

Kēmu Kupu User Manual



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1. Introduction

Kēmu Kupu will guide you along your journey of learning te reo Māori. This program is aimed at 8-12 year olds, who are learning te reo Māori and want to practice their spelling skills. This includes native speakers of te reo, as well as people whose primary language is English.

All text in Kēmu Kupu is multilingual. This means you will see the te reo name for a button or label alongside the English name. If you don't like this, you can choose to see text in only English or only te reo Māori.

2. Starting the program

Kēmu Kupu runs best on Linux. To start the program, double click on the file called `start.sh`. If you prefer using the command line, run this command:

```
chmod u+x start.sh && . ./start.sh
```

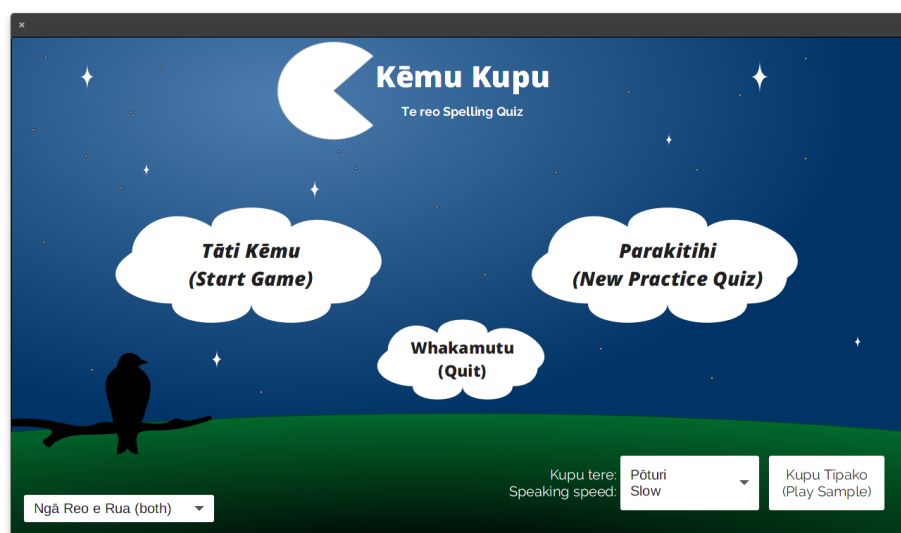
3. The Home Page

When you launch Kēmu Kupu, you begin on the home page. There are two main options:

- Start a new Game
- Start a new Practice Quiz

A “game” is a timed spelling quiz, where you don't get a second chance. A “practice quiz” is designed to help you learn, with helpful hints and no time limit.

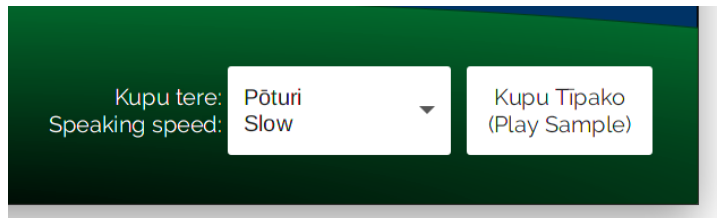
More details on these quiz modes are explained in the relevant sections below.



3.1 Changing the speaking speed

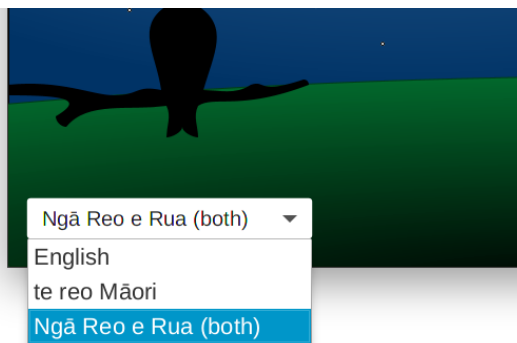
On the home page, you will always find an option to change the speed at which words are spoken. There are four options: Fast, Normal, Slow, and Very Slow.

To test what these different options sound like, you can press the “Play Sample” button.



3.2 Changing the app language

All the text in the app can be shown in English, te reo Māori, or in both languages. On the home page, you can select which language you want to use, in the bottom left corner.



