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Introducing Word Lab™
Test Prep Station

With Word Lab, students have a language arts “tutor” right at their fingertips. Word Lab provides six skill modes (36 games), from antonyms to spelling. Lights and sound effects guide and motivate independent play. Interactive and fun, Word Lab builds the skills—and confidence—students need for reading, writing, and test-taking competence.

What Students Will Learn
By playing Word Lab’s games, your students reinforce a variety of language arts skills:

• determining antonyms for words
• determining synonyms for words
• identifying homophones and using them correctly
• determining when to use plurals and forming plurals correctly
• using contractions
• spelling words with special vowel combinations, silent letters, word endings, and commonly misspelled words

For a Scope and Sequence of Word Lab’s skills, go to page 15 in this guide.

How Skills Are Reinforced
These features help Word Lab users of all ages and skill levels to reinforce language arts skills at their own pace:

Repeated drill
Each of the six skill modes has six games. Each game has between four and twelve rounds of questions—ten questions per round. Word Lab has a total of more than 2,000 questions! At the end of each game, the student can choose to play the same kind of game, to play a different game, or to change skills.

Immediate feedback
Tones and lights tell the student whether the answer is correct or incorrect. Incorrect answers are immediately corrected on the screen.

No-fail game format
The student answers a round of ten questions each time. Incorrectly answered questions are recycled and repeated at the end of the round. Game play continues until all ten questions are answered correctly.

Suggestions for Use
Here are some ways to incorporate Word Lab in your classroom:

• Use Word Lab as an individual skill builder. Five or ten minutes with Word Lab turns “free time” into a productive learning experience.
• Make Word Lab part of your writing center.
• Send Word Lab home with students who need extra practice.
Let's Look at Word Lab Features

**Lights**
Flashing lights provide user feedback. A flash of the green light means an answer is correct. A flash of the red light means it is incorrect. Alternately flashing lights combine with sound effects to reward students at the end of each game. Flashing lights and warning beeps alert students when the unit is about to shut off.

**Screen**
Greetings, directions, selection menus, game examples, game level number, game questions and answers, and feedback are shown on the screen.

**Cursor Button**
Press this button to select games (1 – 6) in each skill mode and to choose answers in games where there is no numbered multiple-choice format.

**Enter Button**
Press this button to enter the chosen answer to a question.

**AC Adapter**
Plug in the optional AC adapter here. The Educational Insights stock number is EI-8702.

**Headphone Jack**
Plug in any standard 1/4” jack headphones here.

**Battery Compartment**
Place 4 fresh AA batteries in the back of the unit.

**Power Button**
Press this button to turn the unit on or off. To conserve batteries, Word Lab will turn itself off after two minutes of inactivity.

**Speaker**
Tones provide important feedback.

**SFX Button**
Press this button to turn sound effects on or off.

**Answer Buttons**
Press these buttons to choose answers in games where there is a numbered multiple-choice format.

**Skill Mode Buttons**
Press these buttons to choose a skill to reinforce: ANTONYMS, SYNONYMS, HOMOPHONES, PLURALS, CONTRACTIONS, and SPELLING. The buttons light up to keep students focused on the learning task.

**Let’s play a game!**
How to Play

Before you begin, place four AA batteries in the battery compartment. See instructions on page 18 of this guide.

1. Turn Word Lab on by pressing the Power Button. Word Lab greets you with an introductory screen message, sound effects, and flashing lights.
2. If you wish, turn the sound effects off by pressing the SFX Button.
3. Word Lab will prompt you to choose one of the following six skills: ANTONYMS, SYNONYMS, HOMOPHONES, PLURALS, CONTRACTIONS, or SPELLING. Choose a skill by pressing one of the Skill Mode Buttons.
4. Word Lab will prompt you to choose a game. Use the Cursor Button (↑↓) to choose a game from 1 – 6 to play. Each time you press the Cursor Button, Word Lab will display an example of the kinds of questions in the game. This allows you to preview the game.
5. Press the Enter Button to begin a game.
6. Depending on the game format, answer questions by using the numbered keys (1 or 2) or by pressing the Cursor Button (↑↓) to move the cursor to the correct answer. Then press the Enter Button.
7. If the answer is correct, the green light flashes and the correct answer tone plays.
8. If the answer is incorrect, the red light flashes and the incorrect answer tone plays. The correct answer flashes, and the question is repeated at the end of the game. Play continues until all ten questions are answered correctly.
9. At the end of each game, there is a “light show,” congratulatory message, and tune.
10. Make one of these selections:
   • Press the Enter Button to play another of the same kind of game.
   • Press the Cursor Button to play a different kind of game in the same skill mode.
   • Press one of the Skill Mode Buttons (ANTONYMS, SYNONYMS, HOMOPHONES, PLURALS, CONTRACTIONS, and SPELLING) to choose a new skill.

