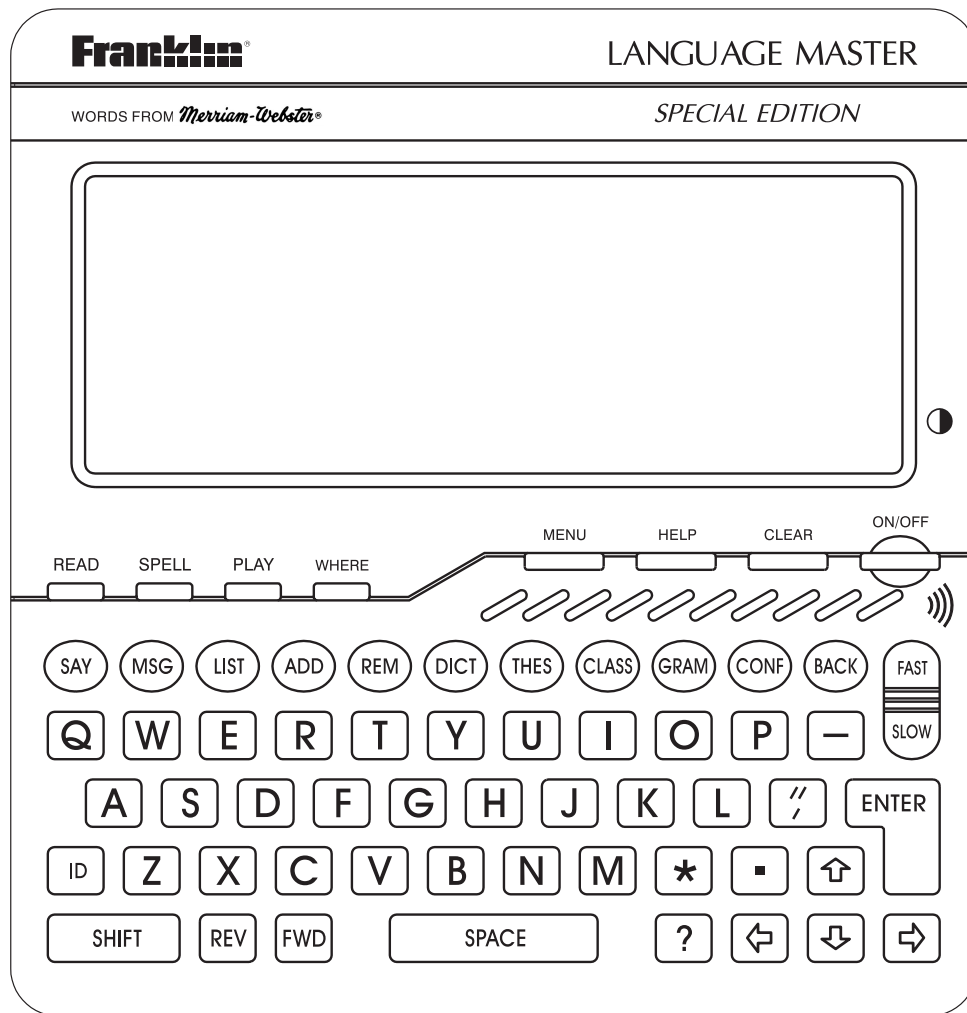


**The Franklin LM-600SE
The LANGUAGE MASTER
Supplemental Instruction Guide**



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LM-6000SE

The Language Master

Supplemental Instruction Guide

The Franklin LANGUAGE MASTER is a powerful language reference tool for people who are visually or speech impaired, or who are learning disabled. It is widely used in Braille institutes, for vocational rehabilitation and for speech therapy. The LANGUAGE MASTER is designed to make it easy for these learners to find definitions of words, to differentiate between words that can be confused with each other, and to distinguish between words that are spelled in the same way but sound different and have different meanings.

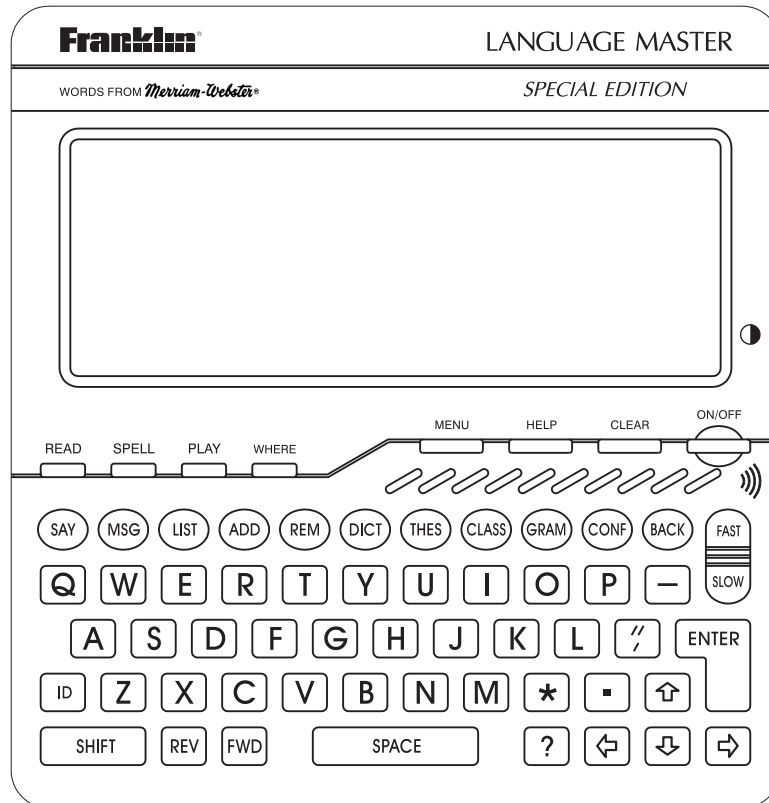
It can aid learners in reading, spelling and comprehension.
The LANGUAGE MASTER :

- Helps learners expand their written and spoken vocabulary
- Assists learners with reading and comprehension
- Improves their spelling and grammar skills
- Aids them to produce better written compositions

LANGUAGE MASTER speaks every letter, word and definition, giving visually impaired learners access to a comprehensive dictionary from Merriam-Webster®, the most trusted name in the field of dictionaries.

PLEASE NOTE: In this guide, all instructions are provided assuming the unit is turned on. This avoids repeating the instruction to turn the unit on each time. Also, when full speech mode is turned on, users will hear as well as see messages on the screen. So, each time this guide says a message flashes on the screen, you will also hear that message is full speech mode is turned on. That information is not repeated each time.

