

About the Authors



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Teaching Instructions

Sounds Abound Interactive Software is designed to promote phonological awareness in children 4 to 9 years of age. Research shows that phonological awareness is a single skill that may be addressed with a variety of activities. The activities in this software focus on rhymes, syllables, phonemes, and letters.

These activities do not need to be completed in the order presented. Rhyme activities are included primarily for work with preschool children. Once children begin formal instruction in reading and writing, attention should be directed toward activities involving the phoneme. These activities include making judgments about beginning and ending sounds. Activities involving segmenting and deleting phonemes are also included, and for these, children may benefit from initially practicing similar activities involving syllables. The blending section also draws attention to phonemes and helps integrate phoneme awareness with how words are read and spelled.

Sounds Abound Interactive Software should be supplemented with other activities involving letter-sound correspondence and beginning reading and spelling in order for it to be the most instructive.

Installation

Windows

Insert the CD into your computer's CD-ROM drive. Click **Install** to install the program to your hard drive. If the auto-run feature of your CD-ROM drive is enabled, installation will begin automatically. Follow the onscreen instructions to complete the installation. If installation doesn't begin automatically, follow these steps:

1. Double-click **My Computer**.
2. Double-click the **CD-ROM icon**.
3. Double-click **Setup.exe**.

Macintosh

1. Double-click the **CD-ROM icon**.
2. Double-click **Setup.osx**.

See the **Troubleshooting.pdf** document on the CD if you have any problems installing or running this program.

Getting Started

After you've installed the program, click **Start** on the Welcome screen. You will then advance to the Users screen. On this screen you will add, delete, and select student names. You must select a name from this screen before advancing.

Add New Student—Displays a pop-up box where you enter your student's first and last name. Click **Add New Student**, and your student will be added to the Current Users list.

Remove Student—Choose a name from the Current Users list. Then click **Remove Student**. Confirm your selection in the pop-up box to delete the student from the Current Users list. When you remove a student from the list, all of his saved results will be deleted from the program.

Choose Student—Choose a name from the Current Users list. Then click **Choose Student** to move to the Options screen.



Session Options

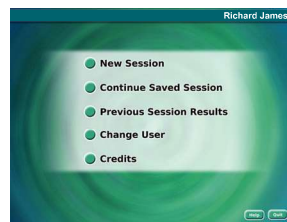
New Session—Proceeds to the Setup screen to set parameters for the session

Continue Saved Session—Allows you to complete a previously suspended session

Previous Session Results—Displays results of the student's previous sessions

Change User—Lets you choose a different student from the Current Users list

Credits—Displays a list of people who worked on this program



Session Setup

You can customize your session by setting the following options:

Progress Indicator—Allows you to control the visibility of the question counter (i.e., Question 1 of 10)

Randomization—Mixes the order of the screens for the lesson(s) you have selected

Goal Setting—Sets a percentage correct goal from 1%–100%

Visibility of Goal Counter—Allows you to control the visibility of the goal counter bar

Audio: Narration—Allows you to turn off the narrated audio

Audio: Sound FX—Allows you to turn off sound effects and reinforcement audio

Volume—Sets the master volume for narration and sound effects

Setup Screen Activity Chart—There are 15 activities. Each activity includes five lessons; each lesson contains ten items (a total of 50 items per activity).

Activity	Lessons					Totals	
	1	2	3	4	5		
Rhyming						32/40	80%
Matching Rhyming Words	9/10	6/10				15/20	75%
Identifying Rhyming Words							
Odd One Out	7/10	10/10				17/20	85%
Beginning Sounds						11/20	55%
Beginning Sound Pairs	7/10					7/10	70%
Matching Beginning Sounds	4/10					4/10	40%
Odd One Out						20/20	100%
Ending Sounds							
Ending Sound Pairs			10/10			10/10	100%
Matching Ending Sounds					10/10	10/10	100%
Odd One Out							
Segmentation						9/10	90%
What's Left? Syllables	9/10					9/10	90%
What's Left? Phonemes							
Segmenting Words into Syllables							
Segmenting Words into Sounds							
Blending						13/50	66%
Blending Sounds into Words	9/10	4/10				13/20	65%
Blending Letters and Sounds	8/10	6/10	8/10			20/30	66%
						105/140	75%

Setup Screen Activity Chart, *continued*

The activities are as follows:

- Matching Rhyming Words
- Identifying Rhyming Words
- Odd One Out, Rhyming
- Beginning Sound Pairs
- Matching Beginning Sounds
- Odd One Out, Beginning Sounds
- Ending Sound Pairs
- Matching Ending Sounds
- Odd One Out, Ending Sounds
- Segmenting, What's Left? Syllables
- Segmenting, What's Left? Phonemes
- Segmenting Words into Syllables
- Segmenting Words into Sounds
- Blending Sounds into Words
- Blending Letters and Sounds

Select the lesson(s) you wish your student to attempt for a session. (You may choose any number or combination of lessons, and the student may reattempt any lesson at any time.) Then click on the arrow in the bottom, right-hand corner of the screen to begin the lesson.

