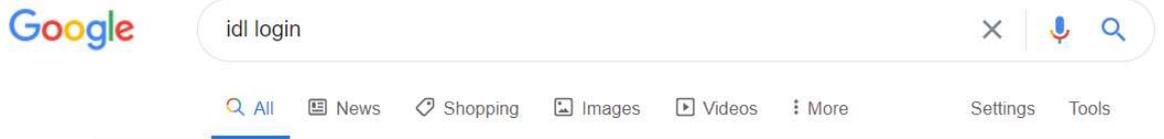


IDL – International Dyslexia

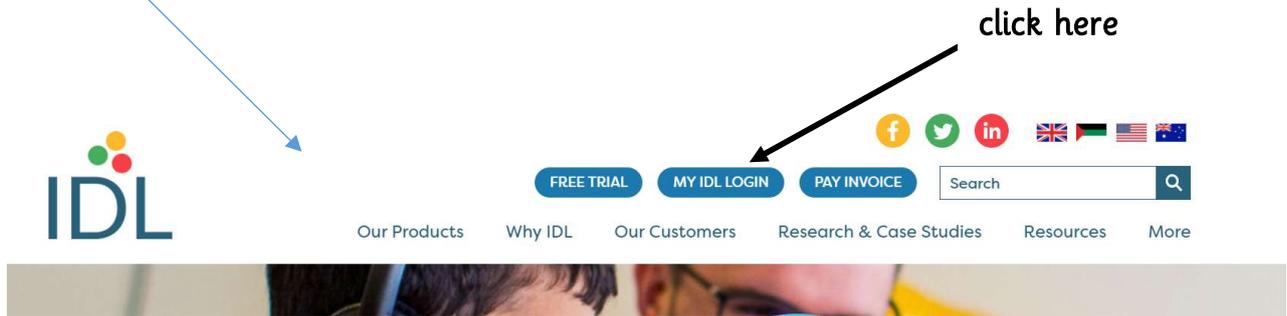
1.



click here



2.



click here



3.

AliM@ol90by (First name and first letter of surname and school postcode.)



Ali (name with capital letter)



Click this so they can see the password as they type.



English

4.



Click here



5.



6.

My

Assistant(off)

Type the word. As they do this it will change to red. Press space bar when finished.

Click to start

7.

* y

The word will appear again with some missing letters. Whole word has to be typed each time.

Lesson F 31 Assistant(off)

8.

pals

Assistant(off)

Lesson F 31

After two correct spellings the word will move down and next word will appear.

My

9.

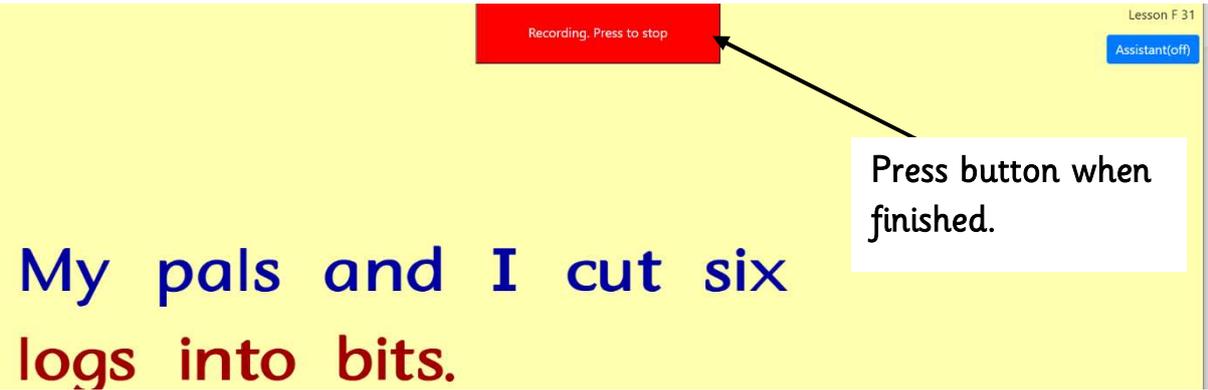
Press to start recording

Lesson F 31 Assistant(off)

My pals and I cut six logs into bits.

