



Word¹⁴⁴ Core[©]

A Word-Based Communication Program

PRENTKE ROMICH COMPANY

1022 Heyl Road • Wooster, Ohio 44691

Telephone: (330) 262-1984

Fax: (330) 263-4829

E-Mail: info@prentrom.com

Website: www.prentrom.com

PRENTKE ROMICH INTERNATIONAL

Minerva House, Minerva Business Park

Lynch Wood, Peterborough, Cambridgeshire, PE2 6FT

Telephone: +44 (0)1733 370470

Fax: +44 (0)1733 391939

E-Mail: info@prentromint.com

Website: www.prentromint.com

CE

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.

*

ECO and ECO-14 are trademarks of the Prentke Romich Company

Minspeak is a registered trademark of Semantic Compaction Systems, using the methodology derived from the concepts covered by U.S. Patent Numbers 4,661,916; 5,097,425; 5,219,689 and subsequent patents and applications of Bruce Baker.

WordCore is a trademark of the Prentke Romich Company.

WordQ is a trademark of Bloorview MacMillan Children’s Centre, Toronto, Canada.

Windows is a registered trademark of Microsoft Corporation, Redmond, WA.

Table of Contents

WordCore 144: An Introduction.....	9
The WordCore 144 Core.....	9
WordCore 144: How Does It Work?.....	10
Single-Hit words.....	10
Two-Hit words.....	10
Spelling.....	11
More Spelling.....	12
Another Comment on Spelling.....	12
More Spelling Characters.....	13
More characters using:.....	13
Practice Words.....	14
The OBJ key.....	14
The POSS key.....	14
So what ARE these words?.....	14
The A/E/N/S Words.....	15
Any-.....	15
Every-.....	15
No-.....	15
Some-.....	15
Special Point about these words.....	15
Practice Phrases.....	16
Simple statement phrases.....	16
Simple question phrases.....	16
Simple negative phrases.....	16
Simple negative questions.....	16
Shortcuts.....	17
<i>Changed verbs</i>	17
<i>The “a” becomes “an”</i>	17
<i>The “all” brings up “al...” words</i>	17
<i>Pronouns to SPELL</i>	17
<i>“this” and “that”</i>	17
<i>Simple Past Tense</i>	17
<i>Present Perfect Tense</i>	17
QUICK hits.....	18
<i>Smart Comma</i>	18
<i>Smart Exclamation</i>	18
<i>Plural</i>	18
<i>Smart Question</i>	18
<i>SPEECH ON/OFF</i>	18
<i>WP ON/OFF</i>	18
Practice Building Sentences.....	19
Core-only Sentences.....	19
Core and Word Prediction Sentences.....	19
Practice Pre-stored Sentences.....	20
Openers.....	20
Answers.....	20
Chat.....	20
Clock.....	20
Money.....	20
Myself.....	21
Phone.....	21
Computer Access: Special Pages.....	23

Integrated Computer Access	25
Integrated Computer Access: Where do I find it?	25
Working in Key Mode	25
What does Key Mode look like?	26
The Key Mode vocabulary set.....	27
A Special Internal Access Keyboard	27
Using the MOUSE key	27
Using the NUDGE MOUSE key	27
Using the NUMBERS key.....	28
Using the MENUS key	28
Using the HI-LITE key.....	28
Using the WINDOW SIZE key	29
Special Note about closing windows.....	29
The Screen is still a Touch Screen	29
Mouse and Keyboard Commands	29
Command Bars: Single-Row Pages	30
What is a Command Bar?	30
What Command Bars are available in WordCore 144?	30
Do I have to use Command Bars?	30
C BAR	31
<i>WINDOW SIZE</i>	32
<i>FILE</i>	32
<i>NEW COMM BAR</i>	32
<i>SMALL MOUSE</i>	32
E-MAIL BAR	33
<i>TAB KEY</i>	33
<i>ENTER KEY</i>	33
<i>DEL</i>	33
<i>PAGE UP and DOWN</i>	34
<i>OPEN</i>	34
<i>NEW</i>	34
<i>REPLY</i>	34
<i>FORWARD</i>	34
<i>SEND</i>	34
<i>COMP KEYS</i>	34
<i>ADDRESS LIST</i>	34
IE BAR	35
<i>TAB KEY</i>	35
<i>ENTER KEY</i>	35
<i>BACK and FORWARD</i>	35
<i>TAB LEFT KEY</i>	36
<i>HOME PAGE</i>	36
<i>GOOGLE</i>	36
<i>ESC/CANCEL</i>	36
<i>PAGE UP and DOWN</i>	36
<i>OPEN WWW</i>	36
SOLITAIRE BAR	37
<i>TAB</i>	37
<i>CARD</i>	37
<i>DEAL</i>	37
<i>UNDO</i>	37

<i>SWITCH</i>	37
<i>SELECT</i>	37
<i>SMALL</i>	38
WMP BAR	39
<i>TAB</i>	39
<i>ENTER KEY</i>	39
<i>PLAY/PAUSE/STOP</i>	39
<i>VOLUME CONTROL KEYS</i>	39
<i>ALT and ARROW KEYS</i>	40
<i>SKIN MODE/FULL MODE KEYS</i>	40
<i>SWITCH</i>	40
<i>SELECT</i>	40
<i>MEDIA LIBRARY</i>	40
WORDPAD BAR	41
<i>TAB</i>	41
<i>ENTER KEY</i>	41
<i>PAGE UP/PAGE DOWN KEY</i>	41
<i>PRINT KEY</i>	41
<i>SAVE KEY</i>	41
<i>FONT SIZE</i>	42
<i>NEW DOC</i>	42
<i>SAVE AS KEY</i>	42
<i>COMP KEYS KEY</i>	42
SMALL MOUSE	43
Using the <i>NUDGE</i> key.....	43
Using the <i>MENUS</i> key.....	43
Using the <i>WINDOW SIZE</i> key.....	43
Mouse and Keyboard Commands	44
External Computer Access	45
Computer Access: Where do I find it?	45
Using the <i>MOUSE</i> key.....	45
Using the <i>NUDGE MOUSE</i> key.....	46
Using the <i>NUMBERS</i> key.....	46
Using the <i>MENUS</i> key.....	46
Using the <i>HI-LITE</i> key.....	46
Using the <i>WINDOW SIZE</i> key.....	47
Appendices	49
Appendix I: Word Prediction Options.....	51
Appendix II: Default User-defined Key Settings.....	53
Appendix III: Mouse/Keyboard Commands.....	54
Appendix IV: Vocabulary Sort.....	57

WordCore 144: An Introduction.

The WordCore 144 Core.

WordCore 144 is based on *WordCore 84*, but designed to work with 144 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 144 Core screen is the default setting for the program. From here, you can build sentences using words, phrases and spelling.

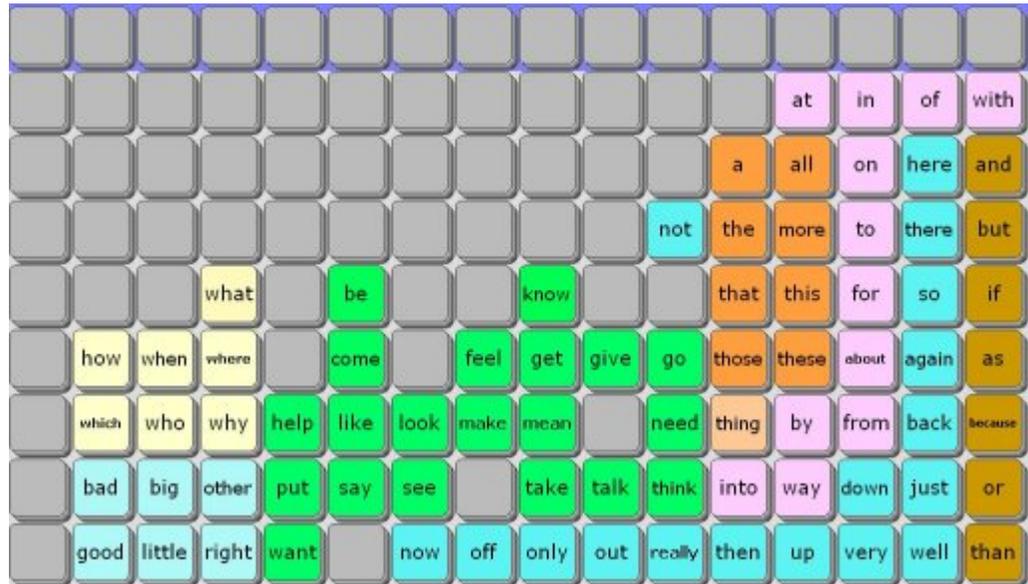
WordCore 144: How Does It Work?

Single-Hit words.

The Core screen of the *WordCore 144* program shows an overlay that contains only three types of key;

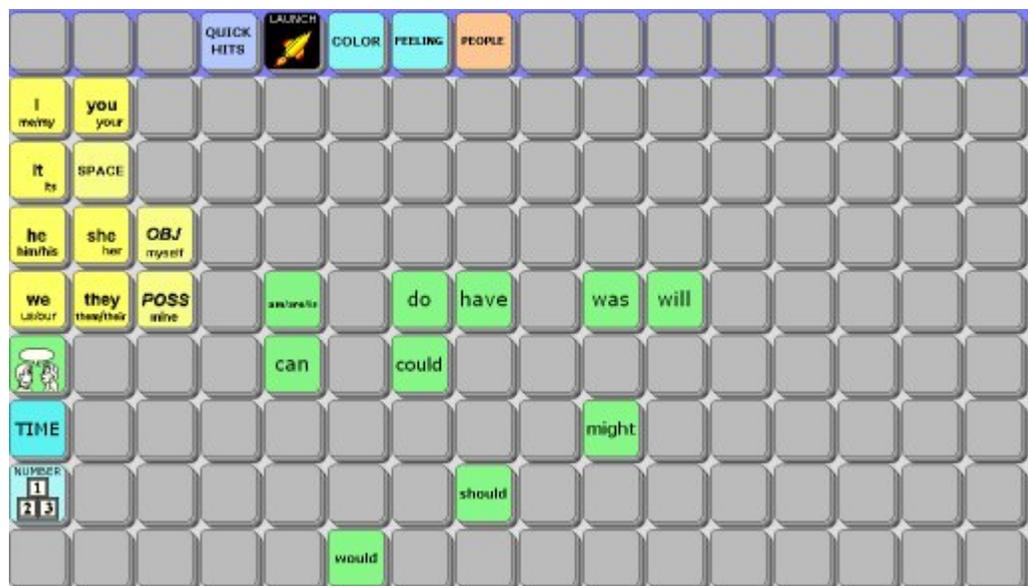
- ✓ Single-Hit words
- ✓ Two-Hit words or phrases
- ✓ Spelling

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.”



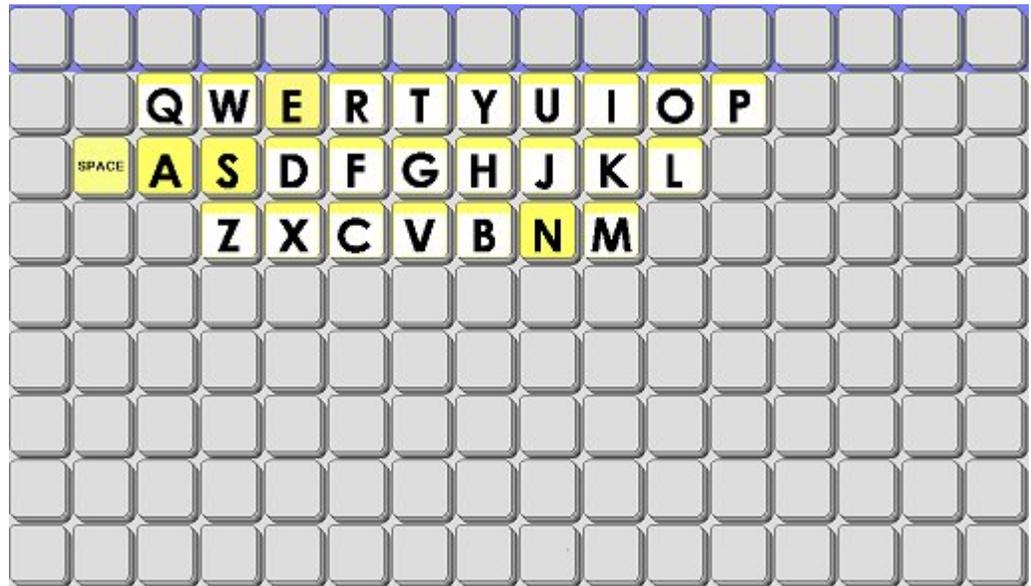
Two-Hit words.

