PRC
Prentke Romich Company
Communication without limitations

Word ^{84} Core ©

**A Word-Based Communication
Program**

$C\,E$

14423-84 v1.0

Acknowledgments

In the development of **WordCore 45**, a number of people offered support. Thanks to Rena Carney for being the first to ask me the question "Do you think there's any way to provide a word-based vocabulary set using spelling on a 45-location device?"; to Joan Sharp for being the first to provide feedback and encouragement to dig deeper; to Betsy Walker for being the first to work with the program and offer many suggestions; to Dave Moffatt who said "go for it"; to all my friends on the PRC Consultant Network who offered fine-tuning advice; beta-testers in a variety of locations; and to Bruce Baker for being a linguistic mentor since 1989.

Most of the work on this project took place late at night and early into the morning, and I should thank the many fine musical artists who provided a soundtrack. These include Steely Dan, Amanda Ghost, George Michael, Prince, Caleb, Vangelis, Nine Inch Nails, Tears for Fears, Spock's Beard, Seal, Diane Krall, and Castle of Astolat.

Many of the enhancements to **WordCore 84** were made possible by software engineer Brian "you want it when?" Yoder. It was also pumped along by Euro Dance, Trance, Techno, streamed via the Internet. The music is out there!

April 2007: The reworking of the 45 and 84 versions, and the creation of **WordCore 144** was helped by the input of my good friends Jill Tullman and Brian Simms, both of whom have been using it with their clients for some time now, making tweaks, changes, and enhancements to meet the special needs of each person – as it should be.

Musically, I was supported by West Indian Girl, Shiny Toy Guns, BT, XM channels 29, 44, 46, 54, 75, 76, 81, 82, and blasts from the past that include Supertramp (*Breakfast in America*), Genesis (*The Lamb Lies Down on Broadway)* and anything by Yes.

<div align="center">*</div>

Table of Contents

WordCore 84: An Introduction.

WordCore 84 is a based on *WordCore 45*, but designed to work with 84 keys. Just like its fewer keys version, it is faster than regular spelling and cuts down on the number of keystrokes needed to type messages. Anyone who can spell should be able to use the program very quickly and, with continued use, become adept at communicating.

The WordCore 84 Core.

CLEAR DISPLAY	DEL CHAR	DEL WORD	QUICK HITS	? WORDS	"TH..."	VERBS	SENTENCE	LAUNCH	"SMART" ■	KMODE	▲▼
I me/my	you your	Q	W	E	R	T	Y	U	I	O	P
it its	SPACE	A	S	D	F	G	H	J	K	L	to
he him/his	she her	OBJ myself	Z	X	C	V	B	N	M	and	for
we us/our	they them/their	POSS mine	what	be	feel	get	give	a	all	if	in
TIME	am/are/is	can	do	go	help	know	like	the	more	of	on
DEL LAST	have	was	will	need	put	think	want	that	this	not	with

The WordCore 84 Core screen is the default setting for the program. From here, you can build sentences using words, phrases and spelling.

WordCore 84: How Does It Work?

The Core screen of the *WordCore 84* program shows an overlay that contains only three types of key;
- ✓ Single-Hit words
- ✓ Two-Hit words or phrases
- ✓ Spelling

Single-Hit words.

When you select one of these, the word is spoken and appears on the top of the display. With some, you may see other options for a word appear in the Activity row, such as "giving," "gives," and "gave" when you use "give."

											to
										and	for
			what	be	feel	get	give	a	all	if	in
				go	help	know	like	the	more	of	on
				need	put	think	want	that	this	not	with
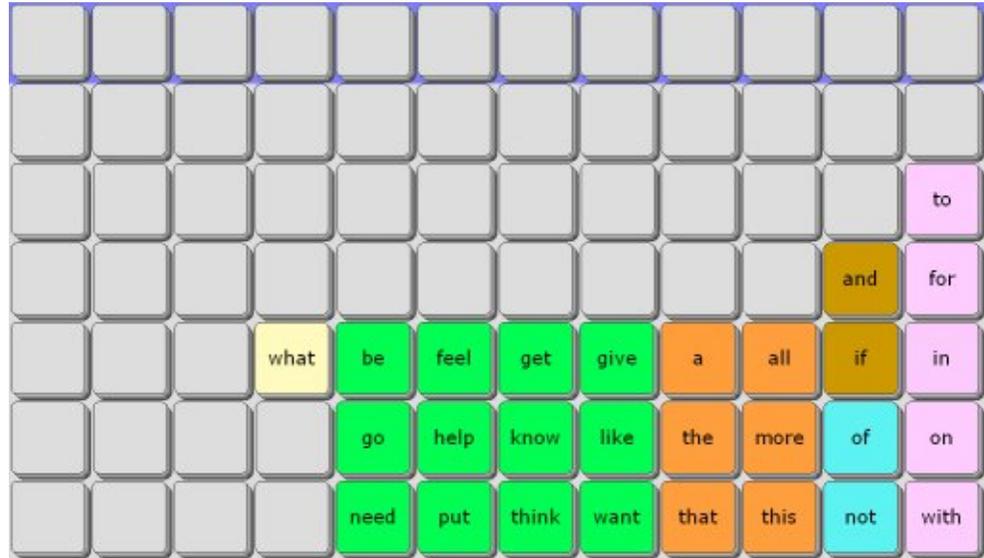
Two-Hit words.

Some keys will always require a second keystroke to produce a word or phrase. Others may require a third, such as the CHAT keys, which provide subsets of pre-stored sentences by topic. However, most two-hit sequences produce two-word phrases, so there is still an effective rate of one-hit-one-word in operation.

			QUICK HITS	? WORDS	"TH…"	VERBS	CHAT				
I me/my	you your										
it its	SPACE										
he him/his	she her	OBJ myself									
we us/our	they them/their	POSS mine									
TIME	am/are/is	can	do								
	have	was	will								

You will be able to generate words such as "I," "you," "myself," "themselves," or phrases such as "you will," "will they," "does he" and so on.

Spelling | In general, if you want to spell a word out, you simply hit one of the yellow spelling letter keys.

Now select the first letter of the word you're looking for and you will see a list of words appear in your Word Prediction area.

f

FINE FACE FACT FACTOR FACULTY FAILURE FAIR

Caps Lock ☐
Shift ☐
Ctrl ☐
Speech ☐
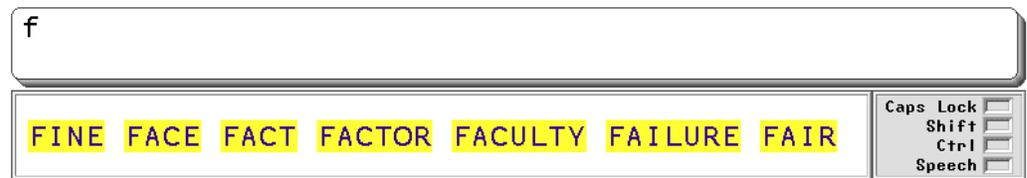
Selecting the word "fine" puts the word in the text area, but also gives the choice of other words that have "fine" as the base word:

fine

FINES FINED FINING FINELY FINENESS ->

Caps Lock ☐
Shift ☐
Ctrl ☐
Speech ☐
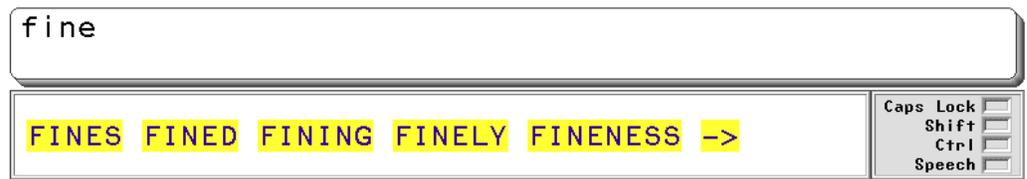
Selecting a word replaces the original and clears the word prediction options:

finely

Caps Lock ☐
Shift ☐
Ctrl ☐
Speech ☐

More Spelling

In the following example, the target word "practically" doesn't appear when the letter P is selected.

p

PRACTICE PROGRAM PAGE PAIN PAPER PARK PART

Caps Lock
Shift
Ctrl
Speech
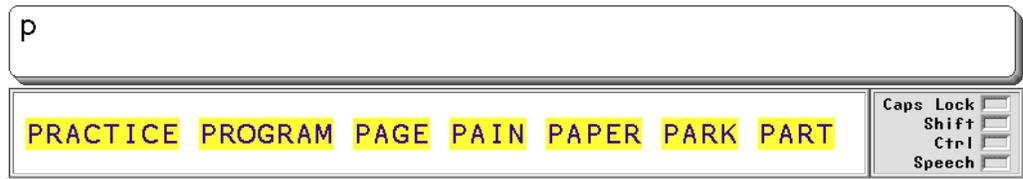
In general, if the word you are looking for doesn't appear, keep spelling until it does. So, with the current example, you need to hit the next letter in the target word – in this case, the letter R.

pr

PRACTICE PROGRAM PRACTICAL PRESENCE

Caps Lock
Shift
Ctrl
Speech
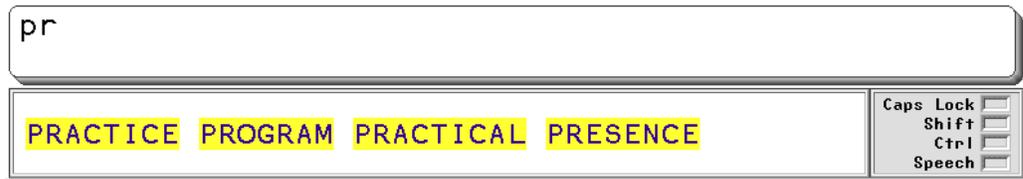
Choose the word "practical" and the endings appear.

practical

PRACTICALLY PRACTICALITY

Caps Lock
Shift
Ctrl
Speech
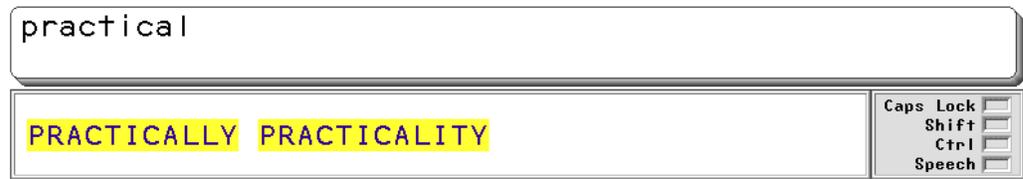
Selecting the word replaces the original and clears the word prediction options.

On rare occasions, a word won't appear in the Word Prediction window. At that point you have to decide whether or not to add it to the Word Prediction dictionary of your communication aid. If it's a word like "sesquipedalian" and you intend to use it regularly, then go ahead, but if it's a "one-off," you may decide not to bother. The choice is yours.

Another Comment on Spelling

If you have the PRC Word Predictor turned on (the default setting), when you select a word from the word prediction window, you'll see that the next time you select the initial letter, the word will appear to have moved to the front of the window. This is because the word prediction system has been set to respond to RECENCY – the last word you selected moves to the beginning of the list.

This means that the words used more often become easier to access. Of course, there may be some moving around, which may slow you down overall. However, the upside is that fewer keystrokes are needed, and for some people who fatigue easily, the fewer the keystrokes, the less effort is needed.

If you also turn on the WordQ word prediction to add it to the PRC predictor, you can access Next Word Prediction and Suggested Spelling. For details, see Appendix I.

More Spelling Characters

When communicating, you use the letters keys to spell new words, along with the word prediction window. Typically you will be able to do this using just the letters and a space key. However, there are times you may need to use another character, such as a comma, period, number, quotation mark, and so on.

