also supports unanimated GIF files, PNG files, and progressive JPEG files.

Note: If you load an animated GIF, only the first frame is displayed.

02. Size: issues and suggestions

Graphic files are loaded into memory when the Player opens each scene of a lesson, recap or room, or when opening a game. It is important to preserve the computer memory and not overload it. So consider the following when creating your graphic files.

- ✓ Images are only displayed on screen. Keep their screen resolution to 72 DPI. This will help keep the file size low.
- ✓ Do not use images larger than 1024 x 768. This is the standard Stage size used in Learning Now. Anything larger is a waste of resources.
- ✓ It is a better policy to create a small image file, rather than a large one and scale it down with Learning Now.
- ✓ If you experience problems displaying a graphic file, save it as non-progressive JPEG format – which is the default graphic format of the Flash built-in player.

Important note:

If you are not very familiar with this subject and still need to add graphic files to the libraries, take time to learn and understand before getting too involved. You will save time in a short term and learn so much!!

Take time to save time! This is your most important message when using computers.

Another important note:

Be aware that a computer with overloaded memory can slow down to a halt. If you experience a serious reduction of speed while testing your lessons, rooms or games, check the size of your graphic files.

03. Sound libraries and formats

01. Using the Sound Libraries

01. General Overview

Learning Now Editor comes with a large collection of sound effects and recorded instructions. You can and must add your own.

The Sound Effects are stored in the Sound Library. Add a record for each new sound (music extract, loops, effects, positive messages) that you wish to use for your lessons, rooms and games.

The Instructions are stored in the Instructions Library. These are the "Teacher's" voices. Add a record for any new instruction that you wish to use. Make sure you don't mix voices. Your robot will start speaking strangely!

All sound files must be MP3 format.

Important note:

The Sound Libraries only store the information related to a sound file. The file itself is not stored in the libraries. When you delete a record from the library, you do not affect the sound file itself which is stored on your hard disk or CD.

02. Moving through the Library

The Sound Libraries includes 2 libraries: the **Instructions library** and the **Sound Effects library**. You use the Group, Type and Section pop menus to browse your Sounds Library.

The screenshot shows a user interface for selecting sound files. At the top, there are two radio buttons for "Library": "Instructions Library" (selected) and "Sound Effects Library". Below this are four dropdown menus: "Speaker" (Adam), "Group" (01. Short Says), "Type" (01. General Says), and "Section" (01. Hello). A list box contains the following items: AreYouAlright, AreYouDoingGood, FeelingGood, Hello, HelpButtonListenWell, HereYouAre, HiThere, HiTheregain, HowAreYou, and HowAreYouDoing. At the bottom, there is a search input field with a magnifying glass icon and a yellow "Stop Sound" button.

You can also search your selected sound library and look for text in name and description field. This feature is very powerful and fast, and will save you a lot of time locating records.

All sounds belonging to the Group, Type and Section selected are listed below the menus. You can browse through the list. Click on any record to listen to it and display its specifics.

03. Adding new records

You can add sounds to your library by simply clicking on the **Add** button. (See Formats and Suggestions for valuable information about your sound files.)

1. Define the Group, Type and Section in which to store your record. Use the pop menus or type new entries.
2. Enter name of sound
3. Enter Path or URL of sound file.
4. Type the transcription of the sound when you are creating a new instruction or entering a positive message sound clip.



You can quickly enter the path of a sound file by using the Browse Folder button and select pre-defined paths to your most common folders.

The record must be saved to be made final. Learning Now checks the location of the file and displays an error message when not found.

Important note:

Sound files must be stored in the "MATERIAL/Section Name/" folder of "Learning Now v1" folder.

04. Editing your records

The Sound Libraries includes 2 libraries: the Instructions library and the Sounds Effects library. You use the Group, Type and Section pop menus to browse your Sounds Library.

All sounds belonging to the Group, Type and Section selected are listed below the menus. You can browse through the list and click on any record to listen to it and display its specifics.

Any change to the record must be saved to be made final. Learning Now checks the location of the file and displays an error message when not found.

05. Deleting a record

Use the Group, Type and Section pop menus to browse your Sounds Library and locate your sound clip. Click on its name to display its details.

Click on the **Delete** button to delete the record. When deleting a record, the sound file is left untouched. You must manually remove the sound file from your hard disk.

Important note:

If the sound file is in used by a course/book, the record is locked and can't be deleted. You can change the sound by changing the path. But you must preserve the record.

02. Sound Formats and suggestions

01. Supported formats

All sounds must be MP3. As simple as that!

02. Size: issues and suggestions

Sound files are loaded into memory when the Player opens each scene of a lesson, recap or room, or when opening a game. It is important to preserve the computer memory and not overload it.

In general terms, it is important that you understand the controls of the Sound Editor software that you are using to create your sound files. Your Sound Editor must be able to generate MP3 files.

The sampling rate and degree of compression make a significant difference in the quality and size of sounds. The more you compress a sound and the lower the sampling rate, the smaller the size and the lower the quality.

Lower rates decrease file size but can also degrade sound quality. Rate options are as follows:

5 kHz is barely acceptable for speech. **It should never be used.**

11 kHz is the lowest recommended quality for a short segment of music and is one-quarter of the standard CD rate. **Not very good!**

22 kHz is a popular choice for web playback and is half the standard CD rate.

44 kHz is the standard CD audio rate.

To make things simple, I suggest the following:

- ✓ Always use a rate of **44 kHz** – 44100 Hz
- ✓ Use Stereo format only when dealing with high quality music.
- ✓ Save your MP3 with the following settings:
 - **96 Kbps – 44100 Hz – Mono** (or **Stereo** for music when needed)
 - Use a setting of 48 Kbps for voice when recording conditions are optimum.
 - Use a setting of 128 Kbps for music for optimum performance – but much larger files.

Important note:

If you are not very familiar with this subject and still need to add sound files to the libraries, take time to learn and understand before getting too involved. You will save time in a short term and learn so much!!

Take time to learn! This is your second most important message when using computers.

Another important note:

Be aware that a computer with overloaded memory can slow down to a halt. If you experience a serious reduction of speed while testing your lessons, rooms or games, check the size of your sound files.

04. Course Manager

01. Course Manager's Main Features

01. What is the Course Manager?

The Course Manager, like the Course Editor, lets you access all components on your course/book (lessons, practices, recaps, rooms and exercises). Additionally, the Course Manager lets you copy, move and delete any component, or group of components.

You use the Course Manager when you want to quickly review the content of each lesson and use the copy/move features to create batches of games and rooms and assign them to a new lesson, saving considerable amount of time in the creative process.

You use the Course Manager to delete lessons and components.

Let's me illustrate the use of Course Manager with an example. Ready?

Sample scenario 1:

Let's imagine for a second, or a minute that you have created a series of 5 lessons with their own recaps. They are all looking nice and exciting. You have also created a list of 10 games that you assigned to your first lesson. You have made a backup of your work and you are feeling very satisfied with yourself.

Now, you are getting ready to create a similar series of games for the other 4 lessons. The new games that you want to create are quite similar to those assigned to your first lesson.

You have two ways to deal with the situation:

1. You can use the wizard to create each game. You will have to repeat the same procedure 40 times to create 40 games.
2. You can use the Course Manager; create a batch with your 10 games and copy the batch to each lesson. Then use the Course Manager to quickly display the games' details and customize them for each lesson. You get to the same result but it only takes you 2 minutes.

Now, let's look at another example. Ready?

Sample scenario 2:

Let's imagine now that you are ready to create a short literacy course from scratch for 5 to 7 years-old children. You have decided to use the Book 1 – Level 1 content as your model and base. You know that you will need to change a few things and adjust the course to your age group. You are ready for it.

You want to include 5 lessons and 6 games in each lesson, following closely the model of Book 1. You are also considering including a few computer training rooms. You have used the Course Editor to create a New Course and you are now ready to add the content.

You have two ways to deal with the situation:

1. You can use the wizard to create each lesson, practice, recap, room and game. You will have to repeat the same procedure 50 times to create 5 lessons, 5 practices, 5 recaps, 30 games and 5 computer rooms.
2. You can use the Course Manager; copy all lessons from Book 1 – Level 1 to your new course; copy the practices, recaps, games and rooms also. In just 2 minutes you create the structure and base of your new

Course. Use now the Course Manager to quickly display each component's details and customize them, or use the Course Editor to do the same.

As you can see, the Course Manager is a very powerful tool that can save you a lot of time. It is highly suggested that you take a few minutes to familiarize yourself with it. This will help you create new material more efficiently.

At the end of the day, you should spend your time relaxing, not doing hard work. Use this tool to make your work simple!

02. General Overview

The Course Manager is divided in 2 parts. The **RIGHT** side displays your **Destination Items** sorted by Course and Area (Practices, Recaps, Rooms and Exercises). The **LEFT** side displays your **Source Items** components sorted by Course and listed by Area.

The screenshot shows the Course Manager interface with two panels. The left panel is for the source course and the right panel is for the destination course. Both panels have dropdown menus for Course, Level, Lesson, and Area. The left panel's Lesson dropdown is set to 'UNIT 1 - Introduction to ES' and its Area dropdown is set to 'Practices'. Below the Area dropdown is a table with two columns: 'Name:' and 'Activity Area:'. The table contains two rows of data:

Name:	Activity Area:
01. Find ABC Characters Click (PRACTICE)	Word Room Intro
02. Bob Marley - Find Word	Word Room Intro

Below the table is a 'Select All' button. The right panel's Lesson dropdown is set to 'UNIT 1 - Samples of Rooms and games' and its Area dropdown is set to 'Practices'. Below the Area dropdown is an empty table with the same headers. A 'Copied items are set OFFLINE' message is displayed in a red box between the two panels. A '>> Copy >>' button is located between the two panels. At the bottom of the interface are 'Select All' buttons for both panels and a 'Close' button.