The Franklin LANGUAGE MASTER LM-6000SE



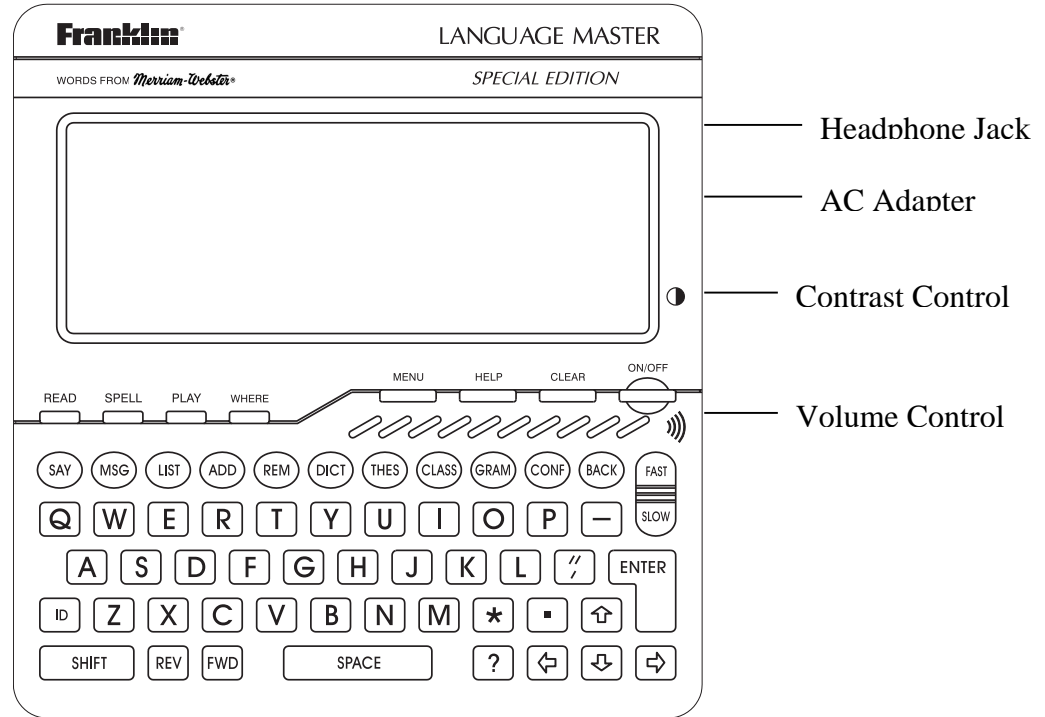
FEATURES

- Every letter and every word pronounced
- Complete definitions read out loud
- Instant spelling correction and verification of thousands of words to aid in writing and editing exercises
- Thousands of in-depth definitions from Merriam-Webster® to expand vocabulary and improve comprehension
- Thesaurus with thousands of synonyms and antonyms grouped by meaning to help eliminate redundancy and promote creative writing
- Personal word list for vocabulary study and review
- Vocabulary building word games

This guide can be used as a sequence of lessons to familiarize the user with the LANGUAGE MASTER’s complete functionality. It can also be utilized as a periodic reference source for instruction on specific features by searching the table of contents for the desired topic.

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Getting Started



1. Check the unit for batteries.

The LM-6000SE uses four AA batteries. Turn the unit over. The battery cover has a triangle impression on it. Slide the battery cover off in the direction the triangle is pointing.

2. Remove or install the batteries.

If the LM-6000SE has batteries, remove them and wait 15 seconds. Install the batteries carefully following the diagram on the outside of the battery compartment door.

3. Replace the battery cover.

4. Press the key to turn the unit on.

Type in the word you want
to look up, then press
ENTER:

This is the main Word Entry screen.

When you turn the unit on for the first time, full speech mode is turned on. This is the default. You will hear the message, “Ready”. If you don’t hear this, turn the volume control wheel up. The volume control is the second wheel from the top on the right of the unit.

If you do not wish to hear the messages spoken, you can always turn this feature off. Please see “Understanding how Speech Works in LANGUAGE MASTER” on page 9.

Automatic Shutoff



If you don’t press any key for a few minutes, you will hear the messages “Shutting off, Good bye” and LANGUAGE MASTER will shut off automatically. This is done to conserve battery power. You can set the time for this shutoff. Please see “Setting Screen Contrast” on page 35.

Help is at Hand



You can view help messages by pressing the HELP key. The message “Getting Help” flashes and you see the help for the screen that you are currently viewing. To exit help and return to the previous screen, press the BACK key.

Learning to Use the Keyboard

Visually impaired users can quickly familiarize themselves with the keyboard of the LANGUAGE MASTER.

Using the Identify Mode

The leftmost key on the second-row from the bottom is marked with ID. This stands for Identify Mode. Use this key to learn the placement of the keys on the keyboard.

1. Press the  key to return to the main Word Entry screen if you are not already there.



2. Press the  key.



You hear the message “Identify Mode on.”


3. Press the **READ** key, the left most key on the top row.

You will hear the message “Read.”

4. Continue pressing each key to hear its function.

When you press keys on the second row, the unit will speak the function of these keys. Press the  key to hear “Message”, the  key to hear “Remove” and so on.

Note: When you press the  key you will hear “Clear. Identify Mode off. Ready.” Press the  key again to re-start the Identify Mode.



You will not be able to use any of LANGUAGE MASTER’s normal functions while Identify Mode is on. Press the  key to turn the mode off, and then continue to use LANGUAGE MASTER.

5. Press the  key or the  key to turn Identify Mode off.

You will hear the message “Identify Mode off.”

Playing Keyboard Wizard

Once you have used the Identify Mode to learn the placement and names of the keys, you can play *Keyboard Wizard* to test yourself and improve your keyboard skills.

1. Press the  key to return to the main Word Entry screen if you are not already there.
2. Press the  key.

The messages “Select a game, 10 games, A: Keyboard Wizard” flash on the screen. Then you will see:

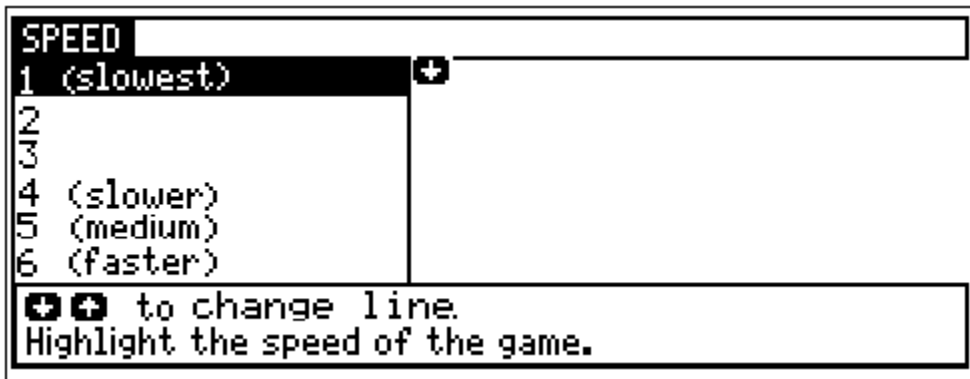


Keyboard Wizard is highlighted showing it is ready for selection.




