

## **SORT IT:**

A collection of colourful screens with real speech to support early numeracy and practice sorting/reasoning skills. Exercises include sorting colours, locations, categories, materials and things that---. There is a choice of two levels with 10 or 20 things to sort.

The activities are self-correcting and may be used for individual or group activities with minimum teacher supervision. Children should be encouraged to click the mouse on the various buttons and on text and images with speech support.

## **INSTRUCTIONS:**

1. Drag and drop the image in the centre of the screen into the appropriate panel.
2. Drag the mouse over a word or image to hear it spoken.
3. Left click on the speaker icon to turn the music off.
4. Left click on the house icon to return to the menu page.
5. Left click on the open door icon to exit.
6. Left click the backspace key or the arrow to return to the previous page.
7. Press P on the keyboard to print a screen.
8. Left click on the left hand 'sunken box' to repeat the exercise.
9. Left click on the right hand 'sunken box' to select another level.

## **THE SCREENS:**

The opening screen allows the user to type a name of up to 10 characters, which will appear on all subsequent screens.

The following screen allows the user to choose between 10 or 20 objects to sort.

The next screen allows the user to choose from 5 topics – colours, locations, categories, materials and things that ---. The user must then select a screen from within the chosen topic.

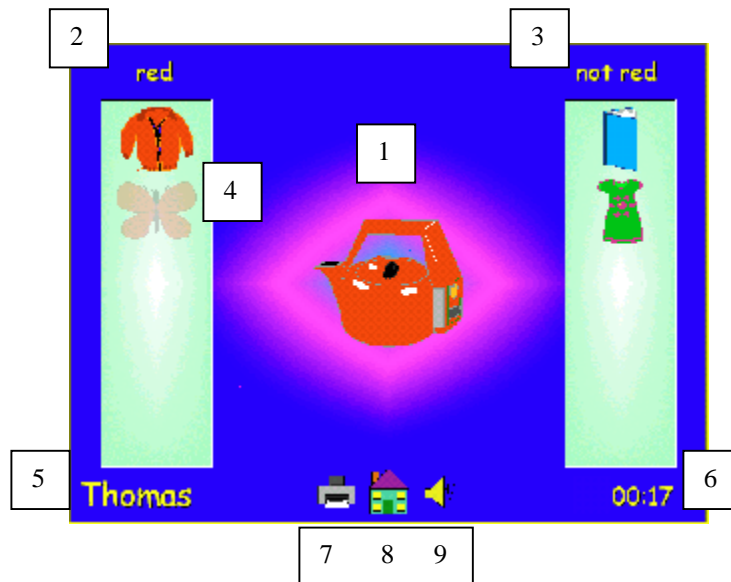
There are simply labelled panels on each screen. Non-readers may pass the mouse over the text to hear it spoken. The task is to drag and drop the images which appear in the centre of the screens into the correct panels.

The object of each exercise is to place the images in the correct panels. The program records incorrectly positioned images in semi-transparent form and the number of correct responses is recorded in the final score. The screens may be printed and used for assessment.

A new feature allows the user to choose a text frame after completing the exercise. How this is used is up to the user / teacher. One application however is to record names of

more than 10 characters eg. if the teacher wants to identify the work of David K. Smith or David M. Smith during a group session.

A TYPICAL 10 IMAGE SCREEN:



1. The image - this must be dragged and dropped into one of the panels.
2. The main category - click on the text to hear it spoken.
3. The alternative category - click on the text to hear it spoken..
4. An incorrect response - this is in the correct position but as a transparent image.
5. The users name - ten characters are allowed here.
6. The time bar - this records the time taken to complete the exercise.
7. The print button - click on this to print a screen.
8. The home button. - click on this to return to the menu screen.
9. The sound button - click on this to turn the music off.

RECORDING THE SCORE AND TIME TAKEN:

The program records the score and the amount of time taken to complete a screen. Full marks are recorded with a gold star. Other high marks are rewarded - 15/ 20 with a green star; 18/20 with a red star.

THE TOPIC AREAS:

There are five topic areas - colours, locations, categories, materials and things that---

## COLOURS:

There are 11 exercises to choose from in this topic, each relating to one colour. These are: red; blue; green; yellow; orange; pink; purple; grey; brown; white and black.

There are two panels on each screen e.g. red; not red.

## LOCATIONS:

There are 6 exercises to choose from in this topic, each relating to a certain location. These are: house; garden; park; sea; street and farm.

There are two panels on each screen e.g. in a house; not in a house.

## CATEGORIES:

There are 10 exercises to choose from in this topic, each relating to a certain category. These are: foods; clothes; toys; electrical; furniture; transport; animals; plants; buildings; the body.

There are two panels on each screen e.g. food; not food.

## MATERIALS:

There are 4 exercises to choose from in this topic, each relating to a particular material. These are; wood; plastic; metal; cloth.

There are two panels on each screen e.g. wood; not wood.

## THINGS THAT ---:

There are 9 exercises to choose from in this topic, each relating to things that have or do something. These are: have wheels; have hair; have wings; have four legs; are alive; can move; can fly; are soft; produce a noise.

There are two panels on each screen e.g. wheels; no wheels.

## THE PACK AND THE CURRICULUM:

The pack is designed to encourage young children to speak, listen, understand and respond to others and to take part in group discussions within the familiar context of everyday objects.

## THE GRAPHICS:

The graphics used are simple purpose made vector drawings for three reasons:

- a) they are child friendly and easy to recognize.
- b) they support the program without being a distraction in themselves.
- c) they require less memory than more sophisticated graphics / illustrations.

#### INCLUSION:

Generally speaking, the screens are uncluttered with little visible text. This reduces the amount of initial explanation / signing required on introducing the screens to pupils with hearing problems.

The high graphic content of the screens helps to overcome language barriers, making the pack suitable for mainstream, special needs or second language pupils.

Non-readers may click on the text or graphics to hear the words spoken.

The self correcting aspect of the program is very gentle with nothing to draw attention to children who find it difficult to grasp the concepts involved. They may proceed by trial and error at their own pace.

The activities have a 'drag and drop' option and are suitable for touch screens.

#### INTERACTIVE WHITEBOARDS:

The screens in this pack have been redesigned for more efficient use with Interactive Whiteboards and are ideal for individual or group work and whole class teaching.

#### INSTALLATION:

The pack self installs. Insert the CD in the CD drive and follow the instructions on the screen.

#### TECHNICAL SUPPORT:

Please contact Clic on Tel: 01248 671093; Fax: 01248 679295 or e-mail: [info@clicsoft.co.uk](mailto:info@clicsoft.co.uk) if you have any problems with the content of this program.

#### PRICE AND LICENCE:

Prices and licences are subject to change without warning. Please check the details on our web site before ordering.

#### FURTHER INFORMATION:

Screens by Thomas Perry: Graphics by GAYNOR PERRY: Music by ANDY PIERCE:  
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