You use Course Manager to copy or move Lessons Practices, Recaps, Rooms and Exercises from one course to another or from one lesson to another within the same course.

Basic navigation:

- ✓ Use the Course, Level, Lesson and Area pop menus to display your components on the LEFT side.
- ✓ If you display Rooms and Exercises, you can sort the list by Name or Activity Area clicking on the list headers.

- ✓ Click on a component to select it. You can then click on the Delete button or the Editor Launcher button.
- ✓ To select multiple components, hold the **SHIFT** key or the **CONTROL** key down while clicking on the components.

Please find below a brief description of common buttons:



Delete selected item or items.



Opens component Editor.

05. Getting your CD Ready

01. Preparing the CD

01. Understanding the process

Learning Now Editor stores all the library files and your working files in a section of your hard drive that is defined by Flash version 9, the application that was used to create Learning Now. These files are hard to access and must be converted into text files – **UTF 8 or 16 Text Format** – in order to create your CDs and transfer your courses to other computers.

Learning Now Editor generates the following text files that must be saved in the “**DATA/FILES/Section Name/**” folder of your “Learning Now v1” folder:

- ✓ One text file per course.
- ✓ The dataLibrary.txt file – contains all libraries, basic instructions sets and resources.
- ✓ The gameSkinsLibrary.txt file – contains all Game Objects Skins.
- ✓ The update.txt file – requires to track current version installed.
- ✓ The courseslibrary.txt file – contains a list of the Courses available.

The easiest way to work with the **Export to Files** tool is to use it in combination with a basic text editor that supports the UTF-8 or 16 text format. Macintosh users will be familiar with the equivalent software on their platform.

Check this tip:

The **Export to Files** tool opens in a small window, which allows you to also open your text editor and reset its size to half screen so both applications are visible, one next to the other.

Follow the **Export to Files** tool steps and paste each file into a new text document created with your text editor. Make sure that you save each file with the exact name and in the exact destination folder. Use the SAVE AS option of your text editor and select the “UTF-8 or 16 text format” or equivalent according to your text editor.

You can use this extra tip to avoid typos in file name:

1. Paste the file in a new document;
2. Use the SAVE AS option to bring the save window;
3. Now, click on the button on the right side of the file name of the **Export to Files** tool to copy the file name.
4. Paste the filename into the “File Name” field of save window.

To open the **Export to Files** tool, go to the **Tools section** of Learning Now Editor and click on the **Export to Files** button or use the **CDCreator** application in the Learning Now v1 folder.

The **Export to Files** tool is built like a wizard. Each step is clearly explained. Just take your time and follow all on-screen instructions.

02. Reviewing the CD content

Before you burn your CD, you must first run the **Export to Files** tool to generate the text files.

Cleaning the DATA Folder:

It is always a good idea to make a **backup copy** of your "Learning Now v1" folder before you start cleaning your files. Better be safe than sorry, as they say!

If you are preparing a CD that will only contain the Student's player and not include Learning Now Editor, you might want to run the **Reports Builder** to generate the list of all required files (and all unused files) and manually clean the "MATERIAL/Section Name/" folder of your "Learning Now v1" folder. Once again, removing all unneeded files will save you time when burning your CDs.

If you need to record voices, use the **Reports Builder** to generate your Recording Sessions scripts and replace all instructions sound files before burning your CDs.

03. What to include?

You can decide to burn different types of CDs, depending of who will be using it.

When you need to burn a lot of CDs, you must consider the fact that the more files on the CD, the longer it takes to burn it. This might not matter much when you burn one or 2 CDs. But it does make a serious difference when you burn 100. Just remember that.

Let's review various scenarios.

Student CD only:

The CD is used in community centers, privately at home or in various training centers nationwide. Nobody is planning to change the content of the books included on the CD. Therefore, there is no need to include Learning Now Editor – The Wizard.exe application. There is no need either to include unused sound files and images.

The Student CD could include a self-installation file that allows full installation of the CD on the computer hard drive. In this case you would need to create the installation file.

The Student CD could also be designed to only run from CD and not include the self-installation file (**only recommended with fast CD drives**).

Student and Teacher CD:

In this scenario, you include Learning Now Editor – The Wizard.exe application. You might want to clean your libraries but keep also extra sounds and images so other teachers can have access to them. This is important for teachers who might not have access to digital cameras, graphic software, sound editing software and microphone.

Important note:

It is highly recommended to include a self-installation file that allows full installation of the CD on the computer hard drive, since teachers will be working on the book content. Running Learning Now Editor – the Wizard.exe application – from the CD is possible, but not recommended. CD Drives are just not fast enough yet. You would be working slower.

Self-Installer CD Only:

In this scenario the CD includes a large course/book or multiple courses and books. There are a lot of sounds and images included. **All the content is packed in a Self-Installation file.**

When inserted, the CD installs the complete content on the user's computer hard drive. The CD does not contain a student player, only an installer.

#end of scenarios

I am sure we could find other scenarios that combine various aspects of these three. As you can see, Learning Now is designed to suit all your needs!

Folders and Files to include on your CD:

Please find below the list of folders and files that you must include on your CD. The figure below displays the content of a **typical CD**. The “Setup” application is the self-installer that includes all the files required to install and run the programs from the user’s computer.

Name ▲	Size	Type
DATA		File Folder
Easy Skanking v1		File Folder
autorun	2,390 KB	Application
autorun	1 KB	Icon File
AUTORUN	1 KB	Setup Information
autorun.tgt	683 KB	TGT File
Contact	1 KB	Text Document
freeEducationCenter.com	1 KB	Internet Shortcut
GNU	15 KB	Text Document
GNU_FR	12 KB	Text Document
LisezMoi	3 KB	Text Document
ReadMe	3 KB	Text Document
setup	318,185 KB	Application

The figure below displays the content of the “**Learning Now v1**” folder containing all the files required to run the program from the CD. This folder is only needed if you wish to allow users to run the programs from the CD.

Name ▲	Size	Type
DATA		File Folder
HTMLTemplates		File Folder
MATERIAL		File Folder
Web Server Files		File Folder
Agreement	207 KB	Adobe Acrobat Doc...
autorun.tgt	337 KB	TGT File
CDCreator	3,497 KB	Application
CleanInstall	3,395 KB	Application
Contact	1 KB	Text Document
EasySkankingLauncher	2,766 KB	Application
GNU	13 KB	Text Document
GNU_FR	12 KB	Text Document
HelpBook	1,558 KB	Adobe Acrobat Doc...
ReadMe	4 KB	Text Document
sections	3 KB	XML Document
setup	2 KB	XML Document
Start	3,567 KB	Application
StartLarge	3,567 KB	Application
System Requirements	1 KB	Text Document
Wizard	3,576 KB	Application
WizardLarge	3,576 KB	Application

02. Self-Installation File

01. Preparing your self-installation file

The easiest way to prepare a self-installation application is to use a software specially designed for this purpose. There are various options available. The one that we recommend is called "Inno Setup v. 5". It is free of charge and extremely easy to use. It includes a wizard that guides you through the process. "Inno Setup" create a script file that the program uses to compile the self-installation application.

Please go to <http://www.jrsoftware.org/isinfo.php> for more information about "Inno Setup", or to download the free program.

The script that we use to build our current CD is displayed below. You can simply copy it here and paste it into your "Inno Setup" script file.