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.

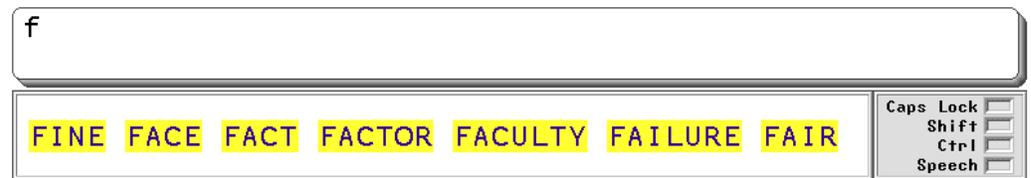


You will be able to generate words such as “I,” “you,” “myself,” “themselves,” or phrases such as “you will,” “will they,” “does he” and so on.

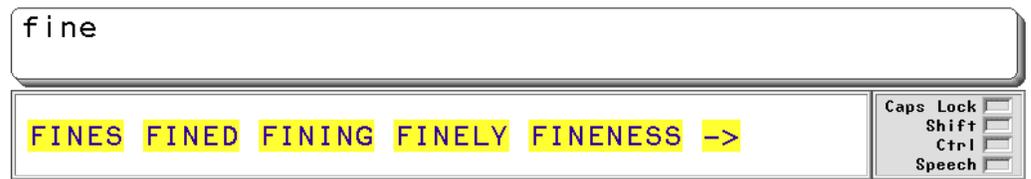
Spelling In general, if you want to spell a word out, you simply hit one of the yellow spelling letter keys.



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.



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:

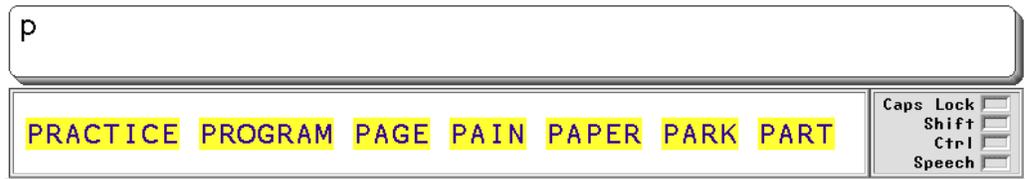


Selecting a word replaces the original and clears the word prediction options:

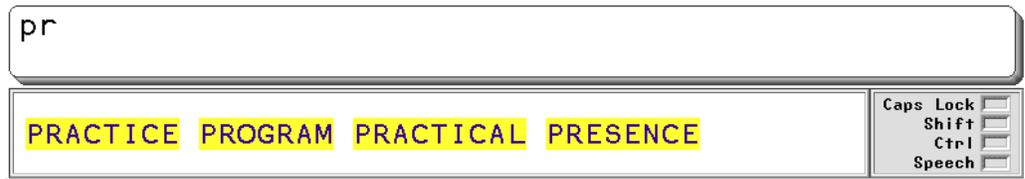


More Spelling

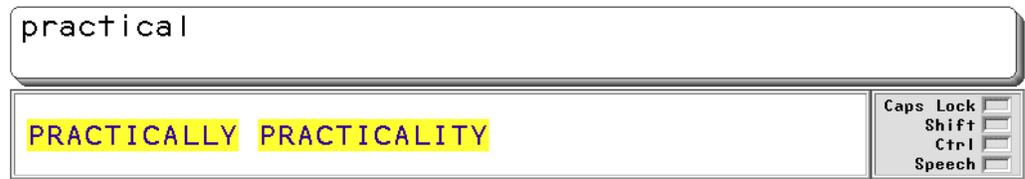
In the following example, the target word “practically” doesn’t appear when the letter P is selected.



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.



Choose the word “practice” and the endings appear.



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. But if you are using Computer Access, you may want access to other spelling characters. These can be found on a special Spelling Page accessed



using the QUICK HITS key, followed by the key.



More characters using:



If you hit the NUMBER key, you will see that not only does a number pad appear but also a set of different characters. The Spell Page is designed so that if you can use it in Key Mode if you want to and still have access to all the extra characters without having to scroll up and down.



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 144 has two special keys, outlined in YELLOW, which can be used to produce some of these words.

The OBJ key



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

"myself" "yourself" "ourselves"
"itself" "yourselves" "himself" "herself"

The POSS key



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 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:



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 144 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 in the Core:

“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...”

Hit a Pronoun and choose a second key from the Activity Row to get a *contraction*:

“I’d...”	“He’ll...”	“They’ve...”
----------	------------	--------------

You can also get Pronoun + “Has/have been” phrases, which are very useful shortcuts.

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, there are a number of common negative forms available as shortcuts in the Activity Row. Here’s what you see after selecting the YOU icon:



Simple negative questions

The light green verbs are the helping verbs such as can, could, will, and so on. To use these to ask negative questions, select the verb THEN select the NOT key. You will actually see that it changes to the letters “...n’t”

...n't

Click this then complete the sequence by choosing the PRONOUN you want.

“Haven’t they...”
“Can’t he...”
“Doesn’t she...”

Shortcuts

As you become more proficient with WordCore, you might choose to use some of the shortcuts that are available. For example, although you can say “I have been” by using I + HAVE then BE + been, you could choose I then the “have been” that appears in the Activity Row. Typically, shortcuts are included where they provide minimal keystrokes to high frequency words.

Changed verbs

Choosing the verbs BE, DO, HAVE and the AM/ARE/IS key 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			<i>are</i>	<i>being</i>	<i>was</i>	<i>were</i>	<i>been</i>
DO	<i>don't</i>	<i>doesn't</i>	<i>didn't</i>	<i>doing</i>	<i>does</i>	<i>did</i>	<i>done</i>
HAVE	<i>haven't</i>	<i>hasn't</i>	<i>hadn't</i>	<i>having</i>	<i>has</i>	<i>had</i>	
AM/ARE	<i>isn't</i>	<i>aren't</i>					

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.”

The “all” brings up “al...” words

Selecting the word “all” in the core also brings up other very common words that start with “al...” – “also,” “almost,” “already,” and “always.” Choosing one of these option replaces the “all” with the alternative.

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.”

Simple 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).

Present Perfect Tense

Phrases such as “I have taken that” or “We have done that” are called the *Present Perfect* tense. If you choose a PRONOUN key followed by HAVE, all the verbs change to their PAST TENSE form so you can produce the Present Perfect with three keys for three words.

QUICK hits

QUICK
HITS

If you select the QUICK button, you will see the words “yes” and “no” along with some other functions.



Smart Comma



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

Smart Exclamation



Just like the period and question.

Plural



Changes a singular noun into its plural form. So, if you have “sister” followed by PLURAL, you get “sisters.”

Smart Question



Similar to the smart period, the QUESTION adds the punctuation, speaks the sentence with a questioning intonation and makes the next word start with an uppercase letter.

SPEECH ON/OFF



Toggles the speech of the device on and off.

WP ON/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).

Practice Building 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? (Seven hits)
10. Have you done what you were going to do? (Eleven 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).
15. I haven't been feeling good. (Five hits).

Core and Word Prediction Sentences

1. I can tell you are right.
2. What did you think of my new idea?
3. I think it is a difficult problem.
4. Somebody should have informed me what you said.
5. Do you want something 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?

Practice Pre-stored Sentences

WordCore contains a number of pre-stored generic sentences. These are grouped into two main areas: **General Conversation** and **Specific Activities**. All are found by



pressing the key. Here's what you see:



The General Conversation messages are on the left as OPENER, ANSWER and CHAT: the Specific Activity messages are on the right as CLOCK, MONEY, MYSELF and PHONE.

Use the keys above to find the sentences below:

- Openers**
1. What's new?
 2. Do you have time to talk?
 3. So what's going on in your life?
- Answers**
1. I'm not feeling too good.
 2. I don't understand.
 3. I'm doing OK.
- Chat**
1. Could you say that again please?
 2. Let's talk about something else.
 3. Are you sure about that?
 4. Sorry, I didn't mean that!
- Clock**
1. 7 o'clock.
 2. 9:30 am
 3. What time is it?
 4. When will that happen?
- Money**
1. I need change
 2. How much is that?
 3. 12 dollars
 4. I have three dollars
 5. I need a receipt.

- Myself**
1. My name is *<customize>*
 2. My phone number is *<customize>*
 3. I live in *<customize>*

- Phone**
1. I don't believe it!
 2. Call me.
 3. Can I speak to...? (add names to blank spaces on the page so you can build a sentence).

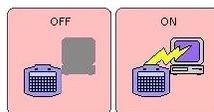
Computer Access: Special Pages

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 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. When you have finished using computer access, it is a good idea to turn the feature OFF.

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



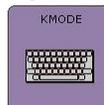
If the Output light is GREEN, then you ECO software can send information to a Windows application.

Working in Key Mode

One way of using the ECO software is to run it 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.

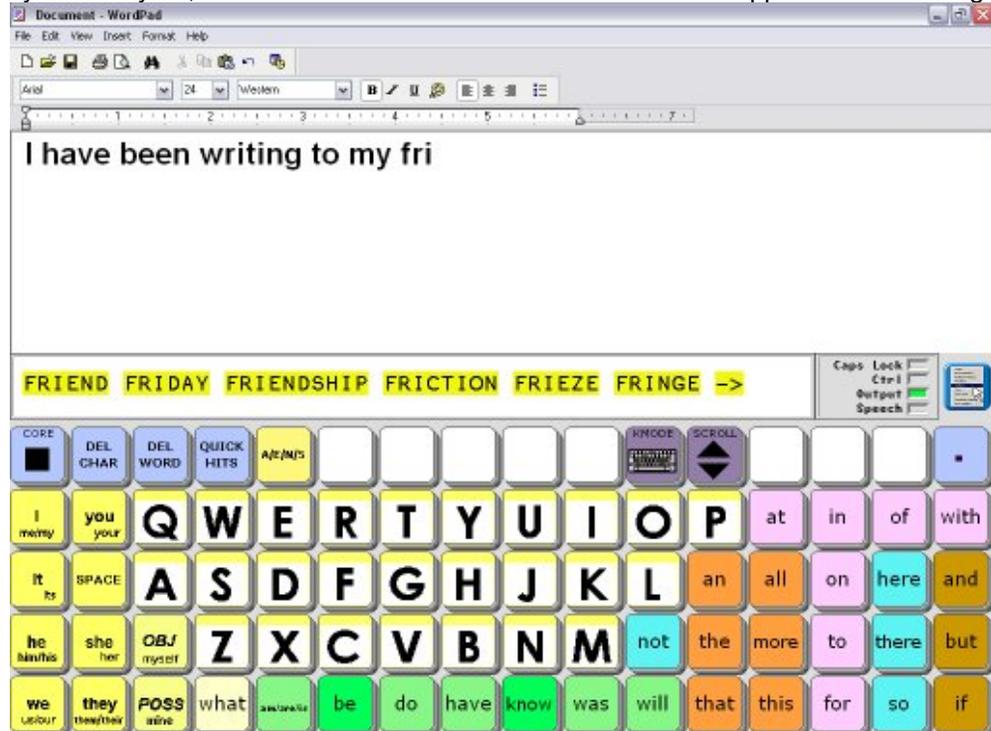


What does Key Mode look like?

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.



The Key Mode vocabulary set

When you're using the **Key Mode** keyboard, all the words that are available have been chosen because they are HIGH FREQUENCY words. For example, the verbs "am/are/is/be/have/do/know/was/will" are verbs most often used in the English language. Similarly, you can get all the pronouns while in Key Mode, and words like "this," "that," "more" and "not."