You can find these by using the **QUICK HITS** followed by the **SPELL +** key. Hitting this gives the following keyboard:

CORE ■	DEL CHAR	DEL WORD	SPELL ++	←	→	↑	↓	(	)	❚❚	⬍ HOLD
CLEAR DISPLAY	ESC	Q	W	E	R	T	Y	U	I	O	P
SPEECH ON/OFF	SPACE	A	S	D	F	G	H	J	K	L	INSERT TOOL
MOUSE	TAB	ENTER	Z	X	C	V	B	N	M	PAGE UP	PAGE DOWN
1	2	3	4	5	6	7	8	9	0	HOME	END
CAPS LOCK	+	–	/	*	=	;	:	,	.	~	@
CTRL	ALT	SHIFT	\	[	]	?	!	DELETE	INSERT	Cancel	OK
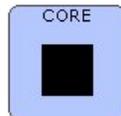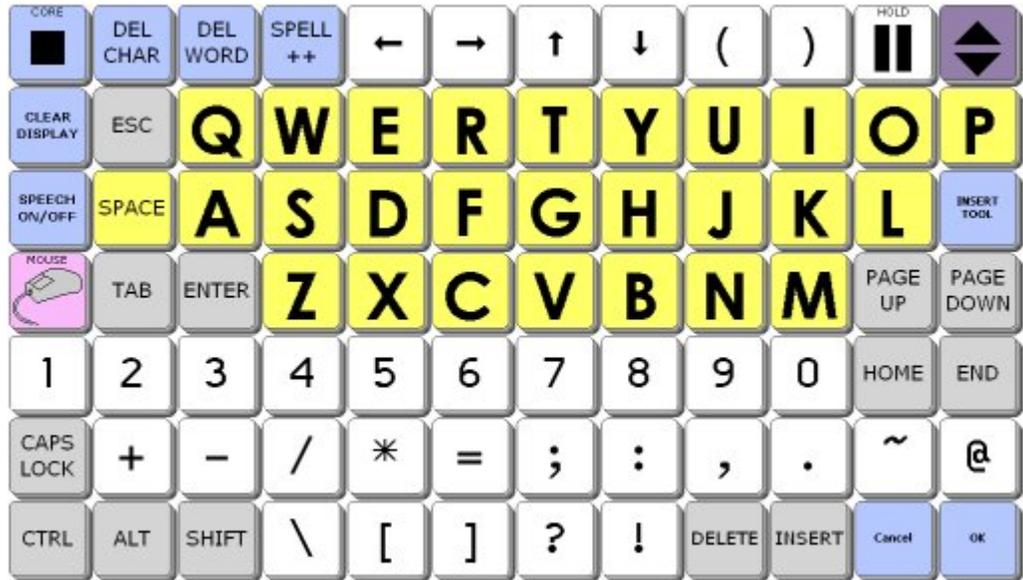
Use the CORE key **CORE ■** to go back to the regular core vocabulary overlay.
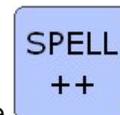
NOTE: There are extra spelling characters available using the **SPELL ++** key. These are typically the ones less used.

Practice Words

Exploring the two-hit words is a quick and easy way of becoming familiar with how to access many words with only two keystrokes.

There is a special group of words called **Pronouns** that change depending on where you use them. WordCore 84 has two special keys, outlined in YELLOW, which can be used to produce some of these words.

The OBJ key

OBJ
myself

Hit the OBJ key and you will see the following words:

"myself"   "yourself"   "ourselves"
"itself"   "youselves"   "himself"   "herself"

The POSS key

POSS
mine

Hit the POSS key and you get a different set of words:

"mine"   "yours"   "ours"
"its"   "theirs"   "his"   "hers"

Now hit the "I," "you," "it," "he," "she," "we" and "they" keys. Where the OBJ and POSS keys are, you'll see new words:

"me"   "I"   "my"
"you"   "you   "your"
"it"   "it"   "its"
"him"   "he"   "his"
"her"   "she"   "her"
"us"   "we"   "our"
"them"   "they"   "their"

So what ARE these words?

Grammatically, these words are all Pronouns, but more specifically *Subject*, *Object*, *Possessive* and *Reflexive Pronouns*. It doesn't matter whether you understand this; all you need to know is where they are! They are grouped together grammatically, such as all the "-self" words are OBJ + something.

Just use them as they are and don't spend too much time worrying about what they are called. Once you start creating sentences, you'll find them easily. And remember, some of the keys actually have the word you want printed on them to make it easier!

The VERBS key

VERBS

This key adds a set of special verbs to the system.

| CORE ■ | could | might | should | would | | can't | doesn't | hasn't | wasn't | won't | SCROLL ▲▼ |

"Could you…"   "Should we…"   "Might they…"
"Would you…"   "Could they…"   "Should I…"
"Wasn't he..."   "Don't I...[1]"

---

[1] Choose the *doesn't* key followed by *I* and the program automatically changes the phrase to *don't I*.

The *A/E/N/S* Words

A commonly used group of words is the set of "any-," "every-," "no-," and "some-" words, such as "anybody," "everything," "nobody," and "somewhere." All of these can be found using two hits, starting with the first letter of the words.

Any-

A

| any | any body | | any how | any one | any thing | any time | any way | any where |

Every-

E

| every | every body | every day | | every one | every thing | every time | every way | every where |

No-

N

| no | no body | | | no- one | no thing | no time | no way | no where |

Some-

S

| some | some body | some day | some how | some one | some thing | some time | some times | some where |

Special Point about these words

If you want to say one of these words, make sure that the letter key is FILLED with yellow and not simply OUTLINED. Sometimes, when you are using a spelling keyboard, the A, E, N, and S keys are simply outlined and will NOT bring up the "any/every/no/some" words. This is because the ECO doesn't really "know" whether you want one of these words or just the letter.

If the A, E, N, or S is not filled in yellow, you can use a special key:

A/E/N/S

This will bring you back to the point where you "any/every/no/some" keys are available. This won't happen often but it is easy to deal with.

Practice Phrases

There are many short phrases in WordCore 84 that you can produce using only two keys, which is effectively one key per word. These phrases are either "Statements" or "Questions" depending on the order in which you press the keys.

Simple statement phrases

Hit a Pronoun (I/you/he/she/it/we/they) and choose a second key:

"I like…"   "I feel…"   "I think…"   "I help…"
"He wants…"   "He needs…"   "It will…"   "It was…"
"She goes…"   "She gives…"   "She likes…"   "We put…"
"We should…"   "They go…"   "They can…"   "You know…"

Simple question phrases

Now hit any green Verb (will/have/do/can/was)…) and choose a second key:

"will you…"   "was he…"   "can you…"
"has he…"   "have we…"   "does he…"
"can they…"   "will it…"   "do you…"

Notice how WordCore even handles the way that verbs change. Selecting HAVE followed by HE produces "has he…" whereas HAVE and YOU gives "have you…" This means you don't need to have keys for both "have" and "has" – thus making the system as a whole more efficient.

Simple negative phrases

You can follow any phrase with NOT to make a negative:

"I will not…"
"He does not…"
"They can not…"

However, you can also insert the "not" in the middle of a two-hit phrase to get the more informal form:

I + NOT + WILL = "I won't"
THEY + NOT + CAN = "They can't"
HE + NOT + WANT = "He doesn't want"

When you hit the "not" in these sequences, you'll see the next word appear on the key you need to select. This is another example of how WordCore 84 makes most use out of a small number of keys.

Simple negative questions

Just as above, hit a green Verb but this time have the "not" in the middle:

"Haven't they…"
"Can't he…"
"Doesn't she…"

| **Shortcuts** | You may have noticed that when you hit a Pronoun, possible verbs appear in the Activity Row. These include negatives such ending in "can't," "don't," "haven't," "wasn't," "weren't," and "won't." You might prefer to use these shortcuts. |

Changed verbs

Choosing the verbs BE, DO, and HAVE will give you new options in the Activity Row. These will replace the base form of the verb for one of its common variations.

BE	*aren't*		*are*	*being*	*was*	*were*	*been*
DO	*don't*	*doesn't*	*didn't*	*doing*	*does*	*did*	*done*
HAVE	*haven't*	*hasn't*	*hadn't*	*having*	*has*	*had*	

The "a" becomes "an"

- When you select the A key, it changes to "an." If you select the "an," it replaces the "a" and you can continue spelling as normal. The reason for doing this is to reduce keystrokes and to avoid having two keys – one for "a" and one for "an."

Pronouns to SPELL

- If you select any of the pronouns (I, you, he, she, it, we, they), or "can" and "will," you can then hit the first letter of the next word and WordCore will automatically put the whole pronoun in place.

For example, if you wanted to say "Will Bob help with that?" you might think you have to hit WILL + WILL to get "will," then hit B followed by "o" "b" to get "Bob." But you can save a keystroke by selecting WILL then B. WordCore will automatically bring "will" up in the Text Area.

"this" and "that"

Selecting "this" or "that" will produce a set of possible following words in the Activity Row:
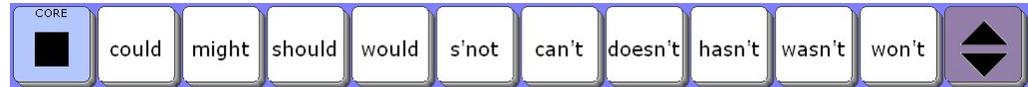
Try "That's not what I want" and "This isn't what I like."

Past tense

When you use PRONOUN + VERB to generate a phrase, sometimes you will see the Past Tense form of the verb appear in the Activity Row. If you select that, the phrase is changed to the past. So, if you hit HE + KNOW to get "he knows," you see "knew" in the Activity Row; press "knew" and the phrase changes to "he knew."

You can use this shortcut to get a past tense phrase in three hits rather than four hits (PRONOUN + PRONOUN then VERB + ENDING).

QUICK hits

QUICK
HITS

If you select the QUICK button, [QUICK HITS], you will see the words "yes," "no" and "thank you" along with some other functions.
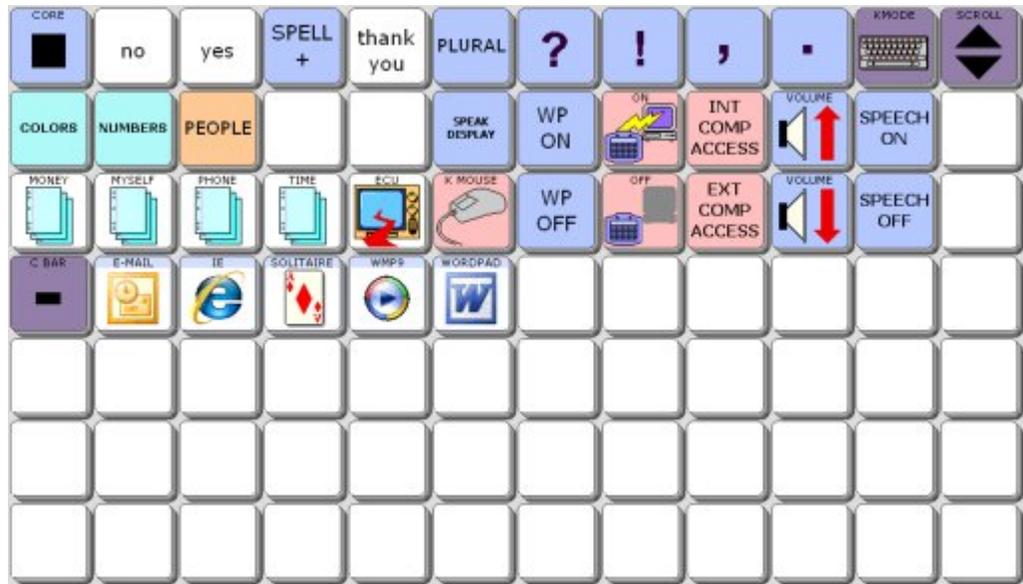
Plural
PLURAL

Changes a single noun into its plural form. "Horse" will become "horses," "cat" becomes "cats," and "foot" becomes "feet."

Smart Question
?

This key adds a question mark after the last word, speaks the sentence with a questioning intonation, and makes the next word start with an uppercase letter.

Smart Exclamation
!

Just like the question but with a different intonation.

Smart Comma
,

Press the COMMA inserts a comma after the last word, then puts a space in before the next.

Smart Period
.

The PERIOD adds a period after the last word, speaks the whole sentence, adds a space before the next word, and automatically makes the next word start with an uppercase letter – that's why it's called a "smart" period!

Speak Display
SPEAK DISPLAY

Speak all that is showing on the display.

WP ON/OFF
WP ON   WP OFF

Word Prediction ON and OFF lets you choose whether or not you want to see the Word Prediction display. Although this will normally be ON, you might want to temporarily turn it OFF when using, for example, Command Bars (see next section).
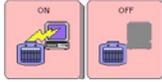
Computer On/Off	The COMPUTER ON/OFF buttons are used to determine whether information from the ECO software is being sent to other applications. In the integrated version of the ECO communication aid, the setting needs to be ON to send keystrokes to the active window.
Internal Computer Access	Selecting this button provides access to pages designed to work with the integrated ECO as an input for other Windows® programs. Typically such pages work in KEY MODE and include scrolling keys.
External Computer Access	In contrast with the previous key, this button switches to pages designed to work with an external computer via some sort of physical or wireless link. This means a client can connect to other computers, for example, a shared computer in a workshop. External Computer Access is available in both integrated and dedicated versions of the ECO device.
Volume Up/Down	Changes the global volume of the ECO device.
Speech On/Off	Allows for control of whether the device speaks as sentences are created. With this OFF, nothing will be heard until the TEXT AREA is selected or the SPEAK DISPLAY button used.
KMOUSE	Switches to a small mouse keyboard, three rows high. A great way to have mouse controls and a large screen area.
Command Bars	
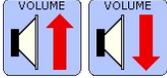
Although most times accessing the Command bars is easier using the LAUNCH button on the Core, you can also get to them via the QUICK HITS page. More about **Command Bars** later.

