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Classroom Suite (Win/Mac) 4.x

Templates

Introduction

Activities in Intellitools Classroom Suite 4 have been created using a format called "Show Me, Practice, Challenge." This format follows the "I'll Show You, We'll Do it Together and then You'll Do it on Your Own" instruction method.

This tutorial assumes…

- Classroom Suite 4.01 (or higher) is installed on your computer.
- You have opened a template.
- You have previewed an activity.
- You have customized an activity.
- You have published an activity.
- You have created a student user.
- You have assigned an activity.

Learning Objectives

Completion of this tutorial will give you experience with the following:

- Using the Show Me, Practice, and Challenge functions of a student activity so that you can support your student.

Case Study

Billy is a new student in Mary's grade 3 classroom. He is a student with Down syndrome who has just received Classroom Suite 4 as an assistive technology solution to help him with beginning literacy. Mary has created a student user profile for him and has published a Sort Sounds activity. She has assigned Billy the activity, but she is unsure how the activity works. She wants to understand the way the activities work so that she can help Billy to be independent with the program and the activities.

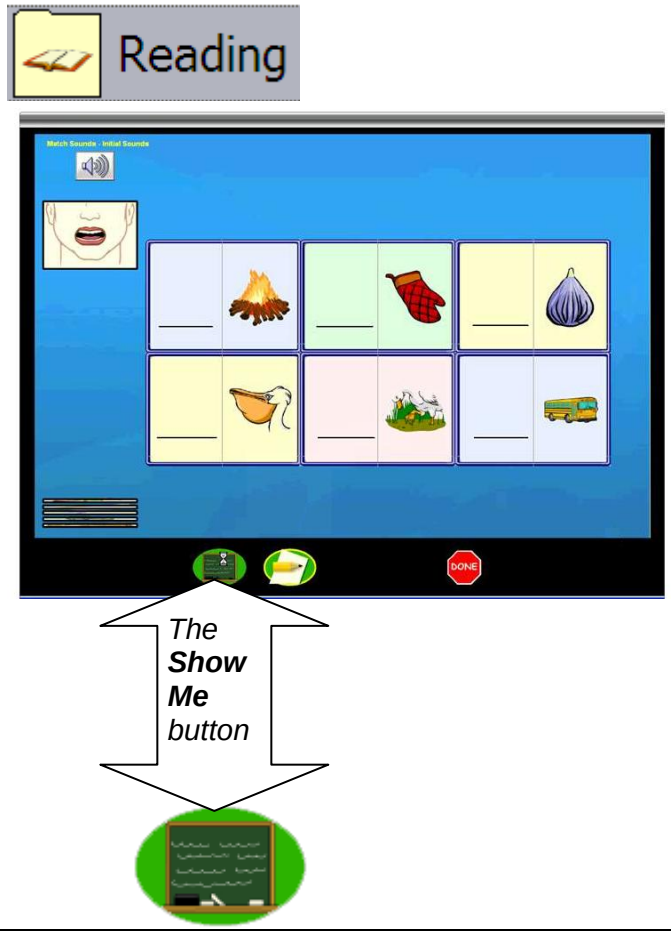
The Show Me Button

1

Note: This example is from **Templates ➢ Reading ➢ Match Sounds ➢ Initial Sounds**. Activities have 3 parts: Show Me, Practice and Challenge.

Show Me is a "watch while I show you how this works" instruction. It steps through what the student will do in the activity. To use **Show Me**, locate the **Show Me** button at the bottom of the page

- Audio and video instructions are presented: The student hears a sound; the cursor clicks and drags the picture of the sound (face) to the card that starts with that same sound.

