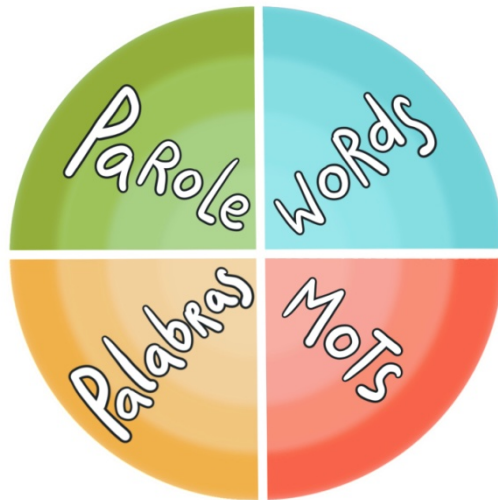


# User manual PAROLE App

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# How to use SETTING



## **DISPLAY**

Choose to display: PICTURE or NAME & PICTURE

## **QUESTION**

Choose the type of INSTRUCTION: NAME (as Lion), SENTENCE (as Lives in the savannah)

## **AFTER WRONG ANSWER**

When the student gives a wrong answer, you can choose between:

- WAIT - try again
- SUGGEST - suggest the correct answer

## **PICTURE SOUND ICONS & QUESTION SOUND INCONS**

By activating the audio icons, you can listen again to the vocals of images and instructions

## **AUTOMATIC SOUND FOR QUESTION**

Activate the audio of the instruction

## **TOKEN**

Here you can select the Token or decide not to use it in the game

## **ASK PSW FOR SETTING**

If activated, requires the password to access the setting (the same as the login credentials)

## **MANAGE IMAGES**

View the list of categories. From here you can manage categories and images.

## **MANAGE REINFORCEMENTS**

Allows modifying and creating new Tokens

## **SAVE AND CONTINUE**

To save and go to the game

# How to manage IMAGES and CATEGORIES

Enter the **MANAGE IMAGES** section

Here you can view all categories and images.  
You can add or modify images and categories.

## LIST OF CATEGORIES

 **+ NEW CATEGORY**

	CLOTHES	<input checked="" type="checkbox"/> View		
	SCHOOL ITEMS	<input checked="" type="checkbox"/> View		
	KITCHEN ITEMS	<input checked="" type="checkbox"/> View		
	BATHROOM ITEMS	<input checked="" type="checkbox"/> View		
	FOOD AND BEVERAGE	<input checked="" type="checkbox"/> View		
	MUSICAL INSTRUMENTS	<input checked="" type="checkbox"/> View		