Practice Sentences

The best way to learn about the WordCore program is to start using it. The following sentences have been chosen to demonstrate the different ways in which you can generate words.

Core-Only: These sentences can be constructed without needing to use the SPELL key.

Core and Word Prediction: You will find some of the words you need by using the Word Prediction window.

Core-only Sentences

1. I think I know what you want. (Seven hits)

2. What do you think I should give to him? (Ten hits)

3. Can you give that to him? (Seven hits)

4. I can do that for myself. (Seven hits)

5. What do you want me to do? (Nine hits)

6. I will go with you. (Six hits)

7. He might not want to go with us. (Nine hits)

8. Didn't you want me for something? (Nine hits)

9. Where are we going tomorrow? (Eight hits)

10. Have you done what you were going to do? (Twelve hits)

11. I know you can help me. (Seven hits)

12. Should he be doing that? (Six hits)

13. That should be all for you. (Seven hits)

14. This can't be what you want. (Six hits).

Core and Word Prediction Sentences

1. I can talk about what I like.

2. What did you think of my new idea?

3. I think it is a difficult problem.

4. Somebody should have told me what you said.

5. Do you have anything to drink?

6. I need help with my wheelchair because I think it is broken.

7. I can talk with this special program.

8. Can I have a drink of coffee please?

Computer Access: Special Pages

Integrated Computer Access

Integrated Computer Access: Where do I find it?

First, you need to turn ON the link between your device and the rest of the ECO device. When this is turned on, information will flow from your device out to a application.

Select the QUICK HITS key and then the MORE key to find the computer ON/OFF keys:

Hit the ON key to make sure the device is capable of sending information. If this is NOT turned on, the aid and the applications will not communicate.

There is a visual marker on the ECO display to show whether the output is set to ON or OFF.

If the Output light is GREEN, then you ECO software can send information to a Windows application.

Working in Key Mode

The ECO software can be run as a half-screen keyboard fixed to the bottom of the screen. This is called **Key Mode**. Having a fixed keyboard rather than a resizable window makes it easier for clients who use keyguards and you don't lose the keys behind other windows.

In **Key Mode**, you can also scroll the keyboard up and down to get access to ALL the keys on the display.

You access **Key Mode** by hitting the KMODE key:

This is a toggle key and switches you between **Key Mode** and **Full Mode**. For communication, you are advised to stay in **Full Mode** so you can make maximum use of the language in WordCore with as few hits as possible.

While you are in **Key Mode**, use the SCROLL button to flip the contents of your keyboard up and down. In this way, you can access any of your keys although you use an extra hit.

Note!!!

You MUST have the integrated version of ECO to use Key Mode and run internal XP programs. Otherwise you can use computer access with an external computer. Refer to the next section headed "External Computer Access" for details.

What does Key Mode look like?

When you select the KMODE key, the screen becomes half keyboard and half Windows desktop.

If you open up an application, such as WordPad, you can see your Key Mode window and the WordPad window at the same time. If your output is set to ON, as you use the Key Mode layout, words will be sent to WordPad – or whatever application is running.

A Special Internal Access Keyboard

INT COMP ACCESS

If you select QUICK HITS and the INT COMP ACCESS key, you will see the following keyboard:

This is designed so that in Key Mode you have access to ALL the letters of the alphabet. When you hit the Scroll button you see other keys appear that are commonly used computer keyboard keys (such as CTRL, ALT, and SHIFT), the WINDOW SIZE lets you switch between open applications and manipulate windows; the FILE key lets you open menus and navigate through them; and the NEW COMM BAR lets you switch to special single-row pages called **Command Bars**, of which more later.
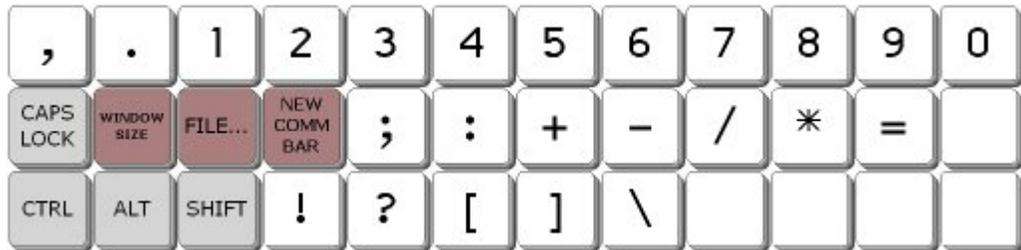
The KMOUSE button switches to this overlay:
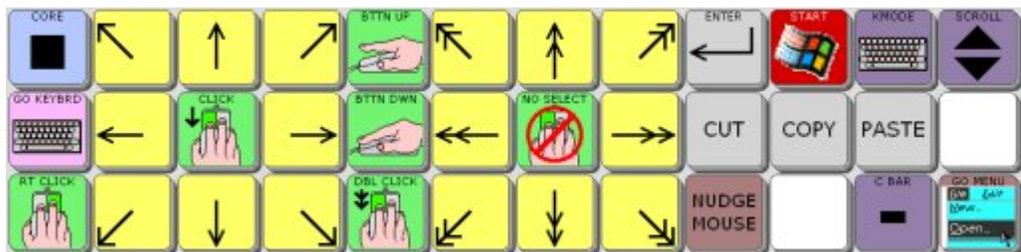
Notice that you can go back to the keyboard and also open yet another special set of keys to handle MENU items, and switch to NUDGE MOUSE where mouse movements are either very small or very large (regional movements).
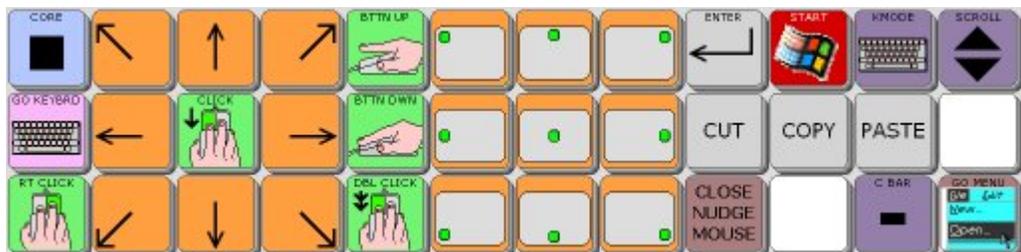
The Screen is still a Touch Screen

Some people using the ECO may not need to use a keyguard. In that case, the whole screen can be touched and used. For example, if you can double tap on a folder on the desktop, this will open up the contents. Similarly, you can double tap on a shortcut to run a program. You can even mix and match both using the Key Mode keyboard and touching items directly on the screen.

Command Bars: Single-Row Pages

What is a Command Bar?

A number of software applications typically use a relatively small number of keys to perform the most important functions. For example, when playing *Solitaire*, you don't need to use the mouse to click, drag, and drop, but you can use the TAB, ENTER and arrow keys to play.

A **Command Bar** is a special Page that shows up on the screen as a SINGLE STRIP of keys along the bottom of the ECO that scrolls to reveal a SECOND STRIP. So, you actually have two rows of commands but only one is visible at a time. The keys contain commands for specific applications. Although a Command Bar may not contain every command you might need, it is designed to (a) provide the most common commands and (b) maximize the screen size available for an application.

[Technically, the Command Bar is a special type of Key Mode state, where the Page has been set to have *zero Static Rows* and *one Scroll Row*. Check your ECO manual for details about how to set the Static/Scroll Row settings on a Page.]

What Command Bars are available in WordCore 84?

When you choose the QUICK HITS button, you will see that the fourth row contains the following set of keys:

Each one opens up a Command Bar for a different application. The only exception is the C BAR button that opens up a generic Command Bar for general program access.

Let's look at each one and get an idea of what they do.

Do I have to use Command Bars?

Command Bars are simply a convenient way of (a) accessing some shortcuts for different applications and (b) seeing as much of your ECO's computer desktop as possible. If, for example, you wanted to surf the web using *Internet Explorer*, using the Command Bar means that you have almost a full screen of browsing space, rather than the half-screen you see in Key Mode.

However, at any time you can hit either the CORE button to go back to your WordCore in full screen mode or you can select the KCORE button to flip into Key Mode. And remember, even in full screen mode, you can continue to send information from WordCore to the underlying application (a great feature if you are writing into WordPad.)

C BAR

C BAR

The C BAR is a generic set of keys that can be used with many programs and the desktop. Note that using the START button will bring up the Windows Start Menu. If you do this and then use the ARROW and RETURN keys, you can access ANY program that exists in the Start Menu.

Selecting the Scroll key shows a second row of keys:

WINDOW SIZE

CLOSE WINDOW SIZE	CLOSE WINDOW	MINIMIZE	RESTORE	MAXIMIZE	SWITCH	SELECT	ALT F4
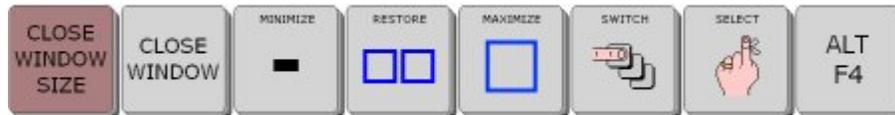
CLOSE WINDOW SIZE: Closes the window sizing keys.
CLOSE WINDOW: Closes an open window on the desktop.
CLOSE PROGRAM: Closes the active program.
MINIMIZE: Reduces the active window to be hidden.
RESTORE: Restores the active window to its default size.
MAXIMIZE: Increases the size of the window to fill the available desktop.
SWITCH: Steps through all the running programs and open windows.
SELECT: Makes active the running program or open window shown in "SWITCH."
ALT F4: Closes program that do NOT have a "file menu" option for closing. For example, the Windows Calculator can ONLY be closed by using the ALT F4 combination or clicking on the "X" box in the top right of the window.

FILE...

ESC	WINDOW SIZE	CLOSE FILE MENUS	←	→	↑	↓	↵	C	X	KCORE	⬍

When you select the FILE... key, the File Menu for the active window opens automatically. You then use the ENTER and ARROW keys to move through the menu lists.

CLOSE FILE MENUS: Closes the file menu key.
ENTER: Selects a menu item.
ARROW KEYS: Move through menu items.

NEW COMM BAR

CB HOME	E-MAIL	IE	CLOSE NEW COMM BAR	SOLITAIRE	WMP9	WORDPAD	KMOUSE

CLOSE NEW COMM BAR: Closes the set of keys.

Selecting any of the other keys takes you directly to Command Bar for the specific application, without having to go back to the Core vocabulary and use QUICK HITS.

KMOUSE
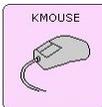
If you need to do some mouse movements from the keyboard, the KMOUSE button will take you straight to the Key Mode mouse page – a set of three rows with mouse movement buttons on them.

E-MAIL BAR
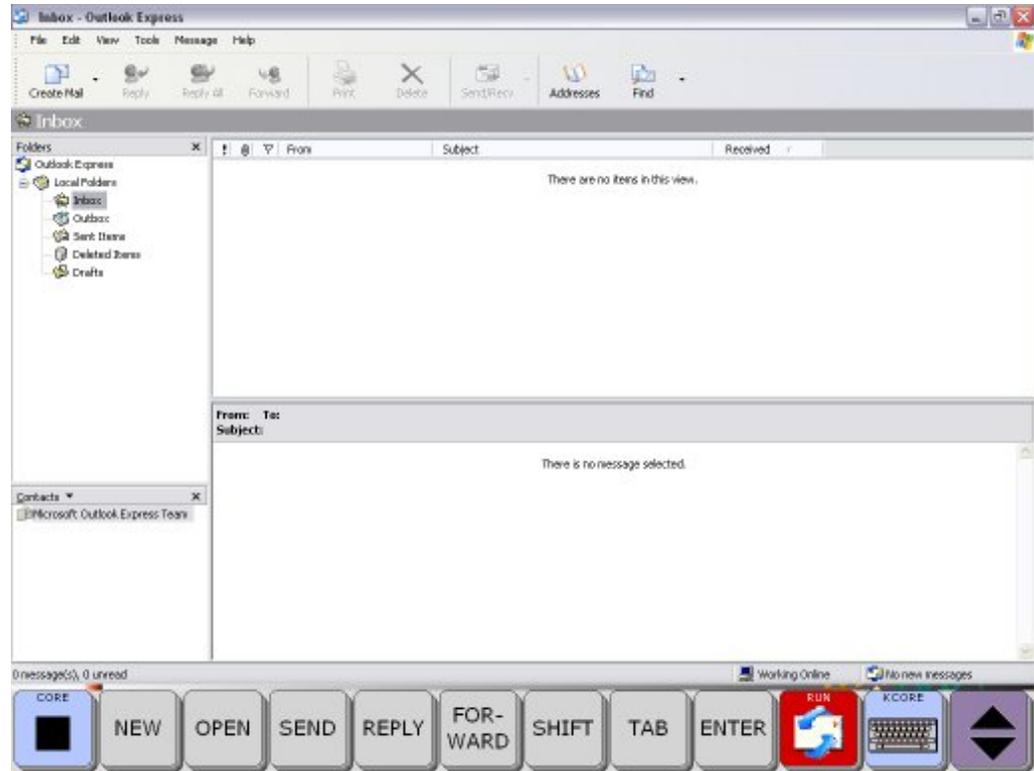
E-MAIL

This is what the Command Bar for *Outlook Express* looks like, with the RED button running the program and a Scroll key for a second row.

