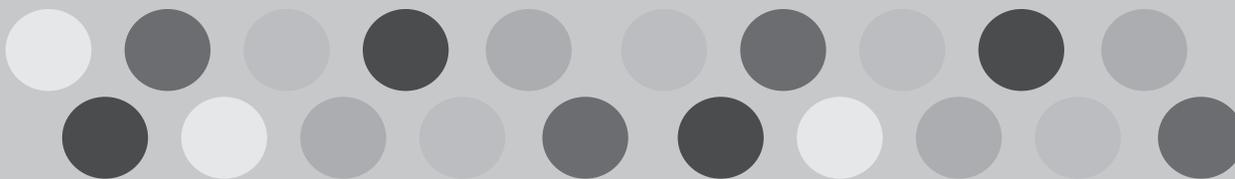


Train-In-30!



Breakthrough AAC Framework



What's Inside ● ● ● ●

Validated Professional Development

Improv Train-in-30 Tutorial

Skill Assessment

Classroom Implementation Tool

Professional Development Tracker

● ● ● ● Validated Professional Development

Successful training and implementation hinges on one's ability to understand "what and who" the technology is for, and then how to use it.

Building Awareness and Conceptual Understanding

- Summarize corresponding initiatives and provide the rationale behind your organization's desire for participants to learn to use the tool.
- Require that participants view the Improv™ Product Demo prior to any training.
www.donjohnston.com/product_demo
- Preview the Improv Classroom Implementation Tool on page 13. This will help participants identify student needs, set goals and think about logistical matters.

Skill Acquisition

- Make sure you have Internet access prior to any training. Participants must be able to go back and practice following their new learning.
- Stick to the tutorial by teaching just what is here—providing too much information at once is ineffective and unproductive.

Skill Application

- Set clear expectations and timelines related to putting new knowledge into practice. (examples: sharing with peers, using with students)
- Provide tangible implementation tools that not only promote thought and planning, but also require "answers" or results—homework!
- Set aside time to share successes and failures. Everyone will benefit from shared knowledge and group brainstorming
- Recognize leaders and those being successful—use them to push the training out to the next level of participants.

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Tech Support: www.donjohnston.com/support



Breakthrough AAC Framework Powered by Co:Writer®

Improv is the new augmentative alternative (AAC) communication framework driven by Co:Writer technology that is designed to speed up and drive novel communication. With its powerful prediction technology, augmentative communicators are not limited to preprogrammed phrases or the words they can spell.

Take the Improv Skill Assessment on page 12.

Prediction Window

A high-speed Internet connection is required to experience the maximum benefit of Improv and this training experience.

LAUNCH Improv

Launch Improv from the Start menu or Shortcut on Desktop icon.



After Improv launches, you see Improv's onscreen keyboard and three blank "windows".

WORD PREDICTION

One of the windows is labeled *Prediction*. This is the area where you can type sentences and get word predictions, driven by the Co:Writer word prediction engine. It is designed to speed up and drive novel communication.

When you type a letter, it appears in the prediction line and predicted words appear below it—just like Co:Writer. Try it.

1. Type *I* (capital not necessary) and select *I* from your guesses.

Just like Co:Writer, notice that predicted words that match the letters you entered appear under the line you are typing on. Like Co:Writer, you may select any of the words for your sentence.

2. Type *w* and select *want*.
3. Type *a* and select *an*.
4. Type *ap* and select *apple*.
5. To hear the whole sentence, press .

Tech Tip:

You can "type" in any of these ways:

- Point and click on Improv's onscreen keyboard (if it is displayed) with your mouse or mouse device.
- Use your standard keyboard.
- If you are using a mobile device with a touch screen, tap the letters on the onscreen keyboard.

Phrases Window

Here is the way to make this even easier and faster. Improv, as an AAC program, understands you probably want to talk about something but that word is not necessarily at the beginning of the sentence. You can start to type a keyword and quickly generate phrases.

GENERATE Phrases Based on a Keyword

1. This time, type the letters *appl*.
Notice that phrases are being predicted in the Phrase window. Now all the phrases are about apples, even though apple is not the first word of the sentence.
Note: Phrase prediction kicks in on the third letter in the prediction line. The more letters you enter, the more specific the phrase predictions become.
2. Click one of the phrases to select it.
It moves to the Prediction line where you can edit it or speak it.
3. Press  to speak the phrase and it moves to the Story window.
This clears the prediction line and puts the phrase where you access it again as needed. More about the Story window later.

