

ALEF BET QUEST-FAQ'S

Q. What is *Alef Bet Quest*?

A. *Alef Bet Quest* is a primer-level book and software system that teaches Hebrew decoding. A CD comes in every book. Students use the book in class, then practice their new Hebrew skills at home using the software.

Alef Bet Quest teaches Hebrew letters and vowels using cultural Hebrew words such as *matzah*, *havdalah*, *yisrael*, and *shofar*, as well as modern Hebrew words such as *aba*, *ima*, *geshem*, and *shalom*.

Q. What preparation do students need before using *Alef Bet Quest*?

A. There are no prerequisites for *Alef Bet Quest*. It is designed for 2nd-4th graders—whenever students are ready to begin learning to decode the alef-bet. Students who have had some Hebrew reading readiness (using books such as *Shalom Alef Bet* or *Let's Learn the Alef Bet*) in earlier grades may progress more quickly. To get all the benefits of *Alef Bet Quest*, students should have access to a computer with an Internet connection. *Alef Bet Quest* is both PC- and Mac-compatible.

Q. What methods does *Alef Bet Quest* use to teach decoding?

A. *Alef Bet Quest* introduces letters that sound the same together (*tet* and *tav*; *vet* and *vav*), but teaches letters that sound or look similar—but not the same—far apart (such as *samech* and *zayin*, and *yud*, *vav*, and final *nun*). *Alef Bet Quest* drills each vowel with different consonants before the next vowel is introduced. In early chapters, students learn component syllables that are recombined in later chapters to form real Hebrew words, with an emphasis on those found in the siddur such as *kamocho*, *brachah*, and *mitzrayim*. Students practice breaking up words into syllables, then blending syllables into words.

Q. Does *Alef Bet Quest* include writing?

A. Yes, students will learn Hebrew block-print writing in *Alef Bet Quest*. A separate Script Writing Workbook is also available.

Q. How do the book and software work together?

A. Every lesson is *completely integrated*: the computer games and activities directly reinforce each text-based exercise, and the text provides clues to help students increase their scores in the companion computer games thus motivating them to practice at home on the computer. Using the computer, students will be able to *hear* the Hebrew read aloud in an American or an Israeli accent, which will help to rapidly develop fluent and accurate decoding.

And, because the software tells the story of a quest to find a missing golden Kiddush cup lost somewhere in Israel, students will also learn about Israel—and develop a connection to the land—as they learn to read Hebrew.

Q. I am happy with my current Hebrew primer. Why switch to *Alef Bet Quest*?

A. You know best what works in your own school, and each school's circumstances are different. You might consider *Alef Bet Quest* if you want to extend your Hebrew class time and you think your students

would improve their performance if they practiced their Hebrew at home. The computer games and exercises are so effective in enticing students to study Hebrew at home that it's like sending each student home with a personal Hebrew tutor.

Q. How will I know whether my students are using *Alef Bet Quest* software at home?

A. It's easy—you have three options for determining how students are doing with the *Alef Bet Quest* software, ranging from high-tech to low-tech: (1) When a student completes one of the computer-based activities in *Alef Bet Quest*, his or her results are summarized and recorded automatically in our database, and are available to you on our *Alef Bet Quest* web site. You can check their progress at any time by clicking on the blue "Assessment" button at the bottom of the Behrman House home page, www.behrmanhouse.com, and looking up your particular class; (2) Students can email lesson summaries directly to their teacher right from the *Alef Bet Quest* software; or (3) You can ask students to print out a hard copy of each lesson summary as they complete it, and bring it with them to class; you can even have parents sign the lesson summary sheet. For a full explanation of assessment in *Alef Bet Quest*, visit www.AlefBetQuest.com and watch the segment called "Assessment" in the online tutorial "How to Use *Alef Bet Quest* and *Kol Yisrael*."

Q. How will I explain the *Alef Bet Quest* computer games and exercises to my students?

A. That's easy too. Visit www.AlefBetQuest.com for a 10-minute, easy-to-follow online tutorial. You will also find a separate online tour of the software—consisting of a sample lesson and three video games—that you can show students, parents at Back-to-School or orientation events, and your school's education committee to help explain your Hebrew plans to them. The *Alef Bet Quest* Teacher's Edition gives complete, step-by-step instructions for introducing the software in class for the first time.

Q. I haven't used CDs in my class before. What if I'm nervous?

A. The computer-based games and exercises in *Alef Bet Quest* are self-loading, they begin automatically, and they are completely self-explanatory. The only thing you will need to know is the unique serial number assigned to your class. All students in your class will sign on for the first time using that serial number and their own user name and password. The class serial number identifies all the members of a particular class, allowing the *Alef Bet Quest* database to keep track of their performance as a group and allowing you and your teachers to easily identify the members of the class in the database.

The Teacher's Edition also explains each computer-based activity and provides the answers to the clues your students will be seeking in the book—the clues that help them win bonus points in the computer activities. It also offers tips for keeping track of individual students' user names and passwords, and using the software's assessment features. You can watch the online tutorial at www.AlefBetQuest.com for step-by-step instructions on how to use the software.

Q. What if a student loses the CD, or needs to use a different computer?

A. Any student can download a second copy of the software FREE. Just call our Customer Support department at 800-221-2755.

Q. What if I have trouble using the software?

A. We offer technical support and answers to any questions during business hours at 800-221-2755, or by email to customersupport@behrmanhouse.com. Please write ALEF BET QUEST QUESTION in the subject line. We will respond to email questions within one business day.

Q. What comes after *Alef Bet Quest*?

A. After completing *Alef Bet Quest*, your students will be ready for Level 1 of ANY Hebrew program. We recommend students continue in *Kol Yisrael*, the first Hebrew prayer series to fully integrate book-based lessons with computer learning.

Click the links below to see Hebrew programs for 4th-7th grade:

[*Kol Yisrael: The Prayers of Our People*](#)—Prayer program that integrates book and software

[*Hineni*](#)—Prayer program with optional software add-on

[*Hineni Prayer Booklets plus Self Guided Hineni*](#)—Self-paced prayer in the order you prefer

[*Shalom Ivrit: Welcome to Modern Hebrew*](#)—Modern Hebrew program with optional prayer add-on