NEW

Opens a new e-mail document.

OPEN

Opens a selected e-mail. You have to have an actual e-mail message highlighted in your list of received files before this will work.

SEND

If you have a newly created e-mail open, this key will SEND the message.

REPLY

After opening a received e-mail, you have the option to select REPLY to send a response. A new e-mail opens and your cursor is automatically set to be at the beginning of the reply. Type in your response then use the SEND key to send it.

FORWARD

If you have an e-mail open, this key will open a new e-mail window with your cursor already in the "TO:" box.
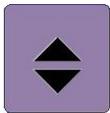
The Scroll key takes you to another set of commands, which include the standard WINDOW SIZE, FILE..., and NEW COMM BAR.

| ESC | WINDOW SIZE | FILE... | NEW COMM BAR | PAGE DOWN ↓ | PAGE UP ↑ | DEL | ADDRESS LIST | | | | ⬍ |

DEL

Deletes a highlighted e-mail in the inbox.

ADDRESS LIST

Opens a list that you should modify to add you most frequently used e-mail addresses.

IE BAR
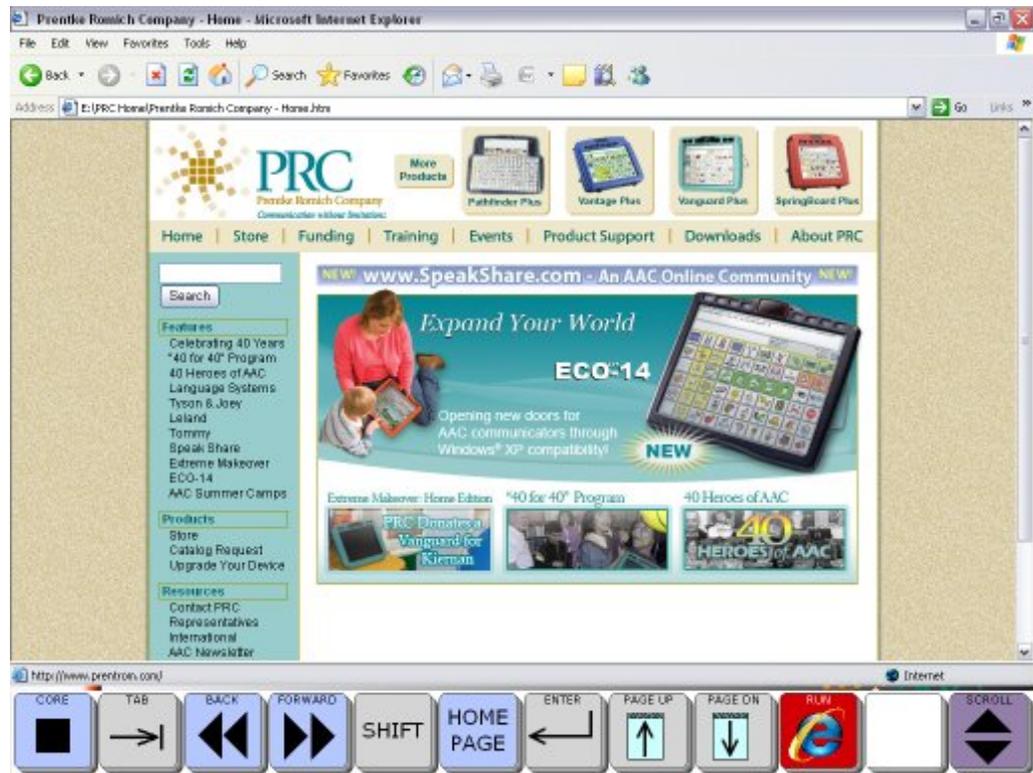
This is what the Command Bar for Internet Explorer looks like. The RED button runs the program. Notice that there is a Scroll key for a second row.

The second row includes the special keys WINDOW SIZE, FILE... and NEW COMM BAR, each of which opens up more keys. These keys are found in most Command Bars.

TAB KEY
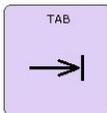
In a web browser, using the TAB key is a way of moving between hot spots. Sometimes, on pages where there are few hot spots, this is faster than using a mouse. You can also use the SHIFT key before the TAB to reverse the direction of the tab movement. This is extremely valuable if you accidentally tab past the link you were going for.

BACK and FORWARD
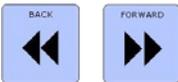
You can use these keys to move backwards and forwards through all the pages you've visited during a session.

HOME PAGE

HOME
PAGE

Your web browser will have a home page associated with it. Typically, *Internet Explorer* ships with Microsoft's web site as the home page. However, you can set this to any home page you want. Once you've set the home page in the browser software, the ECO's HOME PAGE key will take you to it directly. You do NOT have to modify the HOME PAGE key itself.

ESC/CANCEL

ESC/
CANCEL

In many applications, it is possible to accidentally open up menu, a dialog box, or other items. In most cases, using the ESCAPE key will undo the error.

PAGE UP and DOWN

PAGE UP

PAGE DN

On web sites that have lots if information, you may find you have to scroll down a long way to see all the items on the page. These keys make things easier by allowing you to scroll up and down one page at a time.

GOOGLE

GOOGLE

Google

This key will take you to the location http://www.google.com with a single keystroke. The value of Google's home page is that it uses few graphics and therefore is very simple and quick to load. You can, of course, change this key to any other search engine. Use the SET-UP key and modify the contents of the key by replacing the Google address with the address of your choice.

You might also want to use this key as a model for adding other single-hit web sites to your system.

SOLITAIRE BAR

The popular *Solitaire* game is normally played using a mouse. However, it can be played by using a very small number of keyboard shortcuts. The **Solitaire Bar** is designed to do that.

CARD

The function of this button varies depending on where the cursor is. If the cursor is on the "turn-over" pile at the top left, it turns over a new card. If it is on a card that is face up, it "picks up" the card and lets you move it using the ARROW keys. Hitting the key again "drops" the card. So, using the CARD key and the ARROW keys lets you move cards from stack to stack.

TAB

In Solitaire, the tab key moves the cursor from the top row to the bottom and through the blanks cards. For example, you can use the TAB to move the cursor to the FIRST CARD on the second row, then use the ARROW keys to move through each individual card. Use the CARD key to pick a card up and drop it wherever you like.

DEAL

This key starts a new game.

UNDO

This will undo the last action taken. You can have

The Scroll key takes you to another set of commands, which include the standard WINDOW SIZE, FILE..., and NEW COMM BAR.

WMP BAR

WMP is the *Windows Media Player*. You can use this to play music and video files depending on their formats. WMP can handle a number of different formats and you need to refer to the WMP application for details. For the most part, if you are using MP3 and WAV files for music, WMO will work. (n.b. Apple uses a proprietary file format call AAC and if you want to use these files, you will need to convert the. Alternatively, you may want to install Apple's iTunes software – but there is currently no Command Bar available.)

TAB
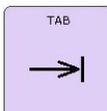
In *Windows Media Player*, the tab key moves you through many of the buttons. Sometimes it is quicker to hit the TAB key to get to a function that to use either a mouse or a menu.

PLAY /PAUSE / STOP

As there names suggest, these buttons allow you to PLAY a file, PAUSE it (by hitting the PLAY/PAUSE again), and STOP a file.

ALT and ARROW KEYS

ALT

If you use the ALT key when a Windows application is running, it typically causes a small underlining to appear under letters in the MENU ITEMS. For example, the "F" in "File" or the "O" in "Format." Furthermore, the first menu item is shown as depressed.

If you choose the letter "F" on a keyboard, the "File" menu drops: If you choose an ARROW key, a DOWN arrow drops the menu and a RIGHT arrow moves to the next menu item. Therefore, with the ALT and ARROW keys, you can navigate through ALL the menu items. Simply use the ENTER key to select.

The Scroll key takes you to another set of commands, which include the standard WINDOW SIZE, FILE..., and NEW COMM BAR.
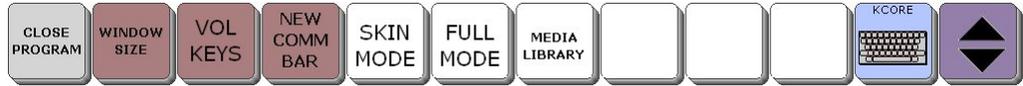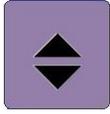
MEDIA LIBRARY

This button switched the *WMP* to show what is called the MEDIA LIBRARY. This is a list of files that are currently available to the WMP software. You can use ARROW keys to move a highlight through the list and either PLAY of ENTER to play the highlighted file.

VOL KEYS

Using this will bring up three volume control keys: VOLUME UP, VOLUME DOWN, and MUTE. Use the CLOSE VOL KEYS to remove these control keys.
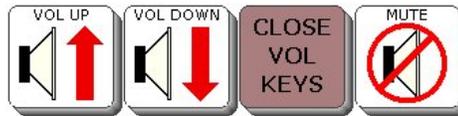
WORDPAD BAR

The default word processing program in ECO is *WordPad*.
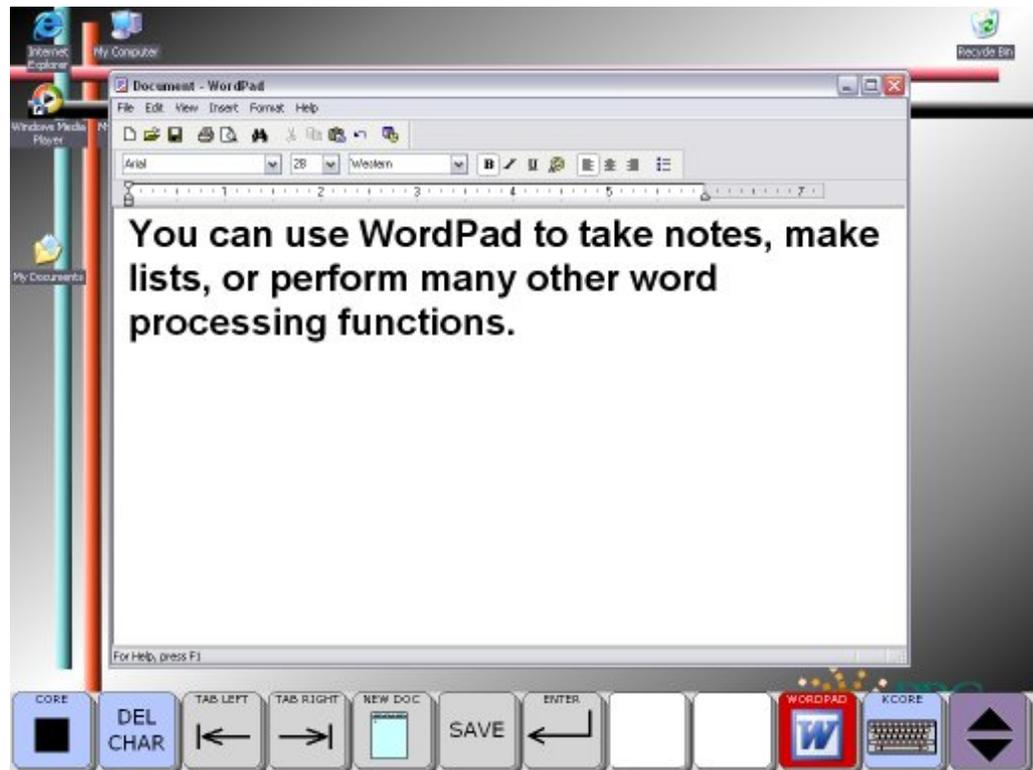
NEW DOC

To open a NEW document, use this key.
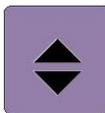
Use the scroll key to see a second row of shortcuts.