After you select a phrase, more phrases are predicted for you. These predictions are based on recent conversations. We know that we talk about the same things frequently to different people throughout the day. Think about your own conversations in a day. You might tell several people about the great movie you saw or the horrible drive you had on the way to work. Improv stores that information and uses it to help predict relevant phrases. In addition, hundreds of phrases have been included with Improv providing a very rich resource.

4. Take a moment to select and speak some of the phrases.

 **Tech Tip:** Use the selection method of your choice:

- Point and click a phrase with your mouse or mouse device.
- If you are using a mobile device with a touch screen, tap the phrase.
- Use your standard keyboard and type the number preceding the phrase you want. Phrases are number 01 through 09. The 0 tells Improv that you want to speak one of the phrases, not a word prediction.

EDIT a Phrase by REPLACING a Word

A phrase may not be exactly what you want to say. Improv helps you edit the phrase using its powerful word prediction.

1. Generate the phrase “I had an egg for breakfast.”
Hint: Type *egg* in the prediction line.
2. When the phrase is predicted, select it. The sentence goes to the prediction line.
Suppose you want to change this to “I *want* an egg for breakfast.”
3. Place your cursor after “had” and press the back button three times to remove the word.



4. Type *wa...* until *want* is predicted.
5. Select the word *want*. You now have a new sentence.
6. Press  to speak it.

Note: Improv will remember your new sentence and predict it again as needed.

EDIT a Phrase by CHANGING a Word

1. Generate your new phrase "I want an egg for breakfast."
Hint: Type *egg* in the prediction line.
2. When the phrase is predicted, select it.
Now, suppose you want to change this to "I *wanted* an egg for breakfast."
3. Place your cursor in the word *want*. Several predictions are automatically made for you.
Wanted is among them.
4. Select *wanted* and it automatically replaces the word *want*, giving you a brand new sentence!

EDIT a Phrase by INSERTING a Word

1. Generate the phrase "Let's play a game."
Hint: Type *game* in the prediction line.
2. When *game* is predicted, select it.
3. The phrase, *Let's play a game*, is predicted.
Select that phrase so that it is in the prediction line.
4. Place the cursor just before *game*.
5. Type this misspelling: *k-a-r-d*. You see *card* is predicted.
Improv uses powerful FlexSpell to help you get the correct word, even if you use phonetic spelling.
6. Select the word *card*. Now you have the sentence *Let's play a card game*.
7. Press  to speak it.

Story Window

So far, we have looked at fast ways to generate novel speech/utterances. But what if you want a whole conversation about a topic, such as a board game? This is where Stories come in.

Stories are social scripts or collections of phrases and sentences that are related to your topic, offering users fast access for communication.

OPEN a Story



1. Click **Open** in the toolbar.
Here is a list of your stories. Scroll through the list.
2. Click *Games*.



3. Click **OK** in the toolbar.

The story *Games* opens in a new tab in the story window. When you click or tap a phrase, it is spoken immediately.



Tech Tip:

Use the  and  keys to move through the story sentence by sentence. When the sentence you want is selected, press  to speak it.

4. Take a moment to explore the Story Games.



Instruction

The phrases in most of the stories that DJI provides as samples are arranged in order of use:

- Openers
- Continuers
- Closers

As you scroll through the Story, you can see a progression.

INSTANT Topics

Let's say the game you are playing is Monopoly® and you want to use phrases specific to that game. Like Co:Writer, Improv has Topic Dictionaries. Even better, Improv has Instant Topics that are created on-the-fly. When you want an Instant Topic, Improv goes to the Internet and collects words on that topic, making them instantly available to you. Try it.



1. Click **+Topic** in the toolbar.
2. Type the topic: *Monopo...*
3. Look for **Monopoly (game)** among the suggestions.
4. When **Monopoly (game)** is displayed, click to select it.



5. Click **OK** in the toolbar.

Improv takes a quick moment to create the Instant Topic and returns you to the communication interface.



6. In the Prediction window, type *I want to purchase the read...* and *Reading Railroad* is among the word predictions.
7. Select *Reading Railroad*.
8. Click .
Notice that the new phrase is transferred to the Story window Games. That phrase is now part of that Story.
9. Take a moment to generate more Monopoly game-specific sentences.



Tech Tip:

The new Instant Topic is attached to your open Games Story. Thereafter, it is automatically attached to your Games Story whenever you open it.

Improv keeps your new Instant Topics together with the standard Topic Dictionaries. Like Co:Writer, Improv ships with dozens of Topic Dictionaries that are available to you for use with any Story.