3. Press the  key to select *Keyboard Wizard*.

You can also press the A key.

You will hear a description of the screen and instructions to proceed.



The game speed menu appears. Keyboard Wizard has 10 speeds. The arrows to the side of the screen indicate whether there are more choices above and below what you can see on the screen. The lowest speed is 1 (slowest) and the highest is 10 (fastest). 2 and 3 are intermediate speeds between 1 (slowest) and 4 (slower). 7, 8 and 9 are intermediate speeds between 6 (faster) and 10 (fastest).

4. Use the  and  keys to move the highlight to a speed you consider comfortable and press the  key to start playing.

Start with a slow speed and work your way up.

You see and hear a key falling. Press the matching key on the keyboard before it hits the bottom of the screen. Each time you press the correct key, you hear the message “You got me.”

Note: For the arrow keys, you will hear Left, Right, Up and Down.

When the game ends, you will hear “Game Over,” and the number of matches you made.

5. Press the  key when done.


Play this game a few times until you are completely familiar with the keyboard.

Understanding how Speech Works in LANGUAGE MASTER

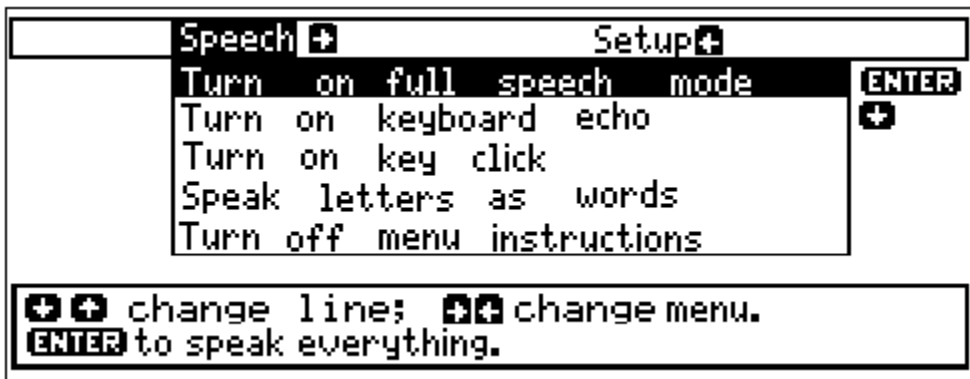
LANGUAGE MASTER not only speaks letters, words and definitions, but it also pronounces the key functions and reads screen messages and menus. There is also a message function where users can enter their own messages and have LANGUAGE MASTER read it aloud.



Using the Speech Menu

You can customize the speech of the LANGUAGE MASTER. You can hear each letter that is pressed, every message that the unit shows and each menu item on a list, or you can choose the ones you wish to hear.

1. Press the  key to return to the main Word Entry screen if you are not already there.
2. Press the MENU key.


You hear a description of the screen and instructions to proceed.




The Speech menu appears. Use the  and  keys to move up and down this menu. The first item on the menu is **Turn off full speech mode**. It is highlighted, which means it is ready to be selected.

3. Press the  key to select it.

The message “Full speech mode turned off” flashes on the screen but you do not hear it. The unit goes to the Word entry screen.

What you have done is turned off the automatic speaking by LANGUAGE MASTER. To turn it back on, press the  key again. **Turn on full speech mode** is now the first item on the


Speech menu. It is already highlighted, so press the  key to select it. Now the message “Full speech mode turned on” flashes, and this time you hear it.

Each time you make a selection and then return to the menu, notice that the options on the menu change. The options on the Speech menu depending on your selections are:

- **Turn off keyboard echo/Turn on keyboard echo**


Select **Turn off keyboard echo** if you do not want to hear LANGUAGE MASTER pronounce each key function as you press the key. To turn this function back on, select **Turn on keyboard echo**.

- **Turn off key click/Turn on key click**

Each time you press a key you hear a clicking noise. If you do not wish to hear this noise, press the  key when **Turn off key click** is highlighted on the Speech menu. To turn it back on, select **Turn on key click** on the Speech menu.

- **Speak letters as words/Speak letters normally**



LANGUAGE MASTER says each letter as you press the key. To hear a word starting with that letter instead of merely the letter,




press the  key when **Speak letters as words** is highlighted on the Speech menu. Now when you press a letter key you will hear the military alphabet: A (alpha), B (bravo) , C (Charlie) and so on. To hear only the letters, select **Speak letters normally** on the Speech menu.

Note: Keyboard echo must be turned on if you wish to hear letters spoken as words or spoken normally.

- **Turn off menu instructions/Turn on menu instructions**



There are helpful instructions or useful pointers in menus. You can choose to have these spoken or keep these hidden. Try this.

Press the  key. Listen to LANGUAGE MASTER prompt you with instructions on using the menu. Press the  key to move the highlight to **Turn off menu instructions** on the Speech menu.

Press the  key to select it. Press the  key and then press the  key again. Notice that LANGUAGE MASTER now only speaks the menu item.

Listening to Definitions, Pronunciations and Spelling

Three keys help you listen to letters, words and definitions: SPELL, SAY and READ. You can listen to LANGUAGE MASTER read the entire text on the screen, you can listen to one word at a time, choose which word you want to hear spoken or you can have LANGUAGE MASTER spell out words for you. Try this example.

1. Press the  key to return to the main Word Entry screen if you are not already there.
2. Type 'notion' and press the  key.

The word 'notion' is spoken and the messages "Working... Definition" flash on the screen. Then you will see:

no•tion (*noun*)
plural **no•tions**
1. IDEA, CONCEPTION
<have a *notion* of what

3. Press the READ key.

LANGUAGE MASTER begins to read the definition. Notice that the highlight moves and that LANGUAGE MASTER speaks the word that is highlighted.

If LANGUAGE MASTER is going too slowly for you, press the



FAST portion of the key to speed it up.


If LANGUAGE MASTER is speaking too fast for you, press the




SLOW portion of the key to slow it down.





Use the key to have LANGUAGE MASTER speak at a speed with which you are comfortable.

4. When you hear a word that you would like repeated, press the  key to stop the reading mode.

For example, when you hear the word 'conception' press the  key to stop the reading of the definition.

5. Press the  key.


If 'conception' is highlighted, you will hear it pronounced. If you do not hear it, you will hear the currently highlighted word

pronounced. Press the  key to move the highlight back and try pressing the  key again. Do this until you hear 'conception.'

Use the SAY key at any screen to listen to the pronunciation of a highlighted word.



6. Press the  key.

You will hear the first letter of 'conception.' Each time you press the SPELL key, you will hear the next consecutive letter of the word.

To hear the whole word spelled out loud, hold down the  key until the entire word is spelled.

