

Dingo Bingo User Guide

1. Sign In



- Click “NEW NAME” to add student names to the list window. *(When adding names, passwords are optional; passwords can be changed in the “Admin” section; see below.)*
- There are no limits to the number of students using the program.
- Read or listen to the Dingo Bingo overview for a complete summary of the program and its operation.
- Select a student name and then click “START” to begin using the program.
- Click “ADMIN” to manage student accounts. *(The access password is MACROWORKS.)*

2. Administration



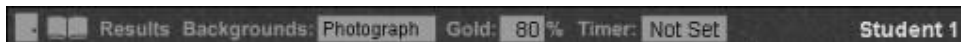
- Each student can be managed individually from this Administration window. Selecting a name will display the settings that have been applied to that student.
- The “accuracy” rate (default = 80%) is the pass rate a student must achieve in a game in order to progress from one level to the next. *(The required accuracy can be changed for each student by typing in a new value.)*
- Enter a “time limit” value (default = null) that must be achieved, in conjunction with the required accuracy, in order to progress from one level to the next. *(The required time can be changed for each student by typing in a new value.)*

- The word lists used in the program can be viewed and printed. *(Click on each word in the list to hear it read out.)*
- Select a student name from the list window to edit, change password, change parameters, or delete the student from the database.
- After making any changes, click “UPDATE” and then “CONFIRM UPDATE” to save the changes.
- Remember to visit the Administration section if a student has forgotten a password. You can see the password by selecting the student’s name from the list.

3. Main Menu



- Students using the program for the first time will only have the first Level available to play.
- Progression from one level to the next is dependent on the student achieving the pass rates set in the Admin section; see “Administration” above.
- The icons on the menu toolbar (below) are, from left to right:
 - Exit door to exit the program.
 - Book icon to return to the Sign In screen.
 - Backgrounds button; click to select photos, colour or textured backgrounds for the sight vocabulary games. *(This is an important feature to assist students who may have difficulty seeing the words clearly on the screen.)*
- “Gold” %; is the accuracy rate set in “Administration” above. Students are awarded bronze (20-49%), silver (50-79%) and gold (80+%) medals. *(Rates are changed proportionally with any change made to the “gold accuracy rate”).*
- Timer; displays the time set in “Administration” above. *(When a time is displayed, the student must complete each game within the time limit, with gold medal accuracy, to progress to the next game.)*



4. Sight Vocabulary Game



- After clicking “START” on the sign in screen, the Dingo Bingo game appears. *(To start the game, click on the “Dingo” image in the centre of the screen.)*
- To play the game, the student must find the word that has been read out to them. The student has 3 chances to find the correct word by clicking on it.
- If the student fails to find a word, the word is indicated with a red marker.
- Correct responses are indicated with a green marker.
- Words are repeated by clicking on the Dingo.
- The game ends when there are 5 markers in a row, vertically or horizontally, and can include the centre square. *(The accuracy medal is also displayed.)*
- The icons on the toolbar are, from left to right:
 - Exit door to Main Menu.
 - Sound icon; click to hear the current word.
 - Timer; displays the time taken for the game.
 - Best time; displays the best time taken.
 - % correct; displays the percentage of correct responses by the student.
 - Highest %; displays the highest percentage scored for the word-list.
 - Level; displays the word-list level.

5. Dingo Bingo Results



- On completion of a word game, the results screen is displayed.
- Here you can see which words caused the most difficulty for the student. (*Click on each word to hear it read aloud.*)
- Click “Print” to print a hardcopy of the results.
- Results for all levels can be accessed from the Main Menu; see above.

6. Awards and Certificates



- An achievement medal (gold, silver or bronze) is displayed next to each level that has been played by the student. (*Click on the medal to display and print an achievement certificate.*)
- Also displayed is the accuracy achieved and the time taken for the game.
- Where a time limit has been set which the student fails to meet, a clock icon is displayed in place of the achievement medal.
- **Hint:** after the student has completed all 10 levels, set the timer (see “Administration” above) to a value that is less than the fastest time achieved by the student.

7. Suggested Method of Use

- The aim of Dingo Bingo is to teach students **instant recognition** of the 240 sight words they encounter most often in their reading. Effective readers must recognise these words immediately, without attempting to “sound them out”.
- Allow students to work through the program for the first time at their own pace. Sessions should be 15 – 20 minutes in duration.
- Most students find the challenge of ‘beating-the-clock’ to be highly motivating. Use this to steadily increase word recognition speed by decreasing the time limit whenever Level 10 is completed.
- Students are considered to have mastered Dingo Bingo when they have achieved 100% accuracy in less than 45 seconds for each of the 10 levels.

Using Dingo Bingo in conjunction with the Reading Freedom programs:

- The sight vocabulary lists used in Dingo Bingo are an integral part of the Reading Freedom programs. Dingo Bingo has been designed as an ideal resource for mastering these words, which then makes it easier for students who are learning to read at higher levels of difficulty.