

Animals Galore®

Introduction

Animals Galore® by Education by Design is a simple to use program based on the Mayer-Johnson® Picture Communication Symbols. It uses these symbols and strong auditory feedback to develop students' recognition of animal symbols and sounds as well as one-to-one correspondence and counting skills. It also supports early literacy development by helping students build simple, symbol-based sentences.

Case Study

Many different types of students can benefit from using this simple program. For example, students who:

- a. are working on recognizing and acquiring Picture Communication Symbols
- b. require practice and reinforcement in auditory and visual discrimination
- c. require practice and reinforcement in matching and one-to-one correspondence and / or counting
- d. are at a beginning literacy level and require symbol and auditory support for reading and sentence construction
- e. use alternate access methods such as scanning with switches

"Tiffany" is a Kindergarten student who has cerebral palsy. She is cognitively delayed and has difficulty speaking. Her team is interested in having her learn some basic Picture Communication Symbols and to begin some literacy development in a fun learning environment that will hold her attention. Because her condition makes it difficult for her to manipulate a mouse with accuracy, the team has set up the program to accommodate scanning with mouse selection. Tiffany is working on Level 1 of two of the activities designed to improve her recognition of the animal symbols. Her team is also using toy animals and laminated symbols in other, seat-based activities to reinforce and generalize her learning to other settings.

Strengths of Animals Galore®

This concept development and literacy program, built around the theme of "animals", has several helpful features:

- a. It is a very simple program with a few activities so it is easily mastered by both the student and the team. Once installed, students can begin working on the activities right away.
- b. It is based on the commonly used Mayer-Johnson® Picture Communication Symbols so, for students already familiar with these symbols, it is an easy transition to the program's activities.
- c. The user interface is very clean with little visual clutter. There is even an option to go to a completely plain interface to accommodate those students who are easily distracted.

- d. Within each activity there are two levels so the student can “grow” with the program over time.
- e. The program uses enough symbols for variety, but the theme makes it easy for students to move from one activity to the next.
- f. The program uses a pleasant and motivating digitized voice with good reinforcement and redirection messages.
- g. There are a variety of activities which explore literacy, numeracy, and matching goals. The early literacy sentence building activity can be printed to give the student a copy of his or her work for sharing or further reading reinforcement.
- h. The program has a fun game-like quality which is motivating and holds students’ attention – the animal sounds are digitized and realistic.
- i. There are several options which can be adjusted to accommodate students with alternate access methods (like scanning).
- j. The program CD has a printable document which gives suggestions for off-computer activities and the Education by Design company has a website (www.edbydesign.com/ebdsw) which has online activities for students aged 5-12.

Limitations of Animals Galore®

As with any program, there are some limitations.

- a. In the sentence building activity, students may need extra support to understand what is expected since both levels use sentence starters and sentence completers.
- b. In the sentence building activity, you can only print up to 10 sentences at any one time.
- c. The program is only available for computers with the Windows operating system.

Installing Animals Galore®

To install the program:

1. Insert the program CD into the computer’s CD drive.
2. The auto-installation wizard should automatically begin running. Follow the prompts on the screen to install the program.
3. If the auto-installation wizard does not automatically start:
 - a. Double-click **My Computer** to see your computer drives.
 - b. Find the CD drive and double-click to open it.
 - c. Double-click the **setup.exe** icon to begin installing the program.
 - d. Follow the prompts on the screen to complete installation.

When installation is complete, you will notice an Animals Galore® shortcut has been added to your desktop. A small manual has also been installed. You can view (or print) the manual by going to your **Programs** list and finding the newly installed Animals Galore® PCS program. The manual is listed there (you will require Adobe Acrobat Reader to view the manual).

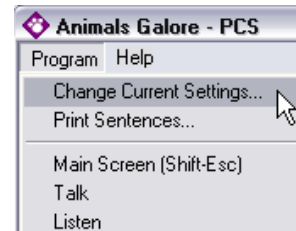
Starting the Program

1. Launch Animals Galore® by double-clicking the shortcut on your desktop or by clicking on the program from your program list.

