

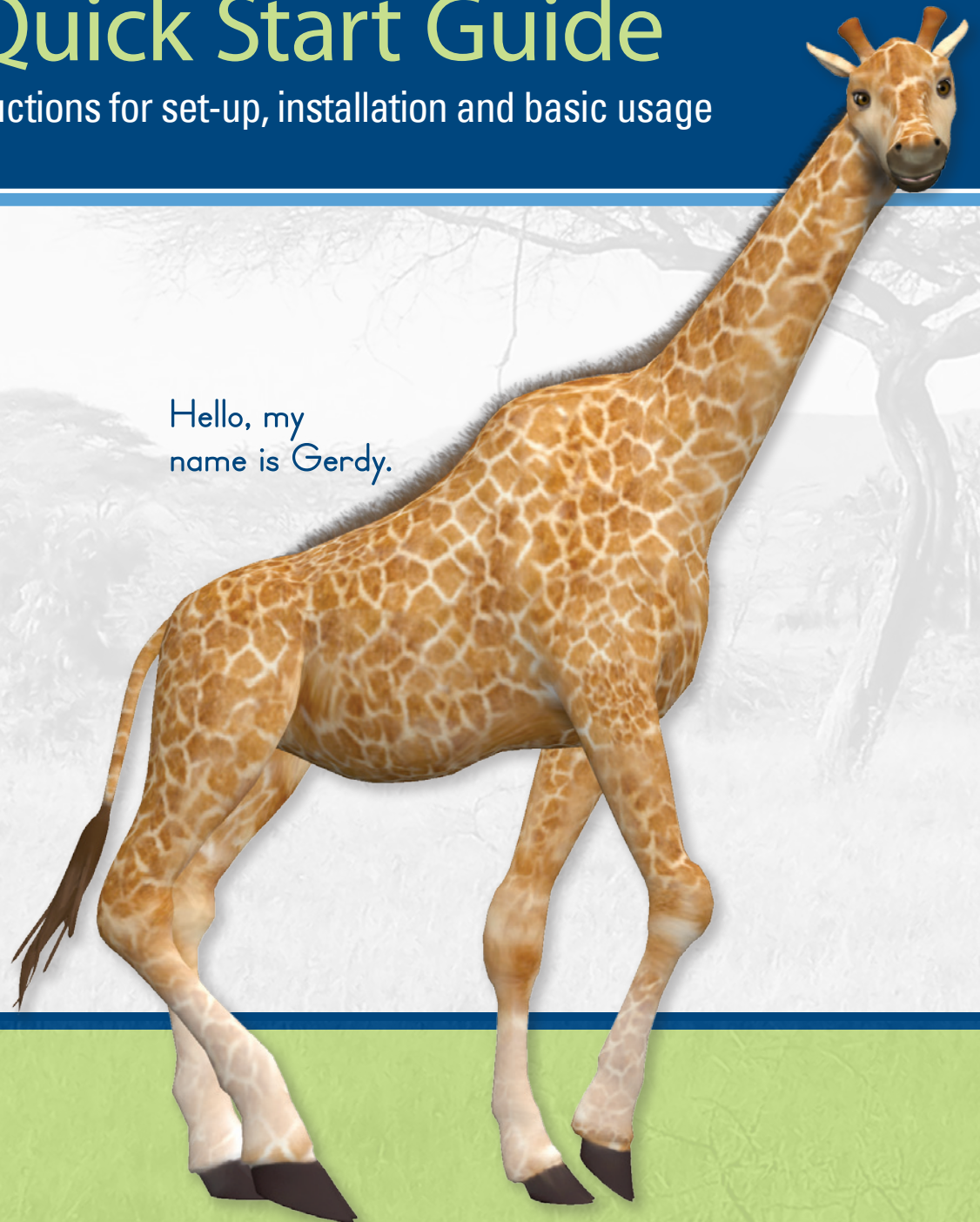
# Letters alive<sup>®</sup>

Classroom curriculum  
for children learning to read.

## Quick Start Guide

Instructions for set-up, installation and basic usage

Hello, my  
name is Gerdy.



LOGICAL CHOICE  
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# Product Setup



Camera placement  
Fig.1

**Step 1:** Verify that your computer meets the System Requirements listed on the back of the *Letters alive* box, or visit [www.logicalchoice.com/lettersalive](http://www.logicalchoice.com/lettersalive) and go to the Current User Resources tab.

**Step 2:** Log on as an administrator to install *Letters alive*. Once installed, *Letters alive* can be run as a standard user.

**Step 3:** **Install the program:** Remove the USB device from the box and plug into the computer. The *Letters alive* Install program will launch. If you need to manually start the install program, run `LettersAliveInstall.exe` off the USB device. To install *Letters alive*, click the install button on the main menu. (If the install button is grayed out *Letters alive* is already installed.) The install program will add the *Letters alive* icon to the desktop.



*Letters alive*® icon

**Step 4:** Remove neoprene mat from the *Letters alive* box. Place the mat on a flat surface with the card outlines closest to you.