To print the data from the Activity Chart, click **Print Screen** at the bottom of the Setup screen.

Completing an Activity

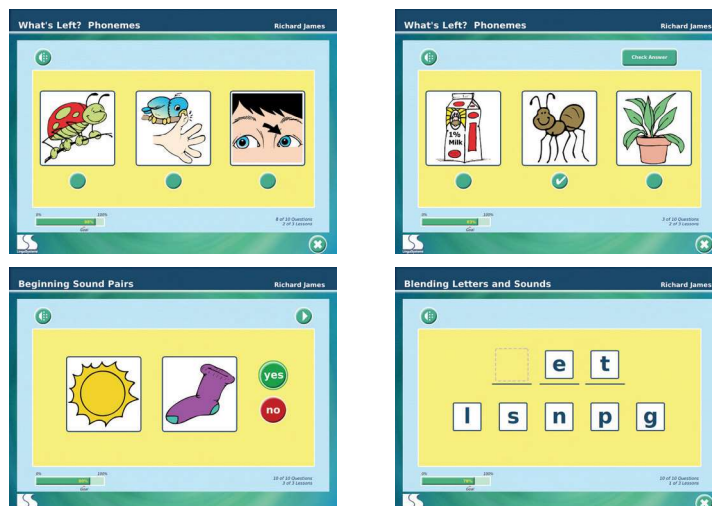
All prompts are narrated. Narration starts automatically when the item appears on the screen. The student can hear a question again by clicking **Play Question Audio** (speaker button) at the top of the screen. He may hear the name of a picture again by clicking on the picture.

The student then selects a response by clicking on a button to select a picture or, in the Blending Letters and Sounds activity, by clicking on and dragging a letter to complete a word. The student may change his response by clicking on another button or by dragging another letter over the first letter he chose. Once the student chooses his answer, he clicks **Check Answer** to receive feedback. If the student chooses the correct answer, he will hear a musical tag and a verbal reinforcer. If the student chooses an incorrect response, the program will highlight the correct answer and give a verbal response. The child then clicks on **Next** (arrow) to move to the next screen.

Once a lesson has been completed, the student's score will appear on the chart. If the student correctly answers all ten items in a lesson, his score will appear in green (e.g., **10/10**). If he answers one or more items incorrectly, the score will

appear in red (e.g., **7/10**). The software totals the scores and gives the percentage correct for each activity (e.g., Matching Rhyming Words), each set of activities (e.g., Rhyming), and the total program.

For detailed information on tasks, see the **Help** file on the CD-ROM.



Ending a Session

When a student completes a session, click **See Results**. The Results screen shows the student's name, the date and time of the session, the overall goal, the final results (number of items correct/attempted and overall percentage), and the individual skill area results. The information on the Results screen is vital for recording and documenting initial assessments, progress reports, and pretests/posttests. To print the session results, click **Print** to open your computer's print dialog box.



The results of a completed session are automatically saved. You can retrieve these results later by restarting the program and choosing the student's name from the Current Users list on the Users screen. Then click **Next** and choose **Previous Session Results** from the Options screen.

Evidence-Based Practice

- Effective instruction of phonological awareness skills teaches children to notice, think about, and manipulate speech sounds in words (*Put Reading First*, 2000).
 - Training in phonological awareness is critical to reading success, and manipulating phonemes in words is highly effective across all literacy domains and outcomes (National Reading Panel Report, 2000).
 - Regardless of their ages, children who struggle to learn word decoding and encoding require intervention focused on the explicit awareness of phonemes in words, the association of phonemes with alphabetic symbols, and the ability to segment and blend phonemes in words and manipulate them in other ways. This aspect of intervention generally follows this normal developmental sequence:
 - Begin with activities that build awareness of rhyme and other syllable-level sound structures.
 - Move to activities that require comparison of phonemes in groups of words, such as identifying whether two words start or end with the same sound.
 - Proceed to activities that require more explicit levels of phonological awareness (e.g., teaching children to identify the number of sounds or syllables in a particular word).
 - Culminate in activities aimed directly at teaching children to segment words into phonemes and to blend phonemes into words.
- (American Speech-Language-Hearing Association, 2001)
- Effective computer-assisted instruction supports paced, individualized learning that provides immediate feedback and opportunities for practice (Kim et al., 2006).

See the **References.pdf** document on the CD for complete references.

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