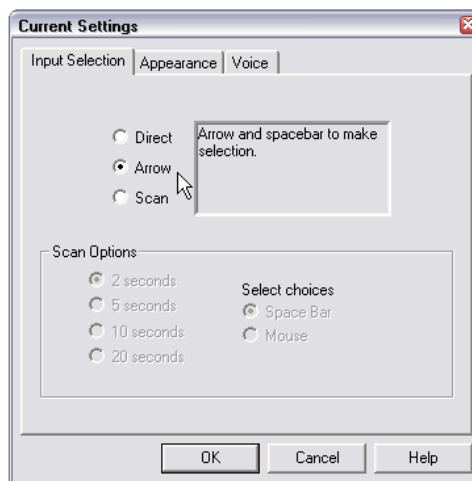
The Program Settings

Begin by adjusting the program options to suite your student.

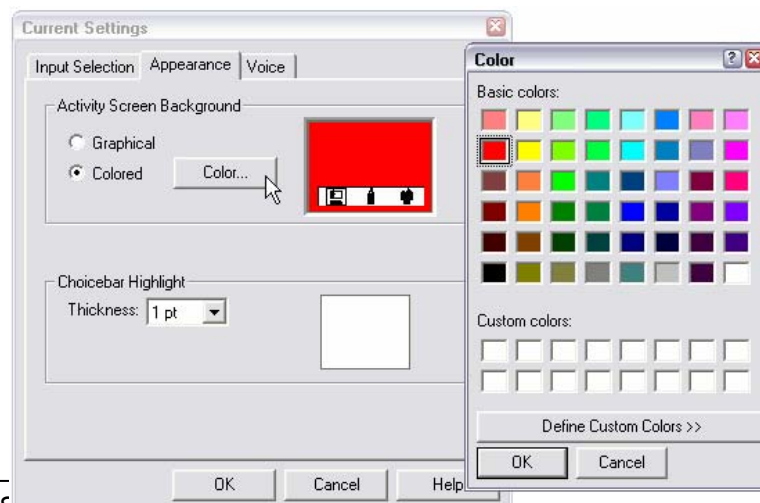
1. Go to the **“Program”** menu and select **“Change Current Settings...”**



2. Choose the input method your student will use under the **“Input Selection”** tab. When you click on each method, an explanation of how each works appears in the right hand window. Here you can set input as **“Direct”**, **“Arrow”**, or **“Scan”**. If you select **“Scan”**, you can also select the speed of the scan and how the selection will be made.



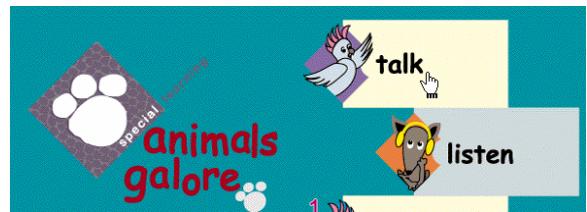
3. Under the **“Appearance”** tab, you can select a cleaner user interface by choosing **“Colored”** and then choose the colour by clicking on the **“Color”** button.



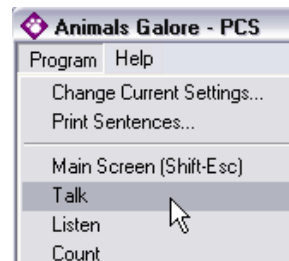
4. The “**Choicebar Highlight**” allows you to set the thickness of the line around the highlighted item. This is important for students who may have a visual impairment or difficulty maintaining attention.
5. The final tab, “**Voice**”, allows you to choose from three voices – one digitized female voice and two synthesized voices. To hear what they sound like click the “**Sample**” buttons.
6. When you have finished adjusting the options, click “**OK**” to close the “**Settings**” window.

