



CENTER FOR LEARNING & DEVELOPMENT

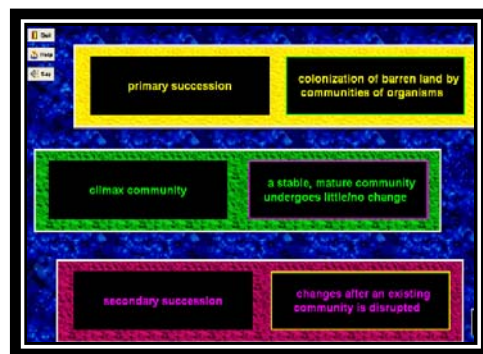
Sharing the struggles. Finding the strategies.

Study Hall 101 – Demo Version

Learning Systems Software

(Please note: the demo version of Study Hall 101[®] will not allow you to save any information in the “Study Editor”.)

In school, students are bombarded daily with countless facts to memorize -- vocabulary words, dates, important events, important people, grammar rules, etc. **Study Hall 101[®]** is a fun, effective, and innovative way for students to learn these facts through repeated exposures without frustration or humiliation. The full program allows teachers to input their *own* information, thus individualizing it to their specific curriculum. Then this teacher-selected material is spread across the program and presented to students in an enjoyable game-like format. To ensure that the information is stored in long-term memory,



this self-checking software requires that a student retrieve the information quickly as well as accurately before moving forward in the game. In addition, the program is a great teacher tool – it makes flash cards, produces practice tests and even grades them, saving both time and effort.

Tricia Raley, Ph.D. designed this program from her years of experience in working with struggling students. She put to use her knowledge of how the brain stores information (along with her knowledge of what helps kids love learning) in order to develop a product that has truly turned school around for many struggling students. This PC-based software has been used in the GRAND CENTRAL STATION model labs on numerous campuses and is now being utilized by other schools and by parents throughout the nation.

STEP ONE: Installing Study Hall 101[®] – Demo Version

To install **Study Hall 101[®]** simply follow the installation instructions provided at the end of this guide. ***PLEASE NOTE: You must have the proper security settings to install programs on your computer; otherwise the program will not load.***

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STEP TWO: Let the Games Begin!

Instructions for Teachers & Students

1. Close all other programs before launching **Study Hall 101**[®]. Click on the desktop icon (or go to “Start”, “All Programs”, “Center for Learning & Development”, and then “**Study Hall - DEMO**”). On the Main Menu screen, click on “Choose your subject” and then “Study Library”. Select **7th Grade History–Alamo-Demo**. Once you have returned to the Main Menu, click on **Chapter 1**. As the game begins, take a good look at the 3 facts you have to learn. Click on each box to see the hidden information. Then click on the "got it?" button to see if you really can remember each fact. Feel free to click on “got it” as many times as you need.

** If you think that you already know all the facts in your chapter, go ahead and select your subject on the Main Menu, click on “Real Test” and then click on your chapter. This will take you directly to a quiz where you can find out how many facts you have already mastered!
2. When you can identify all 3 facts really quickly (1 second per fact), click on the arrow key to go to the next screen. See if you know your stuff! Then, on the next screen, try matching up the facts.
3. Keep on learning by playing the games! See how many of the facts you can get down cold! Just when you think you can't learn anymore stuff, here comes the midterm ... but it's a midterm that has a little fun built into it! See how you do!!
4. Keep on learning some more until you reach the end. There's another game waiting for you there. Once you're all done, you'll see your scoreboard. It will show you in big bold print how much money you earned (which bought you the number of your hearts in the game) and how much time it took you to master all the facts.

Your mission: Earn at least \$7,000 in less than 14 minutes. You will have to play the game several times to achieve this goal. Once you can do this, the information should be stored in long-term memory.... which increases the chances that you will be able to remember it on the upcoming test!

5. If you're brave enough, check out the “details” of your score. The “Troublemakers' Details” is filled with:
 - the facts that you pretty well mastered (the ones you got right over 90% of the time)
 - and the facts that skunked you (the ones you got right 0% - 50% of the time).Look at the very last number in each row - it shows the percentage of times you got each fact right.
6. You can also take a look at the “Visual” display to see what your score really looks like. Take a close look at the facts you've mastered AND the ones that gave you big trouble. You can also print off all this info if you want. **Your mission: get all the facts into the 90% - 100% range.**
7. Before you leave the game, make sure you take the “Real Test” to see what you know. Also, you can print flashcards. If you have a color printer, you can print “Disappearing” flashcards, which just means that you can slip them behind a red transparency in order to practice a little more.
8. Ready to break your record? Once you leave **Study Hall 101**[®], give yourself a well-deserved break. Then play the game again and try to beat your previous cash amount AND your previous time. Keep track of your \$ and minutes each time you break your record. Remember your goal:
\$7,000 or more in less than 14 minutes! Good Luck ... and Have Fun!!!

