

Practice and Review Activities Software

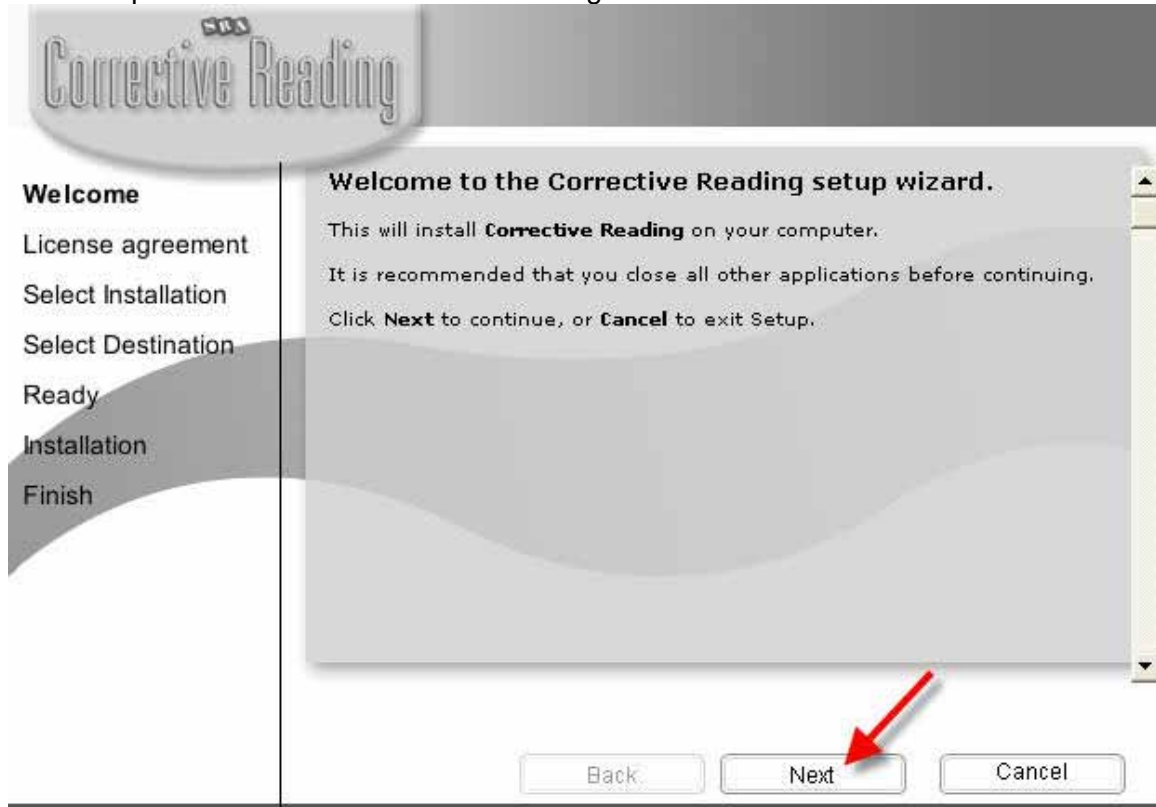
Installation and Setup Procedure

Reading Mastery Signature Edition

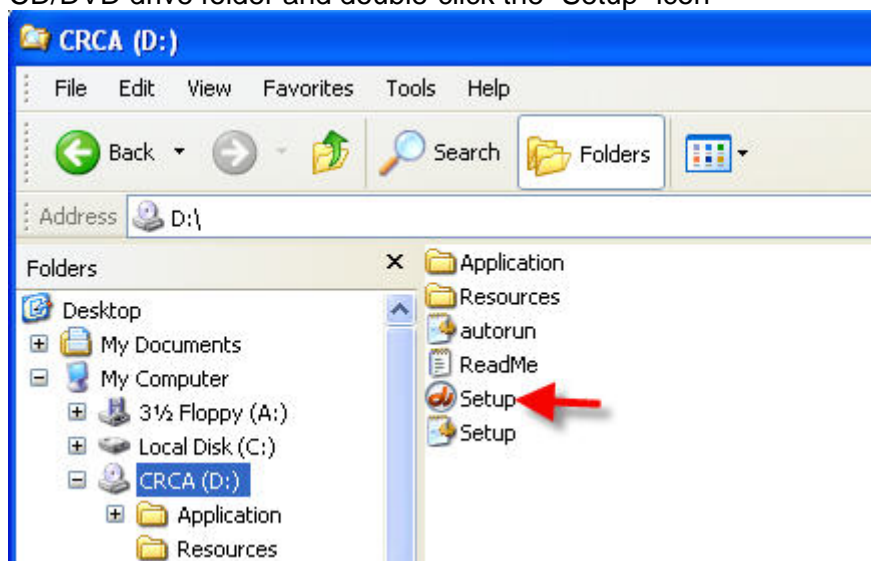
Corrective Reading

Installation

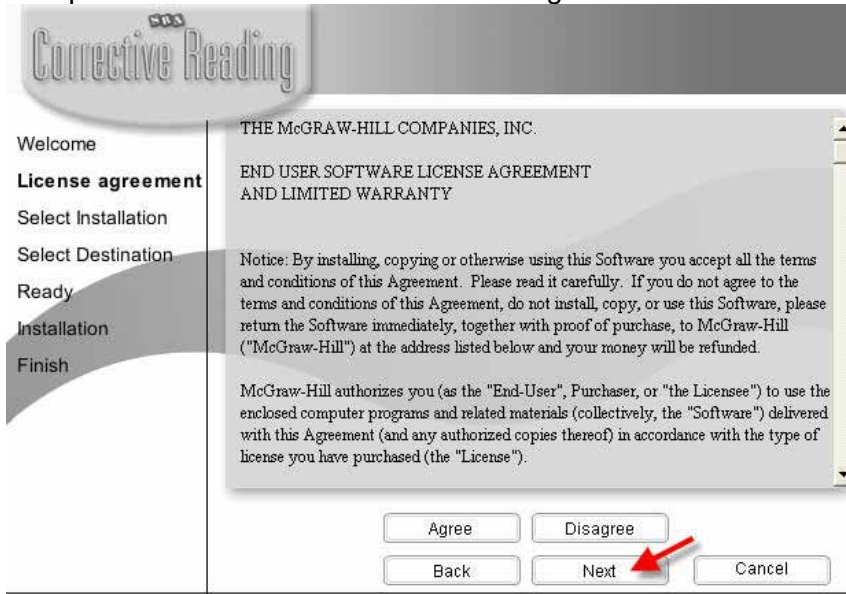
Insert the Practice and Review Activities CD-ROM into the CD/DVD drive. The Setup Wizard should begin automatically after a brief graphic introduction. Click the “Next” button to proceed to the End User License Agreement confirmation screen.



*If the Setup Wizard does not begin automatically upon inserting the CD-ROM, open the CD/DVD drive folder and double-click the “Setup” icon