FONT SIZE

This opens the font dialog box and a set of keys to allow you to navigate through it.
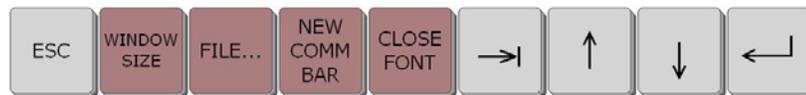
With the font box open, you can use the TAB to move between options (font, style, size, effects, and color), the UP and DOWN arrows to change each parameter, and the RETURN key to register the changes. Hitting CLOSE FONT will exit the dialog box without making changes.

SAVE

If the current document is a NEW document, SAVE will prompt you to name it; if it already has a name, the SAVE is automatic.

External Computer Access

Computer Access: Where do I find it?

When you select the QUICK HITS, you will see the EXT COMP ACCESS key. Choosing this will provide you with computer access options.

The ON key turns on your device's computer access, which means that it is sending information to a computer. In effect, your device acts as a keyboard. Thus, if you have a word processor running and you generate "This is mine" on the device, it also appears in the word processor.

Select the EXT COMP ACCESS and you will see the following;
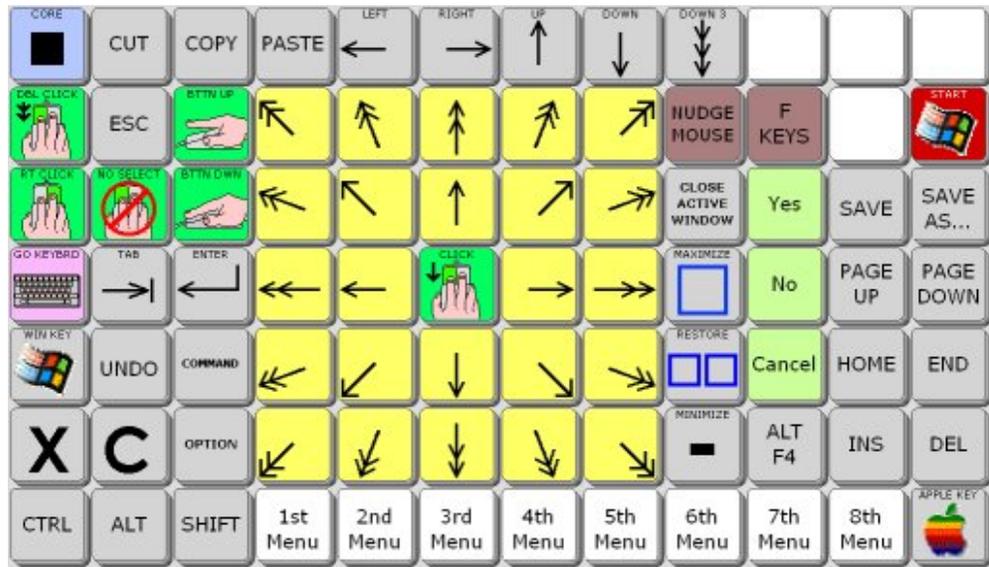
The NUDGE key changes the mouse keys to look like this. The inner keys are small movements, the outer are large, regional movements.
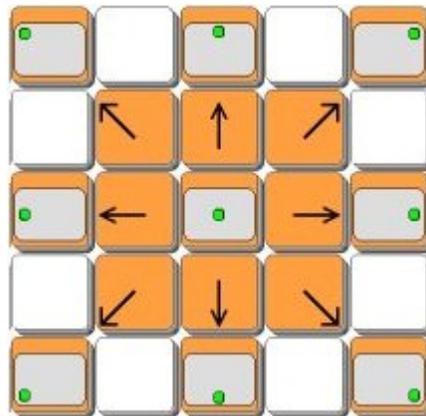
Here are the things you can do with the MOUSE page:
- Move the cursor around the screen using the YELLOW keys.
- Access menus in programs.
- Navigate through menus using the ARROW keys.
- Select the 12 function keys. For example, F1 typically brings up the HELP function for Windows software.
- Open and close windows

Keyboard

Use the GO KEYBRD key to switch to a special keyboard:
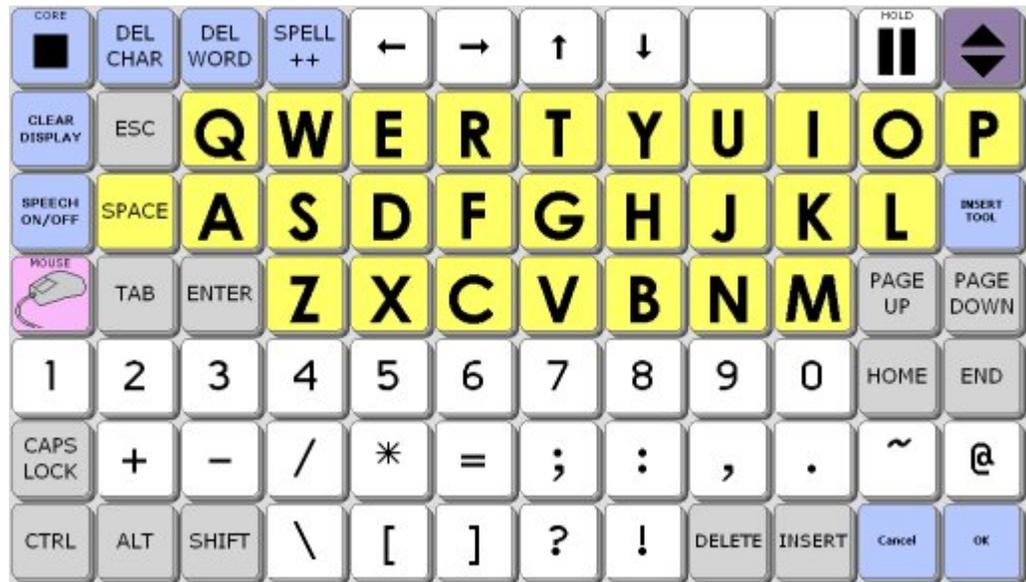
More Keys

You can access even more keys by using the MORE KEYS button:
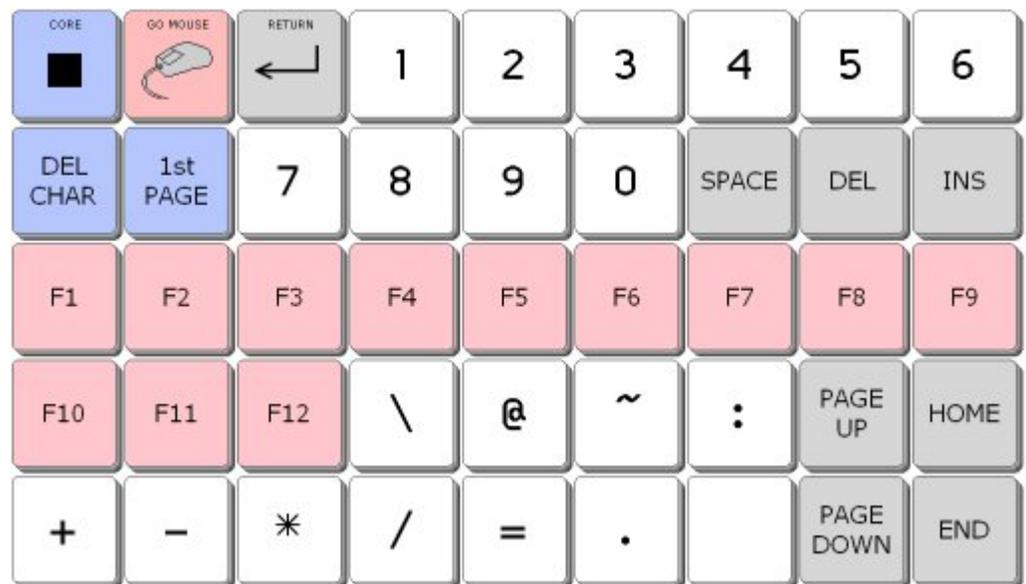
These keys include the Function keys. For example, on a Windows-based machine, the F1 key typically brings up a help screen.

The mouse and keyboard screens allow you move the curser on your computer, perform mouse clicks,and write into word processors and other software.

Mouse/Keyboard Special Commands

KEY	FUNCTION	KEY	FUNCTION	KEY	FUNCTION
CLICK	A single left mouse click.	DBL CLICK	A double left mouse click.	RT CLICK	A single right mouse click.
BTTN DWN	Press down and lock mouse button – useful for selecting areas.	BTTN UP	Release a mouse button previously locked down.	NO SELECT	Releases all mouse commands – useful for exiting windows with no selection.
CUT	In many, programs cuts out selected text and/or items.	COPY	In many programs, copies selected text and/or items.	PASTE	In many programs, inserts copied text/items at cursor location.
TAB	Tabs to the next tab space.	ESC	Cancels out of a current state e.g. use this to exit a menu without making a selection.	PAGE UP	Moves the contents of a multi-page screen *up* by one page.
PAGE DOWN	Moves the contents of a multi-page screen *down* by one page.	F KEYS	Opens a row of the standard computer function keys, F1 through F12.	NUDGE MOUSE	Opens a set of mouse keys that move the cursor pixel by pixel.
UNDO	Undoes the last action.	COMMAND	Sends the Mac COMMAND key.	OPTION	Sends the Mac OPTION key.
DEL	Performs the computer DELETE function.	INS	Performs the computer INSERT command.	HOME	Moves the cursor to the beginning of a line in a document.
END	Moves the cursor to the end of a line in a document.	WIN KEY	Send the WIN key command (not the START menu)	APPLE KEY	Send the APPLE key command.
Yes	Provides a single-hit "yes" response to a Windows query box.	No	Provides a single-hit "no" response to a Windows query box.	Cancel	Provides a single-hit "cancel" response to a query box.
MAXIMIZE	Maximizes the current active window.	RESTORE	Restores the current active window.	MINIMIZE	Minimizes the current active window.
CTRL	Sends the computer CONTROL key.	ALT	Sends an ALT command.	SHIFT	Causes the next character to be shifted.
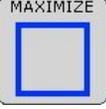
KEYS	FUNCTION	KEY	FUNCTION
LEFT RIGHT ← → UP DOWN ↑ ↓	The arrow keys can be used in many programs to move through text, option boxes, lists, and others. With the ALT key, the arrows allow you to navigate through the menus of ANY Windows-based program.	DOWN 3 ↓ ↓	Performs three DOWN operations at once. Useful when used with ALT to navigate through long menus.
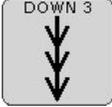
Appendices

Appendix I: Word Prediction
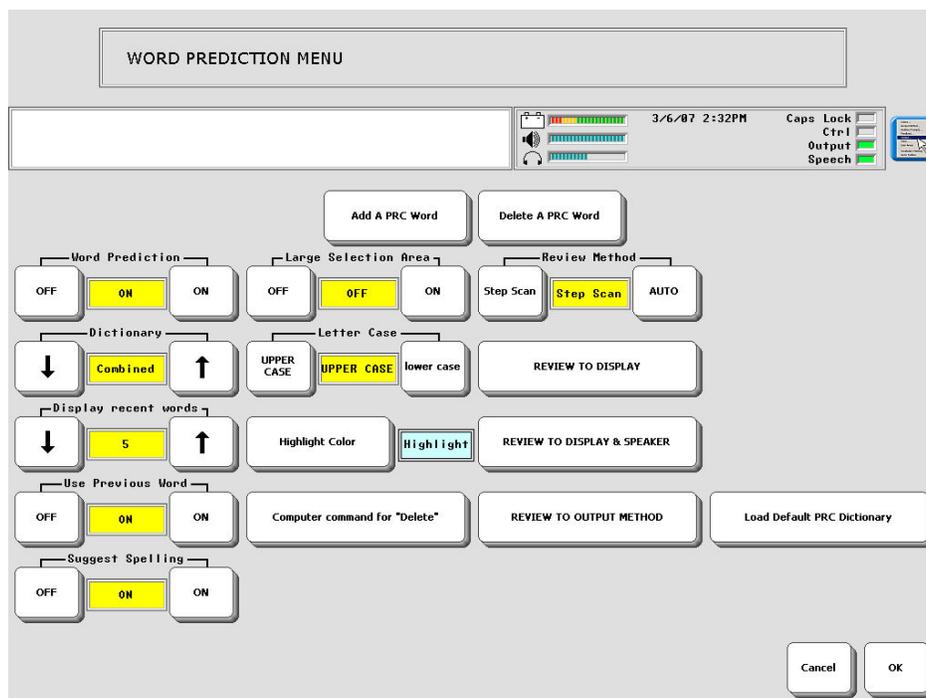
Word Prediction: On/Off
This must be ON in order to use Word Prediction. The default for word prediction in *WordCore* is ON.