; Script used for the compilation of Learning Now v1

```
[Setup]
; NOTE: The value of AppId uniquely identifies this application.
; Do not use the same AppId value in installers for other applications.
; (To generate a new GUID, click Tools | Generate GUID inside the IDE.)
AppId={{2D8549E2-856C-422B-82A3-C15EB009D7A6}}
AppName=Learning Now v1
AppVerName=Learning Now v1 - Version 1.2a -
AppPublisher=Free Education Center
AppPublisherURL=http://freeEducationCenter.com
AppSupportURL=http://freeEducationCenter.com
AppUpdatesURL=http://freeEducationCenter.com
DefaultDirName={pf}\Learning Now v1
DefaultGroupName=Learning Now v1
LicenseFile=C:\Learning Now\Applications\GNU License.txt
OutputDir=C:\Learning Now\ES CD to burn
OutputBaseFilename=setup
Compression=lzma
SolidCompression=yes
WizardImageFile=compiler:WizModernImage-ES.bmp
WizardSmallImageFile=compiler:WizModernSmallImage-ES.bmp

[Languages]
Name: "english"; MessagesFile: "compiler:Default.isl"; LicenseFile: "C:\Learning Now\Applications\GNU License.txt"
Name: "french"; MessagesFile: "compiler:Languages\French.isl"; LicenseFile: "C:\Learning Now\Applications\Licence GNU.txt"

[CustomMessages]
english.MyDesktopIconWin=For MS Windows
french.MyDesktopIconWin=Pour MS Windows
english.MyDesktopIconLinux=For GNU/Linux
french.MyDesktopIconLinux=Pour GNU/Linux

[Tasks]
Name: "desktopicon"; Description: "{cm:CreateDesktopIcon}"; GroupDescription: "{cm:AdditionalIcons}";
Name: "desktopicon\Win"; Description: "{cm:MyDesktopIconWin}"; GroupDescription: "{cm:AdditionalIcons}"; Flags: exclusive
Name: "desktopicon\Linux"; Description: "{cm:MyDesktopIconLinux}"; GroupDescription: "{cm:AdditionalIcons}"; Flags: unchecked
exclusive
;Name: "quicklaunchicon"; Description: "{cm:CreateQuickLaunchIcon}"; GroupDescription: "{cm:AdditionalIcons}"; Flags: unchecked

[Files]
; NOTE: Don't use "Flags: ignoreversion" on any shared system files
Source: "C:\Learning Now\Applications\*"; DestDir: "{app}"; Flags: ignoreversion recursesubdirs createallsubdirs
; Copy the launcher according to language
Source: "C:\Learning Now\Applications\Laucher\AppLauncher_EN\autorun.tgt"; DestName: "autorun.tgt"; DestDir: "{app}";
Languages: english;
Source: "C:\Learning Now\Applications\Laucher\AppLauncher_EN\Suggestion.txt"; DestName: "Suggestion.txt"; DestDir: "{app}";
Languages: english;
```

```
Source: "C:\Learning Now\ApplicationsLaucher\AppLauncher_FR\autorun.tgt"; DestName: "autorun.tgt"; DestDir: "{app}";
Languages: french;
Source: "C:\Learning Now\ApplicationsLaucher\AppLauncher_FR\Suggestion.txt"; DestName: "Suggestion.txt"; DestDir: "{app}";
Languages: french;
```

```
[Icons]
```

```
; Create shortcuts on user's computer: English
```

```
Name: "{group}\1. Learning Now v1 - Student"; Filename: "{app}\Start.exe"; Languages: english;
Name: "{group}\2. Learning Now v1 - Editeur"; Filename: "{app}\Wizard.exe"; Languages: english;
Name: "{group}\3. Learning Now v1 - HelpBook"; Filename: "{app}\HelpBook.pdf"; Languages: english;
Name: "{group}\Tools\Learning Now v1 - Launcher"; Filename: "{app}\ESLauncher.exe"; Languages: english;
Name: "{group}\Tools\Suggestion - Tip"; Filename: "{app}\Suggestion.txt"; Languages: english;
Name: "{group}\Tools\ES Extra Tools"; Filename: "{app}\ESEExtraTools.exe"; Languages: english;
```

```
; Create shortcuts on user's computer: French
```

```
Name: "{group}\1. Learning Now v1 - Etudiant"; Filename: "{app}\Start.exe"; Languages: french;
Name: "{group}\2. Learning Now v1 - Editeur"; Filename: "{app}\Wizard.exe"; Languages: french;
Name: "{group}\3. Learning Now v1 - Manuel Utilisateur"; Filename: "{app}\HelpBook.pdf"; Languages: french;
Name: "{group}\Outils\Learning Now v1 - Lanceur"; Filename: "{app}\ESLauncher.exe"; Languages: french;
Name: "{group}\Outils\Suggestion - Conseil"; Filename: "{app}\Suggestion.txt"; Languages: french;
Name: "{group}\Outils\ES Outils Extra"; Filename: "{app}\ESEExtraTools.exe"; Languages: french;
```

```
; Create shortcuts on user's computer: English/French
```

```
Name: "{group}\4. {cm:ProgramOnTheWeb, Learning Now v1}"; Filename: "http://freeEducationCenter.com";
Name: "{group}\5. {cm:UninstallProgram, Learning Now v1}"; Filename: "{uninstallexe}";
```

```
; Create shortcuts on Desktop
```

```
Name: "{commondesktop}\Learning Now v1"; Filename: "{app}\ESLauncher.exe"; Tasks: desktopicon\Win
Name: "{commondesktop}\ESv1 - Student"; Filename: "{app}\Start.exe"; Tasks: desktopicon\Linux; Languages: english;
Name: "{commondesktop}\ESv1 - Editeur"; Filename: "{app}\Wizard.exe"; Tasks: desktopicon\Linux; Languages: english;
Name: "{commondesktop}\ESv1 - Etudiant"; Filename: "{app}\Start.exe"; Tasks: desktopicon\Linux; Languages: french;
Name: "{commondesktop}\ESv1 - Editeur"; Filename: "{app}\Wizard.exe"; Tasks: desktopicon\Linux; Languages: french;
```

```
; Create shortcuts Quick Launch
```

```
;Name: "{userappdata}\Microsoft\Internet Explorer\Quick Launch\Learning Now v1"; Filename: "{app}\ESLauncher.exe"; Tasks:
quicklaunchicon
```

```
:[Run]
```

```
;Filename: "{app}\ESLauncher.exe"; Description: "{cm:LaunchProgram, Learning Now v1}"; Flags: nowait postinstall skipifsilent
unchecked
```

02. Installation Setup file and Web Server

The installation **setup.xml** file lets you define parameters that the Learning Now Installer reads and uses during the first installation of Learning Now Student Module or Editor. It also defines settings for the Internet or Intranet. Use the **ESExtraTools** application to edit this file.

Please see below a copy of the **default** setup.xml file.

```
<?xml version='1.0' encoding='UTF-8'?>
<setup>
<installversion>1190351230003</installversion>
<datepub>02/07/2008</datepub>
<!-- These next 3 are used when running on a web server (Internet or Intranet): root name of scrip must
be 'es_mainLogger' -->
<urlweb>http://yourwebserver/</urlweb>
<urlscripts>http:// yourwebserver/ESv1/php/</urlscripts>
<extscripts>php</extscripts>
<!-- The remote script is used when running on a single computer from CD or Hard Disk [no web server]
but tracking occurs on a remote web server -->
<!-- This is used so that admin and users are all stored remotely on a web server (Internet or Intranet)
while the program runs locally -->
<!-- IF NO REMOTE web server , set as EMPTY -->
<remotescripts>http:// yourwebserver/ESv1/php/es_logselfapp.php</remotescripts>
```

```
<!-- Defines the Maximum size per file in MB for uploading files to web server. -->
<!-- This is defined according to your web server settings. -->
<maxsize>5</maxsize>
<!-- Current version of the application. --><!-- Current version of the application. -->
<version>Learning Now v1.2 alpha 2b1</version>
<dateversion>Summer 2008. Copyright © Fabrice Menoyot</dateversion>
</setup>
```

For Internet or Intranet installation, define the URL of your web server and your PHP scripts in the **setup.xml** file and see the “**Web Server Files**” folder in the Learning Now v1 folder.

03. Backing up your work

01. Using Export to Files to backup your work

Important note:

Computers are not safe. You might also get into one of those days when nothing works as you wish and find yourself destroying a beautiful new book that you are very proud of. This happens to the best of us.

So you must backup your work regularly.

To backup your work with Learning Now, **you must first use** the **Export to Files** tool and generate a new set of data files. Then copy the full "Learning Now v.1" folder to a backup CD, USB drive or Network Drive.

To restore your work, copy all the files contained in the "Data/Files" folder of your backup to the same folder in your computer. Then start Learning Now Editor or Player.

See also **Backup and Restore Users** in the "Users Manager" chapter.

Important note:

For a clean restoration, first run the "CleanInstall.exe" program utility in the "Learning Now v1" folder. Run this utility before launching "Learning Now Editor" if you experience problems with your restoration.

06. Users Manager

01. Users Manager's Main Features

01. Overview of the Users Manager

The **Users Manager** is a very simple and powerful tool that let you administrate your users. Users are the students registered in one of the courses/books available, and the Teachers, users of Learning Now Editor.

Important feature:

The **Users Manager** allows you to move a student within a course. For example, you have a new student that needs to take Book 1. The student is already very familiar with the ABC and the content of Book 1 – Level 1. You want to allow him or her to jump directly to Level 2. You can create a new student account and reset his/her current position within the course. See “Working with Students” for more information.

Important note:

Since the Course Assessment is not available yet in Learning Now v1, you must manually reposition the students when necessary.



You open the **Users Manager** from Learning Now Editor main controls.

The Users Manager is divided in 2 sections:

- ✓ Students section
- ✓ Teachers section

Students section:

Students **who use the same computer** are added automatically to the list when they register in a Book the first time. The Student's tracking log can be displayed and exported to generate very powerful reports that allow you to evaluate each student's progress and also evaluate your course and content.

For more information about the Students' section, see “Working with Students”.

Teachers section:

By default the Teachers section displays the name and information of the user who installed the Learning Now for the first time on this computer. New Teachers can be added to the list at any time. You can also display the tracking log of the teachers.

To allow a teacher to use Learning Now Editor, you must first define him or her as a new Teacher user and assign him/her a login name and password.

For more information about the Teachers' section, see “Working with Teachers”.

Important note:

The Students and Teachers sections work independently. A student cannot use his/her login name to enter Learning Now Editor. In the same manner, a Teacher cannot enter the Student player using his teacher's login name and password.

02. Generating Users Reports

The Users Manager allows you to generate very powerful reports that can be used to evaluate the Students' progress **and the quality of your course and content**.

These reports could be e-mailed to a national center point and analyzed. The possibilities are limitless.

Important Note:

The Users Manager only reports the Students and Teachers that are using and are registered on this computer.

If you install Learning Now on various computers and want to produce a general report that includes all your users, you must run the Users Manager on each computer and generate each report individually. You could store each file on an external USB drive or CD or on a Network server and then group all the reports into one single file.

Learning Now can generate 2 types of reports for Students and Users.