If you select *both languages*, you will see te reo Māori text side-by-side with English text



4. Topic Selection Page

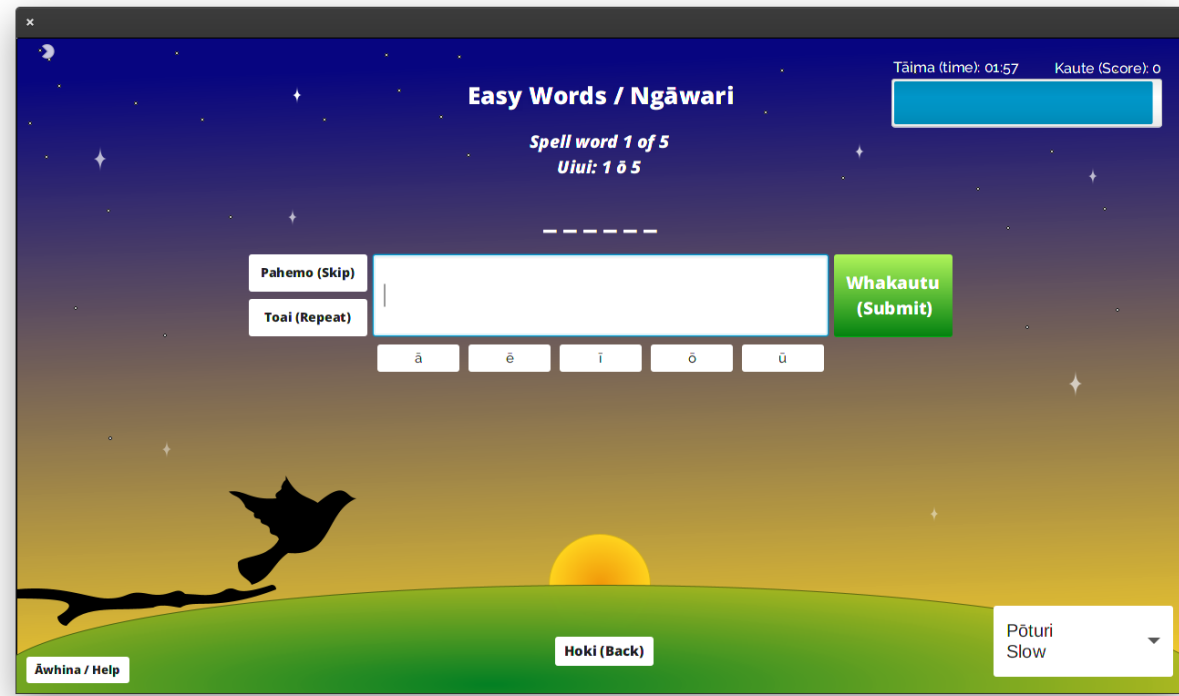
Regardless of whether you chose “Game” or “Practice Quiz”, you will need to select a topic before you can start the game.

- Each topic contains many words, but when playing, you will only be quizzed on 5 random words from that topic.
- In most cases, the names of the topics are shown in English and te reo.
- When you select a topic, an image relevant to that topic is shown, to help visual learners.



5. Game Mode

'Game mode' is a time-based spelling quiz. You will see a screen that looks like this:



5.1 Entering Text

You can type your answer in the textbox, and press *Enter* or the "Submit" button to continue.

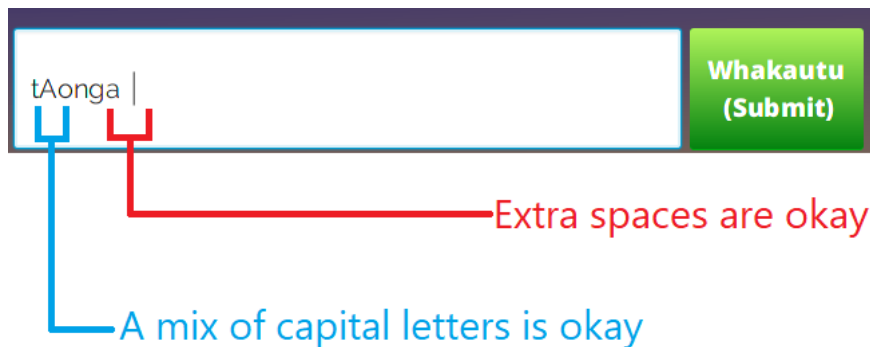
Some questions require you to type macrons.

- You can use the buttons labelled "ā / ē / ī / ō / ū" to insert a vowel with a macron.