STEP THREE: Entering Information

Once you have had a chance to ‘play’ the game, you are ready to explore how to enter information into the program (remember, though, this information will not be saved in the demo version).

1. To input information, open **Study Hall 101**® by clicking on the desktop icon (or go to “Start”, “All Programs”, “Center for Learning & Development”, and then “**Study Hall 101**®”).
2. Then, click “Study Editor” at the main menu screen. Enter the password which is located on the inside cover of the CD case, and click OK.
3. Enter the Grade, Subject, Teacher (type “all teachers” if applicable) and Chapter Name for the information you are inputting. The rest of the identifying information is optional.
4. Now the typing part - - On the first line, type in the first fact to learn. For example, let’s say that you have to know that “vassals” were “lesser lords who got gifts of land for fighting”. So, type in “vassals” for the **Key Word**. Then hit the ENTER key. Then, in the box for **Long Description**, type in “lesser lords who got gifts of land for fighting”. Hit the ENTER key. Finally, in the **Short Description** box, type in something really short that will help you remember this fact. Hit ENTER to go to the Key Word box for the 2nd line and off you go again. Easy enough?

In this program, there is room for 24 facts for each screen. All 24 rows must be filled. If you do not have 24 facts to learn, repeat some of the facts to fill all the rows. There are 72 screens in one file – which typically is enough room for information for an entire course.

*****Series questions** (such as “What are the three parts of an atom?”) **are optional**. Type a short version of the question (such as “The three parts of an atom:”), and then type in 3 - 4 correct answers and 3 - 4 wrong answers. The student will have to pick the right answers from among all the choices.

5. **IMPORTANT:** To enter information for the next chapter, advance to the next screen by clicking on the ‘up’ arrow button next to the “screen” window. Once you have exited the program and you want to add additional chapters to what you previously entered for this same subject and teacher, then go to the Study Editor, click “open”, and find the file you were previously working on. Once the file has opened, you will see your previously entered information; simply advance to a blank screen by clicking on the arrow button next to the “screen” window.

***When you exit the Study Editor, you will be asked if you want to exit without saving; in the demo version, you have to choose ‘yes’.

Printing Proofs, Practice Tests & Flashcards

Proofs:

From the main screen, click **Choose your subject**, choose **Study Library**, select the Demo file, then click **OK**. Next, click on **Worksheets** and select ‘Proof Sheet’. Enter the password and then click **Chapter 1** to proof it.

Practice Tests:

From the main screen, click **Choose your subject**, choose **Study Library**, select the Demo file, then click **OK**. Next, click on **Worksheets** and select the test version you want (either ‘Matching x 4’, ‘Matching x 6’ or ‘Fill-in-the-blanks’), enter the password and then choose **Chapter 1**.

Flashcards:

From the main screen, click **Choose your subject**, choose **Study Library**, select the Demo file, then click **OK**. Click on **Worksheets**, select 'Flashcards', then enter the password and choose **Chapter 1**.

Choose **Black & White Flashcards**. An 'Output Options' box appears; click **OK** to preview the information. Click on the printer icon in the top left corner of the toolbar and then click **OK**. The first side of the cards will print. Reinsert the sheets to print the back of the flashcards. You will see another 'Output Options' box. Click **OK** to print.

Some students enjoy using "Disappearing Act" Color Flashcards (see flashcard screen). These must be printed on a color printer. The keywords are printed in yellow so that they "disappear" when placed behind a red transparency (included in with the full version). Students can test themselves by "hiding" the key words behind the transparency and then removing the transparency to check their knowledge.

Using a Screen Reader with Study Hall 101[®]

***Study Hall 101[®] is programmed to be compatible with a free screen reader called Power Text to Speech Reader (www.1speechsoft.com) or any screen reader that automatically reads the clipboard. In this way, a student can have the facts on the learning screens read to him/her. ***

1. Download and install the free version of **Power Text to Speech Reader**. Go to www.1speechsoft.com. Find the Power Text to Speech Reader, then click "download", then you can choose wither the .exe file or the .zip file. This will be the trial version, which only allows it to read 1,000 characters each time it opens. However, it works great with **Study Hall 101[®]**, as it never reaches the maximum number of characters.
2. Once installed, open Power Text to Speech Reader. Under options, make sure "Watch Clipboard Changed" is checked, and change "Ignore Clipboard Text Less Than" to "1". Also, *deselect* "Ignore Clipboard Updates" and "Prompt to Copy from Clipboard". You may also want to disable the alarm. Choose the voice and the speed and pitch. Then minimize the program.
3. Open **Study Hall 101[®]** and begin the program. On each Learning Screen, you can click on the "say" button, click on a text box, and then click on the "say" button again. The screen reader will read the phrase to you.