You can also turn Word Prediction On from the QUICK HITS page.

Turn Large Selection Area On or Off
Predicted words are visible in the area below the regular Text Display Area. You select a word by pressing on it. If this area is too small for easy use, you can turn the Large Selection Area option to ON. This allows you to select a word by pressing on it in the Word Prediction Area or by pressing on the space above the word in the Text Display Area. The default for this option is Off.

Select Letter Case
You can select to see predicted words in UPPER CASE or lower case.

PRC Dictionary
If you select **PRC Dictionary**, the only display option you can set is *Display Recent Words.*

The Word Prediction system will keep track of and predict all the words that apply that you have used most recently. Once the most recently used words are displayed, the words that you see will be in the order of most frequently used.

In the *Display Recent Words* option, select the number of recently used words that you would like to see on the display. When you begin to spell a word, your device will display the 5 (or whatever number you have selected) most recently used words that begin with the letter(s) you have typed. The rest of the words on the display will be the most frequently used words that begin with the letter(s) you have typed. If you set the number to "0," the words that appear in the Word Prediction Window will be the words that you use most frequently, but not necessarily the most recently used words.

WordQ™ Dictionary

If you select **WordQ Dictionary**, you can set two display options: *Use Previous Words* and *Suggest Spelling.* Both of these options default to ON.

Use Previous Words means that once you have selected a predicted word, WordQ will then display the words that are most likely to follow it. This may save you from having to start typing another word. If you turn this OFF, once you have selected a predicted word, WordQ will not predict another word until you begin to type in what you want. This feature is sometimes called *Next Word Prediction*.

Suggest Spelling tells WordQ to try to predict the word you want if you have misspelled it. *Display Recent Words* will not work if you have selected only the WordQ dictionary.

Combined Dictionaries
If you select **Combined**, both dictionaries will work together to predict words. All three display options can be set: *Recent Words*, *Previous Word* and *Suggest Spelling.* Words you used most recently will be predicted first and then the words most likely to follow the word you typed or selected.

Appendix II: Default User-defined Key Settings

Along the top of you ECO device are 8 keys. The first two are dedicated to being ON/OFF and TOOLBOX. The other keys can be assigned to perform different functions. In WordCore, the following are the default settings for each of the keys.

KEY	*FUNCTION*	*DESCRIPTION*
1	Choose Activity	*When you have more individual Activities that keys in the Activity Row, this will scroll to the next row of Activities.*
2	Set-up	*A programming tool. Select this key followed by any key on the device, and you can change the programming for that selected key.*
3	Key Mode On/Off	*A toggle key to change the ECO keyboard from Full Mode to Key Mode.*
4	Scroll	*When you are in Key Mode, this will scroll the keyboard up and down, just as if you were using a scroll key on the screen itself.*
5	Next Right Click	*After selecting this button, the next touch of the screen is treated as a RIGHT CLICK. This is a programming tool: If you choose this key followed by one of the screen, a small programming appears and you can modify the key.*
6	Minimize ECO	*The ECO is always running in the device. However, if you want to "hide" the ECO temporarily so as to use the full screen for computer access, this button will do that. Select it a second time to bring the ECO back.*

You can change ANY of these by going into the Toolbox and selecting ASSIGN CORE KEYS.

Appendix III: Vocabulary Sort

The first column tells you the vocabulary items. This could be a word, phrase, or sentence. The following columns tell you the keys to hit. An "A:" simply means you choose from an item in the Activity Row along the top of your overlay, and a "P:" means the item will be somewhere on a Page.

So to get the word "also" you hit the SPELL key followed by the A key and then select the actual word "also" from the A Page.

Numbers (other than just 0-9 on the SPELL page) are at the *end* of this list.

VOCABULARY	FIRST HIT	SECOND HIT	THIRD HIT
a	*A*		
a	AM		
a check	QUICKHITS	P:MONEY	
a receipt	QUICKHITS	P:MONEY	
a.m.	QUICKHITS	P:CLOCK	
all	ALL		
almost	ALL	A:AL-	
already	ALL	A:AL-	
also	ALL	A:AL-	
always	ALL	A:AL-	
am I	AM	I	
an	A	P:SPELLFLIP	
and	AND		
any	A	P:ANY	
anybody	A	P:ANY	
anyhow	A	P:ANY	
anyone	A	P:ANY	
anything	A	P:ANY	
anytime	A	P:ANY	
anyway	A	P:ANY	
anywhere	A	P:ANY	
April	TIME	A:MONTHS	A:MONTHS
are	AM	HAVE	
are	BE	BE	A:BE-PAST
are they	AM	THEY	
are we	AM	WE	
are you	AM	YOU	
Are you sure about that?	SENTENCE	A:CHAT	
aren't I	AM	NOT	I
aren't they	AM	NOT	THEY
aren't we	AM	NOT	WE
aren't you	AM	NOT	YOU
August	TIME	A:MONTHS	A:MONTHS

b	*B*		
Bad.	QUICKHITS	P:PHONE	
be	BE		
been	BE	A:BE-PAST	
being	BE	A:BE-PAST	
black	QUICKHITS	P:QUICKHITS	A:COLORS
blue	QUICKHITS	P:QUICKHITS	A:COLORS
brother	QUICKHITS	P:PEOPLE	A:WHO
c	*C*		
Call me.	QUICKHITS	P:PHONE	
can	CAN	CAN	
can be	CAN	BE	
can do	CAN	DO	
can feel	CAN	FEEL	
can get	CAN	GET	
can give	CAN	GIVE	
can go	CAN	GO	
can have	CAN	HAVE	
can he	CAN	HE	
can help	CAN	HELP	
can I	CAN	I	
can it	CAN	IT	
can know	CAN	KNOW	
can like	CAN	LIKE	
can need	CAN	NEED	
can put	CAN	PUT	
can she	CAN	SHE	
can that	CAN	THAT	
can the	CAN	THE	
can they	CAN	THEY	
can think	CAN	THINK	
can this	CAN	THIS	
can want	CAN	WANT	
can we	CAN	WE	
can you	CAN	YOU	
can't	CAN	A:CAN'T	
can't	VERBS	A:VERBS	
can't	CAN	NOT	NOT
can't be	CAN	NOT	BE
can't do	CAN	NOT	DO
can't feel	CAN	NOT	FEEL
can't get	CAN	NOT	GET
can't give	CAN	NOT	GIVE
can't go	CAN	NOT	GO
can't have	CAN	NOT	HAVE
can't he	CAN	NOT	HELP
can't help	CAN	NOT	HELP
can't I	CAN	NOT	I
can't it	CAN	NOT	IT
can't know	CAN	NOT	KNOW
can't like	CAN	NOT	LIKE

can't need	CAN	NOT	NEED
can't put	CAN	NOT	PUT
can't she	CAN	NOT	SHE
can't that	CAN	NOT	THAT
can't the	CAN	NOT	THE
can't they	CAN	NOT	THEY
can't think	CAN	NOT	THINK
can't this	CAN	NOT	THIS
can't want	CAN	NOT	WANT
can't we	CAN	NOT	WE
can't you	CAN	NOT	YOU
cent	QUICKHITS	P:MONEY	
cents	QUICKHITS	P:MONEY	
change	QUICKHITS	P:MONEY	
Come see me.	QUICKHITS	P:PHONE	
could	VERBS	A:VERBS	
Could be better.	SENTENCE	A:ANSWER	
Could you re-phrase that for me?	SENTENCE	A:CHAT	
Could you say that again please?	SENTENCE	A:CHAT	
credit	QUICKHITS	P:MONEY	
d	D		
daughter	QUICKHITS	P:PEOPLE	A:WHO
December	TIME	A:MONTHS	A:MONTHS
did	DO	A:DO-WORDS	
didn't	DO	A:DO-WORDS	
dime	QUICKHITS	P:MONEY	
do	DO	DO	
do I	DO	I	
do that	DO	THAT	
do they	DO	THEY	
do this	DO	THIS	
do we	DO	WE	
do you	DO	YOU	
Do you have time to talk?	SENTENCE	A:OPENER	
does	DO	A:DO-WORDS	
does he	DO	HE	
does it	DO	IT	
does she	DO	SHE	
doesn't	VERBS	A:VERBS	
doesn't	DO	A:DO-WORDS	
doesn't he	DO	NOT	HE
doesn't it	DO	NOT	IT
doesn't she	DO	NOT	SHE
doing	DO	A:DO-WORDS	
dollar	QUICKHITS	P:MONEY	
dollars	QUICKHITS	P:MONEY	
done	DO	A:DO-WORDS	
don't	DO	A:DO-WORDS	
don't I	DO	NOT	I
don't they	DO	NOT	THEY
don't we	DO	NOT	WE

don't you	DO	NOT	YOU
e	*E*		
every	E	P:EVERY	
every way	E	P:EVERY	
everybody	E	P:EVERY	
everyday	E	P:EVERY	
everyone	E	P:EVERY	
everything	E	P:EVERY	
everytime	E	P:EVERY	
everywhere	E	P:EVERY	
Excuse me.	SENTENCE	A:OPENER	
f	*F*		
father	QUICKHITS	P:PEOPLE	A:WHO
February	TIME	A:MONTHS	A:MONTHS
feel	FEEL		
feel angry	FEEL	A:FEEL	
feel confused	FEEL	A:FEEL	
feel excited	FEEL	A:FEEL	
feel happy	FEEL	A:FEEL	
feel OK	FEEL	A:FEEL	
feel sad	FEEL	A:FEEL	
feel scared	FEEL	A:FEEL	
feel sick	FEEL	A:FEEL	
feel tired	FEEL	A:FEEL	
feel unsure	FEEL	A:FEEL	
feel worried	FEEL	A:FEEL	
feeling	FEEL	A:FEEL	
feels	FEEL	A:FEEL	
felt	FEEL	A:FEEL	
for	FOR		
Friday	TIME	A:DAYS	A:DAYS
friend	QUICKHITS	P:PEOPLE	A:WHO
g	*G*		
gave	GIVE	A:GIVE	
get	GET		
gets	GET	A:GET	
getting	GET	A:GET	
give	GIVE		
give	GIVE		
given	GIVE	A:GIVE	
gives	GIVE	A:GIVE	
giving	GIVE	A:GIVE	
go	GO		
goes	GO	A:GO	
going	GO	A:GO	
gone	GO	A:GO	
Good.	QUICKHITS	P:PHONE	
got	GET	A:GET	
gotten	GET	A:GET	
green	QUICKHITS	P:QUICKHITS	A:COLORS
Guess I'd better go now. Bye.	QUICKHITS	P:PHONE	

h	*H*		
had	HAVE	A:HAVE-WORDS	
hadn't	HAVE	A:HAVE-WORDS	
has	HAVE	A:HAVE-WORDS	
has he	HAVE	HE	
has it	HAVE	IT	
has she	HAVE	SHE	
has that	HAVE		
has this	HAVE		
hasn't	VERBS	A:VERBS	
hasn't	HAVE	A:HAVE-WORDS	
hasn't he	HAVE	NOT	HE
hasn't it	HAVE	NOT	IT
hasn't she	HAVE	NOT	SHE
have	HAVE	HAVE	
have been	HAVE		
have I	HAVE	I	
have they	HAVE	THEY	
have to	HAVE		
have we	HAVE	WE	
have you	HAVE	YOU	
haven't	HAVE	A:HAVE-WORDS	
haven't	HAVE	NOT	NOT
haven't I	HAVE	NOT	I
haven't they	HAVE	NOT	THEY
haven't we	HAVE	NOT	WE
haven't you	HAVE	NOT	YOU
having	HAVE	A:HAVE-WORDS	
he	HE	HE	
he can	HE	CAN	
he can't	HE	A:HE-NEG	
he can't	HE	NOT	CAN
he could	HE	A:HE-NEG	
he does	HE	DO	
he doesn't	HE	A:HE-NEG	
he doesn't	HE	NOT	DO
he doesn't feel	HE	NOT	FEEL
he doesn't get	HE	NOT	GET
he doesn't give	HE	NOT	GIVE
he doesn't go	HE	NOT	GO
he doesn't help	HE	NOT	HELP
he doesn't know	HE	NOT	KNOW
he doesn't like	HE	NOT	LIKE
he doesn't need	HE	NOT	NEED
he doesn't put	HE	NOT	GIVE
he doesn't think	HE	NOT	THINK

he doesn't want	HE	NOT	WANT
he feels	HE	FEEL	
he gets	HE	GET	
he gives	HE	GIVE	
he goes	HE	GO	
he has	HE	HAVE	
he hasn't	HE	A:HE-NEG	
he hasn't	HE	NOT	HAVE
he helps	HE	HELP	
he is	HE	AM	
he isn't	HE	A:HE-NEG	
he isn't	HE	NOT	AM
he knows	HE	KNOW	
he likes	HE	LIKE	
he might	HE	A:HE-NEG	
he needs	HE	NEED	
he puts	HE	GIVE	
he should	HE	A:HE-NEG	
he thinks	HE	THINK	
he wants	HE	WANT	
he was	HE	WAS	
he was	HE	WAS	
he wasn't	HE	A:HE-NEG	
he wasn't	HE	NOT	WAS
he will	HE	WILL	
he won't	HE	A:HE-NEG	
he won't	HE	NOT	WILL
he would	HE	A:HE-NEG	
Hello, this is	QUICKHITS	P:PHONE	
help	HELP		
helped	HELP	A:HELP	
helping	HELP	A:HELP	
helps	HELP	A:HELP	
her	SHE	OBJECT	
her	SHE	POSS	
hers	POSS	SHE	
herself	OBJECT	SHE	
Hi there.	SENTENCE	A:OPENER	
him	HE	OBJECT	
himself	OBJECT	HE	
his	HE	POSS	
his	POSS	HE	
hour	QUICKHITS	P:CLOCK	
how	A:?WORDS	A:?WORDS	
How are you doing?	SENTENCE	A:OPENER	
How are you?	QUICKHITS	P:PHONE	
How do you feel about that?	SENTENCE	A:CHAT	
How do you know that?	SENTENCE	A:CHAT	
How's the family?	QUICKHITS	P:PHONE	
I	I	I	
I agree.	SENTENCE	A:CHAT	