Listening to a Word Being Spelled

Students can use the SPELL key to hear the spelling of any word – in a list, at the entry screen, in a definition. They can use this feature to learn the spellings of words which they find difficult to spell. For example, if students are unsure of how the word ‘physical’ is spelled, they can hear it spelled. Follow the example below.



1. Press the  key to return to the main Word Entry screen if you are not already there.
2. Type ‘fizakul’.
3. Press the  key.

The messages “Correcting. Correction list. 7 entries” flash on the screen, and then you see:



fizakul:
A: fisca
B: fascicle
C: physical

You hear ‘fiscal’ if full speech mode is still turned on. You know this is not the word you want.



4. Press the  key and press the  key if necessary at each word, until you hear the word ‘physical’.

In this example, it is the third word on the list.

When you hear ‘physical’, it will be highlighted. Which means it is ready for selection.

5. Press the  key.

LANGUAGE MASTER will pronounce one letter at a time.


Press and release the ^{SPELL}  key to hear each letter of the word: ‘p..h..y..s..i..c..a..l.’. To hear the spelling of the whole word without pauses, hold down the ^{SPELL}  key. After it completes spelling the word, LANGUAGE MASTER will start with the first letter again if you are still holding the SPELL key.

You can listen to the spelling of any word in the dictionary, thesaurus, grammar guide or any list.


Having Messages Read Aloud


LANGUAGE MASTER can read aloud messages that you enter. You can enter and save messages and have them played back at any time. Try this example.

- 1. Press the ^{CLEAR}  key to return to the main Word Entry screen if you are not already there.**

If the unit is already on, press the ^{CLEAR}  key to return to the main entry screen if you are not already there.

- 2. Type a phrase or a sentence. For example, type “I would like some more time.”**

To type a capital letter, hold down the  key and press the letter you want.

Press the  key to enter a space between words.

- 3. Press the  key.**

You will hear, “A: I would like some more time.”

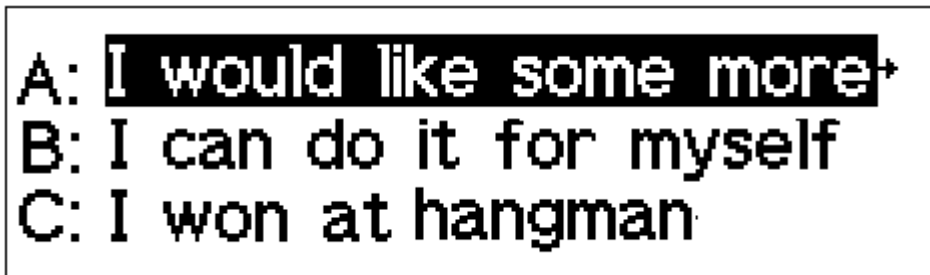
Each time you enter a message and press the ADD key, LANGUAGE MASTER gives you a letter and then speaks the message you just entered. Your messages are stored in alphabetical sequence, and LANGUAGE MASTER informs you of the letter assigned to each message. This information is helpful when you return to the Message List to listen to the messages.

Add more messages following the steps described above. For example, add “I can do it for myself” and “I won at Hangman.”

If your average message is about 36 characters long, you can enter up to 26 messages. Remember, the number of messages you can save depends on the length of your messages.



4. To see your list of messages, press the  key.

The message “Message List” flashes on the screen, and then you will see:



A: I would like some more
B: I can do it for myself
C: I won at hangman

5. Press the letter C and you will hear “I won at Hangman.”

To delete a highlighted message on the Message List, press the  key. You will see the message “ENTER to remove this message, SPACE to cancel”. Press the  key to remove it. The message “Message removed” flashes.

Headphones

If you are using LANGUAGE MASTER in a classroom or a room where other people may be disturbed by the speaking unit, it might be best to use the headphones. Using headphones has two advantages:

1. The LANGUAGE MASTER can be used in a classroom environment without disturbing other students or calling attention to the user.
2. The fidelity of the voice output is increased.

NOTE: The LANGUAGE MASTER has a 3.5 mm (standard) stereo headphone jack for use with standard 8-ohm headsets. It is on the right side of the unit above the AC adapter jack.

Now that you know how to familiarize yourself with the keyboard, how to turn Speech settings on and off and how to have LANGUAGE MASTER read definitions or speak and spell words for you, let us go on to all the other wonderful features LANGUAGE MASTER has to offer.

Spelling Correction

The LANGUAGE MASTER can be used for verifying the spelling of words as well as editing compositions. For example, users may be comfortable using the word 'neighbor' in their spoken vocabulary, but may be unwilling to use it in their written compositions because the spelling is difficult. Phonetically, they may spell it 'nabor.'

1. Press the  key to return to the main Word Entry screen if you are not already there.

2. Type 'nabor' and press the  key.



The messages "Correcting...8 Entries" flash on the screen, then you will see a list of possible corrections.

For most misspelled words, the Correction list will consist of between five to eight words.

For 'nabor' you will see:



nabor:
A: neighbor
B: knobber
C: nubber

nabor:
D: nabob
E: neighbors
F: nobler

This part of the list will not be visible on the screen. It will be below the first three lines. The student can use the  and  keys to scroll through the list.


3. Press the  key to see the definition of 'neighbor'.

Note: The desired word may not always be first on the Correction list. This will depend on how the student approximates the spelling, as we saw in the section Listening to a Word Being Spelled on page 13.

Users may be curious about unfamiliar words that appear on the correction list. LANGUAGE MASTER conveniently allows them to hear each word pronounced. Simply use the  to highlight the desired word and press the  key to hear it pronounced. This is an excellent way to encourage browsing.

Definitions

Expanding one's vocabulary is an integral part of language learning. The LANGUAGE MASTER is an engaging and entertaining tool for students of all ages who are challenged by blindness, visual or speech impairments, learning disabilities or dyslexia.

1. Press the  key to return to the main Word Entry screen if you are not already there.
2. Type 'noledge' and press the  key.

The messages "Correcting, Correction List, 7 Entries, A: knowledge" flash on the screen, and then you will see:



```
noledge:  
A: knowledge  
B: newly  
C: Nola
```



You will see the Correction list and 'knowledge' will be the first word on the list. It is highlighted which means it is ready to be selected.

3. Press the  key to select 'knowledge' on the Correction list.'



The messages "Working... Definition" flash on the screen, and then you will see:



know•edge (noun)
1. understanding gained by
actual experience <a
knowledge of

You can press the READ key to hear the definition read. You can use the  and  keys to scroll through the definition.

Within the definitions, students will find parts of speech, inflected forms, verbal illustrations, and selected word etymologies.

LANGUAGE MASTER allows you to browse definitions just as you would in a paper dictionary. Press the  key to go the next alphabetically ordered definition. Press the  key to go the previous alphabetically ordered definition.