TROUBLESHOOTING:

1. If Study Hall 101[®] screen freezes:

Hit **Escape**, **Alt-Tab** or **Alt-F4** to end this particular screen.

2. The program's screen image doesn't fit on the monitor's screen - some information cannot be seen:

Change the screen resolution setting for your monitor. Right-click on your desktop; choose "Properties; choose "Settings". Increase the screen resolution to "1024 x 768" pixels. Click "OK".

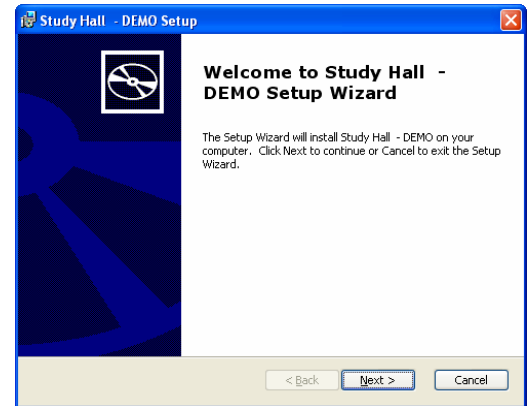
3. Fonts look strange OR part of the text is missing in the text boxes on your screen.

Your protection software may have prevented the program's fonts from automatically being installed when you installed the program. However, you can often manually install the fonts by doing the following: copy the fonts inside the font folder in the "**Study Hall 101[®]**" folder and paste them into your "c:/windows/fonts" folder.

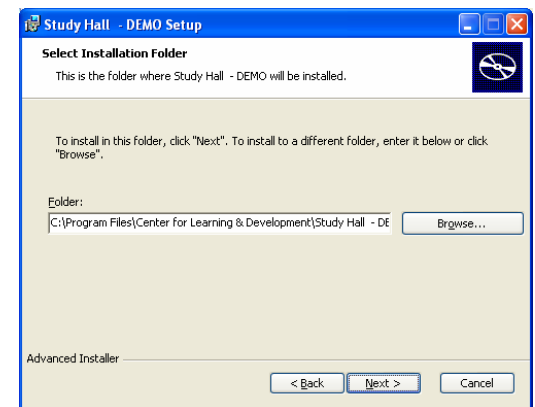
INSTALLATION INSTRUCTIONS for the DEMO VERSION:

*You must be logged in with an account that has Administrator rights.

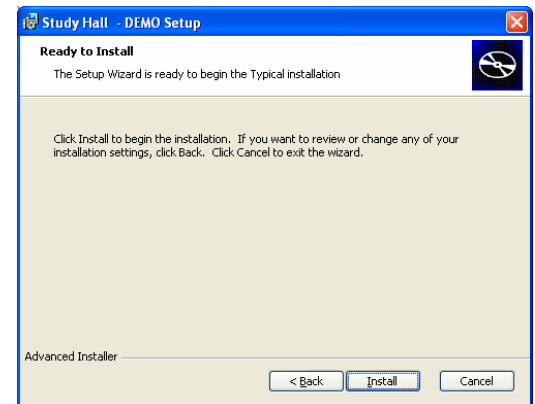
1. Double-click the file that says: **Study Hall– Demo.exe**
2. The "*Welcome*" screen will appear; Click on the button that says **Next>**



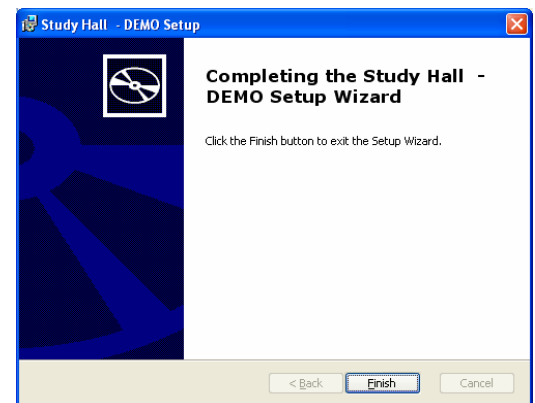
3. The "*Select Destination Folder*" screen will appear. Please use the default folder unless you have a really good reason to install this program somewhere else; if necessary, use the browse button to search for a different location. Click on the button that says **Next>**



4. The "*Ready to Install*" screen will appear. Click on the button that says **Install**.



5. A screen will appear that says it is installing.
6. Once the installation process has completed, click on the **Finish** button and you are ready to go!



If you have any questions or trouble with the installation process, please feel free to email our support department at info@cldtx.org.
(Revised 2-28-08)