I am	I	AM	
I am X years old.	QUICKHITS	P:MYSELF	
I can	I	CAN	
I cannot answer that right now.	QUICKHITS	P:PHONE	
I can't	I	A:I-NEG	
I can't	I	NOT	CAN
I could	I	A:I-NEG	
I do	I	DO	
I don't	I	A:I-NEG	
I don't	I	NOT	DO
I don't agree.	SENTENCE	A:CHAT	
I don't believe it.	QUICKHITS	P:PHONE	
I don't feel	I	NOT	FEEL
I don't get	I	NOT	GET
I don't give	I	NOT	GIVE
I don't go	I	NOT	GO
I don't help	I	NOT	HELP
I don't know	I	NOT	KNOW
I don't know.	SENTENCE	A:ANSWER	
I don't like	I	NOT	LIKE
I don't need	I	NOT	NEED
I don't put	I	NOT	GIVE
I don't think	I	NOT	THINK
I don't understand.	SENTENCE	A:ANSWER	
I don't want	I	NOT	WANT
I feel	I FEEL		
I get	I GET		
I give	I GIVE		
I go	I GO		
I go to school at	QUICKHITS	P:MYSELF	
I have	I	HAVE	
I have	QUICKHITS	P:MONEY	
I haven't	I	A:I-NEG	
I haven't	I	NOT	HAVE
I help	I HELP		
I knew it.	QUICKHITS	P:PHONE	
I know	I KNOW		
I like	I LIKE		
I like that.	SENTENCE	A:ANSWER	
I live in	QUICKHITS	P:MYSELF	
I might	I	A:I-NEG	
I miss you.	QUICKHITS	P:PHONE	
I need	I NEED		
I need	QUICKHITS	P:MONEY	
I put	I	GIVE	
I should	I	A:I-NEG	
I think	I THINK		
I use a communication device so please give me time to say what I want.	SENTENCE	A:OPENER	
I want	I WANT		

I want	QUICKHITS	P:MONEY	
I was	I WAS		
I was	I	WAS	
I was sick.	QUICKHITS	P:PHONE	
I wasn't	I	A:I-NEG	
I wasn't	I	NOT	WAS
I will	I	WILL	
I won't	I	A:I-NEG	
I won't	I	NOT	WILL
I work at	QUICKHITS	P:MYSELF	
I would	I	A:I-NEG	
if	IF		
I'm doing OK.	SENTENCE	A:ANSWER	
I'm not	I	A:I-NEG	
I'm not	I	NOT	AM
I'm not feeling too good today.	SENTENCE	A:ANSWER	
I'm sorry.	QUICKHITS	P:PHONE	
in	IN		
is	AM	AM	
is he	AM	HE	
is it	AM	IT	
is she	AM	SHE	
is that	AM	THAT	
is this	AM		
isn't	AM	NOT	NOT
isn't he	AM	NOT	HE
isn't it	AM	NOT	IT
isn't she	AM	NOT	SHE
isn't that	AM	NOT	
isn't this	AM	NOT	
it	IT	IT	
it	IT	OBJECT	
it can	IT	CAN	
it can't	IT	A:IT-NEG	
it can't	IT	NOT	CAN
it could	IT	A:IT-NEG	
it does	IT	DO	
it doesn't	IT	A:IT-NEG	
it doesn't	IT	NOT	DO
it doesn't feel	IT	NOT	FEEL
it doesn't get	IT	NOT	GET
it doesn't go	IT	NOT	GO
it doesn't help	IT	NOT	HELP
it doesn't know	IT	NOT	KNOW
it doesn't like	IT	NOT	LIKE
it doesn't need	IT	NOT	NEED
it doesn't put	IT	NOT	GIVE
it doesn't think	IT	NOT	THINK
it doesn't want	IT	NOT	WANT
it feels	IT	FEEL	
it gets	IT	GET	

it gives	IT	GIVE	
it goes	IT	GO	
it has	IT	HAVE	
it hasn't	IT	A:IT-NEG	
it hasn't	IT	NOT	HAVE
it helps	IT	HELP	
it is	IT	AM	
it isn't	IT	A:IT-NEG	
it isn't	IT	NOT	AM
it knows	IT	KNOW	
it likes	IT	LIKE	
it might	IT	A:IT-NEG	
it needs	IT	NEED	
it puts	IT	GIVE	
it should	IT	A:IT-NEG	
it thinks	IT	THINK	
it wants	IT	WANT	
it was	IT	WAS	
it was	IT	WAS	
it wasn't	IT	A:IT-NEG	
it wasn't	IT	NOT	WAS
it will	IT	WILL	
it won't	IT	A:IT-NEG	
it won't	IT	NOT	WILL
it would	IT	A:IT-NEG	
its	IT	POSS	
its	POSS	IT	
It's good to see you.	SENTENCE	A:OPENER	
itself	OBJECT	IT	
j	J		
January	TIME	A:MONTHS	A:MONTHS
July	TIME	A:MONTHS	A:MONTHS
June	TIME	A:MONTHS	A:MONTHS
k	K		
Keeping busy.	QUICKHITS	P:PHONE	
knew	KNOW	A:KNOW	
know	KNOW		
knowing	KNOW	A:KNOW	
known	KNOW	A:KNOW	
knows	KNOW	A:KNOW	
l	L		
Let's talk about something else.	SENTENCE	A:CHAT	
like	LIKE		
liked	LIKE	A:LIKE	
likes	LIKE	A:LIKE	
liking	LIKE	A:LIKE	
m	M		
March	TIME	A:MONTHS	A:MONTHS
May	TIME	A:MONTHS	A:MONTHS
May I talk to , please?	QUICKHITS	P:PHONE	
me	I	OBJECT	

might	VERBS	A:VERBS	
mine	POSS	I	
minute	QUICKHITS	P:CLOCK	
Monday	TIME	A:DAYS	A:DAYS
money	QUICKHITS	P:MONEY	
more	MORE		
more	QUICKHITS	P:MONEY	
mother	QUICKHITS	P:PEOPLE	A:WHO
my	I	POSS	
My birthday is	QUICKHITS	P:MYSELF	
My hobbies are	QUICKHITS	P:MYSELF	
My name is	QUICKHITS	P:MYSELF	
My phone number is	QUICKHITS	P:MYSELF	
myself	OBJECT	I	
n	*N*		
need	NEED		
needed	NEED	A:NEED	
needing	NEED	A:NEED	
needs	NEED	A:NEED	
nickel	QUICKHITS	P:MONEY	
no	QUICKHITS	P:QUICKHITS	
no	QUICKHITS	P:QUICKHITS	
no	N	P:NO	
no time	N	P:NO	
no way	N	P:NO	
nobody	N	P:NO	
no-one	N	P:NO	
not	NOT		
nothing	N	P:NO	
November	TIME	A:MONTHS	A:MONTHS
nowhere	N	P:NO	
o	*O*		
o'clock	QUICKHITS	P:CLOCK	
October	TIME	A:MONTHS	A:MONTHS
of	OF		
okay	QUICKHITS	P:PHONE	
on	ON		
orange	QUICKHITS	P:QUICKHITS	A:COLORS
our	WE	POSS	
ours	POSS	WE	
ourselves	OBJECT	WE	
p	*S*		
p.m.	QUICKHITS	P:CLOCK	
pay	QUICKHITS	P:MONEY	
penny	QUICKHITS	P:MONEY	
people	QUICKHITS	P:PEOPLE	A:WHO
Playing.	QUICKHITS	P:PHONE	
please	QUICKHITS	P:MONEY	
Please	QUICKHITS	P:PHONE	
purple	QUICKHITS	P:QUICKHITS	A:COLORS
put	PUT		

puts	PUT	A:PUT	
putting	PUT	A:PUT	
q	*Q*		
quarter	QUICKHITS	P:MONEY	
r	*R*		
red	QUICKHITS	P:QUICKHITS	A:COLORS
s	*S*		
Saturday	TIME	A:DAYS	A:DAYS
save	QUICKHITS	P:MONEY	
School.	QUICKHITS	P:PHONE	
second	QUICKHITS	P:CLOCK	
September	TIME	A:MONTHS	A:MONTHS
she	SHE	SHE	
she can	SHE	CAN	
she can't	SHE	A:SHE-NEG	
she can't	SHE	NOT	CAN
she could	SHE	A:SHE-NEG	
she does	SHE	DO	
she doesn't	SHE	A:SHE-NEG	
she doesn't	SHE	NOT	DO
she doesn't feel	SHE	NOT	FEEL
she doesn't get	SHE	NOT	GET
she doesn't give	SHE	NOT	GIVE
she doesn't go	SHE	NOT	GO
she doesn't help	SHE	NOT	HELP
she doesn't know	SHE	NOT	KNOW
she doesn't like	SHE	NOT	LIKE
she doesn't need	SHE	NOT	NEED
she doesn't put	SHE	NOT	GIVE
she doesn't think	SHE	NOT	THINK
she doesn't want	SHE	NOT	WANT
she feels	SHE	FEEL	
she gets	SHE	GET	
she gives	SHE	GIVE	
she goes	SHE	GO	
she has	SHE	HAVE	
she hasn't	SHE	A:SHE-NEG	
she hasn't	SHE	NOT	HAVE
she helps	SHE	HELP	
she is	SHE	AM	
she isn't	SHE	A:SHE-NEG	
she isn't	SHE	NOT	AM
she knows	SHE	KNOW	
she likes	SHE	LIKE	
she might	SHE	A:SHE-NEG	
she needs	SHE	NEED	
she puts	SHE	GIVE	
she should	SHE	A:SHE-NEG	
she thinks	SHE	THINK	
she wants	SHE	WANT	
she was	SHE	WAS	

she was	SHE	WAS	
she wasn't	SHE	A:SHE-NEG	
she wasn't	SHE	NOT	WAS
she will	SHE	WILL	
she won't	SHE	A:SHE-NEG	
she won't	SHE	NOT	WILL
she would	SHE	A:SHE-NEG	
should	VERBS	A:VERBS	
sister	QUICKHITS	P:PEOPLE	A:WHO
So what's going on in your life?	SENTENCE	A:OPENER	
some	S	P:SOME	
somebody	S	P:SOME	
someday	S	P:SOME	
somehow	S	P:SOME	
someone	S	P:SOME	
something	S	P:SOME	
sometime	S	P:SOME	
sometimes	S	P:SOME	
somewhere	S	P:SOME	
son	QUICKHITS	P:PEOPLE	A:WHO
Sorry, I didn't mean that.	SENTENCE	A:CHAT	
Sunday	TIME	A:DAYS	A:DAYS
t	S		
Tell me more.	SENTENCE	A:CHAT	
than	A:"TH..."	A:TH	
thank you	QUICKHITS	P:QUICKHITS	
thank you	QUICKHITS	P:MONEY	
Thank you.	QUICKHITS	P:PHONE	
that	THAT		
that can't	THAT	A:THAT	
that could	THAT	A:THAT	
that doesn't	THAT	A:THAT	
that hasn't	THAT	A:THAT	
that might	THAT	A:THAT	
that should	THAT	A:THAT	
that wasn't	THAT	A:THAT	
that won't	THAT	A:THAT	
that would	THAT	A:THAT	
that's not	THAT	A:THAT	
the	THE		
their	THEY	POSS	
theirs	POSS	THEY	
them	THEY	OBJECT	
then	A:"TH..."	A:TH	
there	A:"TH..."	A:TH	
these	A:"TH..."	A:TH	
they	THEY	THEY	
they are	THEY	AM	
they aren't	THEY	A:THEY-NEG	
they aren't	THEY	NOT	AM
they can	THEY	CAN	