So although when you are in Full Mode it may look as if the words have been organized somewhat randomly, they have actually be selected and distributed based on how often they are used in real speech.

A Special Internal Access Keyboard

If you select QUICK HITS and the SPELL+ key while in Key Mode, you will see the following keyboard:



Using the MOUSE key



The keyboard has a small number of keys that open up what's called a **Pagelet**. This is simply a small set of keys that temporarily replace some of the keys already there. The MOUSE button is one such key. When you hit it, your keyboard looks like this:

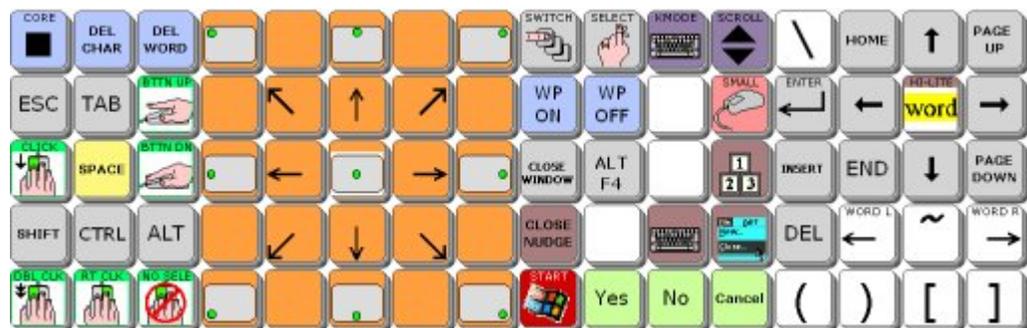


Notice how many of the keys stay as they were, but the arrow keys for moving the mouse cover the letters – you don't need both at the same time!

Using the NUDGE MOUSE key



The NUDGE MOUSE changes the YELLOW movement keys to a set of ORANGE keys. The inner set move in very small increments for fine mouse work, such as in a graphics program. The out keys are large regional movements to the top left, bottom right, center, and so on.



Using the NUMBERS key



The NUMBERS key will reveal not only a numeric keypad but a selection of lesser-used keyboard characters.



Using the MENU key



The MENU key brings up a set of buttons that allow you to directly open – and navigate through – the menu keys of a program. If you open a menu and use the arrow keys on the right of the keyboard, you can access all the features and functions of any piece of software.



Using the HI-LITE key



In many word processing documents, it is useful to be able to move through text and highlight at the same time. You could then, for example, simply use the DEL key to erase all the highlighted text, or the COPY key to copy it.



Using the WINDOW SIZE key



The WINDOW SIZE key gives you some special functions that make it easier to change the size of windows and to switch between them.



Use the MINIMIZE, MAXIMIZE and RESTORE keys to change sizes; use the CLOSE WINDOW to close a window; use the SWITCH key to step through all the open programs and SELECT to choose the one you want to be the **active window**¹.

Special Note about closing windows

To close a window without using a mouse requires a keyboard shortcut. In *most* cases, this is technically ALT + F4 or ALT + F + C. However, some programs for NOT follow this convention (such as *Solitaire*) so you may have to use the MENU button and the arrow keys to close a program – or even the mouse keys. The WordCore CLOSE WINDOW is designed to work with the *majority* of programs but not all.

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.

Mouse and Keyboard Commands

For a listing of all the functions found on the Internal Access Keyboard, check out the table in **Appendix II: Mouse/Keyboard Functions**.

¹ In the Windows operating system, although you can have many different programs running, only ONE is directly accessible at any one time. This is called the Active Window. Anything you do with a keyboard goes to the Active Window. The SWITCH/SELECT keys let you decide which window you want as the active one.

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 144?

When you choose the LAUNCH button, you will see 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 KMODE 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



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.



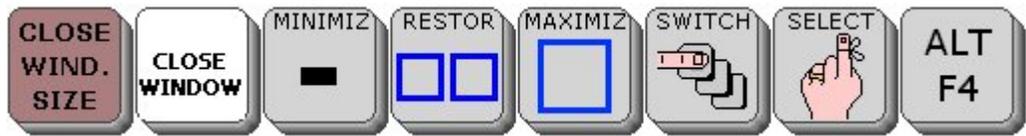
Selecting the Scroll key shows a second row of keys:



Note there are blank keys available for customizing.

WINDOW SIZE

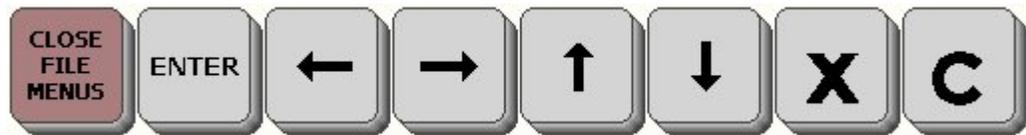
WINDOW
SIZE



CLOSE WINDOW SIZE: Closes the window sizing keys.
CLOSE WINDOW: Closes an open window on the desktop.
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...

FILE...



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.
X: Closes those programs that have ALT+X as a shortcut.
C: Closes those programs that have ALT + C as a shortcut.

NEW COMM BAR

NEW
COMM
BAR



CLOSE NEW COMM BAR: Closes the set of keys.

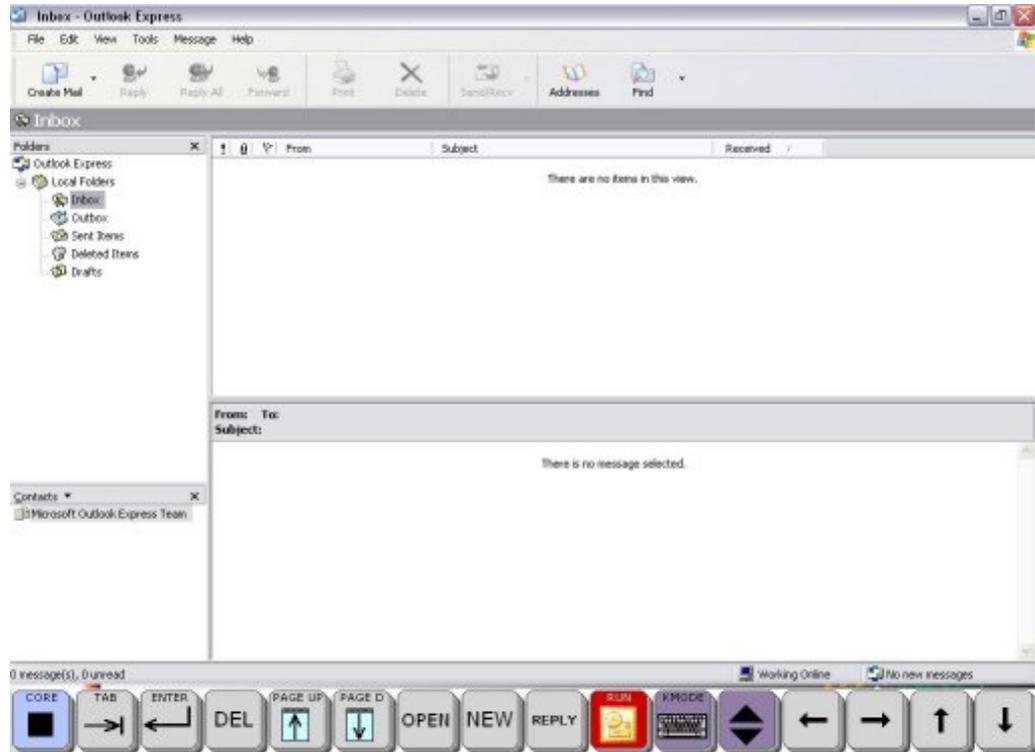
Selecting any of the other keys takes you directly to Command Bar for the specific application, without having to go back to the Core vocabulary and use QUICK HITS.

SMALL MOUSE



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

E-MAIL BAR



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.

TAB KEY



Functions as a regular TAB key on a keyboard.

ENTER KEY



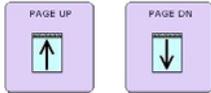
When a link or other item is highlighted, the ENTER key will select that item. Used in conjunction with the TAB key, ENTER is a valuable and commonly used key.

DEL



Deletes a highlighted e-mail in the inbox.

PAGE UP and DOWN



These keys make things easier by allowing you to scroll up and down one page at a time. Useful for reading long e-mails.

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.

NEW

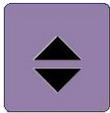


Opens a new e-mail document.

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.



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



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.

SEND



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

COMP KEYS



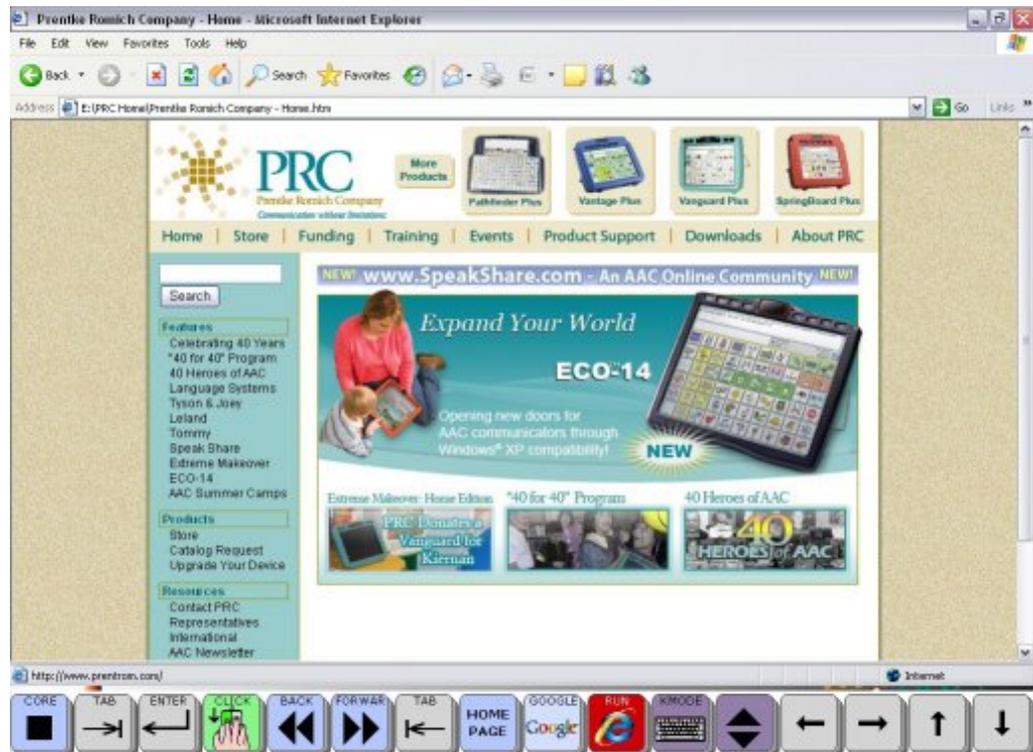
This key switches you quickly to the internal access keyboard.

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



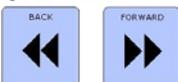
In a web browser, using the TAB key is a way of moving between hot spots. Sometimes, on pages where there are few hot spots, this is faster than using a mouse. You can use the TAB LEFT key to go in the reverse direction.

ENTER KEY



When a link or other item is highlighted on a browser page, the ENTER key will select that item. Used in conjunction with the TAB key, ENTER is a valuable and commonly used key.

BACK and FORWARD



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

TAB LEFT 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 and this is what the LEFT TAB key does as a SINGLE HIT. This is extremely valuable if you accidentally tab past the link you were going for.

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.

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.

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



On web sites that have lots of 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.

OPEN WWW.

This key will open up a box into which you can type a new web address AND inserts the [www.](http://www) automatically.



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.



TAB



In Solitaire, the tab key moves the cursor from the top row to the bottom and through the blank cards. For example, 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.

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.

DEAL



This key starts a new game.

UNDO



This will undo the last action taken.

SWITCH



Press this key to step through all the running programs and open windows.