Talk

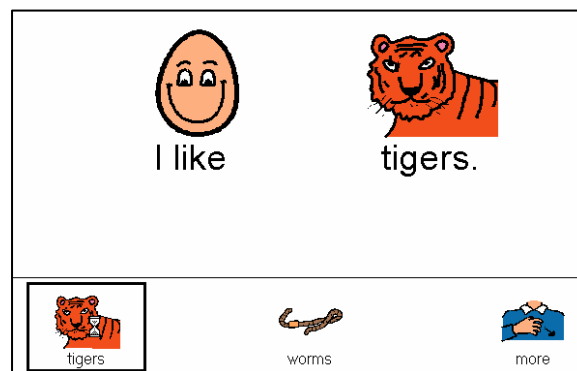
To start the “**Talk**” activity, click on it on the Main Screen (**NOTE**: you can get to the main screen at any time by pressing “**Shift-esc**” on the keyboard) or...



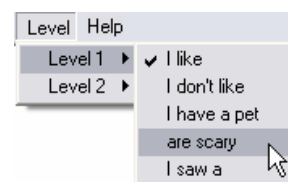
go to the “**Programs**” menu and choose “**Talk**”.



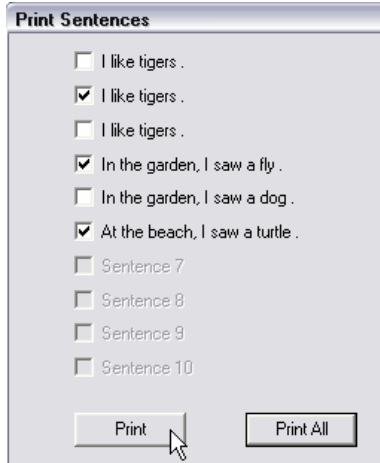
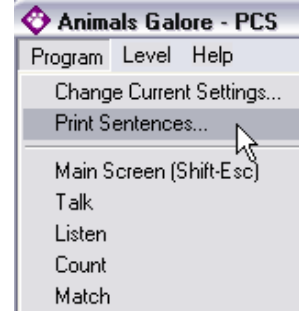
1. In this activity, the student can choose animal items by clicking on them at the bottom of the screen. When the items are clicked they are added to the sentence and the sentence is spoken aloud. Then the item is cleared and the student can make another selection. If the student wants more choices, he or she can click the “**More**” button to see other animal items.



2. To change levels (and sentences), go to the “**Level**” menu and select the level and sentence you would like.



- To print out the sentences that have been created, go to the **“Program”** menu and select **“Print Sentences...”**. A dialog box will open up allowing you to select individual sentences or all the sentences to print. When you have decided which sentences to print, click the **“Print”** button to open your Printer dialog box.



Listen

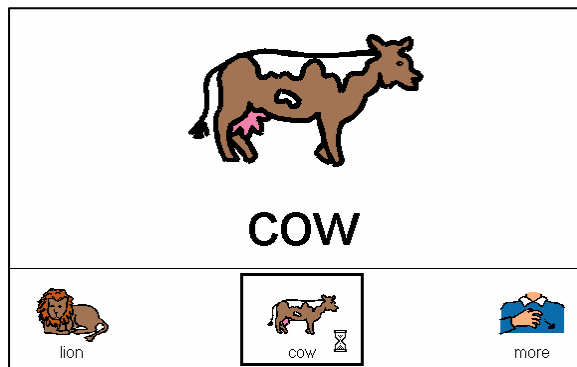
Go to the **“Listen”** activity on the Main Screen (**Shift-esc** to get to the Main Screen) or choose **“Listen”** from the **“Program”** menu.

Level 1

- In Level 1, students are presented with the sentence starter *“I can hear a...”* They are presented with two symbols and they can choose the one that they would like to hear.

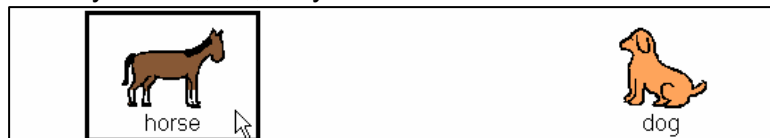
When they click on a symbol, it is displayed in the main window, the name is spoken, and the sound of the animal is heard.

Students can access more animals by clicking on the **“More”** button.



Level 2

- In the second level, students are asked, *“What animal is this?”* and then hear the sound of one of the two animal choices that are presented in the choice box. The student must decide what animal sound has been made and click on one of the animals. If they are correct, they are reinforced and rewarded.



