Picture This: A Language Training Program For Elementary Students

Doug Barrett

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Picture This...

A language training program for elementary students

Developed at the
Institute for Simulation and Training
University of Central Florida
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Institute for Simulation and Training
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Dr. Peter Kincaid, Project Director
Elia M. Pedrero, Project Consultant

Programmed by Kenneth Juge
using routines developed by
German Calderon and Xavier Calderon

Doug Barrett, Graphic Artist

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Introduction

*Picture This...* was designed by researchers at the Institute for Simulation and Training at the University of Central Florida to teach basic nouns to students for whom English is a second language. The target level for this program is the first grade, so reading and writing skills are not necessary. All the student needs to be able to do is use a mouse to click on objects on the screen.

*Picture This...* consists of five scenes:

- classroom
- cafeteria
- playground
- nature
- art room.

Each scene includes two lessons and a quiz. A lesson consists of a screen with five active objects; when the student clicks on an active object, the object appears by itself on a new screen. The computer then plays the recorded voice of a native English speaker saying the name of the object. The speaker uses the word in a sentence and then says the word again. The main screen returns after this cycle. The student can work in this lesson as long as needed.

The quizzes involve the use of active boxes which ask the student to identify the objects learned in the lessons by saying “Where is the (object)?” The quiz screen is divided into twelve boxes. Ten of these boxes contain objects learned in the lessons; the other two boxes are help buttons. The computer asks “Find the (object).”
The student should then click on the box containing the object. The student can hear a question repeated without penalty by clicking on a help button.

An animated dog lets the student know if the answers are correct—a puzzled-looking dog appears after incorrect answers and a dog wagging its tail appears after correct answers. The computer then goes on to another object, repeating the procedure.

The program is intended for unsupervised use during the lessons. The teacher should monitor the quizzes, however, to check on the student’s progress.
How to Install Picture This...

*Picture This* ... comes on a set of fifteen 3.5 inch diskettes. Each diskette contains one section of the program. You can use the disks to run the program, but it will run slowly because of the size of the sound files.

1. Open a new folder on the hard drive and label it *Picture This*...
2. Insert the ClassA disk.
3. Copy disk to folder.
4. Copy remaining disks in this order:
   - ClassB
   - ClassQuiz
   - CafeA
   - CafeB
   - CafeQuiz
   - PlayA
   - PlayB
   - PlayQuiz
   - NatureA
   - NatureB
   - NatureQuiz
   - ArtA
   - ArtB
   - ArtQuiz
5. Arrange the icons on the hard drive in the order shown in Figure 1.

Figure 1 Arrangement of Program Icons
How to Use Picture This

These instructions provide the mechanical directions for running Picture This... Since the lessons are self-paced, it is up to you to determine how long each session will be.

Lessons

Lesson Description

Each lesson includes a scene with five active objects; these objects are labeled with buttons. To learn the vocabulary words in the lesson, the student clicks on a button. A new screen appears with a magnified image of the object. The computer plays the recorded voice of a native English speaker saying the word, using it in a phrase, and repeating the word. For example, when the student clicks on the sun in the nature scene, the computer plays, "Sun...The sun is hot...Sun." The main scene then returns. The student can click on any object as many times as desired.
Running a Lesson

1. Open the Picture This... folder.

2. Double-click on the lesson you want to run. Although you may start with any scene, you must run each scene in the A, B, Quiz sequence.

3. After you click on the lesson icon, a credit screen appears (see Figure 2). Click once on the button marked *Continue*.

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Picture This...

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*Figure 2  Credit Screen*
4. The timing screen appears (see Figure 3). This screen allows you to designate the length of the pause or delay between words and phrases during the lessons. The default timing creates a delay of about one second; custom timing creates whatever delay you designate.

   Click on either Custom Timing or Default Timing.