When the sentence is completed they will be asked to read it and record themselves.

10.



Recording. Press to stop

Lesson F 31

Assistant(off)

My pals and I cut six
logs into bits.

Press button when finished.

11.



Playing. Press to stop

Lesson F 31

Assistant(off)

My pals and I cut six
logs into bits.

Adult can listen to them reading the sentence if needed.

12.



Record again

Play again

Move on

Lesson F 31

Assistant(off)

My pals and I cut six
logs into bits.

If incorrect they can have another go.

Make sure lesson is complete before ending. Press home button to get to the main menu.

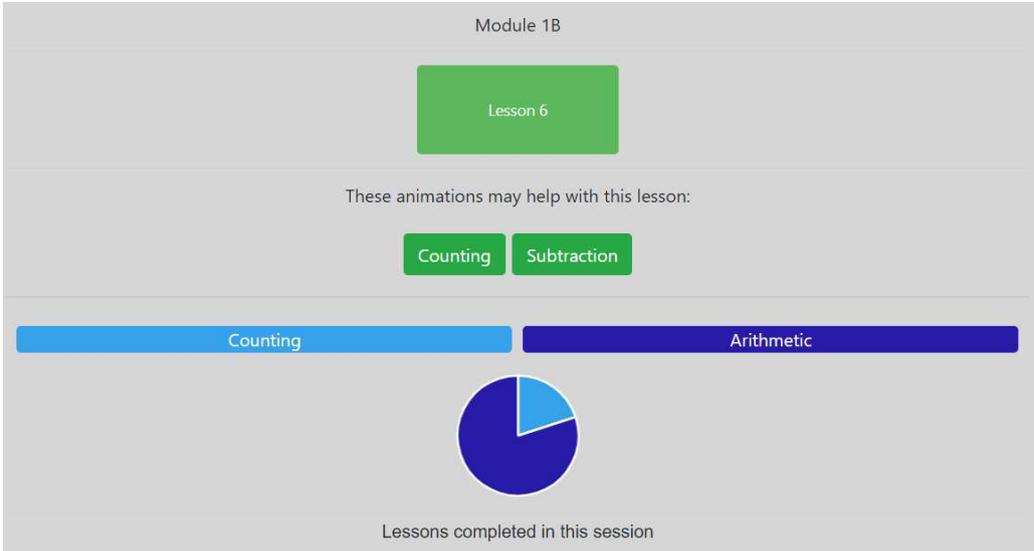
Numeracy

13.



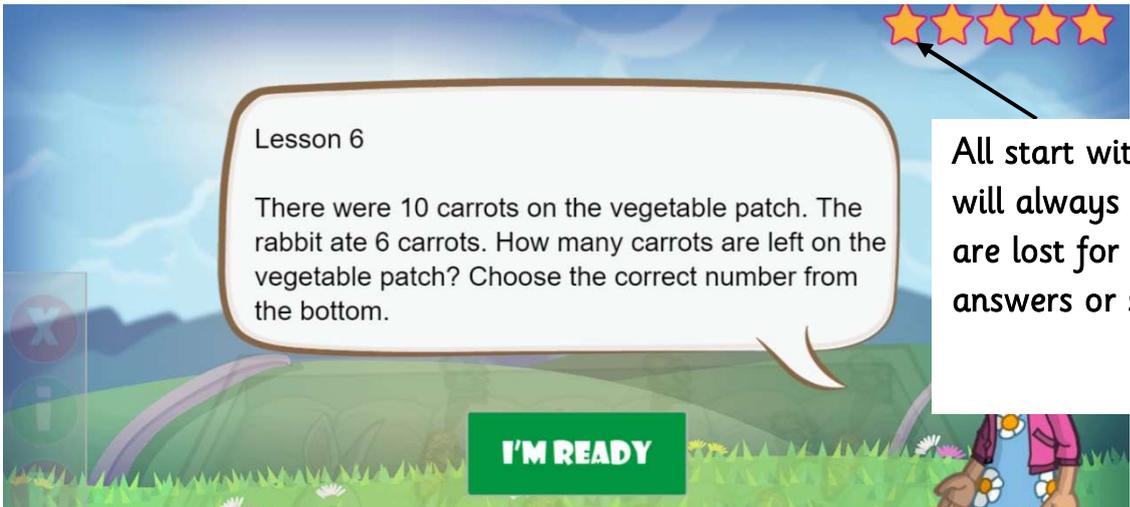
The screenshot shows a user interface for the IDL Numeracy program. At the top, there are four main modules: Literacy (with 'ABC' icons), Numeracy (with '123' icons), Numeracy Screener (with math problems like $4+2=?$ and $7-3=?$), and MTC (with multiplication and division problems like $2 \times 2 =$ and $2 \times 3 =$). Below these are smaller icons for Literacy Book, Literacy Screener, and Messages. At the bottom, there are navigation buttons for Home, Achievements, Colours, and Log Out. An arrow points from the text 'click here' to the Numeracy module icon.