- You can also use double vowels instead of macrons. For example, you could enter “Tāmaki” or “Taamaki”

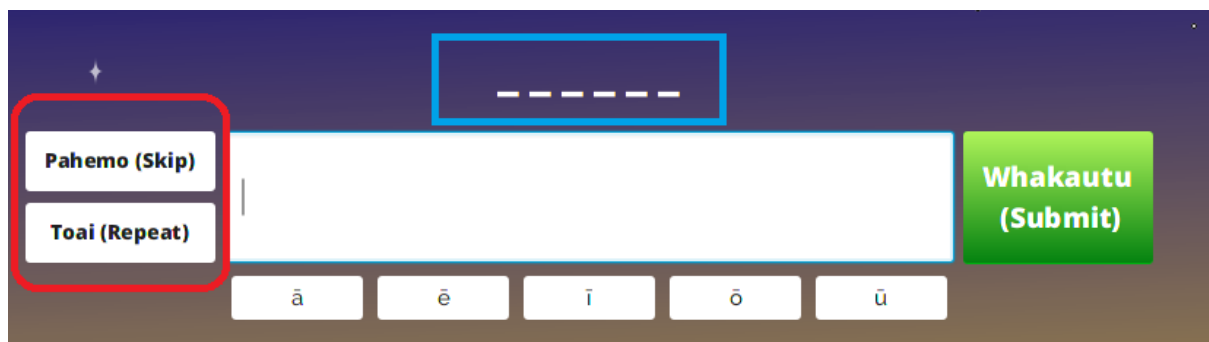
Your answers don’t have to be perfect. You can use uppercase or lowercase letters, and you don’t need to worry about extra space characters at the beginning or the end.



5.2 Getting help

If you get a tricky question, there are many ways you can get help!

- Placeholders for each letter are always shown above the input box
- If you mishear a word, you can press “Repeat” to hear it again.
- If you don’t know the answer, you can press “Skip” to move on to the next question. You will get 0 points for that question.



The skip and repeat buttons are shown in red, and the hint is shown in blue.

5.3 Scoring and time limits

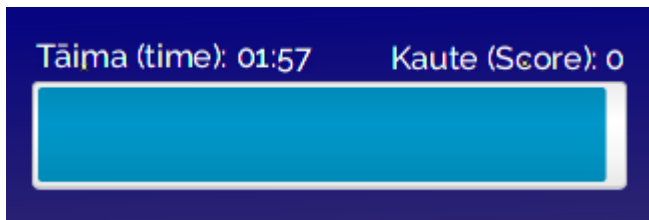
In ‘game mode’, your score is out of 10.

You get 0 points if you get the question wrong. If you get the question correct, you get 1.25 to 2 points, depending on how fast you were:

- If you took less than 30 seconds, you get 2 points

- If you took between 30 and 60 seconds, you get 1.75 points
- If you took between 1 and 1.5 minutes, you get 1.5 points
- If you took between 1.5 and 2 minutes, you get 1.25 points
- If you took longer than 2 minutes, you get 0 points. The app will automatically move to the next question.

You don't need to remember those rules! The remaining time is clearly shown in the app, in the top right corner.



6. Practice Mode

Practice mode looks very similar to Game mode, explained in section 5 above.

There are some key differences:

- In practice mode, there are no time limits. Your score does not depend on how long you took.
- In practice mode, if you get the word wrong, you get a second chance. You are also provided with a helpful hint.

When you get an answer wrong, there are a number of different hints that may be shown:

- If your answer is almost correct, but only the macrons are wrong.

For example: you typed **whanau**, but the answer is **whānau**.

Hē, hihira te tohutō / Almost right! Check the macrons.

- If your answer is almost correct, but only the hyphens are wrong.

For example: you typed **Te Ika a māui**, but the answer is **Te Ika-a-māui**.

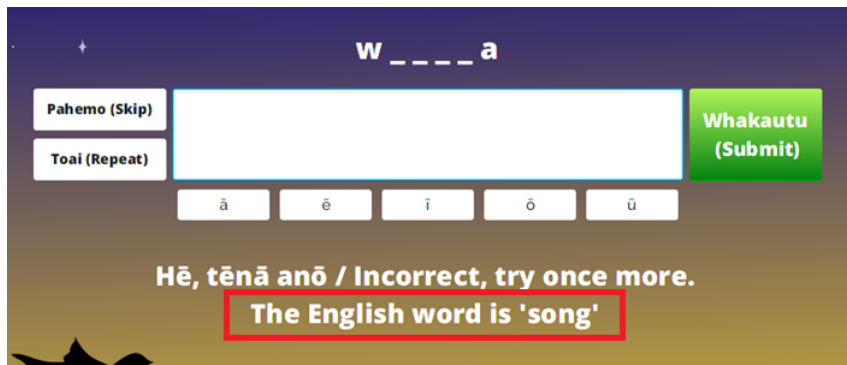
Hē, hihira te tohuwehe / Almost right! Check your spaces and hyphens.