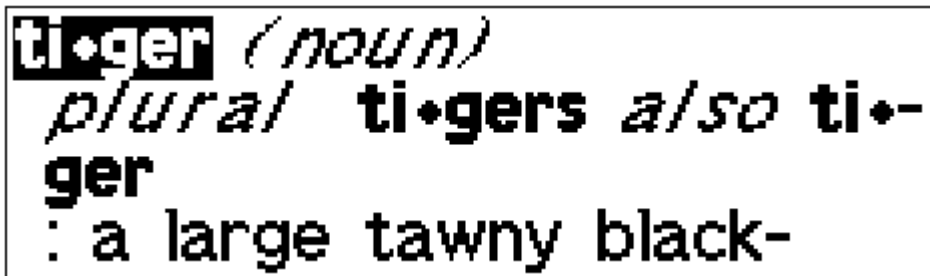
Jumping to a Word

LANGUAGE MASTER is capable of so much more than a traditional dictionary. When a user sees or hears an unfamiliar word, he or she can instantly "JUMP" to the definition of that word. Try this example.

1. Press the ^{CLEAR}  key to return to the main Word Entry screen if you are not already there.

2. Type “tiger” and press the ^{ENTER}  key.

You hear the word ‘Tiger’ and then the messages “Working... Definition” flash on the screen. Then you will see:




ti•ger (noun)
plural ti•gers also ti•ger
: a large tawny black-

3. Press the ^{READ}  key.

LANGUAGE MASTER begins to read the definition and the highlight moves with the reading. Soon you will hear the word ‘tawny’.

4. Press the ^{READ}  key again to stop the reading when you hear the word ‘tawny’.

If you went past ‘tawny’ use the  key to move the highlight back to ‘tawny’.

If necessary, press the  key each time you move the highlight, in order to hear the word that is highlighted. When you hear ‘tawny’ stop.

The word ‘tawny’ should be highlighted.

5. Now press the ^{ENTER}  key.

You will hear the word ‘tawny’ and then the messages “Working... Definition” flash on the screen. Then you will see:

taw·ny (*adjective*)
taw·ni·er; taw·ni·est
: of a brownish orange
color

6. To return to the definition of 'tiger', press the **BACK** key.

There is no limit on the number of times you can "Jump". Just keep highlighting words and pressing the **ENTER** key.

If you press the ENTER key when a number or symbol are highlighted, the message "Not in Dictionary" will flash and you will remain at the screen you were reading.

Synonyms and Antonyms

When learners embark on writing assignments, all too often they rely on words they are comfortable spelling. As a result, these words are used over and over again and the writing lacks interest and dimension. To help combat redundancy, LANGUAGE MASTER provides learners with immediate access to thousands of synonyms grouped by meaning, so that it actually becomes a challenge to see how many new and interesting words students can use in their writing.


1. Press the **CLEAR** key to return to the main Word Entry screen if you are not already there.

2. Type 'good' and press the **THES** key.

The messages, "Working...Thesaurus entry 1 of 17" flash on the screen. Then you will see:

good: *adjective*, having a helpful or auspicious character
SYNONYMS:

3. Press the  key to scroll through the rest of the entry.

Use the  to move back to the top of the entry. Each entry will display a thesaurus definition and a group of synonyms and antonyms for that definition.

4. Press the  key to move to the next thesaurus entry.



The message “Thesaurus entry 2 of 17” flashes on the screen, then you will then see:

good: *adjective*, adapted to the end in view
SYNONYMS:
appropriate, convenient,

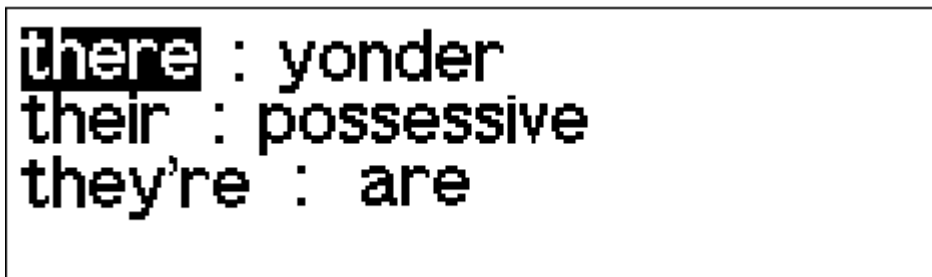
Users can continue pressing the FWD key to move through the remainder of thesaurus entries. Pressing the REV key will bring students back through the entries viewed previously.

Homophones

Witch is which? We call them Confusables®, but you know them as homophones. In any case, they are words that sound the same but are different in meaning and spelling. LANGUAGE MASTER identifies and defines these words for learners. The student can use the CONF key to learn the words that are homophones.

1. Press the  key to return to the main Word Entry screen if you are not already there.
2. Type 'there' and press the  key.



The messages "Working...3 Confusables" flash on the screen. Then you will see:



there : yonder
their : possessive
they're : are

The Confusables screen shows the list of words that can be confused with each other along with their meanings.

If you type a word for which there are no Confusables, the message "No Confusables available" flashes on the screen.


3. Press the  key to hear the pronunciation and spelling of the highlighted word, followed by its meaning.
4. Press the  key to hear the next Confusable on the list.

Try these confusables: **boy**, **air**, **cell**, **plane**, and **hire**.

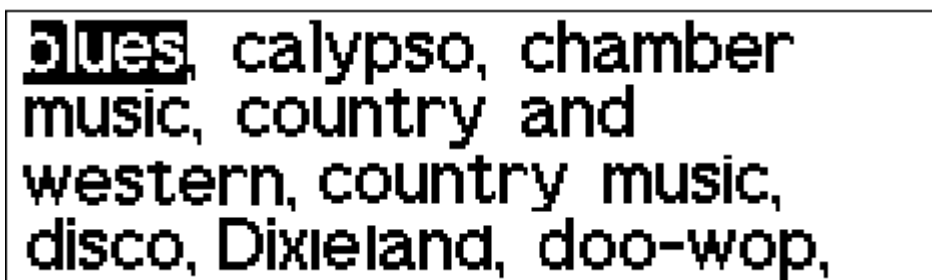
The student can press the CONF key in definitions and thesaurus entries to find the Confusables (if any) for the headword. **Note:** In definitions and thesaurus entries, LANGUAGE MASTER will search for Confusables only for the headword.

Classmates™

LANGUAGE MASTER can provide learners with lists of words that share the same general characteristics. We at Franklin refer to these words as “Classmates”. These lists can be used to learn how words are related and to encourage students to expand their vocabulary. Try this example.


1. Press the  key to return to the main Word Entry screen if you are not already there.
2. Type ‘rock’ and press the CLASS key.


You hear the word ‘rock’ and then the messages “ Working..., Classmates group 1 of 2, 21 Classmates” flash on the screen. Then you will see:



blues, calypso, chamber
music, country and
western, country music,
disco, Dixieland, doo-wop,

This list of Classmates is for the “rock” as a class of music.

