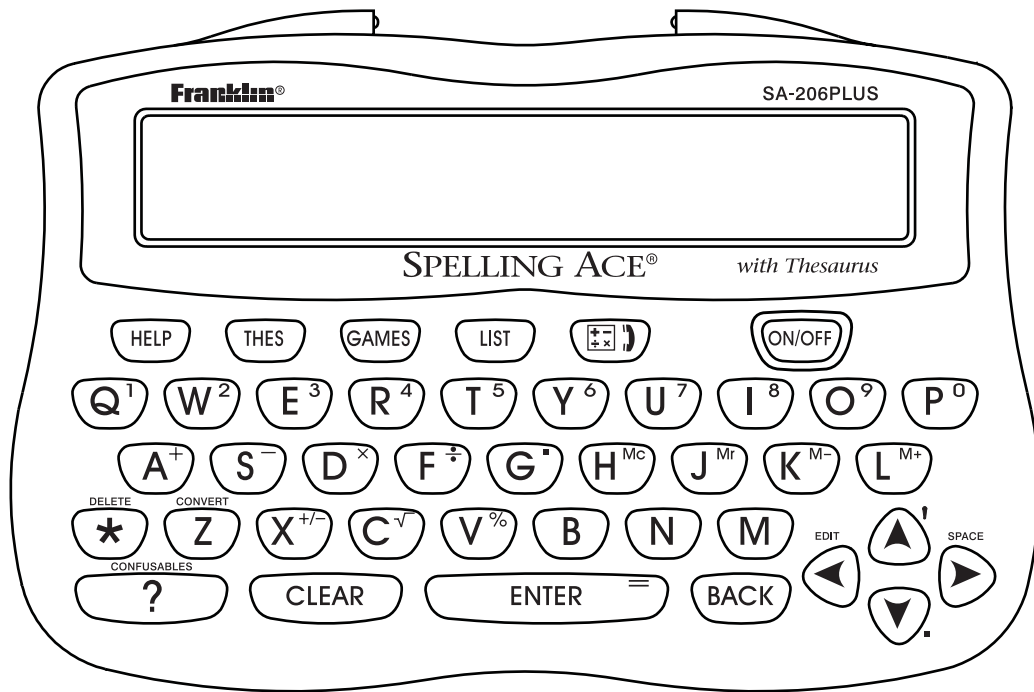




The Franklin Spelling Ace[®] with Thesaurus Workshop Guide

SA-206PLUS



Franklin Electronic Publishers, Inc.

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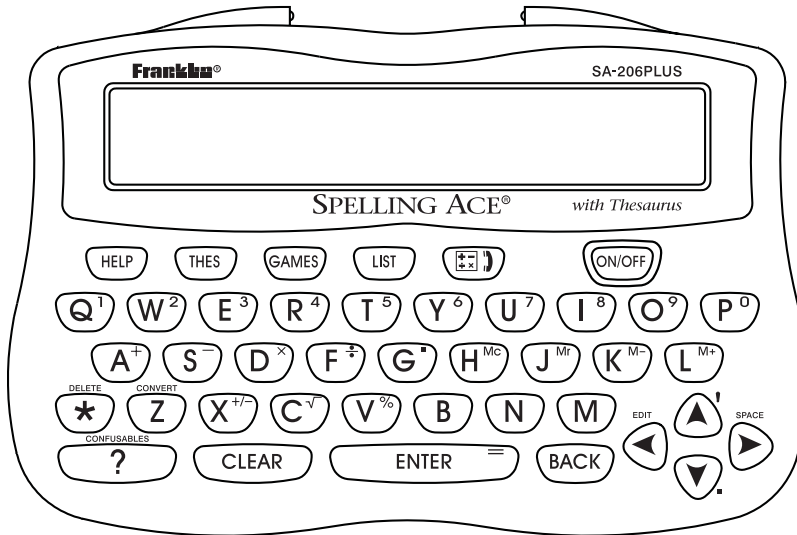
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Spelling Ace with Thesaurus

SA-206PLUS



FEATURES

Over 500,000 synonyms (includes antonyms and classmates)

Confusables®

User List (up to 25 words)

Phone list (up to 100 names and numbers)

Calculator with advanced functions and memory

Currency and metric conversions

8 Word Games

The Franklin Spelling Ace® with Thesaurus Workshop Guide

This workshop is designed to help teachers become comfortable using the Spelling Ace with Thesaurus, SA-206PLUS, within their classrooms. In addition to general spell checking, learners can use the Spelling Ace to look up words in the Thesaurus to see synonyms, antonyms and classmates. Synonyms are words of similar meaning; antonyms are words of opposite meaning; and classmates are words related by a common subject.