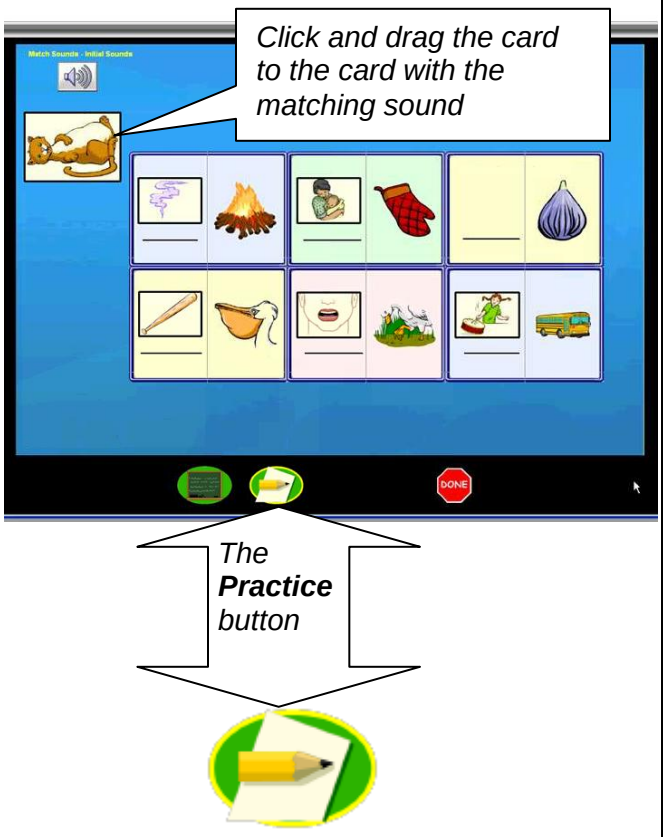


The Practice Button

2

The **Practice** button is a “let’s do this together button,” that allows the student to practice the activity with support.

- Click the **Practice** button. Audio instructions are presented. The student can click on each picture to hear which sounds the words start with.
- The student will be presented with a **picture card** in the top left corner. The student listens for the beginning sound and then can **click and drag** the picture card to the card with the picture that begins with the same sound.
- If a student clicks and drags to the wrong card, the picture bounces back to the top left corner. The student then hears some corrective feedback.

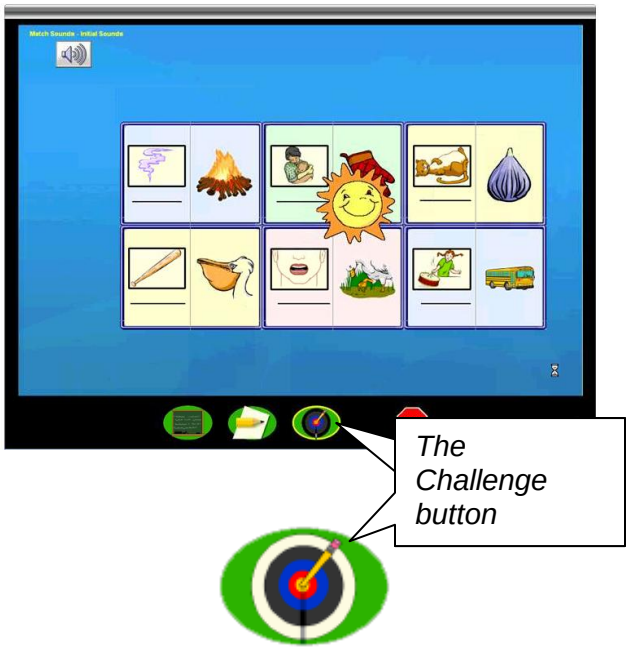


The Challenge Button

3

Challenge is a “now you do it by yourself” activity. It appears after the student masters the **Practice** activity. You can set the **pass or repeat level** for the challenge area. This can be done when you are customizing the activity. The default passing percentage for activities is set at 80. The maximum allowed challenge attempts is set by default to 3.

- Click the **Challenge** button at the bottom of the page.
- The student works through the activity. The student’s successful and unsuccessful choices will be recorded.
- The student will be prompted to



repeat the activity if the passing percentage is not achieved.

Questions that are part of the challenge section are tracked for progress. Incorrect choices are not automatically corrected and the student does not hear any corrective feedback.

When a student is finished, a **Go** button appears.

The student clicks the **Go** button to check their work. If the student doesn't achieve mastery, the activity continues.

*The **Go** button appears.*