GrammarTutor
User’s Guide
Windows and Macintosh
Version 2.0

GrammarTutor
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Installation:

Windows
1. Insert CD into Drive;
2. Double-click on the My Computer icon;
3. Double-click on the CD-ROM drive icon;
4. Double-click on the file, “Setup.exe” to launch the installer;
5. If a full install is desired (allows for use without the CD), select “CUSTOM” on the Setup Type screen;
6. Follow the installer screen prompts.

Macintosh
1. Insert CD into drive;
2. Double-click on the CD icon;
3. Double-click on the Workshop icon;
4. If a full install is desired (allows for use without the CD), click the box for “Install all files to disk” at the bottom of the install window;
5. Click on the Install button;
6. Select an installation location, then click Continue.

Technical Requirements
Windows 95 or higher; CD-ROM drive, 10 MEGS available RAM

Macintosh
PowerPC Macintosh, system 7.1 or higher, CD-ROM drive, 10 MEGS available RAM

Program Overview
The GrammarTutor has two modules for student use. In the Test Module, students select from the 100 grammar topics and test themselves by completing fill-in-the-blank sentences. Their progress is tracked and they may save their results to disk or to a printer. The Game Module allows one or two students to use the grammar material to play the classic game of tic-tac-toe. A player is allowed to make a mark in the game when they answer a test item correctly.

The GrammarTutor also includes a stand-alone application that can edit the materials included in the GrammarTutor. The GrammarTutor Editor can alter the exercises in a grammar topic, create new topics and exercises, create and modify help fields, and change the glossary by adding or deleting words and sounds.

Getting Started
The GrammarTutor main screen is shown at right. Click on Test to access the student Test Module. The software will ask for the user’s name when entering so that progress can be tracked and saved.

Click on Play to access the Game Module. The game includes one and two-player options. The software will ask for the user’s name when entering so that progress can be tracked and saved.

The GrammarTutor Editor is a separate, password protected application.
General Navigation

The GrammarTutor Test and Game modules and the GrammarTutor Editor all use this standard set of navigational buttons.

- **Start** - start a test or game.
- **Stop** - end a test or game.
- **Help** - get information on a test or game.
- **Sound On/Off** - turn the sound on or off.
- **Return** - return to previous screen or quit.

- **See Answer** - show answer after two tries.
- **Record** - call up the sound recorder in the Editor.
- **Reorder List** - show list beginning to end or vice versa.
- **Glossary** - go to glossary.
- **Switch** - switch language in glossary display.

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Special Marks and Characters

**Hot Keys** Both the Windows and Macintosh versions of the GrammarTutor use special hot keys in order to type special marks, accents and characters.

To use the hot keys, type the letter to be accented, and then press the hot key.

For a Spanish type accent (á, é, í, etc.) type the letter to be accented, then press the apostrophe (') key.

For a Spanish tild (ā) type the letter n and then press the apostrophe (') key.

For a diericis (ū, ō, etc.) type the letter and then press shift+apostrophe (').

For an accent grave (ê) type the letter and then press the back-slash (\) key.

For a circonflex (ī, ò, etc.) type the letter and then press shift+back-slash (\).

Other characters are made as follows: ç = c, then apostrophe; ß = s, then apostrophe; ò = ?, then apostrophe; inverted exclamation (!) = !, then apostrophe.

**Alternate Methods** When using Windows, you also have the option of producing special accents and characters using the numeric keypad on your keyboard and the alt key. Examples of these "alt codes" are: alt + 130 = é; alt + 160 = à; alt + 161 = í; alt + 162 = ò; alt + 163 = ô; alt + 164 = ñ; alt + 168 = õ.

When using Macintosh, you have the option of producing special accents and characters using the option key with one or more other keys. Here are some keystrokes for making marks and characters on a Macintosh: á = option and e, then a; é = option and e, then e; í = option and e, then i; ò = option and e, then o; ñ = option and n; ò = option + shift + í; Œ = option + and '; ò = option + c; ò = option and s; ñ = option and u; ò = option and u, then a; ò = option and l, then i; ò = option and l, then o.
GrammarTutor Test Module

The grammar material included with the GrammarTutor consists of completion exercises in one hundred grammar topics. Click on a grammar topic and Start to begin testing.

Testing is on a mastery basis. The student is allowed three tries to answer correctly. After two tries, the See Answer button is activated. If the answer is still missed or if See Answer is used, the item is repeated at the end of the test.

At all times students have access to the glossary for translations and pronunciations, as well as access to explanations of the grammar topics. The picture/sound reward for correct answers can be turned on and off independently.

- Click here for an explanation of the grammar topic.
- After two tries to answer, click here to see the answer.
- Click to turn on and off the picture reward.
- Click to return to the previous screen or to quit.
- Click on a topic, then click here to begin testing.
- Click to get help using the test.
- The glossary shows meanings and speaks each word.
- Turns sentence and reward sounds on and off.

GrammarTutor Game Module

The GrammarTutor Game Module allows students to play the classic game, Tic-Tac-Toe, either against the computer or another student.

As the Game Module is entered, a dialog box prompts the user to enter their name or names. If you wish to change the number of players in a game, simply return to the main GrammarTutor screen and reenter the Game Module.

To begin play, click on a grammar topic and then on the Start button. The first player (blue) will be presented with a sentence to complete. If the item is answered correctly, then the player is allowed to mark the tic-tac-toe board. If the answer is not correct, or if See Answer is used, then no mark is made and play advances to the next player (or to the computer if it is a one-player game).

During a one-player game, the student is allowed three tries to get the correct answer before play advances to the computer.

Scores are displayed next to the tic-tac-toe board, and a transcript of student scores can be saved to disk or printed at the conclusion of play.

- To play:
  - click on a grammar topic
  - click on Start
  - complete the sentence
  - mark the game board
GrammarTutor Editor

The GrammarTutor Editor is an application separate from the GrammarTutor. The default password to enter the Editor is "password". The Editor allows you to modify the GrammarTutor topics, exercises and related help fields, as well as creating new topics, exercises and help fields. You can also modify or expand the glossary using the editor.

Data for GrammarTutor exercises comes in the form of a prompt and its answer separated by a semicolon. Multiple correct answers are separated from each other by a semicolon. A sound reference may also be included in the data, either with the prompt, with the answer, or both. The sound reference is delineated with a slash (/).

Click this button to create a new grammar list.
Select a list, then click to view or make changes.
Click to save list, help field or glossary changes.
Click to clear a list, field or the glossary editor.
Click to call up the sound recorder.

GrammarTutor Glossary Editor

The GrammarTutor glossary is fully editable, allowing you to add or delete words to both sections (English>other and other>English).

To add a word, click on the plus sign. A blank will appear in the appropriate list. Type the word, then press tab. The cursor advances to the translation field where you enter the new word's meaning in the second language.

To delete a word from a list, find it using the green arrows or the search fields next to the magnifying glass. When the word is showing, click on the minus sign and it will be deleted.

A new word will be pronounced in the glossary if you record it in the sound editor and make the name of the recorded sound the same as the word. For example, in the Spanish version the word "burro" is recorded and then saved with the name "burro". When "burro" (or it's translation) is clicked on in the glossary, the recorded "burro" sound will play.

Click on Save once all new entries and deletions have been completed and changes will be saved to the student module.
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Tech: Windows—Windows 95 or higher; hard drive; 10 MEGS RAM, 256 colors SVGA, Soundblaster; Macintosh—Macintosh with PowerPC, system 7.1 or later, hard drive, 10 MEGS RAM, 256 colors

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