14.



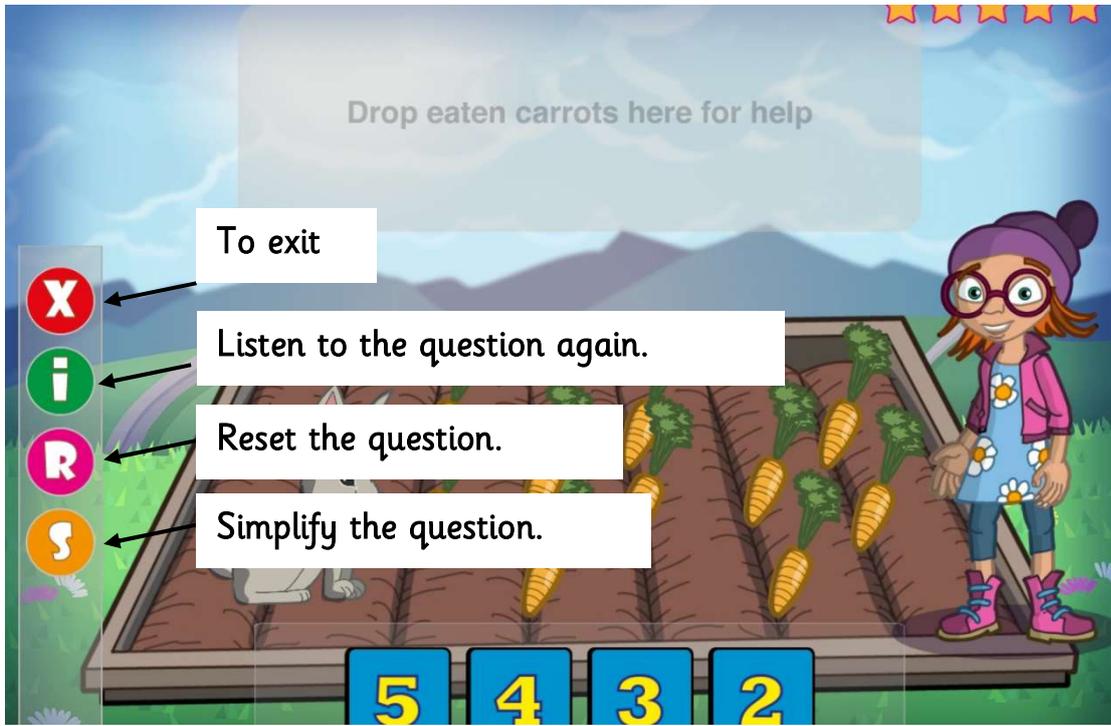
The screenshot shows the 'Module 1B' interface for Lesson 6. It features a green button for 'Lesson 6' and a section titled 'These animations may help with this lesson:' with buttons for 'Counting' and 'Subtraction'. Below this are two progress bars: a blue bar for 'Counting' and a dark blue bar for 'Arithmetic'. A pie chart below the bars shows that the 'Counting' section is mostly completed, while 'Arithmetic' is only partially completed. The text 'Lessons completed in this session' is at the bottom.