NOTE: You can change the skill at any time by pressing any of the skill buttons.

11. Turn Word Lab off when you are done playing. However, to prevent battery drain, Word Lab will automatically shut off after two minutes of inactivity.

Word Lab Skill Modes

Word Lab’s six modes are designed to build important language arts skills. Each mode focuses on a different skill. Six different games in each mode reinforce either a different skill component or reinforce the skill in a different format. The Scope and Sequence of Skills chart on pages 15 and 16 provides an overall look at the content in each skill and in each game.

The following pages provide a description of the content for each skill game and some example questions.
Antonyms Mode

Game 1: Determine if two words are antonyms. Press 1 for yes or 2 for no, then press the Enter Button.


Game 2: Determine which of two pairs of words is an antonym pair. Press 1 or 2 to choose the antonym pair, then press the Enter Button.


Game 3: Find the antonym for a target word among three word choices. Use the Cursor Button (↑↓) to move the cursor to the chosen word, then press the Enter Button.


Game 4: Find the two words that are antonyms among three word choices. Use the Cursor Button (↑↓) to move the cursor to the first answer choice word and press the Enter Button. Use the Cursor Button (↑↓) to move the cursor to the second answer choice word, then press the Enter Button.


Game 5: Find the antonym for a target word in a sentence among three word choices. Use the Cursor Button (↑↓) to move the cursor to the chosen word, then press the Enter Button.


Game 6: Find the antonym in a sentence for a target word. Use the Cursor Button (↑↓) to move the cursor to the chosen word in the sentence, then press the Enter Button.


Synonyms Mode

Game 1: Determine if two words are synonyms. Press 1 for yes or 2 for no, then press the Enter Button.


Game 2: Determine which of two pairs of words is a synonym pair. Press 1 or 2 to choose the synonym pair, then press the Enter Button.


Game 3: Find the synonym for a target word among three word choices. Use the Cursor Button (↑↓) to move the cursor to the chosen word, then press the Enter Button.


Game 4: Find two words that are synonyms among three word choices. Use the Cursor Button (↑↓) to move the cursor to the first answer choice word and press the Enter Button. Use the Cursor Button (↑↓) to move the cursor to the second answer choice word and press the Enter Button.


Game 5: Find the synonym for a target word in a sentence among three word choices. Use the Cursor Button (↑↓) to move the cursor to the chosen word, then press the Enter Button.


Game 6: Find the synonym in a sentence for a target word. Use the Cursor Button (↑↓) to move the cursor to the chosen word in the sentence, then press the Enter Button.
**Homophones Mode**

**Game 1:** Determine if two words are homophones. Press 1 for yes or 2 for no, then press the Enter Button.

```
claws - clause
1. yes 2. no
```

**Game 2:** Determine which of two pairs of words is a homophone pair. Press 1 or 2 to choose the homophone pair, then press the Enter Button.

```
1. threw - though
2. sail - sale
```

**Game 3:** Find the homophone for a target word among three word choices. Use the Cursor Button (↑↓) to move the cursor to the answer choice, then press the Enter Button.

```
duct
_ducked duck docked
```

**Game 4:** Complete a sentence with the correct homophone. Press 1 or 2 to choose an answer, then press the Enter Button.

```
Jan's hair is ___ yellow.
1. pale 2. pail
```