SELECT



Choose this key to select the running program or open window shown in SWITCH.



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



SMALL



Opens up a small three-row keyboard of mouse keys.

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, WMP 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



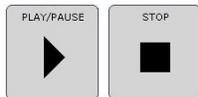
In *Windows Media Player*, the tab key moves you through many of the buttons. Sometimes it is quicker to hit the TAB key to get to a function that to use either a mouse or a menu.

ENTER KEY



When an item is highlighted, the ENTER key will select it. If the selection is a title in a playlist, that file will be played.

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.

VOLUME CONTROL KEYS



As you might expect, use these keys to turn the volume of the media player up and down. Use the MUTE button to turn of the volume temporarily. While MUTE is active, although there is no sound, the file continues to play.

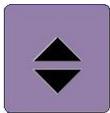
ALT and ARROW KEYS



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.



SKIN MODE/FULL MODE KEYS



Windows Media Player can be run in two modes. The Full Mode is the standard setting where all menus are available and the program window fills most (if not all) of the screen. The Skin Mode is an option where the window is typically much smaller and only basic functions are available, such as PLAY, STOP, VOLUME and so on.

These keys allow you to toggle between the two modes at will. In Skin Mode, less screen space is typically used so this might be a useful option of you want to have screen available for other running applications.

SWITCH



Press this key to step through all the running programs and open windows.

SELECT



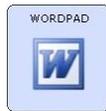
Choose this key to select the running program or open window shown in SWITCH.

MEDIA LIBRARY

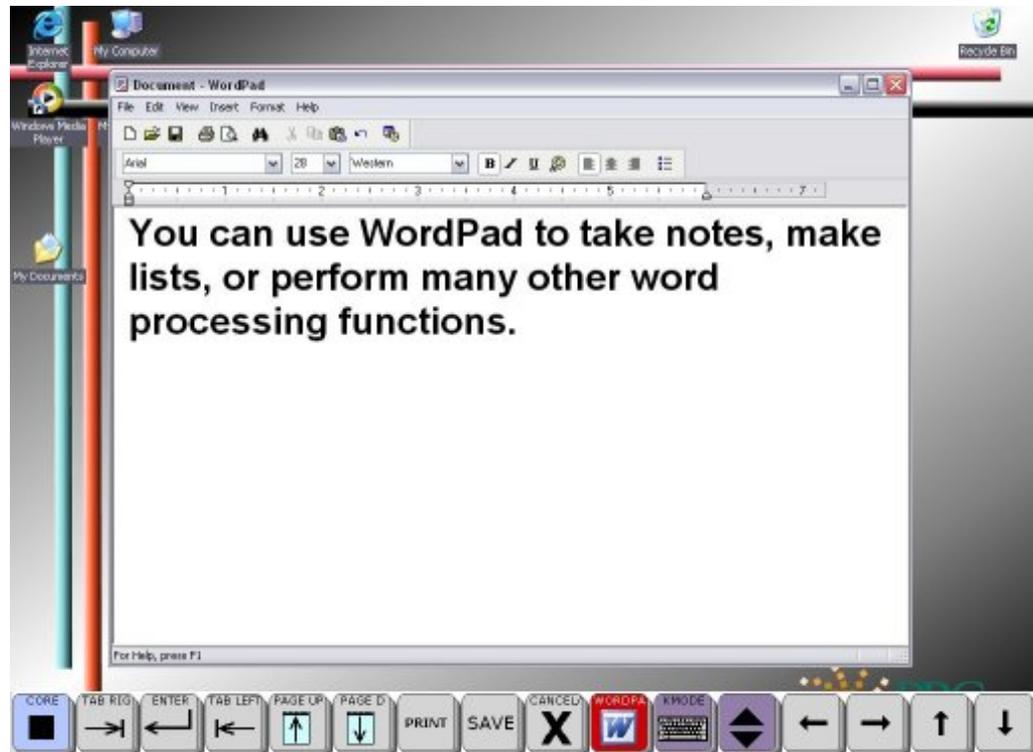


This button switched the WMP to show what is called the MEDIA LIBRARY. This is a list of files that are currently available to the WMP software. You can use ARROW keys to move a highlight through the list and either PLAY or ENTER to play the highlighted file.

WORDPAD BAR



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



TAB



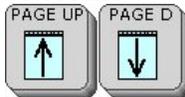
Acts like the standard TAB key on a regular keyboard.

ENTER KEY



Acts like a standard ENTER key on a keyboard.

PAGE UP/PAGE DOWN KEY



In a document, PAGE UP and PAGE DOWN will scroll the text a full screen. This is very useful in moving through large documents.

PRINT KEY

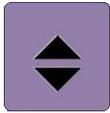


Provided you are linked to a printer, the PRINT key will cause the current document to be printed.

SAVE KEY



Saves changes to the current document. This is different from SAVE AS... because SAVE AS... asks you for a new document name.



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.

NEW DOC



To open a NEW document, use this key.

SAVE AS KEY



Use this key to save the current document under a new name. Use the SAVE key if you don't want to change the name of the file.

COMP KEYS KEY

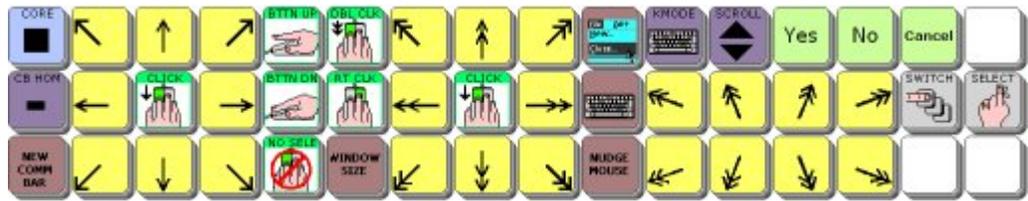


This key switches you quickly to the internal access keyboard

SMALL MOUSE



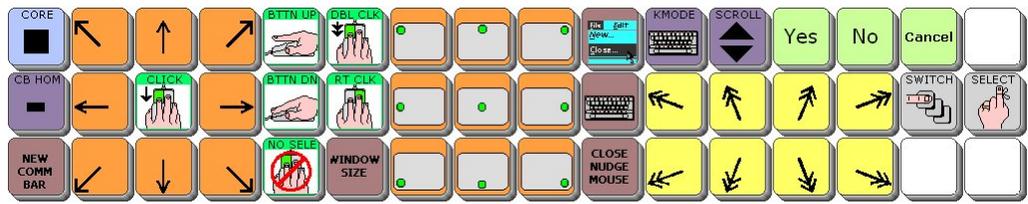
Although strictly speaking this is not a Command Bar – it has three rows – it is designed to be used with the Command Bars for accessing mouse movements.



Using the NUDGE key



This causes the default YELLOW mouse movement keys to be replaced by two more sets of ORANGE mouse movement keys. The first set moves the cursor in *very small* increments; the second moves the mouse in *very large* movements over the screen.

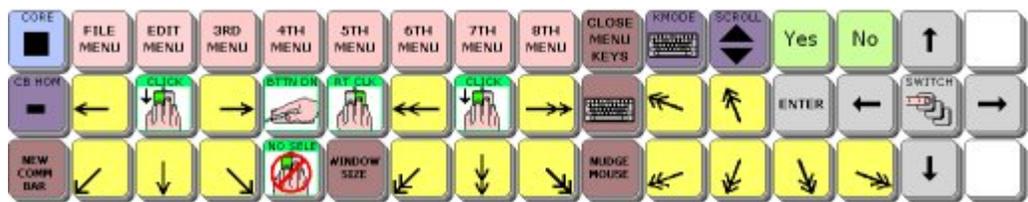


Use the CLOSE NUDGE MOUSE to go back to the default mouse movement keys.

Using the MENUS key



The MENU key brings up a set of buttons that allow you to directly open – and navigate through – the menu keys of a program. If you open a menu and use the arrow keys on the right of the keyboard, you can access all the features and functions of any piece of software.

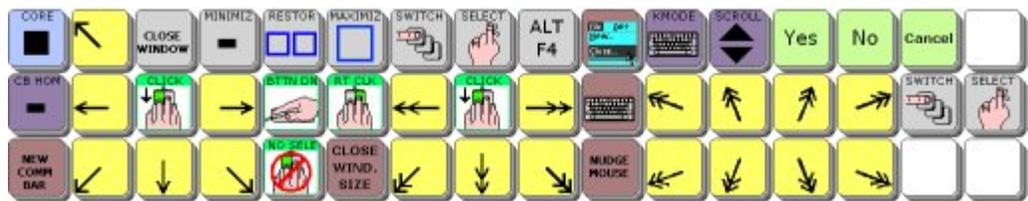


Use the CLOSE MENU KEY to go back.

Using the WINDOW SIZE key



The MENU key gives you option for working with the size of windows.



CLOSE WINDOW SIZE: Closes the window sizing keys.

CLOSE WINDOW: Closes an open window on the desktop.

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.

Mouse and Keyboard Commands

For a listing of all the functions found on the Internal Access Keyboard, check out the table in **Appendix II: Mouse/Keyboard Functions**.

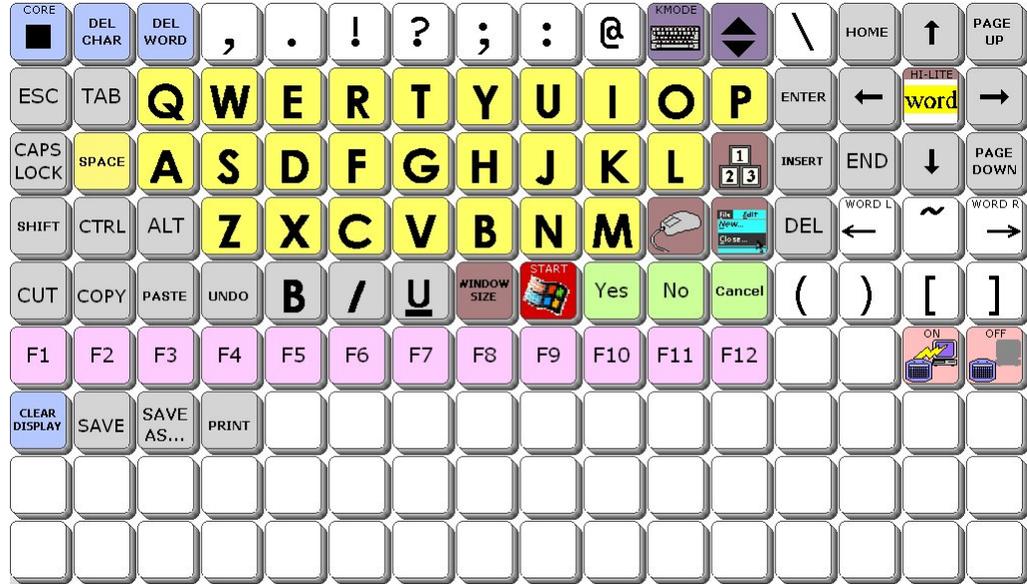
External Computer Access

**Computer Access:
Where do I find it?**

QUICK
HITS

SPELL
+

When you select the **QUICK HITS** key, you will see the **SPELL +** key. Selecting this will take you to the basic computer access keyboard below:



If you have been using the integrated access with the ECO, you'll notice that this keyboard is the same as that used in Key Mode except for the extra few keys on the bottom (which would be accessed in Key Mode by using the SCROLL key).

There are also a lot of blank keys. This provides you with the opportunity to custom your computer access functions. For example, you may want to assign some of the keys to RUN your most frequently used programs. Or you may want to assign keys with popular web addresses. Or to play a favorite song. Or any other function that you use often.

**Using the
MOUSE key**



The keyboard has a small number of keys that open up what's called a **Pagelet**. This is simply a small set of keys that temporarily replace some of the keys already there. The **MOUSE** button is one such key. When you hit it, your keyboard looks like this:



Notice how many of the keys stay as they were, but the arrow keys for moving the mouse cover the letters – you don't need both at the same time!