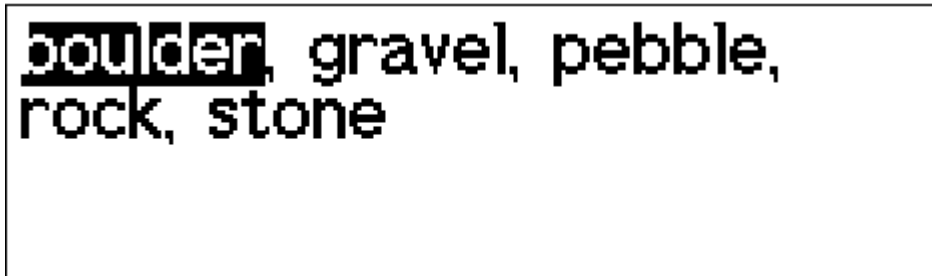
Press the  key to go forward by one screen.

Use the  key to go down one line at a time.

At the end of the list, the message, “End of list. Press FWD for more” flashes.

3. Press the  key.

The messages “Classmates group 2 of 2, 5 Classmates” flash on the screen. Then you will see:






Notice that this list of classmates is for the sense of the word “rock” as a stone.

If you press the FWD key again, the message “End of list” flashes on the screen. To return to the first set of Classmates, press the REV key.

Word Patterns

Learning word patterns is a particularly useful strategy for students. Knowing the likelihood and frequency of letter sequences can help in making spelling predictions, contribute to more accurate spellings, and aid in the recognition of words while reading. On page 26 of this guide, you will find a simple handout that will stir students’ curiosity to find many exciting new words. This function is accessed with the ? key.



Try this example.

1. Press the  key to return to the main Word Entry screen if you are not already there.
2. Press the  key and type the letters ‘ow.’
3. Press the  key.



The messages “MATCHMAKER, Matchmaker List, 13 Entries, A: bow” flash on the screen. Then you will see:



```
?ow:
A: bow
B: cow
C: how
```

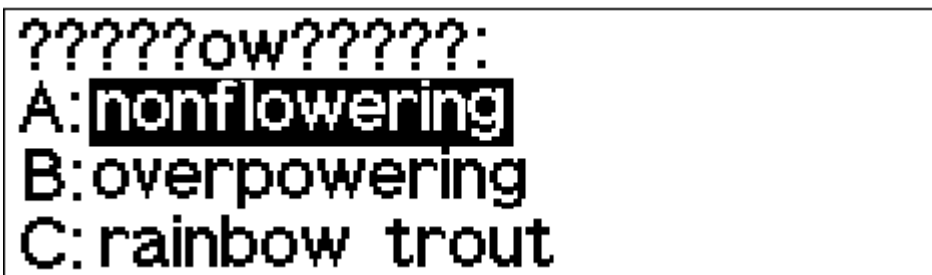
LANGUAGE MASTER generates a list of three letter words that end in “ow”. The learner can scroll through the list of words using the  and  keys, listen to any word by pressing the SAY key when the word is highlighted, or go to the definition of a highlighted word by pressing the ENTER key. After viewing the definition, the learner can return to the list by pressing the BACK key.

Let’s try another example.

1. Press the  key to return to the main Word Entry screen if you are not already there.
2. Type in ‘?????ow?????’ and press the  key.

This time LANGUAGE MASTER takes a longer time to perform the search as it looks through its entire database to find words that match the entered pattern. While you wait, you will see the MATCHMAKER progress box, and you will hear the message “Searching” until the search is complete.

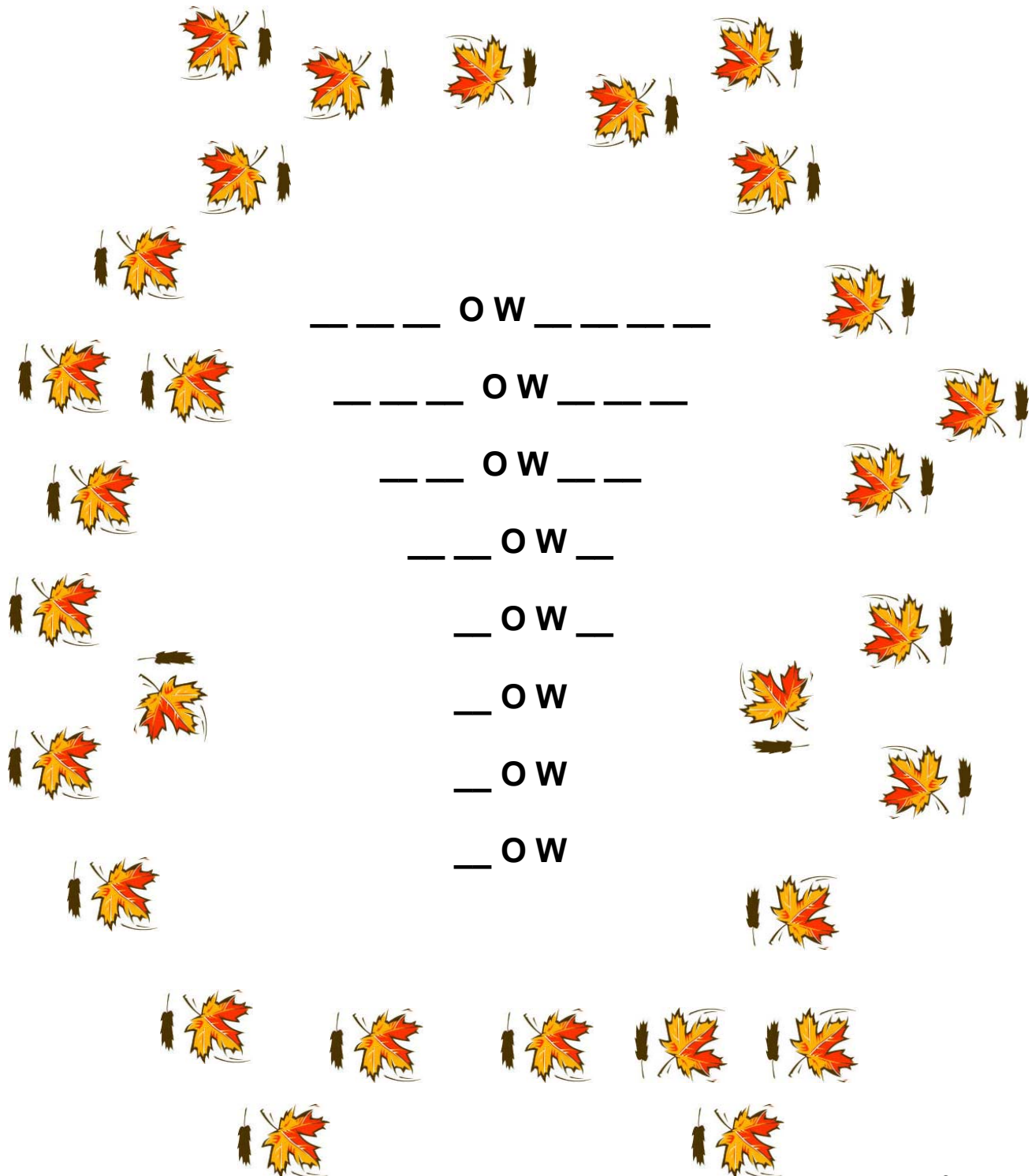
When the search is over, the messages “Matchmaker List, 5 entries, A: nonflowering” flash on the screen. Then you will see:



```
?????ow?????:
A: nonflowering
B: overpowering
C: rainbow trout
```

Enter the patterns below using ?s in place of the dashes and see what you can learn about word patterns.