The following hints are also shown:

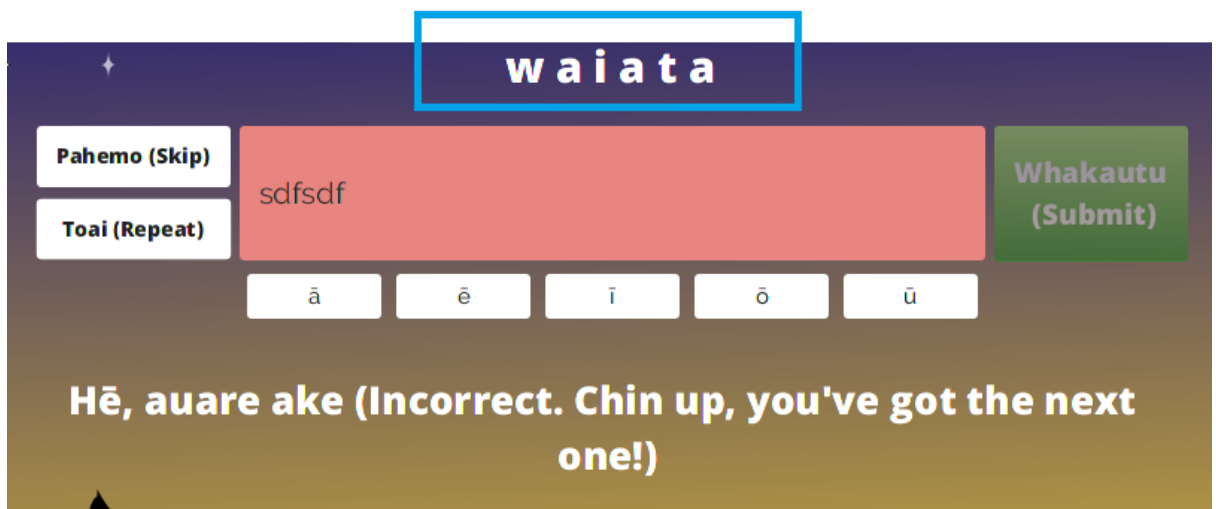
- The number of letters in the answer, including spaces and punctuation. Each “_” represents a letter that must be entered.
- The first and last letter of the answer, if you get it wrong the first time.



- The English translation of the answer



- If you got the answer wrong twice, the correct answer is displayed - shown in blue in the image below

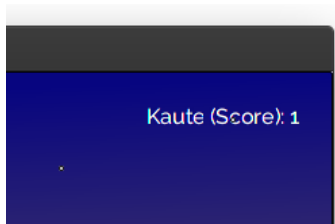


6.1 Scoring

In practice mode, your score does not depend on time. There are five questions, and your score is out of five.

- If your first guess is correct, then you get one point.
- If your first guess is wrong, but your second guess is correct, you get ½ point.
- If your answer is wrong on both attempts, you get 0 points.
- If you skip a question, you get 0 points.

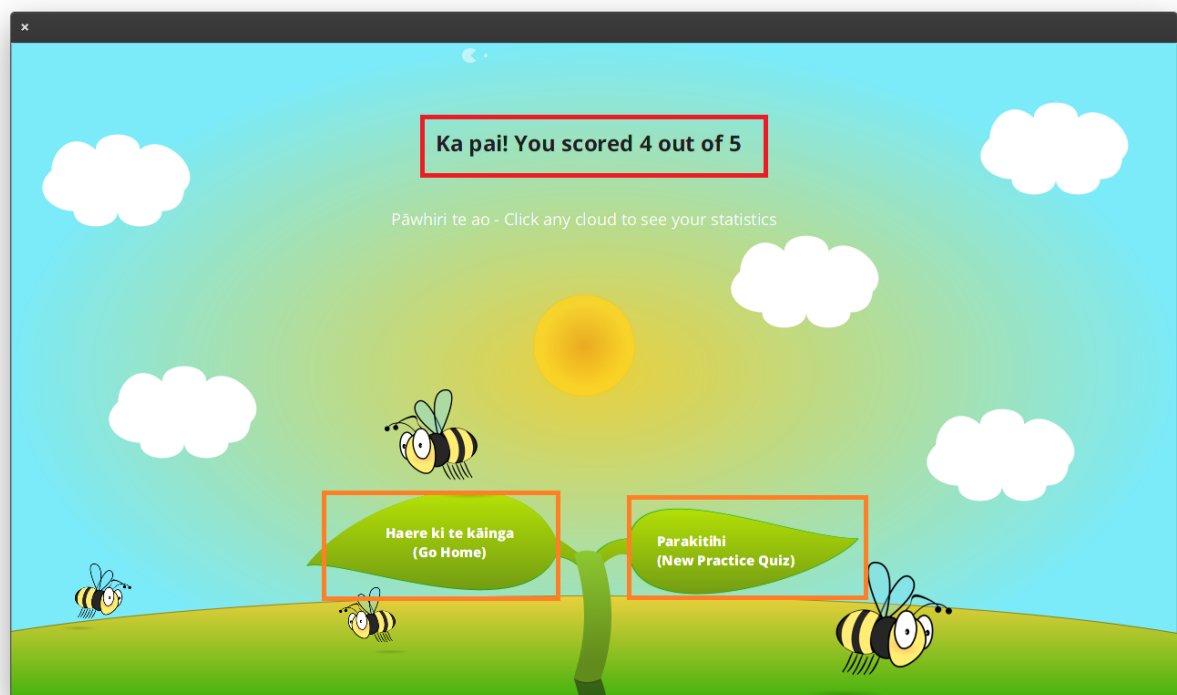
Your score can be seen in the top right corner:



7. Reward Screen

Once you complete a game or a practice quiz, you arrive at the reward screen. Here, you can see:

- Your final score
- Which questions you got correct or wrong
- The English translation for each word
- A supportive message to keep you motivated!



Your final score is shown in red. The buttons are shown in orange.

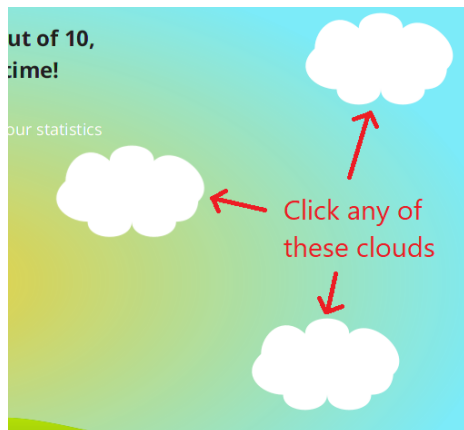
Each question is shown in the table, along with the outcome for that question. There are five possibilities:

- **Correct** means you got the answer correct on the first attempt
- **Faulted** means you got the answer correct on the second attempt (*practice mode only*)
- **Incorrect** means you got the answer wrong
- **Skipped** means you pressed 'Skip'
- **Too slow** means you did not answer the question within the 2-minute time limit (*game mode only*)

Once you've finished here, you can click "New Game" to play another round in the same mode, or "Go Home" to return to the home screen.

7.1 Seeing your results

You can click on any of the clouds to see your results for each question.



This will show a table of your answers. The third column shows how you did for that question.

Te Reo	English	Putanga / Outcome
aroha	love	✖ Pahemo / Skipped
hui	gathering/meeting	✖ Hē / Incorrect
E noho	Sit down	✓ Tika / Correct
mana	prestige/reputation	✖ Tō pōturi hoki / Too Slow
karakia	prayer	✖ Pahemo / Skipped

8. Adding extra topics

It's very easy to add new topics or edit the current topics.

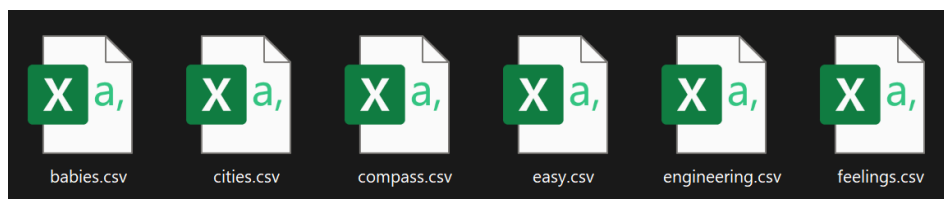
This section is aimed at teachers or parents

To add a topic:

- Just create a new csv file in the “src/words” folder. You can give it any name.

To edit a topic:

- Visit the “src/words” folder, and edit the csv files using Excel



Double click any of the files to edit them in Excel.

	A	B
1	Nga Marama o te Tau	Months of the Year
2	Konitarea	January
3	Hui-tanguru	February
4	Poutu-te-rangi	March
5	Paenga-whawha	April
6	Haratua	May
7	Pipiri	June
8	Hongongoi	July
9	Here-turi-koka	August
10	Mahuru	September
11	Whiringa-a-nuku	October
12	Whiringa-a-rangi	November
13	Hakihea	December

The first row
is the title of
the topic

The next time you visit the topic selection page, the new topic will show up.