



### **Alphabet Track, an interactive CD-ROM for Granada Learning**

## Using activities to teach the English alphabet

Granada Learning (GL) is the UK's leading educational multimedia company, publishing innovative, curriculum-based resources for the UK and abroad. It currently supplies to more than ninety-five percent of the schools in the UK and exports to more than thirty countries internationally, with a catalog of over 800 software and hardware products.

### **THE NEED FOR E-LEARNING**

Granada Learning, a pioneer in learning methodology, approached Tata Interactive Systems with the objective of developing an interactive CD-ROM that could enable young children to learn the English alphabet through a series of interactive and engaging activities. The focus was also on tailoring these activities to suit the learners, if need be, so that they could also be used to address learners with disabilities.

## HOW OUR SOLUTION HELPED

Alphabet Track was an interactive CD-ROM that enabled users to learn the English alphabet through an array of games and activities. The program consisted of eight activities, all aimed at teaching the alphabet to preschoolers.

■ The “Teachers options” feature enabled the teacher to control the complexity of the course. The teacher could:

1. Set the background and letter color.
2. Choose from two fonts: Arial and Comic Sans MS.
3. Set the case i.e. uppercase or lowercase.
4. Set levels of each activity for the user.
5. Assign activities to users.
6. View a record of each user.

■ The “Students options” feature enabled activities like:

1. Order the Alphabet

This was a drag-and-drop activity. There were three different levels for this in which the user was required to

drag the letter to its correct place in the arc. Here the user had to arrange the alphabet in sequence.

2. Type the Alphabet

This was a typing activity. The letters were announced, in sequence, using an audio track, and the user was required to type the corresponding alphabets.

3. Match and Identify

This was a typing activity with three different levels. The alphabets appeared on the screen and the user had to match and type in the correct letter.

4. Alphabet Quiz

This was a typing activity with three different levels. There were two sets of questions for each letter and the user was supposed to answer the question by typing in the correct letter. e.g. the answer to "What vowel is in the word push?" would be the letter 'u'. Thus the children learnt the alphabet and the use of vowels at the same time.

5. See and Remember

This was a typing activity with were six different levels. The user had to see, remember, and type a sequence of letters.

6. Hear and Remember

This was a typing activity with six different levels. It required the learners to to hear, remember, and type a sequence of letters.

7. Spell the Word

This was a drag-and-drop activity wherein the children were required to spell words by dragging and dropping the appropriate letters.

8. Alphabet Battle

This was a drag-and-drop activity; the users had to drag the letters coming out a bag and arrange them in the proper sequence. The number of moves taken to complete the activity was recorded.



## SPECIAL FEATURES

### 1. Switch User

This feature involved the use of a jellybean switch, connected to the serial port in the computer. It catered to the needs of physically challenged learners who were unable to use the mouse or keyboard.

There were six activities designed to cater for the switch user wherein the letters are highlighted on an on-screen keyboard to enable the users to select letters by pressing the switch. Both single- and multi-switch devices were used.



### 2. Audio Xtra

This was used with Director, which enabled users to create audio recordings using a microphone. The users could record their own voice, play back, and overwrite their recording. The opportunity to have their own voice recorded was sometimes used to motivate the learners to complete their activities.

### 3. DirectImage

This enabled screen captures and storage in Director. It proved useful for printing and saving sessions.

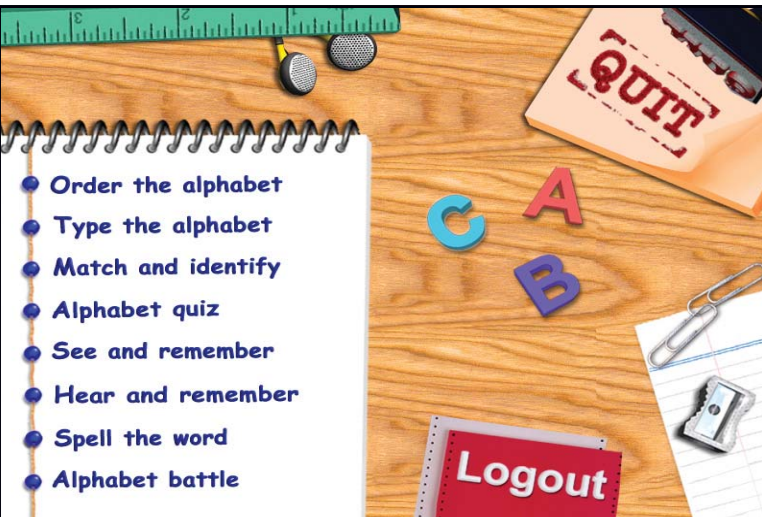
## TECHNOLOGY USED

The CD-ROMs were developed on Director MX.

**Alphabet Track is a captivating CD-ROM, meticulously developed to teach preschoolers; it was designed to be equally accessible to normal and physically challenged learners alike.**

## SOME SAMPLE SCREENSHOTS

The screenshots offer a brief glimpse of the Alphabet Track CD-ROM designed for Granada Learning. To experience our products at work, you may view our demos by registering online at [www.tatainteractive.com](http://www.tatainteractive.com).



Screenshot showing the main menu where students can choose an activity.

Screenshots depicting one of the exercises.



The exercises were made engaging to capture the attention of young users.