- ✓ Basic List
- ✓ Detailed Report

Basic List:

The Basic List report includes the following fields or columns headers:

Teachers List:

- | | | |
|-----------------|----------------|------------|
| ✓ id | ✓ title | ✓ phone |
| ✓ name | ✓ organization | ✓ fax |
| ✓ password | ✓ street1 | ✓ email |
| ✓ date added | ✓ street2 | ✓ web |
| ✓ date modified | ✓ city | ✓ question |
| ✓ first name | ✓ zip | ✓ answer |
| ✓ last name | ✓ parish | |

Students List:

- ✓ ID
- ✓ Login Name
- ✓ Password
- ✓ Date started
- ✓ Date last visit

Detailed List:

The Detailed List report includes the same fields or columns headers as the Basic List. It also includes the tracking log.

The generated lists are formatted using TAB as the delimiter between columns. Paste the clipboard into a spreadsheet application like MS Excel (best choice), or into a Word Processor. You can use your word Processing Merge Mailing powerful features to generate very detailed reports.

03. Backup and Restore your Users

The Users Manager allows you to Backup and Restore your Users lists. Backup includes Teachers, Students (with tracking logs) and Scores.

Use this feature in combination with the **Export to Files** tool to backup your Users and work.

Important Note:

You can use the Backup/Restore features to transfer students to another computer. This is how you do it.

- ✓ Run the Users Manager – Backup - on Computer 1 and save the “users.as” file on an external USB drive or CD or on a Network server.
- ✓ Save the “users.as” file that you just generated on Computer 1, into the “**Learning Now v1/DATA/FILES**” folder of Computer 2. Replace current one if asked.
- ✓ Run the Users Manager – Restore - on Computer 2. The users will be added to the current list and the Students Scores sheet will be updated too.
- ✓ Verify your Students and Teachers lists and use the Backup feature again to safeguard your changes.

02. Working with teachers

01. Overview of features

To enter the Teachers' section of the Users manager, click on the **Teachers** button. The list of currently registered Teachers is displayed.

Click on **New** button to add a Teacher.

Click on a Teacher's name on the list to display more specific details about this teacher. The Teachers Detail window opens and displays all information available at this point.

You can edit the Teacher's record. All changes must be saved. You can also change the Teacher's password and view its tracking log.

Click on **Delete** button to delete a Teacher.

03. Working with students

01. Overview of features

To enter the Student's section of the Users manager, click on the **Student** button. The list of currently registered Students is displayed.

Click on **New** button to add a Student. **The new Student will be registered in the course displayed in the course pop menu** on the top right on the screen.

Click on a Student's name on the list to display more specific details about this student. The Students Detail window opens and displays all information available at this point.

The screenshot shows the 'Users Manager' interface. At the top, there is a green header with the title 'Users Manager:'. Below the header, there is a navigation bar with a dropdown menu set to 'Introduction to Words and Computers: Book 1'. To the left of the main content area, there is a cartoon character and a 'Student's details' section. The 'Student's details' section includes fields for Name (with 'a' entered), Password (with 'a' entered), First day (4/16/2006), and Last day (4/16/2006). Below these fields are 'Delete' and 'Save' buttons. In the center, there is a 'Log for:' dropdown menu set to 'Introduction to Words and Computers: Book 1' and a table with columns 'Day', 'Time', 'Start', and 'Stops'. The table contains one row with the following data: Day: 4/16/2006, Time: 0, Start: LD-00, Stops: LD-00. To the right of the table, there is a 'Current Position' section with 'Level' and 'Session' dropdown menus (both set to 0), a 'Score' field (set to 0), and a 'Reset' button. Below this is a 'Statistics' section with 'Average Time' (0) and 'Total Sessions' (1) fields, and a 'Total Time' field (0 mins). At the bottom right, there is a 'Go Back' button. At the bottom of the screen, there is a footer with a question mark icon and the text: 'This tool generates reports that you can paste into your word processor or spreadsheet program, or import into your favorite database.' and a 'Close' button.

You can edit the Student record. All changes must be saved. You can also change the Student's password and view its tracking log per registered course.

Click on **Delete** button to delete a Student.

02. Resetting a Student Position

The **Users Manager** allows you to move a student within a course. For example, you have a new student who needs to take Book 1. The student is already very familiar with the ABC and the content of Book 1 – Level 1. You want to allow him or her to jump directly to Level 2.

This is how you do it.

1. Select the student from the Students List or create a new student;
2. In the Student's Display window, define the new position. Which Level? Which Session? The student's current score is displayed in the Score field. You can type a number there if you wish or let the computer reset it.

3. When you click on the Reset button, a confirmation window opens allowing you to define the new Student's score.

Assign the **Minimum Pass** if you want to give the option to the student to review previous games and improve the score. This would motivate the student to also review the content of previous lessons.

Assign 100 if you feel that the student is ready to move forward.

If the student does not perform well in the Level and Session assigned here, return to the Users Manager and move the student backwards.

07. Reports Builder

01. Reports Builder Main Features

01. Overview of the Reports Builder

The **Reports Builder** lets you create Tables of Content and extended reports of the courses or books installed on the computer. You can use these reports to create booklets and any type of traditional reports.



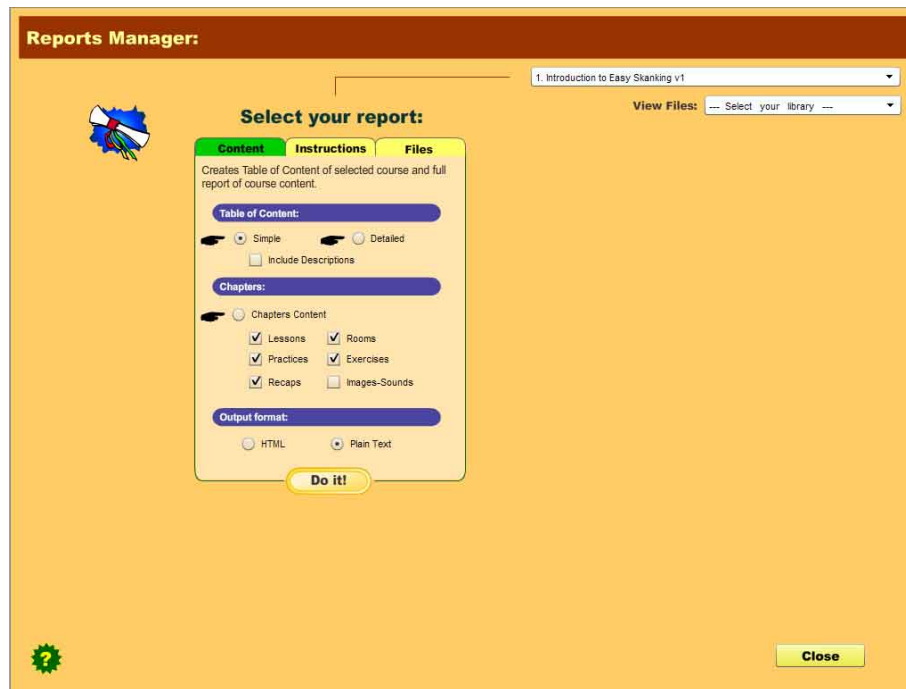
You open the **Reports Builder** from Learning Now Editor Tools menu. The **Reports Builder** scans all your courses when opening and protects the records in use; it takes a few seconds to load.

Important note:

You can create database lists of all the files in used by your course(s), and not in use. This is a very useful feature when it's time to verify the content of your CD.

You can also create a Studio Script for Recording Sessions of your instructions.

This tool creates a TAB delimited file that you can paste into your Word Processor or Spread-sheet program. Using Mail Merge with your word processor, you can easily create very powerful reports.



The **Reports Builder** is a very powerful and useful tool. Take time to familiarize yourself with its features and the type of reports it generates. Use its capability to generate very detailed reports and use them to build Student workbooks, flyers and booklets.

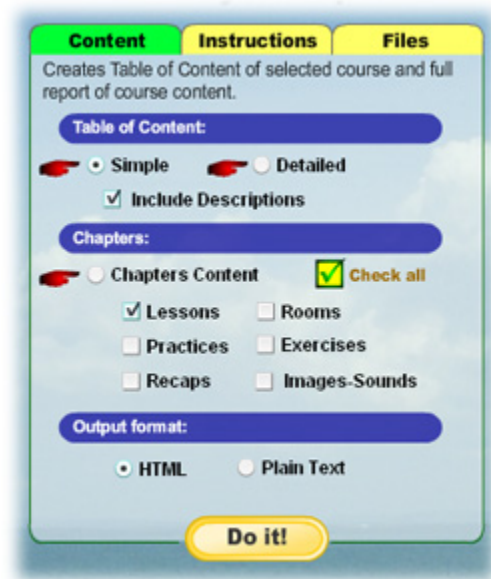
Important note:

Use the **Reports Builder** before you burn your CDs. Verify the CD content using the files reports. Use the Clean Libraries feature to reduce the amount of files on your final CD and save time burning copies.

02. Courses Content Reports

The **Reports Builder** lets you create Tables of Content and extended reports of the courses installed on the computer. You can use these reports to create booklets and any type of traditional reports.

The Reports Builder generates Content reports for the course selected in the Course pop menu on the right top corner of your screen.



Output format:

- ✓ **HTML:** The Reports Builder instantly creates your HTML report and places it into the clipboard. It also opens a HTML Template where you can paste the code and create a preformatted report in seconds.

The HTML template includes all needed onscreen instructions to produce your final HTML report.

- ✓ **Plain Text:** The Reports Builder instantly creates your plain text report and places it into the clipboard. Paste the clipboard into your word processor application and refine the layout using the word processor styles and features.

03. Instructions Reports

The **Reports Builder** lets you create a Studio Script for Recording Sessions of your instructions. You can use this script during your recording sessions.