Using the NUDGE MOUSE key



The NUDGE MOUSE changes the YELLOW movement keys to a set of ORANGE keys. The inner set move in very small increments for fine mouse work, such as in a graphics program. The out keys are large regional movements to the top left, bottom right, center, and so on.



Using the NUMBERS key



The NUMBERS key will reveal not only a numeric keypad but a selection of lesser-used keyboard characters.



Using the MENU key



The MENU key brings up a set of buttons that allow you to directly open – and navigate through – the menu keys of a program. If you open a menu and use the arrow keys on the right of the keyboard, you can access all the features and functions of any piece of software.



Using the HI-LITE key



In many word processing documents, it is useful to be able to move through text and highlight at the same time. You could then, for example, simply use the DEL key to erase all the highlighted text, or the COPY key to copy it.



Using the WINDOW SIZE key

The WINDOW SIZE key gives you some special functions that make it easier to change the size of windows and to switch between them.

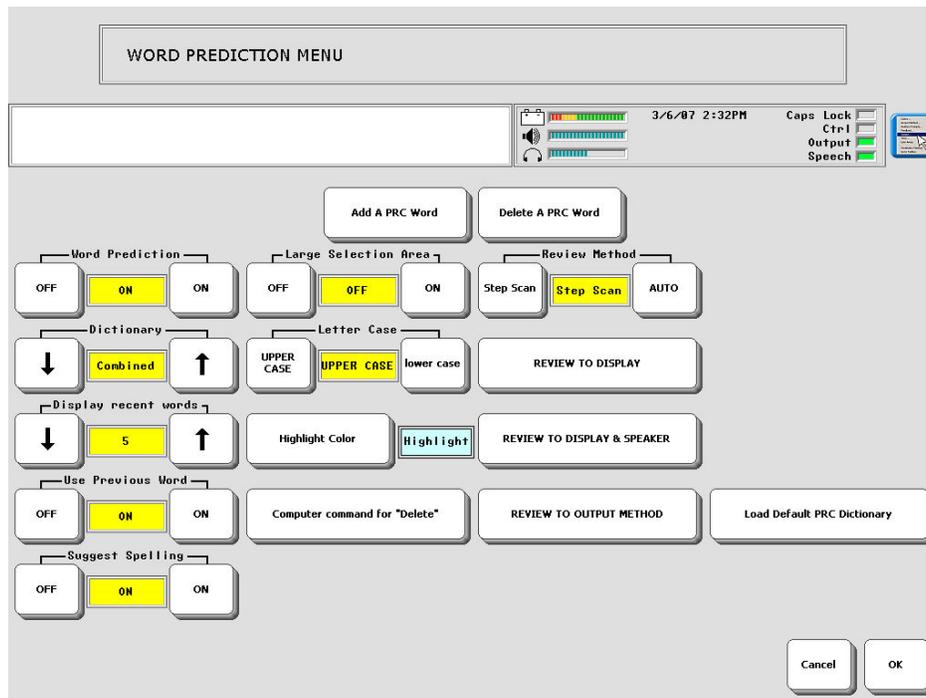


Use the MINIMIZE, MAXIMIZE and RESTORE keys to change sizes; use the CLOSE WINDOW to close a window; use the SWITCH key to step through all the open programs and SELECT to choose the one you want to be the **active window**².

² In the Windows operating system, although you can have many different programs running, only ONE is directly accessible at any one time. This is called the Active Window. Anything you do with a keyboard goes to the Active Window. The SWITCH/SELECT keys let you decide which window you want as the active one.

Appendices

Appendix 1: Word Prediction Options



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.

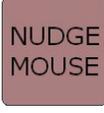
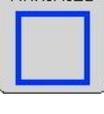
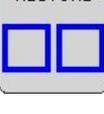
Appendix II: Default User-defined Key Settings

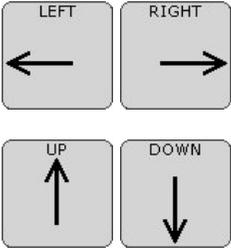
Along the top of you ECO device are 8 keys. The first two are dedicated to being ON/OFF and TOOLBOX. The other keys can be assigned to perform different functions. In WordCore, the following are the default settings for each of the keys.

<i>KEY</i>	<i>FUNCTION</i>	<i>DESCRIPTION</i>
1	Choose Activity	<i>When you have more individual Activities that keys in the Activity Row, this will scroll to the next row of Activities.</i>
2	Set-up	<i>A programming tool. Select this key followed by any key on the device, and you can change the programming for that selected key.</i>
3	Key Mode On/Off	<i>A toggle key to change the ECO keyboard from Full Mode to Key Mode.</i>
4	Scroll	<i>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.</i>
5	Next Right Click	<i>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.</i>
6	Minimize ECO	<i>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.</i>

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

Appendix III: Mouse/Keyboard Commands

KEY	FUNCTION	KEY	FUNCTION	KEY	FUNCTION
	A single left mouse click.		A double left mouse click.		A single right mouse click.
	Press down and lock mouse button – useful for selecting areas.		Release a mouse button previously locked down.		Releases all mouse commands – useful for exiting windows with no selection.
	In many, programs cuts out selected text and/or items.		In many programs, copies selected text and/or items.		In many programs, inserts copied text/items at cursor location.
	Tabs to the next tab space.		Cancels out of a current state e.g. use this to exit a menu without making a selection.		Moves the contents of a multi-page screen <i>up</i> by one page.
	Moves the contents of a multi-page screen <i>down</i> by one page.		Opens a row of the standard computer function keys, F1 through F12.		Opens a set of mouse keys that move the cursor pixel by pixel.
	Undoes the last action.		Sends the Mac COMMAND key.		Sends the Mac OPTION key.
	Performs the computer DELETE function.		Performs the computer INSERT command.		Moves the cursor to the beginning of a line in a document.
	Moves the cursor to the end of a line in a document.		Send the WIN key command (not the START menu)		Send the APPLE key command.
	Provides a single-hit “yes” response to a Windows query box.		Provides a single-hit “no” response to a Windows query box.		Provides a single-hit “cancel” response to a query box.
	Maximizes the current active window.		Restores the current active window.		Minimizes the current active window.
	Sends the computer CONTROL key.		Sends an ALT command.		Causes the next character to be shifted.

KEYS	FUNCTION
 <p>The image shows four separate key icons arranged in a 2x2 grid. The top-left icon is labeled 'LEFT' and contains a left-pointing arrow. The top-right icon is labeled 'RIGHT' and contains a right-pointing arrow. The bottom-left icon is labeled 'UP' and contains an upward-pointing arrow. The bottom-right icon is labeled 'DOWN' and contains a downward-pointing arrow. Each icon is a light gray rounded square with a black border.</p>	<p>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.</p>

Appendix IV: 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 "anything" you hit the A key followed by the "anything" key from the Activity Row (A:ANY).



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 check	SENTENCES	A:MONEY	P:MONEY
a receipt	SENTENCES	A:MONEY	P:MONEY
a.m.	SENTENCES	A:CLOCK	P:CLOCK
about	ABOUT		
again	AGAIN		
all	ALL		
almost	A	A:AL-	
already	A	A:AL-	
also	A	A:AL-	
always	A	A:AL-	
am I	AM	I	
an	A	P:SPELLFLIP	
and	AND		
angry	A:FEELING	A:FEELING	
any	A	A:ANY	
anybody	A	A:ANY	
anyhow	A	A:ANY	
anyone	A	A:ANY	
anything	A	A:ANY	
anytime	A	A:ANY	
anyway	A	A:ANY	
anywhere	A	A:ANY	
April	TIME	A:MONTHS	A:MONTHS
are	AM	BE	
are these	AM	THESE	
are they	AM	THEY	
are those	AM	THOSE	
are we	AM	WE	
are you	AM	YOU	
Are you sure about that?	SENTENCE	A:CHAT	
aren't	AM	A:ISNT	
aren't I	AM	NOT	I
aren't these	AM	NOT	THESE

aren't they	AM	NOT	THEY
aren't those	AM	NOT	THOSE
aren't we	AM	NOT	WE
aren't you	AM	NOT	YOU
as	AS		
at	AT		
August	TIME	A:MONTHS	A:MONTHS
back	BACK		
bad	BAD		
Bad.	SENTENCES	A:PHONE	P:PHONE
be	BE		
because	BECAUSE		
been	BE	A:BE-PAST	
being	BE	A:BE-PAST	
big	BIG		
black	A:COLOR	A:COLOR	
blue	A:COLOR	A:COLOR	
brother	A:PEOPLE	A:PEOPLE	
but	BUT		
by	BY		
Call me.	SENTENCES	A:PHONE	P:PHONE
came	COME	A:COME	
can	CAN	CAN	
can a	CAN	A	
can be	CAN	BE	
can come	CAN	COME	
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 I speak to	SENTENCES	A:PHONE	P:PHONE
can it	CAN	IT	
can know	CAN	KNOW	
can I	CAN	I1	
can like	CAN	LIKE	
can look	CAN	LOOK	
can make	CAN	MAKE	
can mean	CAN	MEAN	
can need	CAN	NEED	
can put	CAN	PUT	
can say	CAN	SAY	
can see	CAN	SEE	
can she	CAN	SHE	
can take	CAN	TAKE	
can talk	CAN	TALK	
can that	CAN	THAT	

can the	CAN	THE	
can these	CAN	THESE	
can they	CAN	THEY	
can think	CAN	THINK	
can this	CAN	THIS	
can those	CAN	THOSE	
can want	CAN	WANT	
can we	CAN	WE	
can you	CAN	YOU	
cannot	CAN	NOT	NOT
can't	CAN	A:CAN	
can't do	CAN	NOT	DO
can't have	CAN	NOT	HAVE
can't have been	CAN	A:CAN	A:HAVE-BEEN
can't he	CAN	NOT	HE
can't I	CAN	NOT	I
can't it	CAN	NOT	IT
can't she	CAN	NOT	SHE
can't they	CAN	NOT	THEY
can't we	CAN	NOT	WE
can't you	CAN	NOT	YOU
cent	SENTENCES	A:MONEY	P:MONEY
cents	SENTENCES	A:MONEY	P:MONEY
change	SENTENCES	A:MONEY	P:MONEY
come	COME		
Come see me.	SENTENCES	A:PHONE	P:PHONE
comes	COME	A:COME	
coming	COME	A:COME	
confused	A:FEELING	A:FEELING	
could	COULD	COULD	
could be	COULD	BE	
Could be better.	SENTENCE	A:ANSWER	
could come	COULD	COME	
could do	COULD	DO	
could feel	COULD	FEEL	
could get	COULD	GET	
could give	COULD	GIVE	
could go	COULD	GO	
could have	COULD	HAVE	
could have been	COULD	A:COULD	
could have been	COULD	A:COULD	A:HAVE-BEEN
could he	COULD	HE	
could help	COULD	HELP	
could I	COULD	I	
could it	COULD	i1	
could know	COULD	j1	
could I	COULD	I1	
could like	COULD	LIKE	
could look	COULD	LOOK	
could make	COULD	MAKE	
could mean	COULD	MEAN	