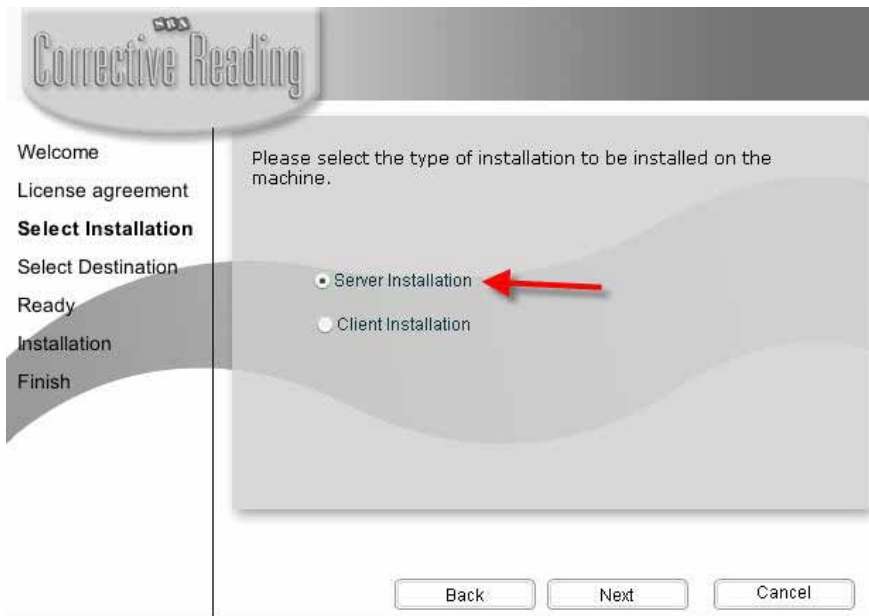


Click the “Agree” button and then the “Next” button to accept the McGraw-Hill Companies End User Software License Agreement.



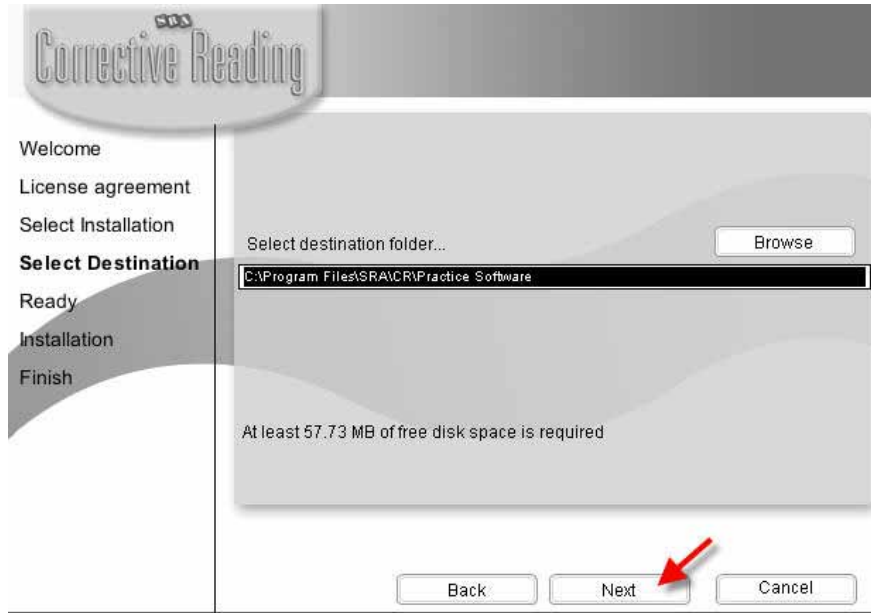
After accepting the End User License Agreement, select the “Server Installation” option button from the Select Installation screen.

You must complete the Server installation process **before installing the Client application*



Next, select a location to install the Server application. The default location is *c:\Program Files*, but a different location can be selected using the “Browse” button. Click the “Next” button to continue with installation.