The Reports Builder scans the complete Instructions Library and generates its reports including all records.

You can choose to include at the end of the report a Words List [scans all words defined in Lessons' New Words Lists. You can include the content of the text blocks displayed in lessons, Recaps and Rooms, and the content of the standard games tasks.

If you include all options, the Reports Builder generates a detailed script that includes all instructions and every single text that you enter in the content of the courses.

Important Note:

Generate a report that includes the Sound File Path to help you when you are rebuilding your Instructions Sounds. The report includes the Full path of each file.



The screenshot shows a software interface with three tabs: 'Content', 'Instructions', and 'Files'. The 'Instructions' tab is active. Below the tabs, there is a description: 'Creates a list of all Instructions. Designed for Studio Recording sessions of the course voices.' Underneath, there are two sections: 'Include:' and 'Output format:'. The 'Include:' section has a list of checkboxes: 'Sound File Path', 'Words List', 'Lessons', 'Recaps', 'Rooms', and 'Exercises'. A bracket on the right side of the 'Lessons', 'Recaps', and 'Rooms' items is labeled 'Text Blocks'. The 'Output format:' section has two radio buttons: 'HTML' (selected) and 'Plain Text'. At the bottom of the interface is a yellow button labeled 'Do it!'.

Output format:

- ✓ **HTML:** The Reports Builder instantly creates your HTML report and places it into the clipboard. It also opens a HTML Template where you can paste the code and create a preformatted report in seconds.

The HTML template includes all needed onscreen instructions to produce your final HTML report.

- ✓ **Plain Text:** The Reports Builder instantly creates your plain text report and places it into the clipboard. Paste the clipboard into your word processor application and refine the layout using the word processor styles and features.

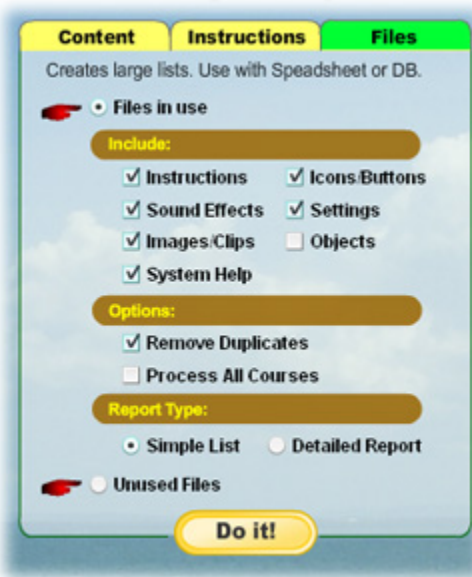
04. Files Reports

The **Reports Builder** lets you create database lists of all the files in used by your course(s), and not in use. This is a very useful feature when it's time to verify the content of your CD.

This tool creates a TAB delimited file that you can paste into your spreadsheet (best choice) or Word Processor program.

Using Mail Merge with your word processor, you can easily create very powerful reports.

Use the option to generate a report of the unused files and use the report to remove all unneeded files when creating a Student Only CD. **Make sure to backup your Learning Now folder before deleting resources files!**



Note: Only designers who are working with the Games Parts libraries might want to generate a report that includes the **Objects**. This option is unchecked by default and does not provide any valuable information unless you are expanding the Games Parts libraries.

The **Reports Builder** lets you generate very detailed reports that you can export into Spreadsheet and Database applications. Explore these reports and have a look of the insides of your Teacher Robot!

08. Actions and Modules References

01. Understanding the Actions

01. An overview of the Actions

Learning Now v.1 supports a series of actions or commands that can be assigned to the Teacher Robot, some of these are Lessons Actions, Games Actions or Areas Actions used to build the Help Instructions sets.

Important note:

This chapter is a complement to “08. USING THE INSTRUCTIONS CONTROLS STAGE”. Please make sure that you have reviewed that section before moving any further.

Please take time to familiarize yourself with all the listed actions. They are your commands to the robot; this is how you make things happens when creating your lessons and games. The more familiar you are with these actions, the easier and faster you will create and tune your course components.

When adding or editing actions, the Action Wizard opens and guides you through the various steps, according to the action selected. Follow the screen help and you see how easy it is to programs your teacher robot.

02. Full List of Actions – Exit Frames

Find below a full list of all actions available in Learning Now v.1. This is only displayed here as a reference.

Lessons Actions:

GROUP	NAME	ARG1	ARG2	ARG3	EXIT
01-Stage Actions	Add Action Link	IMG-TXT	ACTION	n/a	NO
	Add HTML Link	IMG-TXT	TXT	n/a	NO
	Show Stage	n/a	n/a	n/a	YES
	Hide Stage	n/a	n/a	n/a	YES
	Clear All Stage	n/a	n/a	n/a	YES
	Show Mouse Hilite	n/a	n/a	n/a	NO
	Stop Mouse Hilite	n/a	n/a	n/a	NO
	02-Text Actions	Display Text Block	TXT	TRANS	HILITE
Display Text Scroll		TXT	TRANS	HILITE	NO
Remove Single Text		TXT	TRANS	n/a	NO
Remove Multiple Texts		LISTTXT	TRANS	n/a	NO
Remove All Texts		n/a	TRANS	n/a	YES
Show Text in Bubble		TXT	n/a	n/a	NO
Enable Read Word		TXT	VOICE	n/a	NO
Enable Read Phrases		TXT	VOICE	n/a	NO
Disable Read Word		TXT	n/a	n/a	NO
Disable Read Phrases		TXT	n/a	n/a	NO
Read Text by Words		TXT	VOICE	n/a	NO
Read Text by Phrases		TXT	VOICE	n/a	NO

03-Images-Clips Actions	Display Single Image-Clip	IMG	TRANS	n/a	NO
	Display Multiple Images-Clips	LISTIMG	TRANS	n/a	NO
	Replace Background Image	IMG	TRANS	n/a	NO
	Remove Single Image-Clip	IMG	TRANS	n/a	NO
	Remove Multiple Images-Clips	LISTIMG	TRANS	n/a	NO
	Remove All Images-Clips	n/a	TRANS	n/a	YES
	Start Clip Action	IMG	CLIPARG	PARAM	NO
	Stop Clip Action	IMG	n/a	n/a	NO
	Enable Clip Action	IMG	n/a	n/a	NO
	Disable Clip Action	IMG	n/a	n/a	NO
04-Sounds Actions	Add Sound - Click	IMG-TXT	SND	FADELEVEL	NO
	Add Sound - MouseOver	IMG-TXT	SND	FADELEVEL	NO
	Play Sound	SND	FADELEVEL	n/a	NO
	Play Loop Sound	SND	FADELEVEL	n/a	NO
	Fade Sound	SND	FADELEVEL	n/a	NO
	Stop Sound	SND	n/a	n/a	NO
	Stop All Sounds	n/a	n/a	n/a	YES
05-Navigation Actions	Lock Go Next Button	n/a	n/a	n/a	NO
	Unlock Go Next Button	n/a	n/a	n/a	NO
	Go Next Step	n/a	n/a	n/a	YES
	Go Next Scene	n/a	n/a	n/a	YES
	Go To...	SCENESTEPPER	n/a	n/a	YES
	Show Go Next Step	n/a	n/a	n/a	YES
	Show Go Next Scene	n/a	n/a	n/a	YES
	Show Go To...	SCENESTEPPER	n/a	n/a	NO
	Show Go Prev Scene	n/a	n/a	n/a	YES
	Go Practice	n/a	n/a	n/a	YES
	Go Recap	n/a	n/a	n/a	YES
	Go Menu	n/a	n/a	n/a	YES
	Go Next Lesson	n/a	n/a	n/a	YES
	Show Go Practice	n/a	n/a	n/a	YES
	Show Go Recap	n/a	n/a	n/a	YES
Show Go Menu	n/a	n/a	n/a	YES	
Show Go Next Lesson	n/a	n/a	n/a	YES	
06-Keyboard Show	Keyboard Help Show	n/a	n/a	n/a	NO
	Keyboard Help Hide	n/a	n/a	n/a	NO
	Show Arrow Keys	n/a	n/a	n/a	NO
	Show Backspace Key	n/a	n/a	n/a	NO
	Show Capslock Key	n/a	n/a	n/a	NO
	Show Control Key	n/a	n/a	n/a	NO
	Show Delete Key	n/a	n/a	n/a	NO
	Show End Key	n/a	n/a	n/a	NO
	Show Enter Key	n/a	n/a	n/a	NO
	Show Escape Key	n/a	n/a	n/a	NO
	Show Home Key	n/a	n/a	n/a	NO
	Show Insert Key	n/a	n/a	n/a	NO
Show Numlock Key	n/a	n/a	n/a	NO	
Show PageDown Key	n/a	n/a	n/a	NO	

	Show PageUp Key	n/a	n/a	n/a	NO
	Show Shift Key	n/a	n/a	n/a	NO
	Show Spacebar Key	n/a	n/a	n/a	NO
	Show TAB Key	n/a	n/a	n/a	NO
06-Keyboard Wait	Wait for CAPSLOCK	n/a	n/a	n/a	NO
	Wait for CONTROL	n/a	n/a	n/a	NO
	Wait for DELETEKEY	n/a	n/a	n/a	NO
	Wait for DOWN	n/a	n/a	n/a	NO
	Wait for END	n/a	n/a	n/a	NO
	Wait for ENTER	n/a	n/a	n/a	NO
	Wait for ESCAPE	n/a	n/a	n/a	NO
	Wait for HOME	n/a	n/a	n/a	NO
	Wait for INSERT	n/a	n/a	n/a	NO
	Wait for LEFT	n/a	n/a	n/a	NO
	Wait for LEFT	n/a	n/a	n/a	NO
	Wait for PGDN	n/a	n/a	n/a	NO
	Wait for PGUP	n/a	n/a	n/a	NO
	Wait for RIGHT	n/a	n/a	n/a	NO
	Wait for SHIFT	n/a	n/a	n/a	NO
	Wait for SPACE	n/a	n/a	n/a	NO
	Wait for TAB	n/a	n/a	n/a	NO
	Wait for UP	n/a	n/a	n/a	NO

