Pair It Books



The Pair It Books series are interactive CD-ROMs which contain pairs of fiction and nonfiction books on the same topic. Pair It Books are leveled to meet student reading levels and can provide text narration for entire passages or single words.

This guide will show you how to use the Pair It Books.

Getting Started

To start the Pair It Books, you must have the CD-ROM. Insert the CD-ROM into the computer. If you are in a Tech Mod School, you can start the Pair It Books by opening the CDs folder on your desktop. In you are in a MAC school, there may be a button for the Pair It Books on the CD-ROM At Ease Panel.

Signing In

To log in as a new user, follow the screen prompts to create your user ID and begin using the program. Your user ID can be used anytime you use the program at the same computer.

If you are a returning user at the same computer, enter and verify your previously created user ID in order to access the program.

Main Menu

After you sign in, you will be presented with the main menu for the Pair It Books. The main screen consists of eight books. Each pair of books includes a fiction and non fiction book about the same topic.

Move the cursor over the books to see and hear the topics. Click on any book to begin reading.



- □ Click *Help* to learn how to use the current screen.
- □ Click *Search* to look for specific information in the program database.
- Click *Projects* to get ideas for project to complete with Pair It.
- Click *Learn More* to find more information about the four topics.
- □ Click *Book Writer* to create your own multimedia book.
- □ Click *Play Book* to view a previously saved book. Choose your book from the list to begin viewing.

Pair View

This screen appears when you select a pair of books from the Main Screen. Both books relate to the selected topic.



The book on the left is fiction. The book on the right is nonfiction. Click on either book to begin reading.

- □ Click *Go Back* to return to the previous screen.
- □ Click *Help* to learn how to use the current screen.
- □ Click *Search* to look for specific information in the program database.
- □ Click *Book Writer* to create your own multimedia book.
- □ Click *Activities* to play one of two activities that relate to the topic of this book pair.

Reading Books

When you click on a book, the cover will appear on the screen.

You will be asked if you want to make a prediction (fiction titles) or tell what you know (nonfiction). Click *Yes* or *No*.



If you click Yes, a prediction or tell what you know screen will appear.





Next, a Story Walk will provide a preview of the book.

When reading the story, you can read silently or hear the book read aloud.



□ Click *Read to Me* to hear the current page read aloud. Phrases will be highlighted as they are spoken. Click on any word for help reading the word. Many words have prompts that offer reading strategies. After two prompts, the program will read the word aloud.

- □ Click *Next Page* to go to the next book page.
- □ Click *Previous Page* to go back one book page.
- □ Click *Go Back* to return to the pair view
- □ Click on *Learn More* to receive more information about a topic. Not all pages in nonfiction books include this option.
- □ Click *Record* to record yourself reading a sentence on a page.
- □ Click *Play* to hear the recording.
- □ Click *Help* to learn how to use the current screen.

Click Finished when you are done reading



You can review your prediction (fiction) or write about what you learned (nonfiction). Then click *OK*.



You are prompted to print your work before closing a book. To save your work, you must print it.



Stickers

After you read a book, the *Stickers* screen will appear. You earn a new sticker each time you read a book. When you finish both books for a topic, you receive a ribbon sticker.



Options Menu

The following choices are available by clicking the *Options* _______ icon in the upper left hand corner of most program screens.





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