* The default location is recommended

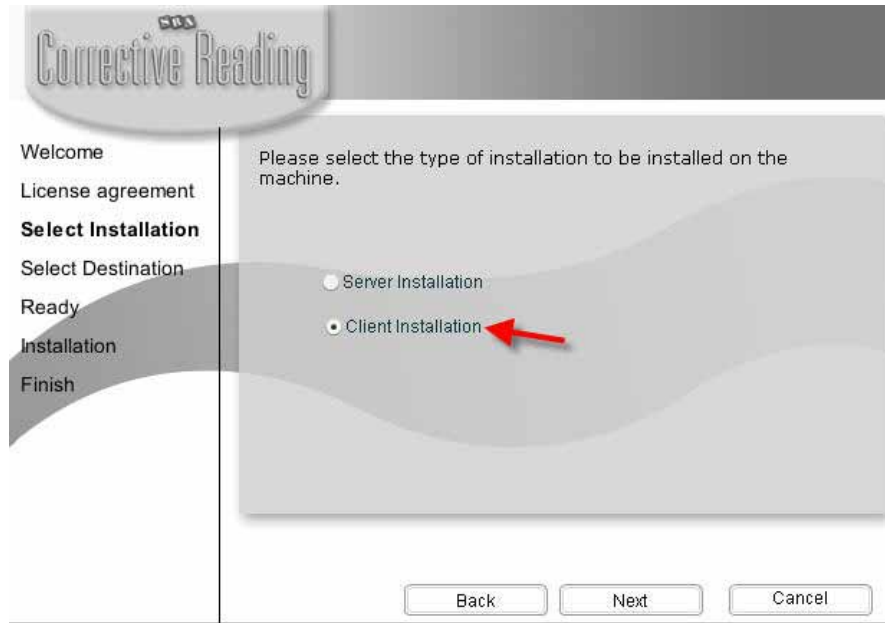


After the Server application files are installed, click the “Finish” button to exit the Setup Wizard. Click the “Read Me” option box to view the *Read Me* text file, which provides detailed installation and troubleshooting information.



After completing *Server* installation, the entire installation procedure must be repeated from the beginning in order to install the *Client* application. To restart the installation process either eject and reinsert the Practice and Review Activities CD-ROM, or double-click the “Setup” icon from the CD/DVD drive folder.

This time, select the “Client” option button from the *Select Installation* screen.

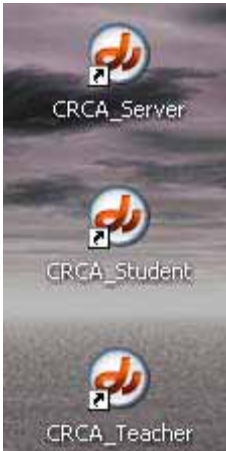


* The “Client” installation process installs both the *Teacher* and *Student* applications

Once again, click the “Finish” button to exit the Setup Wizard for the *Client* application. As with the *Server* application installation, the *Read Me* file (shown below) can be viewed at this time.

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SRA Practice and Review Activities
ReadMe
Quick Start Instructions:
1- Insert the Practice and Review Activities CD-ROM into the CD/DVD-ROM drive.
2- Setup will begin automatically (Macintosh users will have to double-click
the "setup.osx" icon that appears on the desktop).
3- After accepting the End User License Agreement, select "client" and click
ok to proceed with the installation procedure.
4- once the first installation is complete, repeat the entire installation
procedure (steps 1-3), this time selecting "server" when prompted.
Please refer to the "Getting Started" section below for a more detailed explanation
of the setup procedure for SRA Practice and Review Activities.
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This ReadMe file contains information and tips for using the latest updates to
SRA's Practice and Review Activities software. We recommend that all users review
this file when installing the software for the first time.
Contents:
- Getting Started: how to install the program on both windows and Macintosh platforms
- Running the Server: how to set up and use the server for the program
- Running the client: how to set up and run the client version of the program
  - Teacher view
  - Student view
- Troubleshooting: dealing with common problems and questions
- Tips & Tricks: a few ideas that may make using the program easier
Getting Started
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The Practice and Review Activities software is designed as a networked program. |
This means you will need to install both the server and the client versions and
run both at the same time in order to effectively use the software. Both versions
can be installed from the same Setup file.
(Windows instructions)
When you put the CD-ROM into your drive, it should automatically begin to run the
installation program. You can also find the installation program by exploring the
contents of the CD-ROM and selecting the setup.exe file. Double-clicking on the
file icon will launch the installer.
(Macintosh instructions)
When you put the CD-ROM into your drive, it should automatically place a folder on
your desktop. Inside that folder, you will find an icon labeled "Setup.osx". When
you double-click on that icon, the installation program will launch.
Once the installer is running, you simply click through the installation process,
making sure to accept the terms of the license agreement. If you do not agree to
the terms of the license agreement, the installer will automatically shut down.
(All operating systems)
After you have accepted the license agreement, you will be asked if you wish to
install the client version or the server version of the software. It does not
matter which version you install first, but both will need to be installed before
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Once the installation of both the *Server* and *Client* applications has been completed successfully, a desktop icon will appear for the *Server* application, as well as “Student” and “Teacher” icons for the *Client* applications.