Games Actions:

GROUP	NAME	ARG1	ARG2	ARG3	EXIT
01. Game Parts	Clear All Stage	n/a	n/a	n/a	YES
	Show Choices	n/a	n/a	n/a	NO
	Show DragArea	n/a	n/a	n/a	NO
	Show New Task	n/a	n/a	n/a	NO
	Show Power Button	n/a	n/a	n/a	NO
	Show Practice Counter	n/a	n/a	n/a	NO
	Show Task	n/a	n/a	n/a	NO
	Start Game	n/a	n/a	n/a	YES
02. Dashboard	Show Counter	n/a	n/a	n/a	NO
	Show Exit Button	n/a	n/a	n/a	NO
	Show Go Next Button	n/a	n/a	n/a	NO
	Show Go Previous Button	n/a	n/a	n/a	NO
	Show Group Menu Button	n/a	n/a	n/a	NO
	Show Help Button	n/a	n/a	n/a	NO
	Show Lesson Menu Button	n/a	n/a	n/a	NO
	Show Logout Button	n/a	n/a	n/a	NO
	Show Main Menu Button	n/a	n/a	n/a	NO
	Show Repeat Button	n/a	n/a	n/a	NO
	Show Replay Button	n/a	n/a	n/a	NO
03. Keyboard Show	Keyboard Help Show	n/a	n/a	n/a	NO
	Keyboard Help Hide	n/a	n/a	n/a	NO
	Show Arrow Keys	n/a	n/a	n/a	NO
	Show Backspace Key	n/a	n/a	n/a	NO

	Show Capslock Key	n/a	n/a	n/a	NO
	Show Control Key	n/a	n/a	n/a	NO
	Show Delete Key	n/a	n/a	n/a	NO
	Show End Key	n/a	n/a	n/a	NO
	Show Enter Key	n/a	n/a	n/a	NO
	Show Escape Key	n/a	n/a	n/a	NO
	Show Home Key	n/a	n/a	n/a	NO
	Show Insert Key	n/a	n/a	n/a	NO
	Show Numlock Key	n/a	n/a	n/a	NO
	Show PageDown Key	n/a	n/a	n/a	NO
	Show PageUp Key	n/a	n/a	n/a	NO
	Show Shift Key	n/a	n/a	n/a	NO
	Show Spacebar Key	n/a	n/a	n/a	NO
03. Keyboard Show	Show TAB key	n/a	n/a	n/a	NO
	Wait for CAPSLOCK	n/a	n/a	n/a	NO
	Wait for CONTROL	n/a	n/a	n/a	NO
	Wait for DELETEKEY	n/a	n/a	n/a	NO
	Wait for DOWN	n/a	n/a	n/a	NO
	Wait for END	n/a	n/a	n/a	NO
	Wait for ENTER	n/a	n/a	n/a	NO
	Wait for ESCAPE	n/a	n/a	n/a	NO
	Wait for HOME	n/a	n/a	n/a	NO
	Wait for INSERT	n/a	n/a	n/a	NO
	Wait for LEFT	n/a	n/a	n/a	NO
	Wait for PGDN	n/a	n/a	n/a	NO
	Wait for PGUP	n/a	n/a	n/a	NO
	Wait for RIGHT	n/a	n/a	n/a	NO
	Wait for SHIFT	n/a	n/a	n/a	NO
	Wait for SPACE	n/a	n/a	n/a	NO
	Wait for TAB	n/a	n/a	n/a	NO
	Wait for UP	n/a	n/a	n/a	NO

Areas Actions:

GROUP	NAME	ARG1	ARG2	ARG3	EXIT
01. Rooms	Show ColorZone Buttons	n/a	n/a	n/a	NO
	Show ColorZone Scores	n/a	n/a	n/a	NO
	Show Doors	n/a	n/a	n/a	NO
	Show Games	n/a	n/a	n/a	NO
	Show Lesson Explore	n/a	n/a	n/a	NO
	Show Lessons	n/a	n/a	n/a	NO
	Show Room Color	n/a	n/a	n/a	NO
02. Dashboard	Show Counter	n/a	n/a	n/a	NO
	Show Exit Button	n/a	n/a	n/a	NO
	Show Go Next Button	n/a	n/a	n/a	NO
	Show Go Previous Button	n/a	n/a	n/a	NO
	Show Group Menu Button	n/a	n/a	n/a	NO
	Show Help Button	n/a	n/a	n/a	NO
	Show Lesson Menu Button	n/a	n/a	n/a	NO

Show Logout Button	n/a	n/a	n/a	NO
Show Main Menu Button	n/a	n/a	n/a	NO
Show Repeat Button	n/a	n/a	n/a	NO
Show Replay Button	n/a	n/a	n/a	NO

02. Default Game Modules

01. Automatic Game Module

This is the most powerful module. It can be used for Automatic, Semi-Automatic and Manual game. It supports many options for games based on Letters, Words, Phrases and **Quizzes**.

When used on **Manual mode**, you define the Tasks and Answers manually and let the module control the game.

Option Name	Type	Mode	Description
LettersMatch-CapitalCapital	Match	Automatic	Tasks and Choices are displayed in Capital Letters.
LettersMatch-CommonCommon	Match	Automatic	Tasks and Choices are displayed in Common Letters
LettersMatch-CapitalCommon	Match	Automatic	Tasks are displayed in Capital and Choices in Common letters.
LettersMatch-CommonCapital	Match	Automatic	Tasks are displayed in Common and Choices in Capital letters.
LettersMatch-Random	Match	Automatic	Tasks and Choices are display in letters randomly selected - Capital or Common
WordsMatch-Lesson	Match	Automatic	Word is displayed as Task.Choice presents Exact Match. Only uses words defined in this lesson.
WordsMatch-All	Match	Automatic	Word is displayed as Task.Choice presents Exact Match. Uses all words known up to this point.
WordsMatch-Images-Lesson	Match	Automatic	Word is displayed as Task.Choice presents Exact Match. Only uses words defined in this lesson associated with images.
WordsMatch-Images-All	Match	Automatic	Word is displayed as Task.Choice presents Exact Match. Uses all words known up to this point associated with images.
MatchFont-Capital-ArialBlack-Wendy	Match	Automatic	Creates tasks and choices by selecting randomly letters in choosen type face,
MatchFont-Capital-ArialBlack-Amazon	Match	Automatic	Creates tasks and choices by selecting randomly letters in choosen type face,
MatchFont-Capital-ArialBlack-Typo	Match	Automatic	Creates tasks and choices by selecting randomly letters in choosen type face,
MatchFont-Capital-Wendy-ArialBlack	Match	Automatic	Creates tasks and choices by selecting randomly letters in choosen type face,

MatchFont-Capital-Amazon-ArialBlack	Match	Automatic	Creates tasks and choices by selecting randomly letters in chosen type face,
MatchFont-Capital-Typo-ArialBlack	Match	Automatic	Creates tasks and choices by selecting randomly letters in chosen type face,
MatchFont-Common-ArialBlack-Wendy	Match	Automatic	Creates tasks and choices by selecting randomly letters in chosen type face,
MatchFont-Common-ArialBlack-Amazon	Match	Automatic	Creates tasks and choices by selecting randomly letters in chosen type face,
MatchFont-Common-ArialBlack-Typo	Match	Automatic	Creates tasks and choices by selecting randomly letters in chosen type face,
MatchFont-Common-Wendy-ArialBlack	Match	Automatic	Creates tasks and choices by selecting randomly letters in chosen type face,
MatchFont-Common-Amazon-ArialBlack	Match	Automatic	Creates tasks and choices by selecting randomly letters in chosen type face,
MatchFont-Common-Typo-ArialBlack	Match	Automatic	Creates tasks and choices by selecting randomly letters in chosen type face,
LettersFind-ABCCharacters	Find	Automatic	Picks randomly characters from ABC and other symbols. Must find ABC Characters
LettersFind-Vowels	Find	Automatic	Student must identify vowels among list of letters.
LettersFind-Vowels-Music	Find	Automatic	Student must identify vowels among list of letters. Letters are associated to musical sound.
WordsFind-Lesson-1stLetter	Find	Automatic	Task displays a word from this lesson. Student must identify missing first letter.
WordsFind-All-1stLetter	Find	Automatic	Task displays a word from all known words to this point. Student must identify missing first letter.
WordsFind-Images-Lesson-1stLetter	Find	Automatic	Task displays a word from this lesson associated with an image. Student must identify missing first letter.
WordsFind-Images-All-1stLetter	Find	Automatic	Task displays a word from all known words to this point associated with an image. Student must identify missing first letter.
Sort-Letters-Words-All	Sort	Automatic	Task display a word from all known words to this point. Choices display the letters that make the word.
Sort-Letters-Words-Lesson	Sort	Automatic	Task display a word from this lesson. Choices display the letters that make the word.
Sort-Letters-Words-ImagesAll	Sort	Automatic	Task display a word from all known words to this point associated with image. Choices display the letters that make the word.
Sort-Letters-Words-ImagesLesson	Sort	Automatic	Task display a word from this lesson