### **YELLOW BACK ARROW**

Go back to SETTINGS

### **PENCIL**

Enter the category and EDIT

### **X**

DELETE a category

### **+ NEW CATEGORY**

CREATE a new category

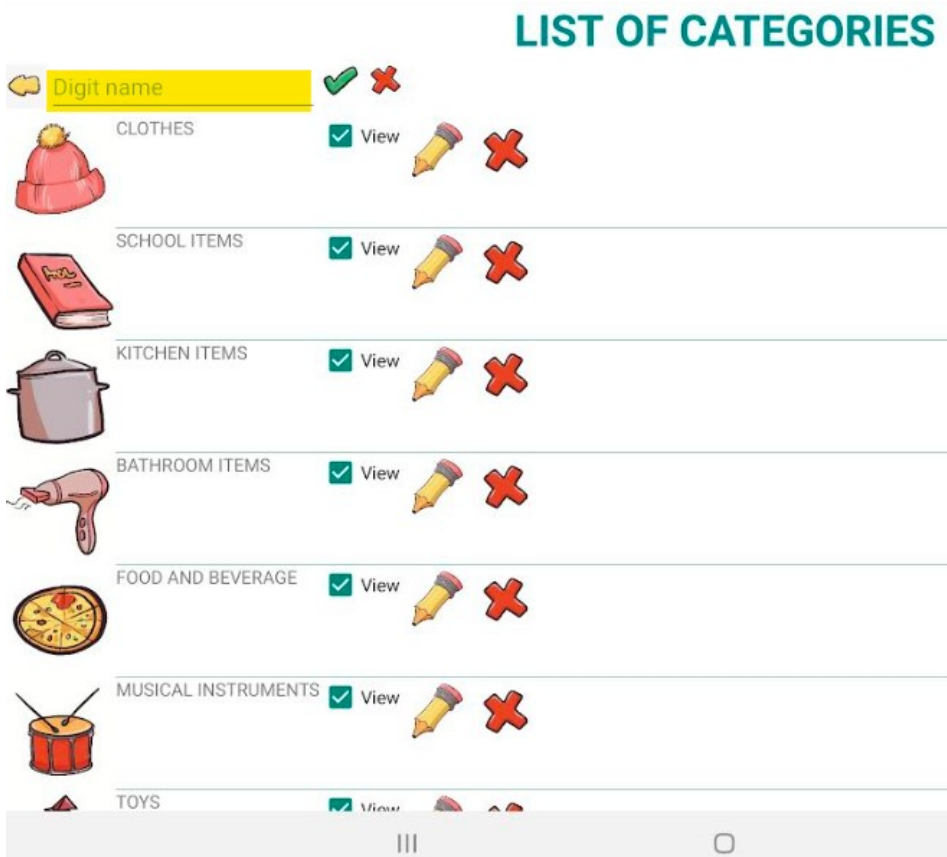
### **VIEW**

This flag allows you to display the card and its images in the game.

If you do not want to display a certain category in the game, remove the flag.

# How to add a new CATEGORY

After tapping the **+ NEW CATEGORY** button, the below screen appears.  
TYPE the name of the new category in the EMPTY space.



## **GREEN FLAG**

Tap the green Flag to CONFIRM

## **X**

DELETE a category

## **YELLOW BACK ARROW**

Go back to SETTINGS

# How to amend a CATEGORY

From the LIST OF CATEGORIES, you can click on the PENCIL icon of any category to enter the management of IMAGES.

The below screen appears.

Here you can add new images, modify the parameters of existing ones and define which images to show.



## YELLOW BACK ARROW

Go back to SETTINGS

## PENCIL

Enter the image and EDIT

## X

DELETE the image

## + NEW IMAGE

CREATE a new image

## VIEW

This flag allows you to display the image in the game.

If you do not want to display any particular image in the game, remove the flags.

## CATEGORY ICON

This flag indicates the image which represents the category.

# How to add new IMAGES

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When you are inside a category (with the full images list), you can add a new image by tapping the **+ NEW IMAGE** button

The following screen appears:

TAKE A PICTURE    IMAGE GALLERY

Digit name

RECORD NAME AUDIO

Digit phrase

RECORD QUESTION AUDIO

SAVE

BACK TO IMAGES

## **TAKE A PICTURE**

You can take a photo with your device

## **IMAGE GALLERY**

You can select a photo from your device's gallery

## **DIGIT NAME / DIGIT PHRASE**

Enter the name and/or phrase you want to match with the image

## **RECORD NAME / PHRASE AUDIO**

Enter to the recording section and follow the instructions on-screen

## **SAVE**

Save your data the before proceeding

## **BACK TO IMAGES**

Go back to previous page (image list)

# How to manage REINFORCEMENTS

## REINFORCEMENTS AND TOKENS

BACK TO SETTING

+ NEW TOKEN

Token name

Token 5/10

1° Reinforcement after:

5

2° Reinforcement after:

10

1° Reinforcement

Link

no

Image



2° Reinforcement

Link

no

Image



Token name

Token 10

1° Reinforcement after:

-1

2° Reinforcement after:

10

1° Reinforcement

Link

no

Image

2° Reinforcement

Link

no

Image



In the game, you can find 2 preset Tokens.

You can use them as they are, you can modified them or you can deleted them.

You can also create new Tokens.

You can have max 3 Tokens.