If desktop icons appear for the *Server*, *Student*, and *Teacher* applications, the installation process has been completed successfully.

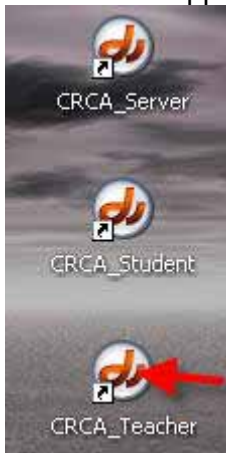
Initial Setup

****In order for the Practice and Review Activities software to function, the *Server* application must be running.** This allows the *Server* application to communicate between both *Client* applications (teacher/student) to assign activities, record student scores, and perform other functions.

To start the *Server* application, double-click the *Server* icon. The *Server* will start running automatically, but will show “0 / 32” clients connected until the *Student* or *Teacher* application is started. Up to 32 students or teachers may run the program simultaneously. Once running, the *Server* window can be minimized.



Once the *Server* application is running, double-click the “Teacher” desktop icon to start the *Teacher* application.



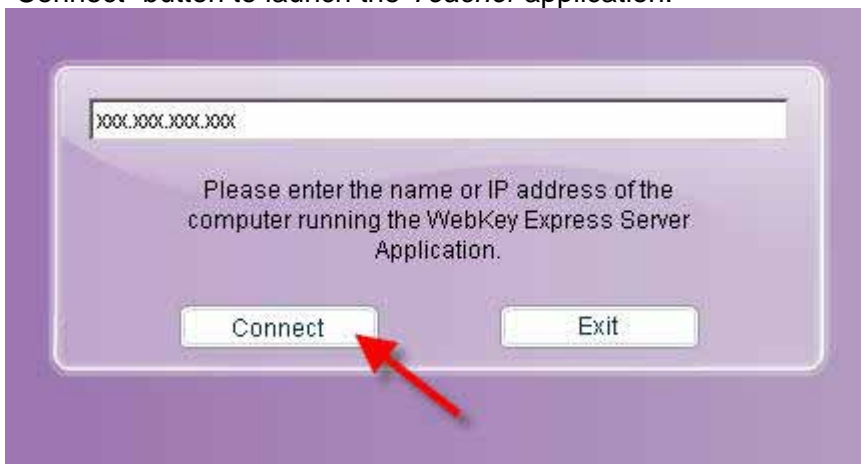
Teacher Login

Each time it is started, the *Teacher* application prompts for the IP address of the server to be entered. Enter the IP address of the computer running the *Server* application into the text box, and click the “Connect” button. This allows the *Teacher* application to communicate with the *Student* application via the *Server*.



* The IP address will be pre-populated the next time the *Teacher* application is started.

After entering the IP address where the *Server* application is running, click the “Connect” button to launch the *Teacher* application.



Once the IP address of the *Server* application is entered correctly, the *Teacher* application prompts for a password to be setup and confirmed before any further action can be taken. Record the password and store it somewhere where it will not be misplaced or forgotten.

* Student data **cannot** be accessed or recovered for accounts if the Teacher password is not available.



* Lost passwords **cannot** be reset without losing all student performance data. The *Teacher* application password can be changed by clicking the "Options" link that is displayed in the top-right corner of the screen when a teacher is logged in to the software.



Setting Up Students

Once a password for the *Teacher* application is set, student information can be entered. Students are assigned usernames and passwords automatically as their data is entered into the *Teacher* application. Click the “Add/Update” button to save data for each student entered. Groups can be setup once data is entered for one or more students.

Student usernames and passwords can be changed by clicking the “Change” link displayed next to the student “Login” text box.