NEW Story

You can also use Instant Topics to help you create a completely new Story.



1. Click **New** in the toolbar. A new Story tab, is created.

Tip: You can click on the story tabs to go back and forth between tabs. When the number of tabs goes beyond the width of the Story window, click the Arrow tabs to scroll through open Stories.



2. Click **+Topic** in the toolbar.
3. Type and select the *Green Bay Packers*.



4. Click **OK** in the toolbar.

Improv takes a quick moment to create the Instant Topic and returns you to the communication interface.

5. In the Prediction window, type *t* and select *The*.
6. Type *gr* and *Green Bay Packers* is displayed. Select it.
7. Finish the sentence *played in the Super Bowl*.
8. Press  and the phrase is spoken and transferred to the new Story.
9. Take a moment to create another sentence or two.



Instruction

- In this way, the user can instantly create a novel conversation and then save it for use whenever it is needed.

 **Instruction**

- Facilitators and others can create stories outside of Improv. Just create a plain text file (.txt) with the sentences separated by Returns. Text files can then be imported into Improv in the Open Story dialog.

SAVE Story



1. Click **Save** in the toolbar.
2. Type a name for the Story: *Packers*.

Notice word “Unscheduled.” With Improv, you can schedule a story to automatically open at certain times on certain days. For example, Sundays would be relevant days to have conversations about the Green Bay Packers. We can specify that this story automatically opens every Sunday during football season.



3. Click **Calendar** in the toolbar.
4. Under Recurrence, select Weekly .
5. Check Sunday .
6. In , change the time to Time for 8:00 am.
Click in the hour and then click the up or down arrow until it is 8. 
Click the minutes and then click the up or down arrow until it is 00. 
Click the pm/am and then click the up or down arrow so that changes to am.
7. Set the for 12 hours so it is available all day.
8. Set the for Sept 1.
9. Click to change it to Set End Date.
10. Then set the End Date for Feb 15 the following year.
11. Click in the dialog box.
You are returned to the Save Story dialog and notice that the status line now states:
Every Sunday at 8 am.



12. Click **OK** in the toolbar.



OPEN Story

You can open all stories, whether are scheduled or unscheduled, from the Open Story dialog.



1. Click **Open** in the toolbar.
All stories are listed.

Stories can be displayed in the Open dialog three ways—

All is an alphabetically listing of all Stories.

Recent lists the recently opened Stories.

Calendar lists stories scheduled for the present time period and into the future.

2. Take a moment to explore the ways to display the Stories.
3. Click  **Back** .



Tech Tip:

To find a specific Story quickly, type a word with the Story name in the Search field.

Quick Chat

Quick Chat gives the user instant access to a number of common phrases for **Hi**, **Bye**, **Great** and **Oh No**.



1. Click **Chat** in the toolbar.
The Quick Chat window opens.
2. Click a Quick Chat button to hear a phrase.
There are several different phrases for each category. When a phrase button is selected, a phrase from that category is selected and spoken providing automatic variety.
3. Take a moment to explore Quick Chat.



Instruction

- Quick Chat phrases can be edited and expanded. View All opens all the Quick Chat phrase lists as Stories. Then you can change phrases or add new ones. When you save the Stories, the new phrases are included in Quick Chat.



Tech Tip:

Some users may prefer to display their phrases as Stories where they can select the specific phrase they want.

Settings

Improv settings are very similar to Co:Writer settings. This is where you can select Topic Dictionaries and make changes to the speech and display settings. None of the settings are changed in this training but take a look at some of them.



1. Click **Settings**.
You have Topics, Vocabulary, Settings and Users tabs.
2. Click on each of the tabs to get an idea of the content:

- Topics** – Select a Topic Dictionary that comes with Improv or one that you created.
- Vocabulary** – This is where you access the Main and Personal dictionaries.
- Settings** – Fine tune Improv by changing its look, voices, the number of guesses and more.
- Users** – Create multiple users, each with their own unique configuration.

3. Click **Back**.

Layout

Layout allows you to change the layout of the windows with Improv.



1. Click **Layout**.
Improv ships with 6 Layouts.

Big Keys has larger keys.

Keyboarder is a layout without an onscreen keyboard. It assumes the user has a regular or alternate keyboard.

Story Left places the Story window on the left (default).

Story Right places the Story window on the right.

Story Teller displayed the Story window only.

Tablet Tall is designed for the vertical orientation of tablet computers.

