**Reasoning to Read**

**Change log from 1/13/2014 R2R 0.5**

Completed edits from Patti (printed snips).

Splash screen:  Modified the green next arrow.

Lessons: Modified the green next arrow.

Activities:  Modified the green next arrow.

Activities:  Should students be able to press the green arrow before hearing the answer response?

Added the current activity number out of total activities to the bottom right of activity screens.

Verified that the ‘Jump to Lesson’ link at the top of each activity resets the variable to actually review the lesson.

Lesson 1:  Added arrow pointing to tape.

Lesson 15:  Added a space between uppercase and lowercase ‘A a.’

Lesson 21:  Added a space between uppercase and lowercase ‘B b.’

Lesson 21: consonant b then change to consonant with short vowel sound: ba when the lesson changes to the letter pair

Removed ‘lesson’ from activities 118, 120, 121 since these are activities without lessons.

Checked navigation throughout program: each activities feedback green next button should jump to next activity (lesson 5 ends and goes to admin). – Lesson 5 was the only one that had this issue. The others linked to one another.

Changed color of lock in admin link to the same color as the text.

Rerecorded synthesized computer voice to my voice.

Change out synthesized computer voice for my voice in the lessons and activities.

Lesson 1 example jumps a user back to the lesson to replay the lesson when the user scores below 85%.

Recorded:

* lesson 22
* activity instructions 22.1
* activity objects 22.1
* activity feedback correct a 22.1
* activity feedback incorrect b 22.1
* activity feedback incorrect c 22.1
* home screen
* end screen fail below 85% message
* end screen pass 100% message
* end screen pass 85%-99% message
* lesson 123 objects ‘bad, bed, bud.’
* lesson 123 feedback correct
* lesson 123 feedback incorrect bad
* lesson 123 feedback incorrect bud
* Record Review (#26) consonant ‘b’ short vowel review and feedback

leave the a at the top of the canvas in the flash video on lesson 15

Lesson 27: Modified lesson title to change from “consonant ‘c’” to “Consonant ‘c’ with short vowel sound ‘a.’” when the lesson changes topics. Also, threw the teacher into lesson close to the end of the animation when a blank spot occurred. This is in the Flash file, not the storyline file.

Created a dual jump memory when the student jumps to the admin page and the admin switches the student to a different lesson. The program will remember the student’s highest Lesson started and return them to it when the teacher exits the admin panel by clicking on Exit to Student View button.

Created a score improvement variable for scoring where the program will only improve a student’s score if they did better than their original score. That way, if a student scores between 85 and 99% they have the opportunity to try and score 100%. Scoring less than their original score will not change the score, but scoring a higher value will.

Activity 15: duplicate teachers on screen - posed and pointer, removed pointer while pose was visible.

Activity 21: Added a duplicate ‘ba’ to the screen on activity 21.1 before the ‘ba’ became draggable but after the large centered ‘ba’ disappeared.

Modified admin button logic – added a pop up box password entry for the jump to admin page to appear if user is in student view. If they are already in admin view, it’ll just jump them directly to the admin page without reverifying.

All activities: added audio replay buttons to each image in every activity that was missing the buttons.

Activity 122.1 – duplicated, then modified the layout to have the focus of the activity be the word, not the graphic. Also, shrunk the image and placed the correct image smaller than the current graphic size and put the word gum in the star box below the image for the correct feedback. Left the duplicated slide in the demo for feedback.

Changed target goal to move on to 85%, instead of 85% per Chip and Michael’s email.

Modified activity 122 – removed ‘gum’ graphic and made the word the focal point of the activities.

Items discussed on 1/22/2014:

1. Retry the entire lesson with all activities. We are no longer shuffling in incorrect answers only to retry, but replaying the entire lesson and activities.
2. Reason – score becomes skewed and no longer a true 85%.
3. Unlimited number of attempts until student gets 85 +
4. Lower right corner will have (Repeated: #) in purple  
   This shows up on 2nd attempt with the attempt at 1, bottom right corner.
5. Move the activity label from bottom right to upper left 118, 120, 121. no link. black. activity # / total below.
6. Add # of times repeated on admin page.
7. On all activities, move the #/15 total activities (bottom right) info to top left below the lesson link.
8. Not storing score. Only allowing the user to improve score. If they score less than the last attempt, they will not see a change in score. A higher percentage will display in the admin section.

Will need to demo out Lesson 26 review – consonant ‘b’ with short vowel review. Record audio, clean up, build slides.

Changed red circle of tab number on admin page to, bold black # before the title on admin page, - articulate font, 16.5 size per Michael’s request. Kept the title as School Text, 20 font.

Unanswered:

Do you want the teacher to replay the activity on the correct / incorrect screens - or just replay the audio for the correct / incorrect screens?

Unanswered:

Do we need a program complete message when the user completes all lessons and activities with 85% or better scores? Currently, program just dumps the user into the admin page when done.