Sort-WordsABC-All-Help	Sort	Automatic	associated with image. Choices display the letters that make the word. Displays lists of words from all known up to this point. Student must order them alphabetically. First letter of word is shown as help tip.
Sort-WordsABC-Lesson-Help	Sort	Automatic	Displays lists of words from this lesson. Student must order them alphabetically. First letter of word is shown as help tip.
Sort-WordsABC-ImagesAll-Help	Sort	Automatic	Displays lists of words from all known up to this point associated with image. Student must order them alphabetically. First letter of word is shown as help tip.
Sort-WordsABC-ImagesLesson-Help	Sort	Automatic	Displays lists of words from this lesson associated with image. Student must order them alphabetically. First letter of word is shown as help tip.
Sort-WordsABC-All-NoHelp	Sort	Automatic	Displays lists of words from all known up to this point. Student must order them alphabetically. No help tip.
Sort-WordsABC-Lesson-NoHelp	Sort	Automatic	Displays lists of words from this lesson. Student must order them alphabetically. No help tip.
Sort-WordsABC-ImagesAll-NoHelp	Sort	Automatic	Displays lists of words from all known up to this point associated with image. Student must order them alphabetically. No help tip.
Sort-WordsABC-ImagesLesson-NoHelp	Sort	Automatic	Displays lists of words from this lesson associated with image. Student must order them alphabetically. No help tip.
Match the Answer	None	Semi-Automatic	Task Defined Manually (Phrase with missing word) . Use Answer word for choice and pick other words for all choices.
Use Letters or Words in Task	None	Semi-Automatic	Sort: Task Defined Manually (Phrase). Take each word from task and make it a choice...
Use Lines in Task	None	Semi-Automatic	Sort: Task Defined Manually. Task has multiple lines. Takes each line from task and makes each a choice...

02. Basic Typing Game

This module is a basic Typing tutor, to help the student find the letter on the keyboard. The student hears a letter and must find it on the keyboard. When the **View** option is selected, the letter is displayed on screen. Otherwise, the letter is heard but not displayed.

Options available:

View-Capital
View-Common

Displays the letter in Capital Form
Displays the letter in Common Form

Hide-Capital

Hides the letter

03. Multiple Tile Games

This module supports 2 types of games: Matching letters and Sorting Letters. The number in the option indicates how many tiles to display.

Options available:

Match-10-Capital-Capital
 Match-10-Common-Common
 Match-10-Capital-Common
 Match-14-Capital-Capital
 Match-14-Common-Common
 Match-14-Capital-Common
 Match-20-Capital-Capital
 Match-20-Common-Common
 Match-20-Capital-Common
 Sort-4-Capital-ABCD
 Sort-4-Capital-EFGH
 Sort-4-Capital-IJKL
 Sort-4-Capital-MNOP
 Sort-4-Capital-QRST
 Sort-4-Capital-Random
 Sort-4-Common-ABCD
 Sort-4-Common-EFGH
 Sort-4-Common-IJKL
 Sort-4-Common-MNOP
 Sort-4-Common-QRST
 Sort-4-Common-Random
 Sort-7-Capital-ABCDEFGH
 Sort-7-Capital-HIJKLMN
 Sort-7-Capital-OPQRSTU
 Sort-7-Capital-Random
 Sort-7-Common-ABCDEFGH
 Sort-7-Common-HIJKLMN
 Sort-7-Common-OPQRSTU
 Sort-7-Common-Random
 Sort-14-Capital-ABC
 Sort-14-Capital-Random
 Sort-14-Common-ABC
 Sort-14-Common-Random
 Sort-26-Capital-ABC
 Sort-26-Common-ABC

04. Sort Words Alphabetically

This module displays up to 7 words that the student must sort alphabetically. Words are selected automatically and randomly from the list of all words known to this point (**All Words** option) or from the new words list of the current lesson (**Lesson Words** option).

When **Show Help** is selected, the first letter of each word is displayed in the answering section of the screen. This should be used with beginners.

Options available:

All Words-Show Help
 All Words-No Help
 Lesson Words-Show Help
 Lesson Words-No Help

03. Default Lessons Modules – Basic Literacy

01. Introduction to Literacy: The English Alphabet

Displays 4 alphabets – Student must recognized ABC and click on it to select it.

02. Display Alphabet as a List

This module display the Alphabet as defined in the Course Alphabet settings. The Alphabet is displayed as a basic list. No interaction from the student is required here.

03. Introduction to Literacy: The Alphabet

This module displays the Alphabet as defined in the Course Alphabet settings. It supports international Alphabets with up to 60 characters.

The Alphabet is displayed in Tiles and the student here an ABC song. The module selects randomly 2 Musical voices and picks one as default to play. Students can hear each song by clicking on a “musical” button.

After displaying the ABC and singing the song, students can click on each letter to recreate the song. This is a good way to train students to click!

The module can also display only vowels.

Options available:

Show Capitals	Displays the letters in Capital form
Show Commons	Displays the letters in Common form
Show Full Alphabet	Displays the letters in Capital can Common form
Show Vowels	Displays only the vowels in Capital and Common form.

04. Literacy – Words view in Tiles

This module displays a list of given words which have an associated image. Images must be stored in the “**DEFAULT/SectionName/images/wordimages**” folder and named as the word. Only JPG image files are supported here.

Example:

Word	Image
mango	MATERIAL/sectionName/images/wordimages/mango.jpg
apple	MATERIAL/sectionName/images/wordimages/apple.jpg

The module shows each word in a tile. It says the sound of the letter [**m_snd.mp3**], then says “As in” [**as_in.mp3**] and finally says the word [**mango.mp3**]. Letters sounds and the as_in.mp3 sound must be stored in the folder defined as Letters Voice in the Course Settings. Words sound files are stored in the folder defined in the Words Voice in the Course Settings.

The module displays the words in set of 6. The student can move from one set to another and listen to each word by moving the mouse over each tile.

Options available:

Display First Run	Stops after the first set and resumes help figure
Display Full Set Non Stop	Displays all the words without stopping
Display Full Set Stop	Displays all words stopping after each set. The student must click on button to display next set.
Resume Display	Resume display of next set. Use after "Display First Run" option.

05. New Words Lists with Phrases

This module is used to display each phrase of the text introduced in the lesson. A given phrase is displayed on top of the screen, and then the list of new words in this phrase is displayed on the left. Finally, new phrases using each new word and words already known by the student are displayed.

All phrases and words are read. At the end, the student can click on each word to hear it.

Options available:

Show Phrase-Font-25	Shows the first phrase defining the size of the font. 25 pts.
Show Phrase-Font-30	Shows the first phrase defining the size of the font. 30 pts
Show Phrase-Font-35	Shows the first phrase defining the size of the font. 30 pts.
Show List of Words	Displays the list of new words
Show New Phrases	Displays the new phrases and read them, one after the other.

04. Default Lessons Modules – Bouncing Words**01. Bouncing Words - 1st Letter**

Displays up to 20 words from given list. The ending of the word is displayed at the bottom of the screen. The first letter of each word falls to it, building the new word. The new word is said and displayed on the left side of the screen.

At the end, the student can click on each word to hear it.

Option available:

Display Words	Displays list of words defined as parameter with the end of the word.
---------------	---

02. Bouncing Words - Within

Displays up to 10 words from given list. The first word (containing all other words) is displayed on the right side of the screen. Letters fall leaving a new word within. Then new words are moved to the left side of the screen.

At the end, the student can click on each word to hear it.

Option available:

Display Words	Displays list of words defined as parameter.
---------------	--

03. Bouncing Words - Syllable

Displays up to 11 words from given list. The ending of the word is displayed at the bottom of the screen. The front letters of each word fall to it, building the new word. The new word is said and displayed on the left side of the screen.

At the end, the student can click on each word to hear it.

Option available:

Display Words

Displays list of words defined as parameter.

05. Default Lessons Modules – Display letters**01. Displays Alphabets with various Typefaces**

Displays 4 alphabets in various typefaces. Student can go from one to the other and listen to each letter by click on it.

Option available:

None

02. Displays a letter and Highlight it

Display a single given letter. Then displays a highlight. This module comes with 2 copies so 2 different letters can be displayed and highlighted at the same time.

Options available:

Display Letter with BG

Displays letter with background (semi transparent white)

Display Letter no BG

Displays letter without a background

Highlight Letter

Shows the highlight of the letter

Hide Highlight

Hides the highlight of the letter

03. Displays list of letters and read them

Display a given list of letters. This module comes with 2 copies so 2 different lists of letters can be displayed at the same time.

Options available:

Display Letters with BG

Displays letters with background (semi transparent white)

Display Letters no BG

Displays letters without a background

Read Letters

Reads each letter

06. Default Lessons Modules – Display words**01. Displays list of Words and read them**

Display a given list of words. 40 words maximum. This module comes with 2 copies so 2 different lists of words can be displayed at the same time.

Options available:

Display Words with BG

Displays words with background (semi transparent white)

Display Words no BG

Displays words without a background

Read Words

Reads each word

02. Displays list of Plural Words and read them

Display a given list of words. 40 words maximum. Then shows the plural form (by adding an s) when reading the words.

Options available:

Display Words with BG

Displays words with background (semi transparent white)

Display Words no BG
Read Words

Displays words without a background
Reads each word, displays its plural form and read it.

03. Displays new words and read them

Display list of new words automatically built from the New Words list of the lesson and **immediately** reads the words. 40 words maximum.