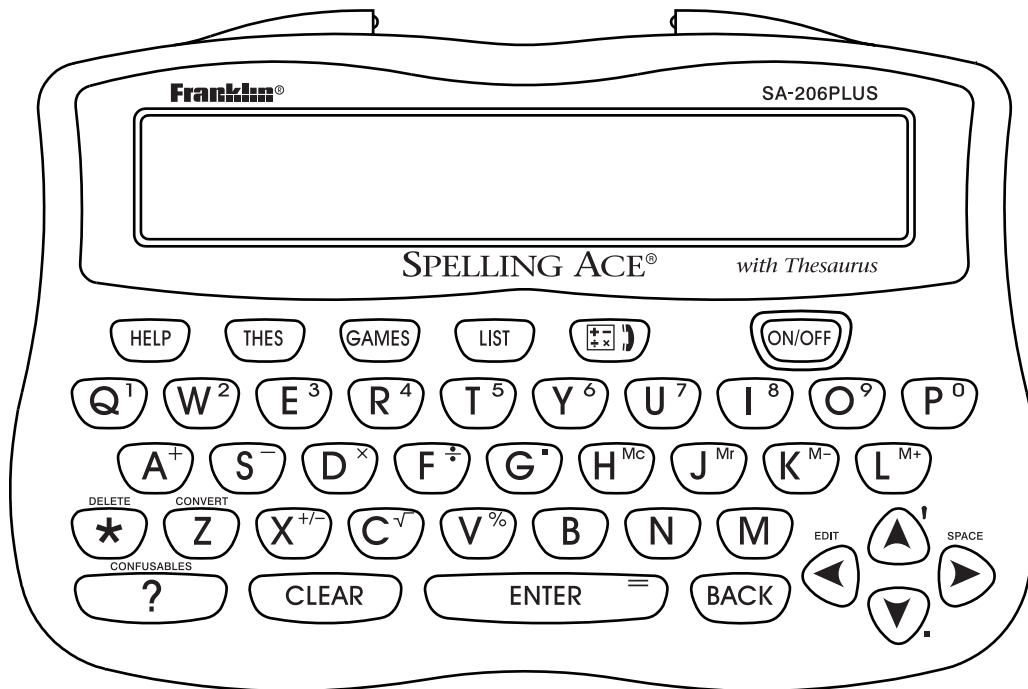
Also available is a phone list, calculator and currency and metric converter. Press the  key to toggle between the calculator and the phone list. Press the  key in the calculator to access the converter. For information on these features, please refer to the User's Guide.

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Getting Started

1. Check the unit for batteries.

The Spelling Ace uses four AAA batteries. Turn the unit over; the battery cover has a double-line impression on it and is fastened by a small screw. Use a Phillips screwdriver to loosen the screw, then slide the battery cover off.

2. Remove or install the batteries.

If the unit has batteries, remove them. Install the batteries carefully following the diagram etched into the bottom of the battery compartment.

3. Replace the battery cover and refasten the screw.

First Steps

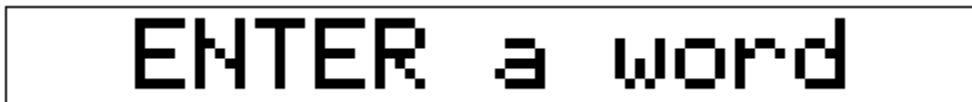
1. Turn the unit on by pressing the  key.

The Spelling Ace has a demonstration program that will automatically begin. This gives a two-minute demonstration of the functions of the unit. You may view it now or disable it.

2. To stop the demo, press the  key.



The demonstration will start each time the unit is turned on. If you wish to turn off the demonstration permanently or adjust the contrast of the screen, please see page [15](#).

The screen should display:






ENTER a word

This is the standard entry screen.

To return to this screen from anywhere within the spell checker and Thesaurus, press the  key. From the Games menu, User List, Phone list, Calculator, Currency Converter or Metric Converter, press the  key.

Checking Spelling


The Spelling Ace can be used for verifying the spelling of words as well as editing compositions. Learners may audibly recognize “fizakul” and use the word in their spoken vocabulary, but could be fearful of using it in their written compositions because the spelling is difficult.