WORD TREE HAND OUT



_____ O W _____

_____ O W _____

_____ O W _____

_____ O W _____




_____ O W _____

_____ O W _____

_____ O W _____

Affixes


To further assist students in building their vocabulary, LANGUAGE MASTER generates a MatchMaker list that consists of words with like prefixes and/or suffixes. Knowing the definitions of affixes increases the probability for students to decipher new words.

1. Press the  key to return to the main Word Entry screen if you are not already there.
2. Type 'extra' and press the  key.
3. Press the  key.

The messages "MATCHMAKER, Matchmaker List, 56 entries, A: extra" flash on the screen. Then you will see:



```
extra*:  
A: extra  
B: extract  
C: extractability
```

LANGUAGE MASTER displays a list words that start with the letters 'extra'. Use the  key to scroll through the rest of the list. Students can hear any word in the list pronounced by pressing the SAY key when the word is highlighted. They can press the ENTER key to view the definition.

Note: Not all the words in the list have prefix beginnings.

MATCH + MAKER: Making the Connection





This strategy provides practice in defining and locating words with prefixes and suffixes. Since the meaning of every affix stays the same, knowing their definitions and the definition of the root word gives students the tools for unlocking the meanings of hundreds of words. For example, when adding the prefix “un-“ and the suffix “-able” to the word ‘comfort’ the result is ‘uncomfortable’. Students should be made aware that sometimes when a suffix is added, the spelling of a root word may change.

Saving Words for Study

The continuous expansion of a students’ vocabulary is critical to their success in reading fluently and writing effectively. LANGUAGE MASTER offers students the opportunity to build and store over 90 vocabulary words. These words can then be accessed for practice and review in some of the word games. This personal word list can be updated by adding or deleting single words, or by eliminating the entire list. The visual and tactile reinforcement helps students retain more information and they have fun while learning.

Words can be added to the user list from various screens. The first and most basic method is at the List screen.

1. Press the  key to return to the main Word Entry screen if you are not already there.
2. Press the  key.

The messages “User list is empty, To add word, type it in and press ADD” flashes on the screen.

When you press the LIST key after adding words, you see the list of words added.

3. Type a word to add and then press the key.

For example, type 'deliberate' and then press the  key.

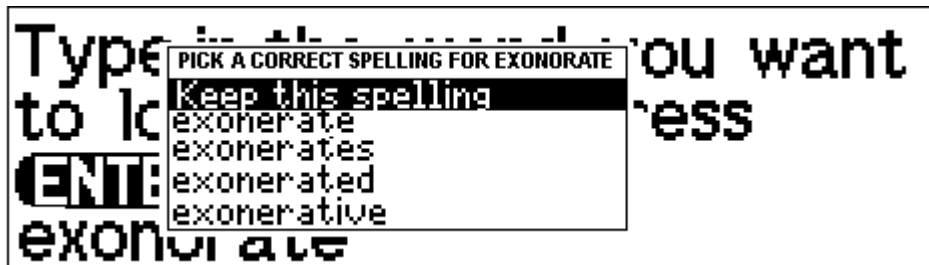
You hear the word 'deliberate' and then the messages "Word added, Ready" flash on the screen. The word 'deliberate' disappears from the screen. It has been added to your personal word list, which is also your study list. To continue adding words repeat these steps. For example add **exhilarate**, **debilitate** and **exonerate** in that order.




If you press the ENTER key instead, don't worry. The word you typed will be highlighted in the definition. Just press the ADD key here and the word will be added.

Spelling Errors in User List Words

If you enter a misspelling, don't worry. LANGUAGE MASTER will give you a correction list to choose from. For example, type 'exonorate'.

The messages "Correcting..., Correction List, 7 entries, A: exonerate" flash on the screen. Then you will see:

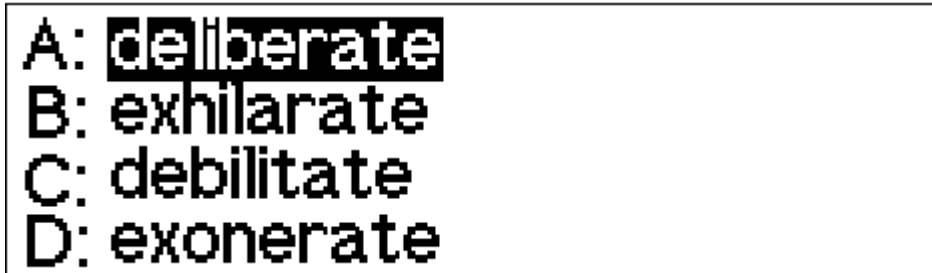


Press the  key to highlight the first word on the list. Press the  key to hear it pronounced if necessary. You know this is the word you want. Press the  key to add 'exonerate' to your study list.

Note that the first option on the Correction list is “Keep this spelling”. This option allows you to add words not in this dictionary to your study list.

Viewing the User List

1. Press the  key.



Any word that appears on the list can be highlighted for further exploration.

2. Press the  key to move the word down 2 spaces.

The word ‘debilitate’ will be highlighted.

3. Press the  key.

You will hear the word pronounced.

4. Press the  key to see the definition of ‘debilitate’.

Removing Words from the User List

Students can remove words from their User List at any time.

1. Press the  key.

2. Use  to move the highlight down the list.

3. Press the  key at each word.

4. When you hear a word you would like to remove from the list, press the  key.

The message “ENTER to remove this word, SPACE to cancel”, flashes on the screen.

5. Press the  key.

The message “Word Removed” flashes on the screen and the word disappears from the list.

Games

The games in LANGUAGE MASTER are designed to be as fun as they are instructional. The 10 word games challenge the student on various skill levels to test their word knowledge. In the process, they will discover new words, meanings, and uses.


By partnering the User List with the games, students can use LANGUAGE MASTER as a private tutor. This method of studying words can be very appealing for students. For teachers, these games can serve as a vehicle for motivating uninterested learners.