Options available:

Display Words and read with BG

Displays words with background (semi transparent white)

Display Words and read no BG

Displays words without a background

04. Displays list of Words with their image and read them

Display a given list of words with their associated image. 8 words maximum.

Options available:

Display Words with BG

Displays words with background (semi transparent white)

Display Words no BG

Displays words without a background

Read Words

Reads each word

05. Displays new Words with their image and read them

Display list of new words automatically built from the New Words list of the lesson with their associated image. 8 words maximum.

Options available:

Display Words with BG

Displays words with background (semi transparent white)

Display Words no BG

Displays words without a background

Read Words

Reads each word

07. Default Lessons Modules – General Training

01. Keyboard training

Display a keyboard and allow the highlight of specific keys.

Options available:

Keyboard Help Show

Keyboard Help Hide

Show Arrow Keys

Show Backspace Key

Show Capslock Key

Show Control Key

Show Delete Key

Show End Key

Show Enter Key

Show Escape Key

Show Home Key

Show Insert Key

Show Numlock Key

Show PageDown Key

Show PageUp Key

Show Shift Key

Show Spacebar Key
Show TAB Key
Wait for CAPSLOCK
Wait for CONTROL
Wait for DELETEKEY
Wait for DOWN
Wait for END
Wait for ENTER
Wait for ESCAPE
Wait for HOME
Wait for INSERT
Wait for LEFT
Wait for PGDN
Wait for PGUP
Wait for RIGHT
Wait for SHIFT
Wait for SPACE
Wait for LEFT
Wait for TAB
Wait for UP

02. Displays Entry Text Field

Display a text Field allowing the student to type something. Font size and width of field is defined in option selected.

Options available:

Font - 30 - Width - 200
Font - 30 - Width - 250
Font - 30 - Width - 350
Font - 30 - Width - 450
Font - 30 - Width - 550
Font - 30 - Width - 750
Font - 25 - Width - 200
Font - 25 - Width - 250
Font - 25 - Width - 350
Font - 25 - Width - 450
Font - 25 - Width - 550
Font - 25 - Width - 750
Font - 20 - Width - 200
Font - 20 - Width - 250
Font - 20 - Width - 350
Font - 20 - Width - 450
Font - 20 - Width - 550

03. Write Phrases dropping words

Displays list of words automatically from all known words up to this point. Then allows student to create phrases by dragging words on top of the line. Student can have his new phrase read by clicking on the proper button. **Phrases are not checked for accuracy!**

Option available:

Start

04. Display Phrases with Blanks

Displays phrases that student must complete. Phrases are given as Argument 1. The list of words to fill the blanks is given as Argument 2. More words are automatically added to get a total of 8 words.

Maximum phrases: 5.

Option available:

Start

09. Designers' corner: Expanding Features and Libraries

01. Overview

Learning Now is built on a modular structure which allows Flash designers to easily add new features to the software package by creating new Lessons and Games Modules, or/and by expanding the current Games Parts Libraries.

Important note:

The Modules and Games Parts libraries have been made available to Learning Now Editor users so that you could become well familiar with each component of the Lessons and Games. Teachers are invited to browse through the libraries and explore their options. However, **only Flash designers** should make changes to the current modules and/or add new modules.

The development of new Lessons Modules and Games Modules requires advanced knowledge of Actionscript 3.0. No Actionscript knowledge is required to expand the Games Parts Libraries.

02. Modules Libraries

As a Teacher, check the Modules section of the Graphics Library and familiarize yourself with each module. See what they each do and how they work.

Knowing about the Modules will help you understand the tool you have in your hands, and therefore be more creative and work better. But do not make any change to the modules! Only designers who have access to the original Flash Libraries source files should edit these libraries.

Adding new modules

In order to create new modules, you must have access to the "[Learning Now v1 Designers CD](#)". Consult your Learning Now distributor for more information about this CD.

Designers will find model files in the "**Models for Templates**" folder. Flash version 9 or higher is required. A good knowledge of Actionscript 3.0 is required. Each model includes 2 files: a "fla" file and its related ".as" code file. Both files contain all necessary comment lines to help you understand what can be done.

Designers must also refer to the "**ReadMeFirst**" text file and the "**Designers To Do list**" MS Word file on the "Learning Now v1 Designers CD" for more specific information.

New Modules can support new Actions. In this case, designers **must define each new action** in the Module Actions section.

There are no limits to what can be created and added; only your own imagination! So go for it. Be creative and break the rules if needed! Any new module will expand the teachers' horizon and allow them to create more exiting new courses.

Become an "Learning Now" designers and help this tool become more efficient and ingenious!

03. Games Part Libraries

The Editor comes with a large selection of games parts. You can also add your own, as long as you are a Flash designer.

The Game Parts are used when you create and edit Exercises (also called Games). As a teacher, you access the Games Parts Libraries from the Preview Screen of the game.

The libraries include the following components:

- ✓ Task and Choice Objects
- ✓ Answer Right
- ✓ Answer Wrong
- ✓ Maximum Reached
- ✓ Minimum Reached
- ✓ Drag Areas
- ✓ Shooters
- ✓ Power Buttons
- ✓ Game Over

Only designers who have access to the original Flash Libraries source files should edit these libraries.

Adding new parts

In order to create new game parts, you must have access to the “[Learning Now v1 Designers CD](#)”. Consult your Learning Now distributor for more information about this CD.

Designers will find the FLA library files in the “**Libraries**” folder. Flash version 9 or higher is required.

Designers must also refer to the “**ReadMeFirst**” text file and the “**Designers To Do list**” MS Word file on the “Learning Now v1 Designers CD” for more specific information.

Important note:

Please make sure to enter the name of your game part exactly as listed in your FLA file. The name is **Case Sensitive**.

There are no limits to what can be created and added; only your own imagination! So go for it. Be creative and break the rules if needed!

Become an “Learning Now” designers and help this tool become more efficient and ingenious!

10. Improving our Education and Communities

Our children deserve our best now

A New Tool for a New Time

We are living in a new time. Technology is now part of our every day. Computers are reaching every one. The Digital Phones are a clear example of how far technology is reaching our most remote hideaways. In a very short time, the Internet will be on everyone's finger tip, from West End Jamaica to the most remote village of China and Africa.

Children spend their free time watching movies and television clips full of visual effects and excitement, or playing colorful and noisy little video games.

Meanwhile, our schools are falling apart, looking more like prisons than learning and educative centers. Children are packed in hot and humid rooms invaded by fungus and the old fashion decrepit methods of our far gone ancestors. Children are bored. Teachers are bored and burnt out.

Learning Now can change this! Be ready!

Getting Students into the Future

Learning Now is the tool that will help teachers and students make the switch between an archaic and decrepit educational system into a modern, colorful and realistic learning environment.

Teachers can use the powerful features of Learning Now to create a full azimuth of new courses and interactive training books for all ages and all subjects, and replace the dusty manuals of our great grand parents with interactive digital books and courses.

Teachers and Students can all work together and create all sort of complementary material that can be distributed among the families and community centers via CD or the Internet.

Schools could build their own Learning Now Local Centers with local Story Books and Cultural Electronic Centers created by Teachers and Students together.

Using technology to bring Free Education

Any material created with Learning Now must be distributed and spread all over the West Indies for free. It is your own duty and responsibility to share with every one your own dreams and learning tools.

You could establish links with other islands and West Indies communities and exchange all sorts of Learning Now training books and courses. Each country and community might bring their own designs and customization. We could end up with a lot of Help Figures representing all sorts of places and cultures.

Learning Now is build to grow and keep growing and growing. All together we can create a Free Education world and open it to all children and adults of the West Indies. It's up to you.

Building Community Story Books

After a few days working with Learning Now, you will start realizing all the possibilities that the software brings. Since the application is built using Flash, it supports all Internet protocol and procedures.

Learning Now can create Story Books and present them by subjects, narrator or country. These story books could be written by teams of community members – students or nor – to reflect the local traditions, geography, economy, culture and music.

You could create books of local healing plants and herbs, fruits and vegetable, including old-traditional advices on how to use the medicinal herbs.

Each book could be colorfully designed and full of digital images, sound effects, local music, interviews with elders and youngsters. You could include family albums, genealogic trees. **The sky is not even the limit, as long as you can work on your dreams.**

All books could be packed on CDs or DVDs and made available to all members of the community and beyond.

An Internet module could also easily be plugged into Learning Now allowing instant publication of your books on your Internet Web Server.

Using technology to honor and preserve our culture

Learning Now loves music and digit art. You could create musical books to illustrate various or all aspects of your local or national music.

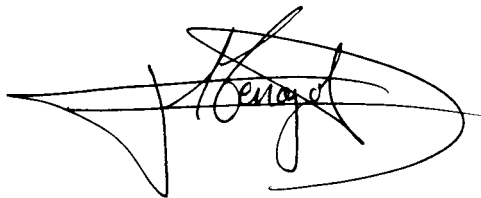
You could include as many music rooms as you wish, with interviews, articles from the press, photos, videos [not supported yet, but soon]...

You could easily add Books to cover your local art craft, painters and sculptors, poets and writers.

And plug all of it to the Internet.

If you can dream and then work upon your dreams, then you will know exactly what to do next. Catch the vision and make the dream alive.

My very best wishes with all my heart;

A handwritten signature in black ink, appearing to read 'Fabrice Menoyot', written over a large, stylized, abstract graphic element that resembles a long, pointed oval or a stylized letter 'M'.

Fabrice Menoyot
December 2008

This free space is dedicated to meditation and day-dreaming.

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