could need	COULD	NEED	
could put	COULD	PUT	
could say	COULD	SAY	
could see	COULD	SEE	
could she	COULD	SHE	
could take	COULD	TAKE	
could talk	COULD	TALK	
could that	COULD	THAT	
could the	COULD	THE	
could these	COULD	THESE	
could they	COULD	THEY	
could think	COULD	THINK	
could this	COULD	THIS	
could those	COULD	THOSE	
could want	COULD	WANT	
could we	COULD	WE	
could you	COULD	YOU	
Could you re-phrase that for me?	SENTENCE	A:CHAT	
Could you say that again please?	SENTENCE	A:CHAT	
couldn't	COULD	ACTIVITY	
couldn't do	COULD	NOT	DO
couldn't have	COULD	NOT	HAVE
couldn't have been	COULD	A:COULD	A:HAVE-BEEN
couldn't he	COULD	NOT	HE
couldn't I	COULD	NOT	I
couldn't it	COULD	NOT	IT
couldn't she	COULD	NOT	SHE
couldn't they	COULD	NOT	THEY
couldn't we	COULD	NOT	WE
couldn't you	COULD	NOT	YOU
credit	SENTENCES	A:MONEY	P:MONEY
daughter	A:PEOPLE	A:PEOPLE	
day	TIME	A:TIME	
December	TIME	A:MONTHS	A:MONTHS
did	DO	A:DO-WORDS	
didn't	DO	A:DO-WORDS	
dime	SENTENCES	A:MONEY	P:MONEY
do	DO	DO	
do a	DO	A	
do I	DO	I	
do it	DO	SPACE	
do that	DO	THAT	
do the	DO	THE	
do these	DO	THESE	
do they	DO	THEY	
do this	DO	THIS	
do those	DO	THOSE	
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	DO	A:DO-WORDS	
doesn't a	DO	NOT	A
doesn't he	DO	NOT	HE
doesn't it	DO	NOT	IT
doesn't she	DO	NOT	SHE
doesn't that	DO	NOT	THAT
doesn't the	DO	NOT	THE
doesn't this	DO	NOT	THIS
doing	DO	A:DO-WORDS	
dollar	SENTENCES	A:MONEY	P:MONEY
dollars	SENTENCES	A:MONEY	P:MONEY
done	DO	A:DO-WORDS	
don't	DO	A:DO-WORDS	
don't I	DO	NOT	I
don't these	DO	NOT	THESE
don't they	DO	NOT	THEY
don't those	DO	NOT	THOSE
don't we	DO	NOT	WE
don't you	DO	NOT	YOU
down	DOWN		
eight	NUMBER	A:NUMBER	
eighth	NUMBER	A:NUMBER	A:ORDINAL
ever	E	A:EVERY	
every	E	A:EVERY	
everybody	E	A:EVERY	
everyday	E	A:EVERY	
everyone	E	A:EVERY	
everything	E	A:EVERY	
everytime	E	A:EVERY	
everyway	E	A:EVERY	
everywhere	E	A:EVERY	
excited	A:FEELING	A:FEELING	
Excuse me.	SENTENCE	A:OPENER	
father	A:PEOPLE	A:PEOPLE	
February	TIME	A:MONTHS	A:MONTHS
feel	FEEL		
feeling	FEEL	A:FEEL	
feels	FEEL	A:FEEL	
felt	FEEL	A:FEEL	
fifth	NUMBER	A:NUMBER	A:ORDINAL
first	NUMBER	A:NUMBER	A:ORDINAL
five	NUMBER	A:NUMBER	
for	FOR		
four	NUMBER	A:NUMBER	
fourth	NUMBER	A:NUMBER	A:ORDINAL

Friday	TIME	A:TIME	
friend	A:PEOPLE	A:PEOPLE	
from	FROM		
gave	GIVE	A:GIVE	
get	GET		
gets	GET	A:GET	
getting	GET	A:GET	
give	GIVE		
given	GIVE	A:GIVE	
gives	GIVE	A:GIVE	
giving	GIVE	A:GIVE	
go	GO		
goes	GO	A:GO-WORDS	
going	GO	A:GO-WORDS	
gone	GO	A:GO-WORDS	
good	GOOD		
Good.	SENTENCES	A:PHONE	P:PHONE
got	GET	A:GET	
gotten	GET	A:GET	
green	A:COLOR	A:COLOR	
Guess I'd better go now. Bye.	SENTENCES	A:PHONE	P:PHONE
had	HAVE	A:HAVE- WORDS	
hadn't	HAVE	A:HAVE- WORDS	
happy	A:FEELING	A:FEELING	
has	HAVE	A:HAVE- WORDS	
has been	HAVE	A:HAVE- WORDS	
has he	HAVE	HE	
has it	HAVE	IT	
has she	HAVE	SHE	
has that	HAVE	THAT	
has this	HAVE	THIS	
hasn't	HAVE	A:HAVE- WORDS	
hasn't been	HAVE	A:HAVE- WORDS	
hasn't he	HAVE	NOT	HE
hasn't it	HAVE	NOT	IT
hasn't she	HAVE	NOT	SHE
hasn't that	HAVE	NOT	THAT
hasn't this	HAVE	NOT	THIS
have	HAVE	HAVE	
have a	HAVE	A	
have been	HAVE	A:HAVE- WORDS	
have I	HAVE	I	
have the	HAVE	THE	
have these	HAVE	THESE	

have they	HAVE	THEY	
have those	HAVE	THOSE	
have to	HAVE	TO	
have we	HAVE	WE	
have you	HAVE	YOU	
haven't	HAVE	A:HAVE- WORDS	
haven't	HAVE	NOT	NOT
haven't a	HAVE	NOT	A
haven't been	HAVE	A:HAVE- WORDS	
haven't I	HAVE	NOT	I
haven't the	HAVE	NOT	THE
haven't these	HAVE	NOT	THESE
haven't they	HAVE	NOT	THEY
haven't those	HAVE	NOT	THOSE
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 comes	HE	COME	
he could	HE	COULD	
he didn't	HE	A:HE-NEG	
he does	HE	DO	
he doesn't	HE	A:HE-NEG	
he feels	HE	FEEL	
he gets	HE	GET	
he gives	HE	GIVE	
he goes	HE	GO	
he has	HE	HAVE	
he has been	HE	A:HE-NEG	
he hasn't	HE	A:HE-NEG	
he hasn't been	HE	A:HE-NEG	
he helps	HE	HELP	
he is	HE	AM	
he isn't	HE	A:HE-NEG	
he knows	HE	KNOW	
he likes	HE	LIKE	
he looks	HE	LOOK	
he makes	HE	MAKE	
he means	HE	MEAN	
he might	HE	MIGHT	
he needs	HE	NEED	
he puts	HE	PUT	
he says	HE	SAY	
he sees	HE	SEE	
he should	HE	SHOULD	
he takes	HE	TAKE	

he talks	HE	TALK	
he thinks	HE	THINK	
he wants	HE	WANT	
he was	HE	WAS	
he wasn't	HE	A:HE-NEG	
he were	HE	A:HE-NEG	
he will	HE	WILL	
he won't	HE	A:HE-NEG	
he would	HE	WOULD	
he'd	HE	A:HE-NEG	
he'll	HE	A:HE-NEG	
Hello, this is	SENTENCES	A:PHONE	P:PHONE
help	HELP		
helped	HELP	A:HELP	
helping	HELP	A:HELP	
helps	HELP	A:HELP	
her	SHE	OBJECT	
her	SHE	POSS	
here	HERE		
hers	POSS	SHE	
herself	OBJECT	SHE	
he's	HE	BE	
Hi there.	SENTENCE	A:OPENER	
him	HE	OBJECT	
himself	OBJECT	HE	
his	HE	POSS	
his	POSS	HE	
hour	SENTENCES	A:CLOCK	P:CLOCK
how	HOW		
How are you doing?	SENTENCE	A:OPENER	
How are you?	SENTENCES	A:PHONE	P:PHONE
How do you feel about that?	SENTENCE	A:CHAT	
How do you know that?	SENTENCE	A:CHAT	
How long will that take?	SENTENCES	A:CLOCK	P:CLOCK
How much is that?	SENTENCES	A:MONEY	P:MONEY
however	HOW	A:EVER	
How's the family?	SENTENCES	A:PHONE	P:PHONE
husband	A:PEOPLE	A:PEOPLE	
I	I	I	
I agree.	SENTENCE	A:CHAT	
I am	I	AM	
I am X years old.	SENTENCES	A:MYSELF	P:SELF
I can	I	CAN	
I cannot answer that right now.	SENTENCES	A:PHONE	P:PHONE
I can't	I	A:I-NEG	
I come	I	COME	
I could	I	COULD	

I didn't	I	A:I-NEG	
I do	I	DO	
I don't	I	A:I-NEG	
I don't agree.	SENTENCE	A:CHAT	
I don't believe it.	SENTENCES	A:PHONE	P:PHONE
I don't know.	SENTENCE	A:ANSWER	
I don't understand.	SENTENCE	A:ANSWER	
I feel	I	FEEL	
I get	I	GET	
I give	I	GIVE	
I go	I	GO	
I go to school at	SENTENCES	A:MYSELF	P:SELF
I have	I	HAVE	
I have	SENTENCES	A:MONEY	P:MONEY
I have been	I	A:I-NEG	
I haven't	I	A:I-NEG	
I haven't been	I	A:I-NEG	
I help	I	HELP	
I knew it.	SENTENCES	A:PHONE	P:PHONE
I know	I	KNOW	
I like	I	LIKE	
I like that.	SENTENCE	A:ANSWER	
I live in	SENTENCES	A:MYSELF	P:SELF
I look	I	LOOK	
I make	I	MAKE	
I mean	I	MEAN	
I might	I	MIGHT	
I miss you.	SENTENCES	A:PHONE	P:PHONE
I need	I	NEED	
I need	SENTENCES	A:MONEY	P:MONEY
I put	I	PUT	
I say	I	SAY	
I see	I	SEE	
I should	I	SHOULD	
I take	I	TAKE	
I talk	I	TALK	
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	SENTENCES	A:MONEY	P:MONEY
I was	I	WAS	
I was sick.	SENTENCES	A:PHONE	P:PHONE
I wasn't	I	A:I-NEG	
I were	I	A:I-NEG	
I will	I	WILL	
I won't	I	A:I-NEG	
I work at	SENTENCES	A:MYSELF	P:SELF

I would	I	WOULD	
I'd	I	A:I-NEG	
if	IF		
I'll	I	A:I-NEG	
I'm	I	BE	
I'm doing OK.	SENTENCE	A:ANSWER	
I'm not	I	A:I-NEG	
I'm not feeling too good today.	SENTENCE	A:ANSWER	
I'm sorry.	SENTENCES	A:PHONE	P:PHONE
in	IN		
into	INTO		
is	AM	AM	
is a	AM	A	
is he	AM	HE	
is it	AM	IT	
is she	AM	SHE	
is that	AM	THAT	
is the	AM	THE	
is this	AM	THIS	
isn't	AM	A:ISNT	
isn't he	AM	NOT	HE
isn't it	AM	NOT	IT
isn't she	AM	NOT	SHE
isn't that	AM	NOT	THAT
isn't this	AM	NOT	THIS
it	IT	IT	
it	IT	OBJECT	
it can	IT	CAN	
it can't	IT	A:IT-NEG	
it comes	IT	COME	
it could	IT	COULD	
it didn't	IT	A:IT-NEG	
it does	IT	DO	
it doesn't	IT	A:IT-NEG	
it feels	IT	FEEL	
it gets	IT	GET	
it gives	IT	GIVE	
it goes	IT	GO	
it has	IT	HAVE	
it has been	IT	A:IT-NEG	
it hasn't	IT	A:IT-NEG	
it hasn't been	IT	A:IT-NEG	
it helps	IT	HELP	
it is	IT	AM	
it isn't	IT	A:IT-NEG	
it knows	IT	KNOW	
it likes	IT	LIKE	
it looks	IT	LOOK	
it makes	IT	MAKE	
it means	IT	MEAN	

it might	IT	MIGHT	
it needs	IT	NEED	
it puts	IT	PUT	
it says	IT	SAY	
it sees	IT	SEE	
it should	IT	SHOULD	
it takes	IT	TAKE	
it talks	IT	TALK	
it thinks	IT	THINK	
it wants	IT	WANT	
it was	IT	WAS	
it wasn't	IT	A:IT-NEG	
it were	IT	A:IT-NEG	
it will	IT	WILL	
it won't	IT	A:IT-NEG	
it would	IT	WOULD	
it'd	IT	A:IT-NEG	
it'll	IT	A:IT-NEG	
its	IT	POSS	
its	POSS	IT	
it's	IT	BE	
It's good to see you.	SENTENCE	A:OPENER	
itself	OBJECT	IT	
I've	I	A:I-NEG	
January	TIME	A:MONTHS	A:MONTHS
July	TIME	A:MONTHS	A:MONTHS
June	TIME	A:MONTHS	A:MONTHS
just	JUST		
Keeping busy.	SENTENCES	A:PHONE	P:PHONE
knew	KNOW	A:KNOW	
know	KNOW		
knowing	KNOW	A:KNOW	
known	KNOW	A:KNOW	
knows	KNOW	A:KNOW	
Let's talk about something else.	SENTENCE	A:CHAT	
like	LIKE		
liked	LIKE	A:LIKE	
likes	LIKE	A:LIKE	
liking	LIKE	A:LIKE	
little	LITTLE		
look	LOOK		
looked	LOOK	A:LOOK	
looking	LOOK	A:LOOK	
looks	LOOK	A:LOOK	
made	MAKE	A:MAKE	
make	MAKE		
makes	MAKE	A:MAKE	
making	MAKE	A:MAKE	
March	TIME	A:MONTHS	A:MONTHS
May	TIME	A:MONTHS	A:MONTHS