they can't	THEY	A:THEY-NEG	
they can't	THEY	NOT	CAN
they could	THEY	A:THEY-NEG	
they do	THEY	DO	
they don't	THEY	A:THEY-NEG	
they don't	THEY	NOT	DO
they don't feel	THEY	NOT	FEEL
they don't get	THEY	NOT	GET
they don't give	THEY	NOT	GIVE
they don't go	THEY	NOT	GO
they don't help	THEY	NOT	HELP
they don't know	THEY	NOT	KNOW
they don't like	THEY	NOT	LIKE
they don't need	THE	NOT	NEED
they don't put	THEY	NOT	GIVE
they don't think	THEY	NOT	THINK
they don't want	THEY	NOT	WANT
they feel	THEY	FEEL	
they get	THEY	GET	
they give	THEY	GIVE	
they go	THEY	GO	
they have	THEY	HAVE	
they haven't	THEY	A:THEY-NEG	
they haven't	THEY	NOT	HAVE
they help	THEY	HELP	
they know	THEY	KNOW	
they like	THEY	LIKE	
they might	THEY	A:THEY-NEG	
they need	THEY	NEED	
they put	THEY	GIVE	
they should	THEY	A:THEY-NEG	
they think	THEY	THINK	
they want	THEY	WANT	
they were	THEY	WAS	
they were	THEY	WAS	
they weren't	THEY	A:THEY-NEG	
they weren't	THEY	NOT	WAS
they will	THEY	WILL	
they won't	THEY	A:THEY-NEG	
they won't	THEY	NOT	WILL
they would	THEY	A:THEY-NEG	
thing	A:"TH..."	A:TH	
Things are the same with me.	QUICKHITS	P:PHONE	
think	THINK		
thinking	THINK	A:THINK	
thinks	THINK	A:THINK	
this	THIS		
this can't	THIS	A:THIS	
this could	THIS	A:THIS	
this doesn't	THIS	A:THIS	
this hasn't	THIS	A:THIS	

this isn't	THIS	A:THIS	
this might	THIS	A:THIS	
this should	THIS	A:THIS	
this wasn't	THIS	A:THIS	
this won't	THIS	A:THIS	
this would	THIS	A:THIS	
those	A:"TH..."	A:TH	
thought	THINK	A:THINK	
Thursday	TIME	A:DAYS	A:DAYS
time	TIME	A:TIME	
to	TO		
today	TIME	A:TIME	
tomorrow	TIME	A:TIME	
Tuesday	TIME	A:DAYS	A:DAYS
u	*U*		
us	POSS	OBJECT	
us	WE	OBJECT	
v	*V*		
w	*W*		
want	WANT		
wanted	WANT	A:WANT	
wanting	WANT	A:WANT	
wants	WANT	A:WANT	
was	BE	A:BE-PAST	
was	WAS	WAS	
was he	WAS	HE	
was I	WAS	I	
was it	WAS	IT	
was she	WAS	SHE	
wasn't	VERBS	A:VERBS	
wasn't	WAS	NOT	NOT
wasn't he	WAS	NOT	HE
wasn't I	WAS	NOT	I
wasn't it	WAS	NOT	IT
wasn't she	WAS	NOT	SHE
we	WE	WE	
we are	WE	AM	
we aren't	WE	A:WE-NEG	
we aren't	WE	NOT	AM
we can	WE	CAN	
we can't	WE	A:WE-NEG	
we can't	WE	NOT	CAN
we could	WE	A:WE-NEG	
we do	WE	DO	
we don't	WE	A:WE-NEG	
we don't	WE	NOT	DO
we don't feel	WE	NOT	FEEL
we don't get	WE	NOT	GET
we don't give	WE	NOT	GIVE
we don't go	WE	NOT	GO
we don't help	WE	NOT	HELP

we don't know	WE	NOT	KNOW
we don't like	WE	NOT	LIKE
we don't need	WE	NOT	NEED
we don't put	WE	NOT	GIVE
we don't think	WE	NOT	THINK
we don't want	WE	NOT	WANT
we feel	WE	FEEL	
we get	WE	GET	
we give	WE	GIVE	
we go	WE	GO	
we have	WE	HAVE	
we haven't	WE	A:WE-NEG	
we haven't	WE	NOT	HAVE
we help	WE	HELP	
we know	WE	KNOW	
we like	WE	LIKE	
we might	WE	A:WE-NEG	
we need	WE	NEED	
we put	WE	GIVE	
we should	WE	A:WE-NEG	
we think	WE	THINK	
we want	WE	WANT	
we were	WE	WAS	
we were	WE	WAS	
we weren't	WE	A:WE-NEG	
we weren't	WE	NOT	WAS
we will	WE	WILL	
we won't	WE	A:WE-NEG	
we won't	WE	NOT	WILL
we would	WE	A:WE-NEG	
Wednesday	TIME	A:DAYS	A:DAYS
went	GO	A:GO	
were	BE	A:BE-PAST	
were they	WAS	THEY	
were we	WAS	WE	
were you	WAS	YOU	
weren't they	WAS	NOT	THEY
weren't we	WAS	NOT	WE
weren't you	WAS	NOT	YOU
what	WHAT		
What do you think about that?	SENTENCE	A:CHAT	
What else?	QUICKHITS	P:PHONE	
What have you been doing?	QUICKHITS	P:PHONE	
What's new?	SENTENCE	A:OPENER	
when	A:?WORDS	A:?WORDS	
where	A:?WORDS	A:?WORDS	
which	A:?WORDS	A:?WORDS	
white	QUICKHITS	P:QUICKHITS	A:COLORS
who	A:?WORDS	A:?WORDS	
whom	A:?WORDS	A:?WORDS	
why	A:?WORDS	A:?WORDS	

will	WILL	WILL	
will be	WILL	BE	
will do	WILL	DO	
will feel	WILL	FEEL	
will get	WILL	GET	
will give	WILL	GIVE	
will go	WILL	GO	
will have	WILL	HAVE	
will he	WILL	HE	
will help	WILL	HELP	
will I	WILL	I	
will it	WILL	IT	
will know	WILL	KNOW	
will like	WILL	LIKE	
will need	WILL	NEED	
will put	WILL	GIVE	
will she	WILL	SHE	
will that	WILL	THAT	
will the	WILL	THE	
will they	WILL	THEY	
will think	WILL	THINK	
will this	WILL	THIS	
will want	WILL	WANT	
will we	WILL	WE	
will you	WILL	YOU	
with	WITH		
won't	VERBS	A:VERBS	
won't	WILL	A:WILL	
won't	WILL	NOT	NOT
won't be	WILL	NOT	BE
won't feel	WILL	NOT	FEEL
won't get	WILL	NOT	GET
won't give	WILL	NOT	GIVE
won't go	WILL	NOT	GO
won't he	WILL	NOT	HE
won't help	WILL	NOT	HELP
won't I	WILL	NOT	I
won't it	WILL	NOT	IT
won't know	WILL	NOT	KNOW
won't like	WILL	NOT	LIKE
won't need	WILL	NOT	NEED
won't put	WILL	NOT	GIVE
won't she	WILL	NOT	SHE
won't that	WILL	NOT	THAT
won't the	WILL	NOT	THE
won't they	WILL	NOT	THEY
won't think	WILL	NOT	THINK
won't this	WILL	NOT	THIS
won't want	WILL	NOT	WANT
won't we	WILL	NOT	WE
won't you	WILL	NOT	YOU

Working.	QUICKHITS	P:PHONE	
would	VERBS	A:VERBS	
yellow	QUICKHITS	P:QUICKHITS	A:COLORS
yes	QUICKHITS	P:QUICKHITS	
yes	QUICKHITS	P:QUICKHITS	
Yes.	QUICKHITS	P:PHONE	
yesterday	TIME	A:TIME	
you	YOU	OBJECT	
you	YOU	YOU	
you are	YOU	AM	
you aren't	YOU	NOT	AM
you can	YOU	CAN	
you can't	YOU	A:YOU-NEG	
you can't	YOU	NOT	CAN
you could	YOU	A:YOU-NEG	
you do	YOU	DO	
you don't	YOU	A:YOU-NEG	
you don't	YOU	NOT	DO
you don't feel	YOU	NOT	FEEL
you don't get	YOU	NOT	GET
you don't give	YOU	NOT	GIVE
you don't go	YOU	NOT	GO
you don't help	YOU	NOT	HELP
you don't know	YOU	NOT	KNOW
you don't like	YOU	NOT	LIKE
you don't need	YOU	NOT	NEED
you don't put	YOU	NOT	GIVE
you don't think	YOU	NOT	THINK
you don't want	YOU	NOT	WANT
you feel	YOU	FEEL	
you get	YOU	GET	
you give	YOU	GIVE	
you go	YOU	GO	
you have	YOU	HAVE	
you haven't	YOU	A:YOU-NEG	
you haven't	YOU	NOT	HAVE
you help	YOU	HELP	
you know	YOU	KNOW	
you like	YOU	LIKE	
you might	YOU	A:YOU-NEG	
you need	YOU	NEED	
you put	YOU	GIVE	
you should	YOU	A:YOU-NEG	
you think	YOU	THINK	
you want	YOU	WANT	
you were	YOU	BE	
you were	YOU	WAS	
you weren't	YOU	A:YOU-NEG	
you weren't	YOU	NOT	WAS
you will	YOU	WILL	
you won't	YOU	A:YOU-NEG	

you won't	YOU	NOT	WILL
you would	YOU	A:YOU-NEG	
your	YOU	POSS	
you're not	YOU	A:YOU-NEG	
yours	POSS	YOU	
yourself	OBJECT	YOU	
yourselves	OBJECT	THEY	
z	*Z*		
0	QUICKHITS	P:MONEY	
0	QUICKHITS	P:NUMBERS	
1	QUICKHITS	P:MONEY	
1	QUICKHITS	P:NUMBERS	
2	QUICKHITS	P:MONEY	
2	QUICKHITS	P:NUMBERS	
3	QUICKHITS	P:MONEY	
3	QUICKHITS	P:NUMBERS	
4	QUICKHITS	P:MONEY	
4	QUICKHITS	P:NUMBERS	
5	QUICKHITS	P:MONEY	
5	QUICKHITS	P:NUMBERS	
6	QUICKHITS	P:MONEY	
6	QUICKHITS	P:NUMBERS	
7	QUICKHITS	P:MONEY	
7	QUICKHITS	P:NUMBERS	
8	QUICKHITS	P:MONEY	
8	QUICKHITS	P:NUMBERS	
9	QUICKHITS	P:MONEY	
9	QUICKHITS	P:NUMBERS	
10	QUICKHITS	P:MONEY	
10	QUICKHITS	P:NUMBERS	
11	QUICKHITS	P:NUMBERS	
12	QUICKHITS	P:NUMBERS	
13	QUICKHITS	P:NUMBERS	
14	QUICKHITS	P:NUMBERS	
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20	QUICKHITS	P:NUMBERS	
21	QUICKHITS	P:NUMBERS	
22	QUICKHITS	P:NUMBERS	
23	QUICKHITS	P:NUMBERS	
24	QUICKHITS	P:NUMBERS	
25	QUICKHITS	P:MONEY	
25	QUICKHITS	P:NUMBERS	
26	QUICKHITS	P:NUMBERS	
27	QUICKHITS	P:NUMBERS	
28	QUICKHITS	P:NUMBERS	
29	QUICKHITS	P:NUMBERS	

30	QUICKHITS	P:NUMBERS
31	QUICKHITS	P:NUMBERS
40	QUICKHITS	P:NUMBERS
50	QUICKHITS	P:MONEY
50	QUICKHITS	P:NUMBERS
60	QUICKHITS	P:NUMBERS
70	QUICKHITS	P:NUMBERS
75	QUICKHITS	P:MONEY
80	QUICKHITS	P:NUMBERS
90	QUICKHITS	P:NUMBERS
100	QUICKHITS	P:NUMBERS
1000	QUICKHITS	P:NUMBERS