To use the User List in these games, follow the instructions below.

1. Press the  key to return to the main Word Entry screen if you are not already there.
2. Press the  key.

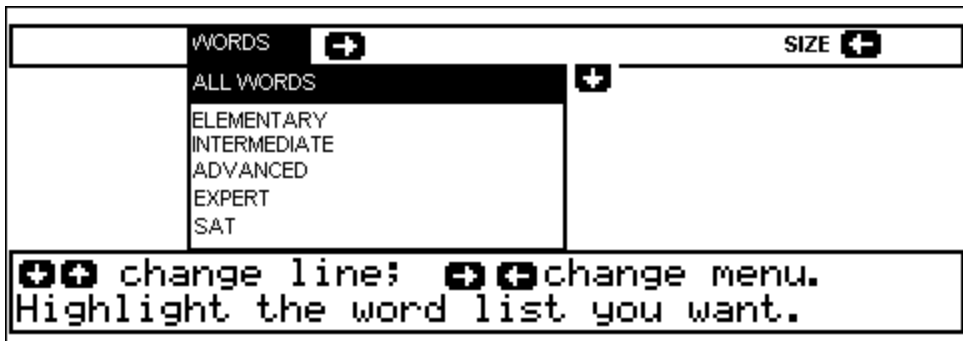
The messages “Select a game, 10 games” flash on the screen, then you will see:

A: Keyboard Wizard
B: Flash Cards
C: Hangman
D: Anagrams

Select one of the four games (Flashcards, Hangman, Anagrams, Word Blaster) that can be played with the User List. To access a game, press the corresponding letter to select it. You can also move the highlight with the arrow keys to scroll through the list of games. Once the game you want is highlighted, press the  key.

3. Highlight Anagrams and press the  key.

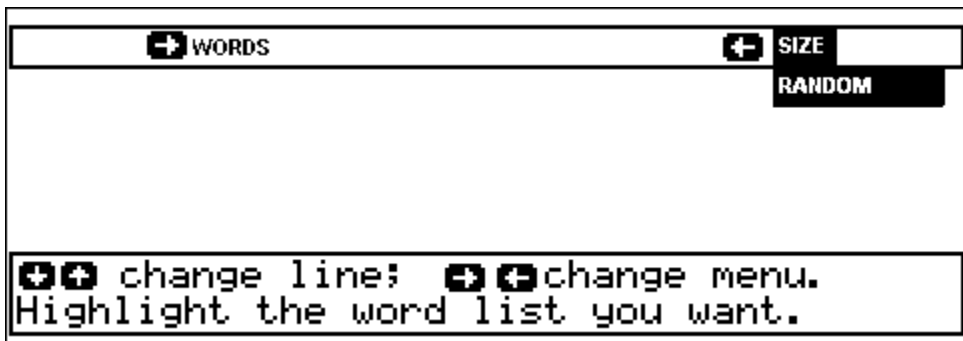
You will hear and see:



All Words on the Words menu is highlighted.

4. Use the  key to scroll down until User List is highlighted.


5. Press the  to move to the Size menu.



You see that there is only one selection here, and that is "Random".

Move back to the Words menu and make another selection. This time when you move over to the Size menu, you will see that the options have changed.

6. Press the  key to confirm your selections.

After completing a game, students can hear any unfamiliar words by pressing the SAY key or view the definition by pressing the ENTER key. Pressing the BACK key will return them to the game just completed. Pressing the SPACE key will start another round of the same game. If the player is unable to finish the round, pressing the  key will provide the answer(s).

Below is a brief description of the 10 games included in LANGUAGE MASTER.

A: Keyboard Wizard – We have already discussed this on page 7.

B: Flashcards: This is a vocabulary building game. A word appears on the screen. You can guess the definition and then check whether you are correct by pressing the ENTER key.

C: Hangman – Guess a mystery word, one letter at a time, within a given number of tries.

D: Anagrams – Form words using the letters from a given word.

E: Jumble – Unscramble the letters to form a word.

F: Word Builder – Type in a word or a group of letters and LANGUAGE MASTER will build a list of words based on those letters.

G: Word Train – Take turns with LANGUAGE MASTER to select the letters that form a valid word of four or more letters.





H: Word Blaster – Guess the mystery word before all the letters are revealed. You decide the speed at which to play.

I: Memory Challenge – Memorize an expanding list of words that are flashed on the screen, then correctly type them in.

J: Deduction – Deduce the mystery letters within the specified number of tries using clues from LANGUAGE MASTER.

Grammar Guide

LANGUAGE MASTER contains a comprehensive grammar guide that includes information on 70 different topics. Students can obtain information by selecting a topic from the grammar menu.

1. Press the  key to return to the main Word Entry screen if you are not already there.
2. Press the  key.
3. Use the  key to scroll through the list of available topics.
4. Press the  key when the desired topic is highlighted.

For example, select Indefinite Pronouns.

The messages “Working... Grammar Guide” flash on the screen, and then you will see:

Indefinite Pronouns
These pronouns are so
named because what they
refer to is not stated

5. Use the  key to scroll through the text or press the  key to hear information about the selected topic.

Press the  key to return to the grammar menu.

Press the  key to return to the Ready screen.


The Setup Menu & Changing the Settings

LANGUAGE MASTER has a number of features that allow the student to customize the unit to meet their individual needs.

Setting Screen Contrast


The screen contrast can be adjusted by rotating the dial located on the right side of the unit. The dial is located above the volume control.

Customizing the Unit

LANGUAGE MASTER has four adjustment options. Pressing the MENU key and using  to highlight the Setup menu displays these options. When you make a selection, the option on the menu changes. Below is a brief explanation of the available settings.

- **Use small type/Use large type**

You can choose whether you want the letters on the screen to


appear in small font or in large font. Press the  key when the option you want is highlighted on the menu. Large type is the default setting.

- **Set Shutoff time**

Some students require more time to complete assignments. Accordingly, LANGUAGE MASTER can be set to remain on up to six minutes. For those students requiring less time, the minimum can be set to 1 minute. The default setting is 3 minutes.


- **Display capital letters only/Display words normally**


You can choose to view the letters on the screen in capital letters

only, or in lower and upper case. Press the  key when the option you want is on the screen.

- **Do not display inflections/Display inflections**

You may not want to see the inflections of a word when you look

up the definitions. In this case, press the  key when **Do not display inflections** is highlighted on the Setup menu. To view

inflections, return to the Setup menu and press the  key when **Display inflections** is highlighted.

Summary

The Franklin LANGUAGE MASTER can be a powerful tool in and out of the classroom. Research has shown that technology increases student motivation and motivated students are more receptive to learning. With Franklin units, learners can work independently:

- to increase their vocabulary
- deepen their spelling skills
- produce better written compositions

We hope this workshop has been informative, as well as motivating.

Franklin learning Resources

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