Timing - As you become familiar with the program, you may wish to change the timing of the words and phrases in the program. The default setting allows about a second between the word and the phrase, and then another second between the phrase and the word the second time around. If more time is desired between the word and the phrase, you may choose Custom Timing below and set the timing yourself. If you choose not to set your own timing, simply click on the Default Timing button below.

   ![Custom Timing and Default Timing buttons]

   Figure 3 Timing Screen

5. If you chose Default Timing, go to step 6. If you chose Custom Timing, a screen appears asking for the length of delay.

   Type the number of seconds you want for the delay.
   Click on OK

6. The lesson scene appears and is ready to be used by the student.
Quiz

Quiz Description

The quiz screen consists of a grid divided into 12 boxes. Ten boxes contain objects learned in the lessons; two boxes contain question marks (see Figure 4). (The question marks are help buttons; clicking on them causes the computer to repeat the last question without penalty to the student.)

![Figure 4 Quiz Screen](image)

When the quiz screen appears, the speaker says "Find the (object)." The student then clicks on the object. If the student's response is correct, a dog appears, wagging its tail and barking. If the student's response is incorrect, the speaker identifies the object clicked on and a puzzled-looking dog appears. The quiz screen then re-appears and the speaker asks for the original object again.
Once the student has correctly identified all of the objects, a screen appears showing the number of incorrect responses. If this number is two or greater, send the student back through lessons. If the number is less than two, start the student on a new lesson.

Running a Quiz

1. Open the *Picture This* ... folder.
2. Double-click on the quiz you want to run.
3. After you click on the quiz icon, a credit screen appears. Click once on the button marked *Continue*.
4. The quiz screen appears and is ready to be used.

Exiting a Lesson or Quiz

- To exit a lesson, double-click on the bottom left corner of the screen. A screen appears showing all the program icons and you can choose another lesson or quiz, or shut down.
- To exit a quiz, answer all the questions correctly. There is no other way to exit a quiz.
Running a Quiz

1. Open the module and select...

2. Conduct the quiz by clicking the 'Start Quiz' button.

3. You can add or remove questions from the list.

4. The quiz is automatically scored upon completion.
List of Nouns and Phrases

This section lists the nouns and phrases contained in each scene.

Classroom

Boy               The boy is in the chair.
Girl              The girl is coloring.
Teacher           The teacher is reading.
Table             The table is big.
Chair             The chair is small.
Clock             The clock is on the wall.
Door              The door is closed.
Chalkboard        The chalkboard is clean.
Pencil            The pencil is sharpened.
Computer          The computer is turned on.

Cafeteria

Table             The table is full of food.
Chair             The chair is empty.
Tray              The tray is clean.
Fork              The fork is sharp.
Spoon             The spoon is shiny.
Milk              The milk is cold.
Napkin            The napkin is folded
Lunch Box         The lunch box is square.
Money             The money is on the floor.
Garbage Can       The garbage can is full.
## Playground

<table>
<thead>
<tr>
<th>Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Slide</td>
<td>We go down the slide.</td>
</tr>
<tr>
<td>Swing</td>
<td>We play on the swing.</td>
</tr>
<tr>
<td>Sand</td>
<td>The sand is dirty.</td>
</tr>
<tr>
<td>Bench</td>
<td>We sit on the bench.</td>
</tr>
<tr>
<td>Ball</td>
<td>The ball bounces.</td>
</tr>
<tr>
<td>Rings</td>
<td>We hang on the rings.</td>
</tr>
<tr>
<td>Monkey Bars</td>
<td>We climb on the monkey bars.</td>
</tr>
<tr>
<td>Water Fountain</td>
<td>We drink from the water fountain.</td>
</tr>
<tr>
<td>Picnic Table</td>
<td>We eat at the picnic table.</td>
</tr>
<tr>
<td>Bathroom</td>
<td>We can use the bathroom.</td>
</tr>
</tbody>
</table>