**Step 5:** Connect your Augmented Reality camera to the computer's USB port. Then, place the camera at the back of the white mat and make sure it is centered on the mat. (Fig. 1)

**Step 6:** To start the *Letters alive* suite, ensure the USB device is plugged in, double-click the icon on the desktop and the *Letters alive* menu interface will then appear. The buttons along the bottom of the menu start the programs, access the lesson plans and play the training videos. (Fig 2)

**Step 7:** Place the cursor over a menu interface button without clicking to view the description of each program. Click to select which program to start.

**Step 8:** The **Select Camera** window will show all cameras attached to the computer. Use the mouse to select the correct camera. Note: select the "USB Video Device" when using the 3Cam.

**Step 9:** Adjust the camera for optimal viewing of the 4-card outline and white mat. See the picture to the left to see what the view should look like from within *Letters alive*. The card outlines are at the bottom of the screen. The camera should be adjusted to see the mat and little else. (Fig. 3)

**Step 10:** To exit full screen mode, press 'M'. To go back into full screen mode, press 'M'.

**Step 11:** To close the program, press **Esc**.

For more detailed installation and setup instructions, please watch the first training video on the *Letters alive* menu.



*Letters alive*® Menu Interface  
Fig. 2



Ideal view from  
within *Letters alive*®  
Fig. 3



*Letters alive*® Screen View

*Letters alive* card set features: 26 alphabet cards • 94 Dolch sight word cards (40 pre-k sight words and 54 kindergarten sight words) including 12 action words and 7 color words • 1 video card • 1 tutorial card

## Animal Mode

*Letters alive* starts in Animal Mode. In Animal Mode, placing an alphabet card under the camera will result in the appearance of the animal associated with that letter.

## Letter Mode

Change to Letter Mode by using the red button on an alphabet card or the keyboard shortcut.

- Step 1:** Press the *Letters alive* button on the menu interface.
- Step 2:** To add a card, slide it under the camera about 3" from the mat. *Letters alive* tracks the card and the animal appears. Once the card is tracked, it may be laid on the mat and slid into position.
- Step 3:** To use the buttons on the cards, cover the button with your finger and remove. The light should turn red then green and the action will occur. The button does not have to be touched to function, just covered and released.
- Step 4:** Please note, only one animal card will be tracked at a time in *Letters alive*. A sentence must contain one animal card and 3 sight words (total of 4 cards) to be a complete sentence. Once a complete sentence is formed, the projected image of the sentence will be capitalized and punctuated. When you press the green button on the card, *Letters alive* will read aloud the complete sentence. Please refer to the ***Letters alive* Button and Keyboard Mapping Sheet**.

## Words Families: Letter Sounds

Word Families teaches letters, phonics and 3-letter word building...all without animals.

- Step 1:** Press the Word Families button on the menu interface.
- Step 2:** Slide a letter under the camera with the software running.
- Step 3:** Make sure the letter is tracked before using the buttons. The letter is tracked when the letter name is announced, and the picture of the letter is displayed.
- Step 4:** Use the buttons on the card to hear the sound(s) the letter makes. Please refer to the ***Letters alive* Button and Keyboard Mapping Sheet**.



# Word Families: Word Building



Word Families allows the user to form 3-letter words phonetically.

- Step 5:** Add up to 3 letters, one at a time, under the camera with the software running.
- Step 6:** Make sure the letter is tracked before adding another letter. The letter is tracked when the letter name is announced, and the picture of that letter is displayed.
- Step 7:** The button functions are the same as above. To speed up the blending of the phonetic sounds for students, please refer to the **Letters alive Button and Keyboard Mapping Sheet** to see the keyboard shortcuts created. Keyboard colors match button colors.

*To hear the letters C-A-T blend, use the keyboard keys E, F, C. Press the keys faster to blend the sounds.*

## Helpful Tips

- Tip 1:** The *Letters alive* USB device must be plugged into the computer for the software to load.
- Tip 2:** Use the mouse to select the camera.
- Tip 3:** The buttons on the cards are virtual. Cover with your finger and remove.
- Tip 4:** The lighting affects the ability of the software to track the cards. Normal overhead lighting works well! If *Letters alive* is used in a dimly lit room when lights are turned off, an additional light source may be necessary (clip-on lamp/ desk lamp). Consistent, even lighting is most effective.
- Tip 5:** The software communicates via the green/red dot in the upper left corner of the *Letters alive* screen.
- Green Indicator – The cards are tracking, all is good! Continue adding cards or selecting buttons.
  - Red Indicator – The cards are not tracking. Nudge the letter card (even if a full sentence is displayed) to get the software to retrack the cards.
- Tip 6:** When adding cards, slide them in one at a time about a few inches off the mat (see training video). Once the card is tracked, it can be laid flat on the mat and slid into position.
- Tip 7:** Word Families will not say the completed word, but will sound it out for students to complete.

For the most complete training, please watch our 4 training videos.  
Videos may be launched from the Letters alive menu screen.

[www.logicalchoice.com/lettersalive](http://www.logicalchoice.com/lettersalive)