**Game 5:** Complete a sentence with the correct homophone. Press 1 or 2 to choose an answer, then press the Enter Button.

```
The golf ___ is open today.
1. course 2. coarse
```

**Game 6:** Complete a sentence with the correct homophone. Game focuses on the commonly misused homophones: too/to/two; your/you're; its/it's; their/there/they're; who's/whose. Move the cursor to the answer choice, then press the Enter Button.

```
She wears ___ much lipstick.
two too to
```

---

**Plurals Mode**

**Game 1:** Complete a sentence by choosing either the singular or plural form of a word. Press 1 or 2 to choose an answer, then press the Enter Button.

```
My dog can perform ___.
1. tricks 2. trick
```

**Game 2:** Complete a sentence by choosing the correctly spelled plural. Target words are regular plurals or the plurals of words that end in s, sh, ch, z, or x. Press 1 or 2 to choose an answer, then press the Enter Button.

```
The hounds chased the ___.
1. foxs 2. foxes
```

**Game 3:** Complete a sentence by choosing the correctly spelled plural. Target words are words that end in y. Press 1 or 2 to choose an answer, then press the Enter Button.

```
How many ___ were born today?
1. babies 2. babys
```

**Game 4:** Complete a sentence by choosing the correctly spelled plural. Target words are words that end in f, fe, and o. Press 1 or 2 to choose an answer, then press the Enter Button.

```
Maple ___ turn orange and red.
1. leafs 2. leaves
```

**Game 5:** Complete a sentence by choosing the correctly spelled plural. Target words are words that have an irregular plural form. Press 1 or 2 to choose an answer, then press the Enter Button.

```
My sister is afraid of ___.
1. mice 2. mouses
```

**Game 6:** Complete a sentence by choosing the correctly spelled plural. Target words represent a review of all plural forms covered in games 1–5. Press 1 or 2 to choose an answer, then press the Enter Button.

```
Put some ___ on the table.
1. knives 2. knifes
```
**Contractions Mode**

**Game 1:** Identify the contraction for two words in a sentence. Target words form contractions with am, are, has, is, would, and had. Press 1 or 2 to choose an answer, then press the Enter Button.

“I am not going!” she cried.
1. I’m 2. I’ve

**Game 2:** Identify the two words that make up a contraction in a sentence. Target contractions are forms of am, are, has, is, would, and had. Press 1 or 2 to choose an answer, then press the Enter Button.

Are you sure you’re not mad?
1. you will 2. you are

**Game 3:** Identify the contraction for two words in a sentence. Target words form contractions with have, will, not, and did. Press 1 or 2 to choose an answer, then press the Enter Button.

She will make a good teacher.
1. She’s 2. She’ll

**Game 4:** Identify the two words that make up a contraction in a sentence. Target contractions are forms of have, will, not, and did. Press 1 or 2 to choose an answer, then press the Enter Button.

Who’ve you asked to the party?
1. Who have 2. Who is

**Game 5:** Complete a sentence by choosing the correct contraction. Target contractions include forms of am, are, has, is, would, had, and will. Move the cursor (↑↓) to the answer choice, then press the Enter Button.

___ going on a cruise.
  He’ll He’d He’s

**Game 6:** Complete a sentence by choosing the correct contraction. Target contractions include forms of have, will, not, and did. Move the cursor (↑↓) to the answer choice, then press the Enter Button.

___ ridden horses before.
  They’re They’ve They’ll

**Spelling Mode**

**Game 1:** Complete a sentence by choosing the correctly spelled word. Target words have special vowel combinations such as ea, ou, ow, ie, ei, and so on. Press 1 or 2 to choose an answer, then press the Enter Button.

She’s ___ eight years old.
1. about 2. abowt

**Game 2:** Complete a sentence by choosing the correctly spelled word. Target words have r-controlled vowels. Press 1 or 2 to choose an answer, then press the Enter Button.

Grandma lives in ___ state.
1. anothur 2. another

**Game 3:** Complete a sentence by choosing the correctly spelled word. Target words end in ed and ing. Press 1 or 2 to choose an answer, then press the Enter Button.