1. Press the  key or the  key.
2. Type “fizakul.”
3. Press the  key.

The unit will flash “Correction list” then a list of words will be displayed. The list will generally have about five to seven words. Our list for “fizakul” will be:

fiscal 


fiscally
fascicle
fiscals
physical
fascicles
fasciculate

This part of the list will not be visible on the screen. It will be below the first word on the screen. The learner can use the  key to scroll down to see these words.

As the learners press the  key and scroll through the list, they may recognize the correct spelling (the fifth word on the list).

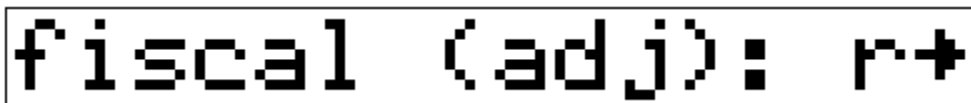
If the learner is unsure from the spelling of a word if it is the one they wanted, have the learner speak the word aloud. Sounding out the word on the screen can help the learner figure out if it is the one they want.


Another way the learner can help determine the word they wanted is by viewing a word’s Thesaurus entry. In this example, the first synonym for “physical” is “bodily”, so the synonyms can help the learner identify the correct word.

If the learner sees a flashing “T” at the right side of the screen, that means a Thesaurus entry is available for that word. Have the learner press the  key to see the Thesaurus entry and use the arrow keys to read the entry. In addition to synonyms, antonyms and classmates, Thesaurus entries include a concise definition of the word. **NOTE:** Not all words have a Thesaurus entry.


Encourage this type of browsing, for this is also a way for learners to conveniently learn words they may have never encountered before.

4. Press the  key.



5. Press the  key to return to the correction list for “fizakul” and look at the other words on the list.

6. Press the  key to highlight the next word on the list.

7. Press the  key.

Learners will see the message “Correct word”. This means that “fiscally” is a correctly spelled word with no Thesaurus entry.

Learners can maneuver down the list in this way until they find the word they are looking for.

8. Press the  key to highlight the next word on the list.

9. Continue in this way until the learner sees the correct word.

The Spelling Ace and Spelling Correction

To show the forgiving nature of Franklin's spelling technology, try this.

1. Press the **CLEAR** key or the **THES** key.

2. Type in "jeref" then press the **ENTER** key.

You will see "giraffe" at the top of the correction list.

3. Press the **CLEAR** key or the **THES** key.

4. Now type in "jaraf" and then press the **ENTER** key.

You will again see "giraffe" in the correction list.

As young learners attempt to edit their written work using a Franklin, encourage them to use vowels between the consonants of words they are trying to find.

Confusables[®]

There are many words in English that sound the same but are spelled differently and have a different meaning. The Spelling Ace can provide the help necessary for discerning these homophones. At Franklin we call these types of words "Confusables."

1. Press the **CLEAR** key or the **THES** key.

2. Type "there" and press the **ENTER** key.

The unit will flash “Entry 1 of 2” then you will see:


there (adj): ph?

The flashing ‘question mark’ on the right side of the screen indicates this word has other words with which it can be confused.

3. Press the  key.

The unit will flash “3 Confusables” then you will see:

there: yonder ↕

The arrow at the right of the screen will be flashing. This means there is more information. This information can be viewed by pressing the  key.

4. Press the  key to display the next word on the list, “their: possessive” and press the  key one more time to see the last word in the list of Confusables “they’re: they are.”

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

Classroom Activities

The Spelling Ace[®] with Thesaurus has a number of specialized functions that enhances its usefulness in the classroom. The first activity uses the “User List” function.


Saving Words for Future Study and Hangman Review

The Hangman Review uses two specialized functions. The first is the “User List” function. With this, the learner can input a list of words currently being used in classroom activities. The list can hold up to about 25 words, depending on the length of the words. With the list in place, the learner can play the “Hangman” game using only the words from the “User List”. Here’s how to set this up.

□ **First, set up the “User List.”**


1. Press the  key or the  key.

2. Press the  key.

Press the  key to move the highlight down to “Add a word”, if necessary.

You will see:

A screenshot of a text input field. The text "Add a word" is displayed in a pixelated font. To the right of the text is a small icon of a plus sign inside a square.

3. Press the  key.


You see “ENTER list word.”

4. Type in “rough” and then press the  key.

You will first see “Word added.”

Press the  key until you see:

A screenshot of a text input field. The text "Space: 96% free" is displayed in a pixelated font. To the right of the text is a small icon of a plus sign inside a square.

This tells you how much memory is available for you to add more words to the User List. Press the  key until you see “Add a word.”