**Token 5/10** – with a first reinforcement after 5 correct answers and another one after 10 correct answers.

**Token 10** – with only one reinforcement after 10 correct answers.

### PENCIL

Enter the token and EDIT

### X

DELETE a token

### + NEW TOKEN

CREATE a new token

# How to add / amend a TOKEN

**BACK** ✓

Token name	1° Reinforcement Link	2° Reinforcement Link
Digit name	Digit link	Digit link
1° Reinforcement after:	1° Reinforcement Image	2° Reinforcement Image
# Tokens	<b>CAMERA</b> <b>GALLERY</b>	<b>CAMERA</b> <b>GALLERY</b>
2° Reinforcement after:		
# Tokens		

## **Token Name**

Enter your token name (it will be shown in the SETTING page, where you will select it)

## **1st Reinforcement - # Tokens**

Enter after how many tokens you need to release the 1st reinforcement

(Attn: if you need to create a Token with one single reinforcement, in this box you should type -1)

## **2nd Reinforcement - # Tokens**

Enter after how many tokens you need to release the 2nd reinforcement

## **1st Reinforcement LINK**

Enter the WEB link (<http://www...>) of your student's favourite game or video, which you need to use as the 1st reinforcement.

Attn: when the link is inserted in this box, it always takes priority over the photo.

If you want to show a photo as reinforcement, this LINK box must be empty

## **2nd Reinforcement WEB LINK**

Same as above

## **1st Reinforcement IMAGE**

Take a photo (or pick it up from gallery) of the reinforcement you need to show to your student.

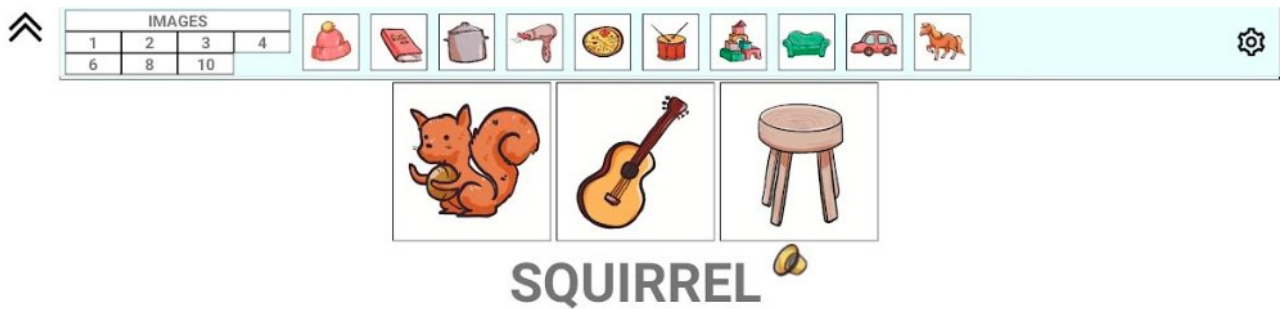
## **2nd Reinforcement IMAGE**

Same as above



# How to PLAY

The student can read or listen to the instruction and tap the matching image.



## UPPER BAR

### TOP LEFT FLASHES



When you touch this icon, the horizontal bar disappears, to avoid distracting the student during the game.

### DISPLAY SCHEDULE

IMAGES			
1	2	3	4
6	8	10	

By tapping the numbers on this table, you can play with different number of images :

For instance:

#### 1 IMAGE

Using one single image, it swaps when you touch it

This mode is used for specific requests chosen by the educator for each particular image (as for LION: where does it live, what does it eat, what sound does it make, what color is it, etc.)

### 2-3 IMAGES

It can be used to introduce new words.

From the settings, at the beginning, you can disabled all unknown words, and then add them one by one.

### 4-6-8-10 IMAGES

It can be used to practise words already learned.

### CATEGORIES



This bar can show all active categories

### GEAR ICON IN THE TOP RIGHT CORNER



Tap on this icon to enter in SETTING page

By default, the password to enter SETTING page is disable.

You can enable it, in the Settings page (see above, page 2).

### LOWER BAR

#### TOKEN



By default, no token is set.

From the SETTING page, you can select one of the existing token or one created by you (see above, page 2 and page 8).

### EXIT ICON



Touch this icon to quit the game.