May I talk to , please?	SENTENCES	A:PHONE	P:PHONE
me	I	OBJECT	
mean	MEAN		
meaning	MEAN	A:MEAN	
means	MEAN	A:MEAN	
meant	MEAN	A:MEAN	
might	MIGHT	MIGHT	
might a	MIGHT	A	
might be	MIGHT	BE	
might come	MIGHT	COME	
might do	MIGHT	DO	
might feel	MIGHT	FEEL	
might get	MIGHT	GET	
might give	MIGHT	GIVE	
might go	MIGHT	GO	
might have	MIGHT	HAVE	
might have been	MIGHT	A:MIGHT	
might he	MIGHT	HE	
might help	MIGHT	HELP	
might I	MIGHT	I	
might it	MIGHT	IT	
might know	MIGHT	KNOW	
might like	MIGHT	LIKE	
might look	MIGHT	LOOK	
might make	MIGHT	MAKE	
might mean	MIGHT	MEAN	
might need	MIGHT	NEED	
might put	MIGHT	PUT	
might say	MIGHT	SAY	
might see	MIGHT	SEE	
might she	MIGHT	SHE	
might take	MIGHT	TAKE	
might talk	MIGHT	TALK	
might that	MIGHT	THAT	
might the	MIGHT	THE	
might these	MIGHT	THESE	
might they	MIGHT	THEY	
might think	MIGHT	THINK	
might this	MIGHT	THIS	
might those	MIGHT	THOSE	
might want	MIGHT	WANT	
might we	MIGHT	WE	
might you	MIGHT	YOU	
mightn't	MIGHT	A:MIGHT	
mightn't do	MIGHT	NOT	DO
mightn't have	MIGHT	NOT	HAVE
mightn't have been	MIGHT	A:MIGHT	A:HAVE-BEEN
mightn't he	MIGHT	NOT	HE
mightn't I	MIGHT	NOT	I
mightn't it	MIGHT	NOT	IT

mightn't she	MIGHT	NOT	SHE
mightn't they	MIGHT	NOT	THEY
mightn't want	MIGHT	NOT	WANT
mightn't we	MIGHT	NOT	WE
mightn't you	MIGHT	NOT	YOU
mine	POSS	I	
minute	SENTENCES	A:CLOCK	P:CLOCK
Monday	TIME	A:TIME	
money	SENTENCES	A:MONEY	P:MONEY
month	TIME	A:MONTHS	A:MONTHS
more	MORE		
mother	A:PEOPLE	A:PEOPLE	
my	I	POSS	
My birthday is	SENTENCES	A:MYSELF	P:SELF
My hobbies are	SENTENCES	A:MYSELF	P:SELF
My name is	SENTENCES	A:MYSELF	P:SELF
My phone number is	SENTENCES	A:MYSELF	P:SELF
myself	OBJECT	I	
need	NEED		
needed	NEED	A:NEED	
needing	NEED	A:NEED	
needs	NEED	A:NEED	
nickel	SENTENCES	A:MONEY	P:MONEY
nine	NUMBER	A:NUMBER	
ninth	NUMBER	A:NUMBER	A:ORDINAL
no	QUICKHITS	A:QUICKHITS	
no	N	A:NO	
no time	N	A:NO	
no way	N	A:NO	
nobody	N	A:NO	
no-one	N	A:NO	
not	NOT		
nothing	N	A:NO	
November	TIME	A:MONTHS	A:MONTHS
now	NOW		
nowhere	N	A:NO	
number	NUMBER	A:NUMBER	
number	NUMBER	A:NUMBER	A:ORDINAL
o'clock	SENTENCES	A:CLOCK	P:CLOCK
o'clock	SENTENCES	A:CLOCK	P:CLOCK
October	TIME	A:MONTHS	A:MONTHS
of	OF		
off	OFF		
OK	A:FEELING	A:FEELING	
on	ON		
one	NUMBER	A:NUMBER	
only	ONLY		
or	OR		
orange	A:COLOR	A:COLOR	
other	OTHER		
our	WE	POSS	

ours	POSS	WE	
ourselves	OBJECT	WE	
out	OUT		
p.m.	SENTENCES	A:CLOCK	P:CLOCK
pay	SENTENCES	A:MONEY	P:MONEY
penny	SENTENCES	A:MONEY	P:MONEY
people	A:PEOPLE	A:PEOPLE	
Playing.	SENTENCES	A:PHONE	P:PHONE
please	SENTENCES	A:MONEY	P:MONEY
Please	SENTENCES	A:PHONE	P:PHONE
purple	A:COLOR	A:COLOR	
put	PUT		
puts	PUT	A:PUT	
putting	PUT	A:PUT	
quarter	SENTENCES	A:MONEY	P:MONEY
really	REALLY		
red	A:COLOR	A:COLOR	
right	RIGHT		
sad	A:FEELING	A:FEELING	
said	SAY	A:SAY	
Saturday	TIME	A:TIME	
save	SENTENCES	A:MONEY	P:MONEY
saw	SEE	A:SEE	
say	SAY		
saying	SAY	A:SAY	
says	SAY	A:SAY	
scared	A:FEELING	A:FEELING	
second	NUMBER	A:NUMBER	A:ORDINAL
second	SENTENCES	A:CLOCK	P:CLOCK
see	SEE		
seeing	SEE	A:SEE	
seen	SEE	A:SEE	
sees	SEE	A:SEE	
September	TIME	A:MONTHS	A:MONTHS
seven	NUMBER	A:NUMBER	
seventh	NUMBER	A:NUMBER	A:ORDINAL
she	SHE	SHE	
she can	SHE	CAN	
she can't	SHE	A:SHE-NEG	
she comes	SHE	COME	
she could	SHE	COULD	
she didn't	SHE	A:SHE-NEG	
she does	SHE	DO	
she doesn't	SHE	A:SHE-NEG	
she feels	SHE	FEEL	
she gets	SHE	GET	
she gives	SHE	GIVE	
she goes	SHE	GO	
she has	SHE	HAVE	
she has been	SHE	A:SHE-NEG	
she hasn't	SHE	A:SHE-NEG	

she hasn't been	SHE	A:SHE-NEG
she helps	SHE	HELP
she is	SHE	AM
she isn't	SHE	A:SHE-NEG
she knows	SHE	KNOW
she likes	SHE	LIKE
she looks	SHE	LOOK
she makes	SHE	MAKE
she means	SHE	MEAN
she might	SHE	MIGHT
she needs	SHE	NEED
she puts	SHE	PUT
she says	SHE	SAY
she sees	SHE	SEE
she should	SHE	SHOULD
she takes	SHE	TAKE
she talks	SHE	TALK
she thinks	SHE	THINK
she wants	SHE	WANT
she was	SHE	WAS
she wasn't	SHE	A:SHE-NEG
she were	SHE	A:SHE-NEG
she will	SHE	WILL
she won't	SHE	A:SHE-NEG
she would	SHE	WOULD
she'd	SHE	A:SHE-NEG
she'll	SHE	A:SHE-NEG
she's	SHE	BE
should	SHOULD	SHOULD
should a	SHOULD	A
should be	SHOULD	BE
should come	SHOULD	COME
should do	SHOULD	DO
should feel	SHOULD	FEEL
should get	SHOULD	GET
should give	SHOULD	GIVE
should go	SHOULD	GO
should have	SHOULD	HAVE
should have been	SHOULD	A:SHOULD
should have been	SHOULD	A:SHOULD
should he	SHOULD	HE
should help	SHOULD	HELP
should I	SHOULD	I
should it	SHOULD	IT
should know	SHOULD	KNOW
should like	SHOULD	LIKE
should look	SHOULD	LOOK
should make	SHOULD	MAKE
should mean	SHOULD	MEAN
should need	SHOULD	NEED
should put	SHOULD	PUT

should say	SHOULD	SAY	
should see	SHOULD	SEE	
should she	SHOULD	SHE	
should take	SHOULD	TAKE	
should talk	SHOULD	TALK	
should that	SHOULD	THAT	
should the	SHOULD	THE	
should these	SHOULD	THESE	
should they	SHOULD	THEY	
should think	SHOULD	THINK	
should this	SHOULD	THIS	
should those	SHOULD	THOSE	
should want	SHOULD	WANT	
should we	SHOULD	WE	
should you	SHOULD	YOU	
shouldn't	SHOULD	A:SHOULD	
shouldn't do	SHOULD	NOT	DO
shouldn't have	SHOULD	NOT	HAVE
shouldn't have been	SHOULD	A:SHOULD	A:HAVE-BEEN
shouldn't he	SHOULD	NOT	HE
shouldn't I	SHOULD	NOT	I
shouldn't it	SHOULD	NOT	IT
shouldn't she	SHOULD	NOT	SHE
shouldn't they	SHOULD	NOT	THEY
shouldn't we	SHOULD	NOT	WE
shouldn't you	SHOULD	NOT	YOU
sick	A:FEELING	A:FEELING	
sister	A:PEOPLE	A:PEOPLE	
six	NUMBER	A:NUMBER	
sixth	NUMBER	A:NUMBER	A:ORDINAL
so	SO		
So what's going on in your life?	SENTENCE	A:OPENER	
some	S	A:SOME	
somebody	S	A:SOME	
someday	S	A:SOME	
somehow	S	A:SOME	
someone	S	A:SOME	
something	S	A:SOME	
sometime	S	A:SOME	
sometimes	S	A:SOME	
somewhere	S	A:SOME	
son	A:PEOPLE	A:PEOPLE	
Sorry, I didn't mean that.	SENTENCE	A:CHAT	
Sunday	TIME	A:TIME	
take	TAKE		
taken	TAKE	A:TAKE	
takes	TAKE	A:TAKE	
taking	TAKE	A:TAKE	
talk	TALK		

talked	TALK	A:TALK	
talking	TALK	A:TALK	
talks	TALK	A:TALK	
Tell me more.	SENTENCE	A:CHAT	
tenth	NUMBER	A:NUMBER	A:ORDINAL
than	THAN		
thank you	QUICKHITS	A:QUICKHITS	
that	THAT		
that can't	THAT	A:THAT	
that didn't	THAT	A:THAT	
that doesn't	THAT	A:THAT	
that hasn't	THAT	A:THAT	
that wasn't	THAT	A:THAT	
that won't	THAT	A:THAT	
that's	THAT	A:THAT	
that's not	THAT	A:THAT	
the	THE		
their	THEY	POSS	
theirs	POSS	THEY	
them	THEY	OBJECT	
then	THEN		
there	THERE		
these	THESE		
these are	THESE	A:THESE	
these aren't	THESE	A:THESE	
these can't	THESE	A:THESE	
these didn't	THESE	A:THESE	
these don't	THESE	A:THESE	
these haven't	THESE	A:THESE	
these weren't	THESE	A:THESE	
these won't	THESE	A:THESE	
they	THEY	THEY	
they are	THEY	AM	
they aren't	THEY	A:THEY-NEG	
they can	THEY	CAN	
they can't	THEY	A:THEY-NEG	
they come	THEY	COME	
they could	THEY	COULD	
they didn't	THEY	A:THEY-NEG	
they do	THEY	DO	
they don't	THEY	A:THEY-NEG	
they feel	THEY	FEEL	
they get	THEY	GET	
they give	THEY	GIVE	
they go	THEY	GO	
they have	THEY	HAVE	
they have been	THEY	A:THEY-NEG	
they haven't	THEY	A:THEY-NEG	
they haven't been	THEY	A:THEY-NEG	
they help	THEY	HELP	
they know	THEY	KNOW	