2. Take a moment to explore the different layouts.

 **Tech Tip:**

You can create custom layouts. In the Layout dialog, select *Unlock Windows* and then you can resize and move each window as needed. When the arrangement is satisfactory, select Layout again, enter a name for your layout and click *Save*. Click *Lock Windows* to prevent the windows from moving. Click *Ok*.



More Help

Show-Me-How Video Tutorials

There are many video tutorials to help you get started with Improv. They are located on the Don Johnston web site under the Support tab.

Improv Knowledge Base

Articles, tips, technical information and how-to topics are located on the Don Johnston web site. Look for the Knowledge Base under the Support tab.

Online Help File

Complete Online Help files can be accessed from the Open, Save, Layout and Settings dialogs.



1. Click **Open** or another listed above.



2. Click **Help**. Review the Help file.



3. Click **Close** to return.

Quit Improv

1. In the upper right corner, click .
If you have any unsaved or changed Stories, Improv asks if you want to save them.
2. If yes, click **Yes** and name or rename the Stories.
If no, click **No** and continue to exit the program.

Complete the Improv Post Assessment on page 12.



Breakthrough AAC Framework

Pre Assessment

What student outcomes do you expect through the use of Improv?

Do you know how to:

- Launch Improv
- Type letters to get Word Predictions
- Generate phrase predictions
- Select and speak phrases
- Edit a phrase
- Use inventive spelling and FlexSpell
- Open a story
- Navigate a story
- Speak phrases in the story
- Create an Instant Topic
- Start a new story
- Create phrases for the new story
- Move between stories
- Save a story
- Use the Calendar to schedule a story
- Get and speak Quick Chat phrases
- Open the Settings
- Change Layouts
- Find Help and Information
- Quit Improv

Post Assessment

Which teachers and/or students can benefit from this and what can you teach them?

Do you know how to:

- Launch Improv
- Type letters to get Word Predictions
- Generate phrase predictions
- Select and speak phrases
- Edit a phrase
- Use inventive spelling and FlexSpell
- Open a story
- Navigate a story
- Speak phrases in the story
- Create an Instant Topic
- Start a new story
- Create phrases for the new story
- Move between stories
- Save a story
- Use the Calendar to schedule a story
- Get and speak Quick Chat phrases
- Open the Settings
- Change Layouts
- Find Help and Information
- Quit Improv





Goal Setting Tips:

- Set clear, concise, measurable reading and/or IEP goals for each student.
- Plan when and where students will have access to and use Improv (do students need this at home?).
- Integrate your instruction with Improv—show students the technology in context.
- Measure changes in attitude—yours and the students!

Sample:

Learners Who Need Access to Improv	IEP Goals, 504 Plans or Communication Goals	Frequency and Duration the student needs to use Improv to achieve goals	Classroom / Subject / Period	Bookstream Access: Classroom / Lab / Media Center / Resource Room	Testing accommodation Get approval to used for standardized testing
Example: Justin Martin	Student will make basic needs requests using a text-based communication system at least 3 times during the school day.	Student has access to a text-based communication system for at least 3 hours a day.	Self-contained classroom	Installed on a tablet device designated for the student.	For literacy assessments, student will use Improv for spoken responses as the teacher has determined that this is the best method to assess student's skill level.
Example: Madison Cruz	Student will initiate speech output during game-playing at the appropriate times for turn-taking using a text-based communication system at least 3 times a week.	Student has access to a text-based communication system for at least 3 hours a day.	Resource Room	Installed on a laptop computer exclusively assigned student	For science, student will use Improv with the science-stories test for responses as the teacher has determined that this method accurately assesses student's progress.

Name: _____ Initial Goals: _____

Outcomes of this Professional Learning: _____

Professional Development Activity	Amount of Time Spent	Date	Outcome of Learning/ Notes from Learning
Awareness			
<i>Example: Participated in training</i>	30 minutes	3/15/11	<i>I summarized information with my team. We developed an action plan.</i>
Conceptual Understanding			
<i>Example: Discussed with Sally Givings the supports this tool provides</i>	30 minutes	3/30/11	<i>Sally responded with excitement and was motivated to learn more.</i>
Skill Acquisition			
<i>Example: Checked the Help files and learned how to change dictionaries.</i>	60 minutes	4/09/11	<i>Discovered that this comprehension tool will support my different leveled students.</i>
Skill Application			
<i>Example: Repeated training to 5 peers</i>	60 minutes	4/19/11	<i>We worked through equipment challenges to get to the supports this tool will provide students. Plans were created for next steps.</i>

Total Professional Development Time: _____



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