15.

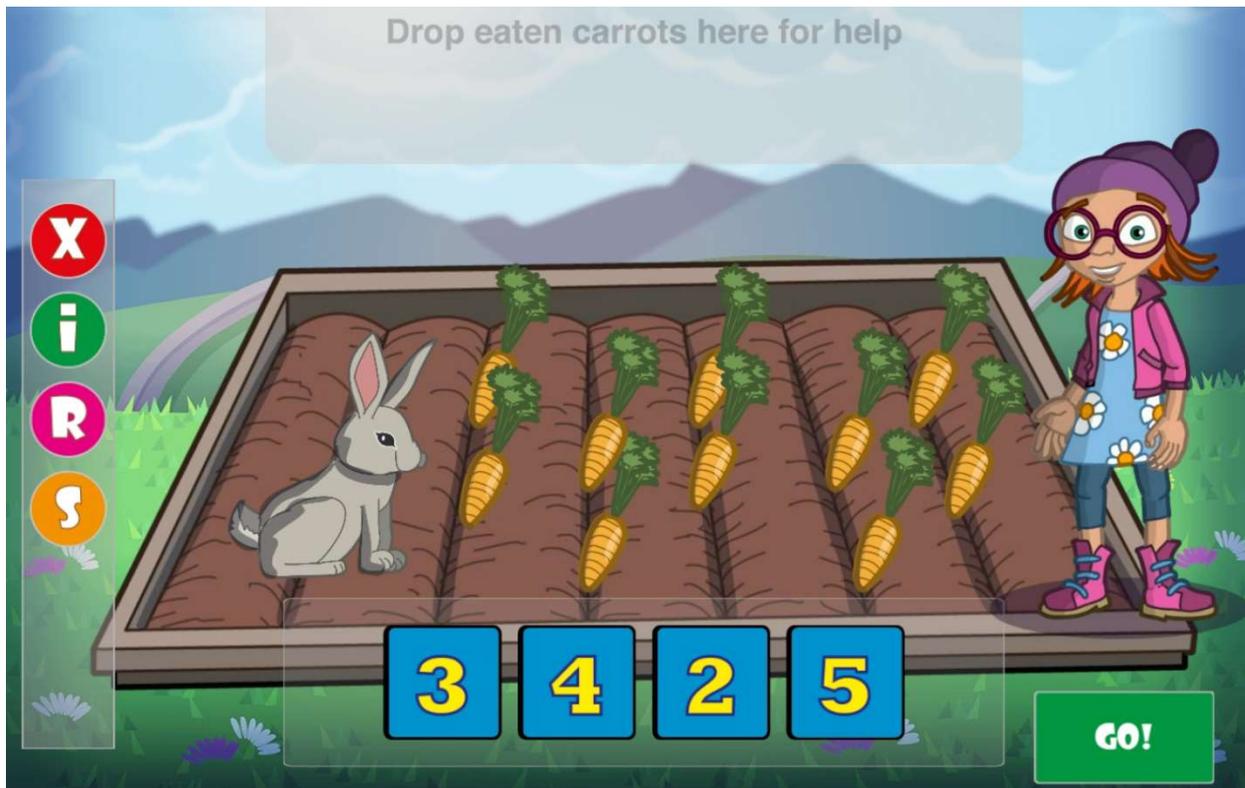


The screenshot shows a math problem interface for Lesson 6. A speech bubble contains the text: 'Lesson 6' and 'There were 10 carrots on the vegetable patch. The rabbit ate 6 carrots. How many carrots are left on the vegetable patch? Choose the correct number from the bottom.' Below the speech bubble is a green button that says 'I'M READY'. In the top right corner, there are five yellow stars. An arrow points from the text 'All start with 5 stars and will always have 1. Stars are lost for incorrect answers or simplifying.' to the stars.

16.



17.



Make sure lesson is completed before logging off.

click here

18. Multiplication Tables Check

click here



1 × 1 = ?

7	8	9
4	5	6
1	2	3
0	Go	