they like	THEY	LIKE	
they look	THEY	LOOK	
they make	THEY	MAKE	
they mean	THEY	MEAN	
they might	THEY	MIGHT	
they need	THEY	NEED	
they put	THEY	PUT	
they say	THEY	SAY	
they see	THEY	SEE	
they should	THEY	SHOULD	
they take	THEY	TAKE	
they talk	THEY	TALK	
they think	THEY	THINK	
they want	THEY	WANT	
they were	THEY	WAS	
they weren't	THEY	A:THEY-NEG	
they will	THEY	WILL	
they won't	THEY	A:THEY-NEG	
they would	THEY	WOULD	
they'd	THEY	A:THEY-NEG	
they'll	THEY	A:THEY-NEG	
they're	THEY	BE	
they've	THEY	A:THEY-NEG	
thing	ICON_46		
Things are the same with me.	SENTENCES	A:PHONE	P:PHONE
think	THINK		
thinking	THINK	A:THINK	
thinks	THINK	A:THINK	
third	NUMBER	A:NUMBER	A:ORDINAL
this	THIS		
this can't	THIS	A:THIS	
this didn't	THIS	A:THIS	
this doesn't	THIS	A:THIS	
this hasn't	THIS	A:THIS	
this wasn't	THIS	A:THIS	
this won't	THIS	A:THIS	
this's	THIS	A:THIS	
this's not	THIS	A:THIS	
those	THOSE		
thought	THINK	A:THINK	
three	NUMBER	A:NUMBER	
Thursday	TIME	A:TIME	
time	TIME	A:TIME	
tired	A:FEELING	A:FEELING	
to	TO		
today	TIME	A:TIME	
tomorrow	TIME	A:TIME	
took	TAKE	A:TAKE	
Tuesday	TIME	A:TIME	
two	NUMBER	A:NUMBER	

unsure	A:FEELING	A:FEELING	
up	UP		
us	POSS	OBJECT	
us	WE	OBJECT	
very	VERY		
want	WANT		
wanted	WANT	A:WANT	
wanting	WANT	A:WANT	
wants	WANT	A:WANT	
was	BE	A:BE-PAST	
was	WAS	WAS	
was a	WAS	A	
was he	WAS	HE	
was I	WAS	I	
was it	WAS	IT	
was she	WAS	SHE	
was that	WAS	THAT	
was the	WAS	THE	
was this	WAS	THIS	
wasn't	WAS	A:WASNT	
wasn't	WAS	NOT	NOT
wasn't a	WAS	NOT	A
wasn't he	WAS	NOT	HE
wasn't I	WAS	NOT	I
wasn't it	WAS	NOT	IT
wasn't she	WAS	NOT	SHE
wasn't that	WAS	NOT	THAT
wasn't the	WAS	NOT	THE
wasn't this	WAS	NOT	THIS
way	WAY		
we	WE	WE	
we a	WE	a1	
we are	WE	AM	
we aren't	WE	A:WE-NEG	
we can	WE	CAN	
we can't	WE	A:WE-NEG	
we come	WE	COME	
we could	WE	COULD	
we didn't	WE	A:WE-NEG	
we do	WE	DO	
we don't	WE	A:WE-NEG	
we feel	WE	FEEL	
we get	WE	GET	
we give	WE	GIVE	
we go	WE	GO	
we have	WE	HAVE	
we have been	WE	A:WE-NEG	
we haven't	WE	A:WE-NEG	
we haven't been	WE	A:WE-NEG	
we help	WE	HELP	
we know	WE	KNOW	

we like	WE	LIKE	
we look	WE	LOOK	
we make	WE	MAKE	
we mean	WE	MEAN	
we might	WE	MIGHT	
we need	WE	NEED	
we put	WE	PUT	
we say	WE	SAY	
we see	WE	SEE	
we should	WE	SHOULD	
we take	WE	TAKE	
we talk	WE	TALK	
we think	WE	THINK	
we want	WE	WANT	
we were	WE	WAS	
we weren't	WE	A:WE-NEG	
we will	WE	WILL	
we won't	WE	A:WE-NEG	
we would	WE	WOULD	
we'd	WE	A:WE-NEG	
Wednesday	TIME	A:TIME	
well	WELL		
we'll	WE	A:WE-NEG	
went	GO	A:GO-WORDS	
were	WAS	A:WASNT	
were	BE	A:BE-PAST	
we're	WE	BE	
were these	WAS	THESE	
were they	WAS	THEY	
were those	WAS	THOSE	
were we	WAS	WE	
were you	WAS	YOU	
weren't	WAS	A:WASNT	
weren't these	WAS	NOT	THESE
weren't they	WAS	NOT	THEY
weren't those	WAS	NOT	THOSE
weren't we	WAS	NOT	WE
weren't you	WAS	NOT	YOU
we've	WE	A:WE-NEG	
what	WHAT		
What do you think about that?	SENTENCE	A:CHAT	
What else?	SENTENCES	A:PHONE	P:PHONE
What have you been doing?	SENTENCES	A:PHONE	P:PHONE
What time is it?	SENTENCES	A:CLOCK	P:CLOCK
whatever	WHAT	A:EVER	
What's new?	SENTENCE	A:OPENER	
when	WHEN		
When will that happen?	SENTENCES	A:CLOCK	P:CLOCK

whenever	WHEN	A:EVER	
where	WHERE		
wherever	WHERE	A:EVERWHERE	
which	WHICH		
whichever	WHICH	A:EVER	
white	A:COLOR	A:COLOR	
who	WHO		
whoever	WHO	A:EVER	
why	WHY		
wife	A:PEOPLE	A:PEOPLE	
will	WILL	WILL	
will be	WILL	BE	
will come	WILL	COME	
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 have been	WILL	A:WILL	
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 look	WILL	LOOK	
will make	WILL	MAKE	
will mean	WILL	MEAN	
will need	WILL	NEED	
will put	WILL	PUT	
will say	WILL	SAY	
will see	WILL	SEE	
will she	WILL	SHE	
will take	WILL	TAKE	
will talk	WILL	TALK	
will that	WILL	THAT	
will the	WILL	THE	
will these	WILL	THESE	
will they	WILL	THEY	
will think	WILL	THINK	
will this	WILL	THIS	
will those	WILL	THOSE	
will want	WILL	WANT	
will we	WILL	WE	
will you	WILL	YOU	
with	WITH		
won't	WILL	A:WILL	
won't have been	WILL		
won't he	WILL	NOT	HE
won't I	WILL	NOT	I

won't it	WILL	NOT	IT
won't she	WILL	NOT	SHE
won't they	WILL	NOT	THEY
won't we	WILL	NOT	WE
won't you	WILL	NOT	YOU
Working,	SENTENCES	A:PHONE	P:PHONE
would	WOULD	WOULD	
would a	WOULD	A	
would be	WOULD	BE	
would come	WOULD	COME	
would do	WOULD	DO	
would feel	WOULD	FEEL	
would get	WOULD	GET	
would give	WOULD	GIVE	
would go	WOULD	GO	
would have	WOULD	HAVE	
would have been	WOULD	A:WOULD	
would have been	WOULD	A:WOULD	
would he	WOULD	HE	
would help	WOULD	HELP	
would I	WOULD	I	
would it	WOULD	IT	
would know	WOULD	KNOW	
would like	WOULD	LIKE	
would look	WOULD	LOOK	
would make	WOULD	MAKE	
would mean	WOULD	MEAN	
would need	WOULD	NEED	
would put	WOULD	PUT	
would say	WOULD	SAY	
would see	WOULD	SEE	
would she	WOULD	SHE	
would take	WOULD	TAKE	
would talk	WOULD	TALK	
would that	WOULD	THAT	
would the	WOULD	THE	
would these	WOULD	THESE	
would they	WOULD	THEY	
would think	WOULD	THINK	
would this	WOULD	THIS	
would those	WOULD	THOSE	
would want	WOULD	WANT	
would we	WOULD	WE	
would you	WOULD	YOU	
wouldn't	WOULD	A:WOULD	
wouldn't do	WOULD	NOT	DO
wouldn't have	WOULD	NOT	HAVE
wouldn't have been	WOULD	A:WOULD	A:HAVE-BEEN
wouldn't he	WOULD	NOT	HE
wouldn't I	WOULD	NOT	I
wouldn't it	WOULD	NOT	IT

wouldn't she	WOULD	NOT	SHE
wouldn't they	WOULD	NOT	THEY
wouldn't we	WOULD	NOT	WE
wouldn't you	WOULD	NOT	YOU
year	TIME	A:MONTHS	A:MONTHS
yellow	A:COLOR	A:COLOR	
yes	QUICKHITS	A:QUICKHITS	
Yes.	SENTENCES	A:PHONE	P:PHONE
yesterday	TIME	A:TIME	
you	YOU	OBJECT	
you	YOU	YOU	
you are	YOU	AM	
you can	YOU	CAN	
you can't	YOU	A:YOU-NEG	
you come	YOU	COME	
you could	YOU	COULD	
you didn't	YOU	A:YOU-NEG	
you do	YOU	DO	
you don't	YOU	A:YOU-NEG	
you feel	YOU	FEEL	
you get	YOU	GET	
you give	YOU	GIVE	
you go	YOU	GO	
you have	YOU	HAVE	
you have been	YOU	A:YOU-NEG	
you haven't	YOU	A:YOU-NEG	
you haven't been	YOU	A:YOU-NEG	
you help	YOU	HELP	
you know	YOU	KNOW	
you like	YOU	LIKE	
you look	YOU	LOOK	
you make	YOU	MAKE	
you mean	YOU	MEAN	
you might	YOU	MIGHT	
you need	YOU	NEED	
you put	YOU	PUT	
you say	YOU	SAY	
you see	YOU	SEE	
you should	YOU	SHOULD	
you take	YOU	TAKE	
you talk	YOU	TALK	
you think	YOU	THINK	
you want	YOU	WANT	
you were	YOU	WAS	
you weren't	YOU	A:YOU-NEG	
you will	YOU	WILL	
you won't	YOU	A:YOU-NEG	
you would	YOU	WOULD	
you'd	YOU	A:YOU-NEG	
you'll	YOU	A:YOU-NEG	
your	YOU	POSS	

you're	YOU	BE
you're not	YOU	A:YOU-NEG
yours	POSS	YOU
yourself	OBJECT	YOU
yourselves	OBJECT	THEY
you've	YOU	A:YOU-NEG
zero	NUMBER	A:NUMBER

0	QUICKHITS	P:SPELL	P:KEYBOARD
0	QUICKHITS	P:SPELL	P:NUMBER
1	QUICKHITS	P:SPELL	P:KEYBOARD
1	QUICKHITS	P:SPELL	P:NUMBER
2	QUICKHITS	P:SPELL	P:KEYBOARD
2	QUICKHITS	P:SPELL	P:NUMBER
3	QUICKHITS	P:SPELL	P:KEYBOARD
3	QUICKHITS	P:SPELL	P:NUMBER
4	QUICKHITS	P:SPELL	P:KEYBOARD
4	QUICKHITS	P:SPELL	P:NUMBER
5	QUICKHITS	P:SPELL	P:KEYBOARD
5	QUICKHITS	P:SPELL	P:NUMBER
6	QUICKHITS	P:SPELL	P:KEYBOARD
6	QUICKHITS	P:SPELL	P:NUMBER
7	QUICKHITS	P:SPELL	P:KEYBOARD
7	QUICKHITS	P:SPELL	P:NUMBER
8	QUICKHITS	P:SPELL	P:KEYBOARD
8	QUICKHITS	P:SPELL	P:NUMBER
9	QUICKHITS	P:SPELL	P:KEYBOARD
9	QUICKHITS	P:SPELL	P:NUMBER
25	SENTENCES	A:MONEY	P:MONEY
50	SENTENCES	A:MONEY	P:MONEY
75	SENTENCES	A:MONEY	P:MONEY
100	SENTENCES	A:MONEY	P:MONEY