## Nature

<table>
<thead>
<tr>
<th>Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tree</td>
<td>The tree is tall.</td>
</tr>
<tr>
<td>Squirrel</td>
<td>The squirrel is climbing the tree.</td>
</tr>
<tr>
<td>Bird</td>
<td>The bird is in the nest.</td>
</tr>
<tr>
<td>Flower</td>
<td>The flower is pretty.</td>
</tr>
<tr>
<td>Grass</td>
<td>The grass is green.</td>
</tr>
<tr>
<td>Sun</td>
<td>The sun is hot.</td>
</tr>
<tr>
<td>Worm</td>
<td>The worm is in the ground.</td>
</tr>
<tr>
<td>Cloud</td>
<td>The cloud is fluffy.</td>
</tr>
<tr>
<td>Leaf</td>
<td>The leaf is falling.</td>
</tr>
<tr>
<td>Nest</td>
<td>The nest is in the tree.</td>
</tr>
</tbody>
</table>

## Art Room

<table>
<thead>
<tr>
<th>Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Crayons</td>
<td>The crayons are on the table.</td>
</tr>
<tr>
<td>Scissors</td>
<td>The scissors are sharp.</td>
</tr>
<tr>
<td>Paper</td>
<td>The paper is on the shelf.</td>
</tr>
<tr>
<td>Glue</td>
<td>The glue is sticky.</td>
</tr>
<tr>
<td>Window</td>
<td>The window is open.</td>
</tr>
<tr>
<td>Ruler</td>
<td>The ruler is straight.</td>
</tr>
<tr>
<td>Paint Brush</td>
<td>The paint brush is wet.</td>
</tr>
<tr>
<td>Picture of a Dog</td>
<td>The picture of the dog is on the wall.</td>
</tr>
<tr>
<td>Picture of a Cat</td>
<td>The picture of the cat is on the easel.</td>
</tr>
<tr>
<td>Picture of a Bus</td>
<td>The picture of the bus is on the door.</td>
</tr>
</tbody>
</table>
Troubleshooting

This software has been tested and the problems we found have been removed. However, children can be surprising when it comes to crashing programs. We hope that you never have any problems, but just in case you do, here is a list of possible error messages and what to do about them:

1. *Out of Memory*—*try closing some scripts*

   This means that the computer has run out of random access memory and wants you to make more memory available.

   - Turn the computer off.
   - Wait a few seconds.
   - Turn the computer on again.
   - Go through the startup procedure.

2. *Sorry*—*A system error has occurred.*

   This is a problem not with the program, but with the computer. It happens from time to time on the Macintosh, and is not something to be concerned about unless it happens repeatedly.

   - Restart the system.
   - Go through startup procedure.

3. *The computer just won’t work.*

   - Check the hardware (computer and peripherals).
If you have any suggestions or problems you can not resolve, call Dr. J. Peter Kincaid at IST:

Dr. J. Peter Kincaid  
Director, Language Lab  
(407) 658-5000  
12424 Research Parkway  
Suite 300  
Orlando, FL  32816
Appendix
Scenes from Picture This...
Classroom Lessons and Quiz

ClassA Scene

ClassB Scene
ClassQuiz
Cafeteria Lessons and Quiz

CafeA Scene

CafeB Scene
<table>
<thead>
<tr>
<th>?</th>
<th>Milk</th>
<th>Window</th>
<th>Suitcase</th>
</tr>
</thead>
<tbody>
<tr>
<td>Door</td>
<td>Table</td>
<td>Bin</td>
<td>Money</td>
</tr>
<tr>
<td>Chair</td>
<td>Spoon</td>
<td>Fork</td>
<td>?</td>
</tr>
</tbody>
</table>

*CafeQuiz*
Playground Lessons and Quiz

PlayA Scene

PlayB Scene
PlayQuiz
Nature Lessons and Quiz

Nature A

Nature B
Art Room Lessons and Quiz

ArtA Scene

ArtB Scene
ArtQuiz