Our team ___ to win the game.
1. wanted 2. wantd

**Game 4:** Complete a sentence by choosing the correctly spelled word. Target words end in al, el, and le. Press 1 or 2 to choose an answer, then press the Enter Button.

Aunt Stella has a ___ voice.
1. musicle 2. musical

**Game 5:** Complete a sentence by choosing the correctly spelled word. Target words have silent letters or the ph for f letter combination. Press 1 or 2 to choose an answer, then press the Enter Button.

I snapped a ___ of my friends.
1. foto 2. photo

**Game 6:** Complete a sentence by choosing the correctly spelled word. Target words are commonly misspelled words. Press 1 or 2 to choose an answer, then press the Enter Button.

The sheriff sprung into ___.
1. action 2. ackshun
# Scope and Sequence of Skills

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</table>
Caring for Word Lab

Troubleshooting
If Word Lab is not working properly, replace the batteries with a fresh set. Weak batteries can cause a variety of malfunctions. To prolong battery life, always turn off Word Lab with the Power Button when you are not using the unit. If Word Lab will not be used for a long period of time, remove the batteries to prevent possible corrosion.

How to Clean Word Lab
If you are using Word Lab with the optional AC adapter, disconnect the AC adapter before cleaning. Clean Word Lab with a slightly damp or dry cloth. Do not immerse Word Lab in water. Do not spray liquid of any kind on Word Lab.

ADAPTER AND HEADPHONES

Operating Word Lab with the Adapter
With the optional AC adapter, Word Lab can run indefinitely without batteries. Follow these steps for using the adapter with Word Lab:

1. Turn the unit off. Plug the end of the adapter cord into the AC adapter jack located on the right side of Word Lab.
   - Word Lab must only be used with the recommended AC adapter, available from your authorized Educational Insights dealer. The Educational Insights stock number is EI-8702.
   - The AC adapter should be examined regularly for damage to the cord, plug, enclosure, and other parts. In the event of such damage, do not use the AC adapter until the damage has been repaired.
   - Disconnect Word Lab from the AC adapter before cleaning.
   - The AC adapter unit is not a toy.

2. Carefully plug the adapter body into a wall socket.
   - Word Lab must not be connected to more than the recommended number of power supplies.
   - Word Lab is not suitable for children under three (3) years of age.

3. Turn Word Lab on.

Operating Word Lab with the Headphones
A headphone jack is included. Optional headphones are available from your authorized Educational Insights dealer. The Educational Insights stock number is EI-3915. With headphones, a student can enjoy Word Lab’s lively learning games without disturbing others. Simply plug the cord from the headphones into the headphone jack located on the right side of Word Lab below the AC adapter.

Battery Installation and Instructions
For the best operation, always use fresh alkaline batteries. Other battery types will have a shorter life.

1. Carefully open the battery compartment door located on the bottom of Word Lab by loosening the screw holding it in place.
2. Install four fresh AA-cell (DC 1.5v) batteries in the battery compartment, following the diagram showing correct battery installation.
   - Do not use rechargeable batteries.
   - Do not mix old and new batteries.
   - Do not mix different types of batteries: alkaline, standard (carbon zinc) or rechargeable (nickel-cadmium) batteries.
   - Non-rechargeable batteries are not to be recharged.
   - Rechargeable batteries are to be removed from the unit before being charged.
   - Only batteries of the same or equivalent type as recommended are to be used.
   - Batteries are to be inserted with the correct polarity.
   - Exhausted batteries are to be removed from the toy.
   - The supply terminals are not to be short-circuited.
   - To prevent corrosion and possible damage to the product, it is recommended to remove the batteries from the unit if it will not be used for more than two weeks.

3. Close the battery compartment door and tighten the screw.
4. Turn on Word Lab by pressing the Power Button.

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
   - Reorient or relocate the receiving antenna.
   - Increase the separation between the equipment and receiver.
   - Connect the equipment into a different outlet from the receiver.
   - Consult the dealer or an experienced radio/TV technician for help.

Note: The user is cautioned that changes and modifications made to the equipment without the approval of manufacturer could void the user’s authority to operate this equipment.