If they make an incorrect choice, they are told their choice is not correct and are redirected to try again. If they make two incorrect selections, the incorrect symbol choice is eliminated and they can make the correct selection.

Count

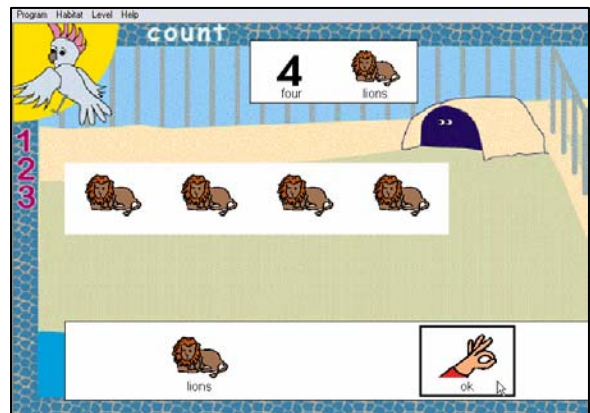
Go to the Main Screen (**Shift-esc**) and choose “**Count**” or select the activity from the “**Program**” menu. This simple activity helps build one-to-one correspondence and teaches counting.

Level 1

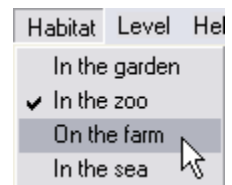
1. In Level 1, the student is asked to put 1 to 10 animals in different habitats. The student must click on the animal symbol to add the animals one at a time. When they are finished they click the “OK” button to see if they have the correct number.

If they are correct, they are reinforced and rewarded. If they have too few, they are told “*there are not enough <animal name>*” and are redirected to try again.

If they put too many animals in the habitat, they are told “*there are too many <animal name>*” and are asked to try again.



You can change the animal habitats by going to the “Habitat” menu and selecting a different habitat. The animals that are presented in each are appropriate to that habitat.



Level 2

1. The Level 2 activity is the same as Level 1 except 11 to 20 animals are requested. For both levels, the animals are displayed in groups of 5 making it easier for the student to count them as they are added.

Match

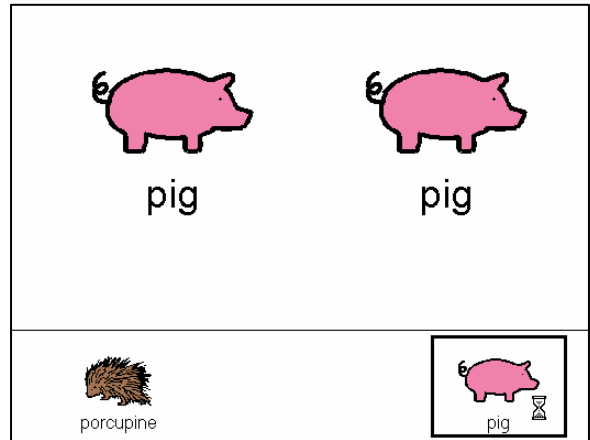
Go to the Main Screen (**Shift-esc**) and choose “**Match**” or choose “**Match**” from the “**Program**” menu.

Level 1

1. In Level 1, the student is asked to “*Find the same <animal name>*” (e.g. “*Find the same kangaroo*”) that is displayed in the main window. The student matches the animal with one from the two choices in the choice box.

If they match correctly, they are reinforced and rewarded.

If they choose the wrong animal match, they are told “*No, they are different*” and redirected to try again. If they make two errors, the incorrect match is eliminated from the choice box and the student can select the correct match.



Level 2

1. In Level 2, the student is asked to find the same animals from four that are displayed in the choice box. They are asked to “*Find the same...*” and must select the two that match. If they answer correctly, they are reinforced and rewarded. If they answer incorrectly, the incorrect response is eliminated and the choices more limited. If they continue to answer incorrectly, all but the correct matches are eliminated so the student can make the match and be rewarded.



Other Resources

For other training resources, including online program demonstrations and downloadable Animals Galore® symbol sets, visit the Animals Galore® resource page at www.setbc.org/psap.