5. Press the  key.

6. Type in “sugar” and then press the  key.

The same screens will flash, except this time the “Space” line will be adjusted to a lower percentage, reflecting the added word. Repeat this process entering into the list “quiet”, “store” and “pretty.” The list will now have five words.

□ **Second, set up the “Hangman” game to use the “User List”**

1. Press the  key or the  key.

2. Press the  key.

You will first see “Select a game.”


Then:

A rectangular box containing the text "Set Skill Level +". The text is in a pixelated, monospace font.

3. Press the  key.

You will see:



A rectangular box containing the text "Set Game Words #". The text is in a pixelated, monospace font.

4. Press the  key.

You will first see “Pick game words.”

Then:






5. Press the  key until you see “User List” and press the  key.

Now the unit is set to use only the User List for the Word Games that use the User List.

You will be taken back to the Games menu.



□ **Third, Play Hangman Review**


1. Press the  key or the  key.
2. Press the  key.

You will see “Select a game.”




Then:



Press the  key or the  key, if necessary, to move to the first game: ‘Hangman’.



3. Press the  key.

The unit will play Hangman with the learner using only the words entered into the User List.

By pressing the  key or the  key you can scroll through the eight games the unit plays. Pressing the  key will start a game.

NOTE: There are five games that can be played using the words entered in the User List: *Hangman*, *Anagrams*, *Jumble*, *Spelling Bee*, and *Word Blaster*.

The Word Tree Hand Out (Reinforcing Letter Patterns)

This is a simple hand out that will stir curious children to find many exciting new words. It uses the “Matchmaker” function of the Spelling Ace. The Matchmaker function is accessed with the  key or the  key. ? stands for any single letter in a word. * stands for zero, one or more letters.

1. Press the  key or the  key.
2. Type in “?et” and press the  key.

You will first see “MatchMaker List.”

Then:



The Spelling Ace generated a list of all three-letter words that end in “et.” Learners can scroll down the list to see the other possibilities.

3. Press the  key or the  key.

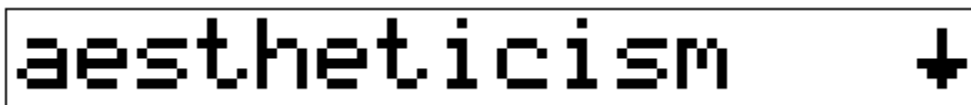
4. Type in “??et” and press the  key.

The list is longer this time and again the learner can scroll through to find new words. Notice the difference if “*et” is entered. In this case you will see *every* word that ends in “et” no matter how many letters precede it.

5. Press the  key or the  key.

6. Type in “?????et?????” and press the  key.

This time the unit takes a little longer to perform the search.
You will see:



Now combine this with a little artwork to teach learners letter patterns.
Type a “?” in place of each blank space.

_____ e t _____

_____ e t _____

_____ e t _____





_____ e t _____

_____ e t _____

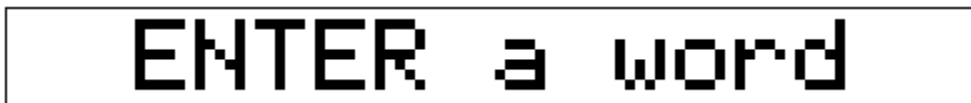
_____ e t _____

_____ e t _____

Disabling the Demonstration

1. Turn the unit on by pressing the  key.
2. To stop the demo, press the  key.
3. To disable the demo, press the  key or the  key.


You will see:



ENTER a word

4. Type “**d” and press the  key.

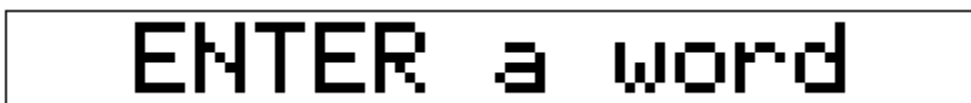
You will see “Demo disabled.” The demonstration program will not appear when the unit is turned on.

To enable the demo at a later time, return to the “ENTER a word” screen, type “**d” and press the  key.

Setting Screen Contrast

1. Press the  key or the  key.

You will see:



ENTER a word

2. Press the  key or the  key to adjust the contrast.

Summary

The Franklin Spelling Ace[®] with Thesaurus can be a powerful tool in the classroom. It can provide motivation as well as information. Franklin is committed to providing educators with tools that will have an impact on learners' basic skills. 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. We wish you all the best in your teaching endeavors.

Franklin learning Resources

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