

Hineni 1 Interactive

E-Z User Guide




This guide will:

- Help you to install and use the program
- Provide helpful hints to enhance your students' experience
- Answer some of your most frequently asked questions

Getting Started

- 1 Insert the disk into your CD-ROM drive. The program will begin automatically. (If it does not, follow the directions inside the CD-ROM case.) You must be connected to the Internet to enable online tracking, scoring, and gaming. If you do not have Internet access, choose "No Internet Connection" on the Sign On screen.
- 2 After you meet the Gimmelsteins, the Getting Started screen will appear.



 Press the Esc key to skip the introductory screens.

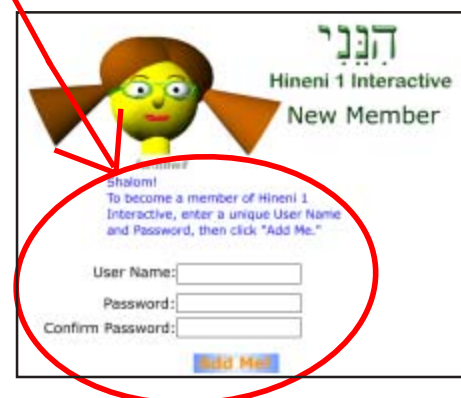
If you are already a member, press the Esc key or click on the computer. Enter your User Name and Password, then click "Sign On." You're ready to begin. (Skip to step 6.) If you are not already a member, continue as follows:

- 3 Click the Gold Key, then "New Member." A screen will appear prompting you to enter your Serial Number. The eight-character Serial Number may be found on the sticker on your CD-ROM case. Every student in your class—every CD—has the same Serial Number. (This is how the computer groups your students together.) Once you've entered the Serial Number, click "Continue." The New Member Sign On screen will appear.



- 4 Create a User Name and Password. (If your User Name is already taken, you will be prompted to choose another.) Then click "Add Me."

- 5 Once you have entered a unique User Name and Password, click "Sign On." You will be returned to the Sign On screen. Re-enter your User Name and Password and click "Sign On." You're now part of the online *Hineni 1 Interactive* community. The next time you visit, the Gimmelsteins will recognize you — and even remember where you left off! Remember to write down your User Name and Password in a safe place.



- 6 Double-click a puzzle piece to begin a chapter. Chapters that have been completed will appear in full color. You may click on the "Games" button to activate the game screen (games are accessible from any completed chapter).



N'siah tovah—enjoy your journey!

Navigating Hineni 1 Interactive

- 1 The Table of Contents screen is the key to navigating through *Hineni 1 Interactive*. The Table of Contents lists all 9 chapters and their corresponding prayers. To begin each chapter, click its puzzle piece. You can also access all video games through the Table of Contents. (Remember, completion of each new chapter "unlocks" new levels of each video game!)



- 2 Each chapter begins with an introduction to the new prayer. The Gimmelsteins will introduce the prayer. Users may exit the introduction and proceed to the practice reading at any time by clicking the green arrow.



- 3 The Practice Reading and Fluent Reading exercises allow students to practice reading along with Dr. Gimmelstein.

- 4 Each chapter includes interactive activities to reinforce learning. These activities provide students with automatic feedback and electronically track student scores for teachers. Some activities must be completed in order to proceed. If a student scores lower than sixty percent, Dr. Gimmelstein will allow the student to try again.