The screenshot shows the 'Add/Edit Students' interface in the Teacher Management System. The window title is 'Teacher Management System - Comprehension A'. The interface includes a sidebar with navigation options: Student Management (Student List - Add/Edit, Group List - Add/Edit), Assignments (View/Edit Assignments), Reports (Student Reports, Group Reports), and Resources (Game List/Try Out). The main area is titled 'Add/Edit Students' and contains a 'Student List' table with columns for LAST NAME, FIRST NAME, and ADDED. Below the table are buttons for 'Student Login Cards', 'Go Home', and 'Print Student List'. To the right of the table is a form for entering student information, with required fields marked with an asterisk. The form includes: First Name (Sample), Middle Init (Q), Last Name (Student), Login (SampleS) with a 'Change' link, Password (SS42627), and Date Added (mm/dd/yyyy) with input boxes for 12, 10, and 2007. At the bottom of the form are buttons for CANCEL, DELETE, and ADD/UPDATE, with a red arrow pointing to the ADD/UPDATE button.

LAST NAME	FIRST NAME	ADDED

Student Login Cards Go Home Print Student List

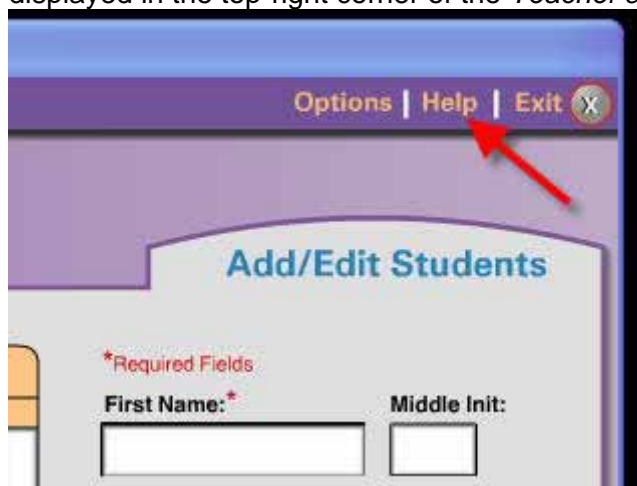
CANCEL DELETE ADD/UPDATE

Once data for all students is entered and saved, Student Login Cards can be printed. The Student Login Cards provide the username and password for each student setup through the *Teacher* application. Students will use the Login Card information to access the *Student* application, and play any activities assigned by the teacher.



Please refer to the *Practice and Review Activities User's Guide* for information on setting up student groups, assigning activities, running reports, and other features available through the *Teacher* application.

Once logged in, the *User's Guide* can be accessed at anytime by clicking the "Help" link displayed in the top-right corner of the *Teacher* application.



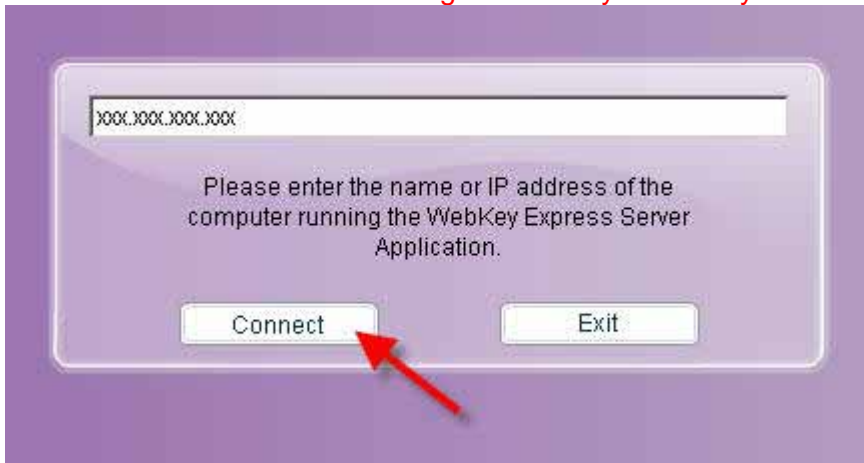
The *Practice and Review Activities User's Guide* can also be downloaded from [SRAonline](#) through the "User Resources" section for each product that Practice and Review Activities software is available for.

Student Login

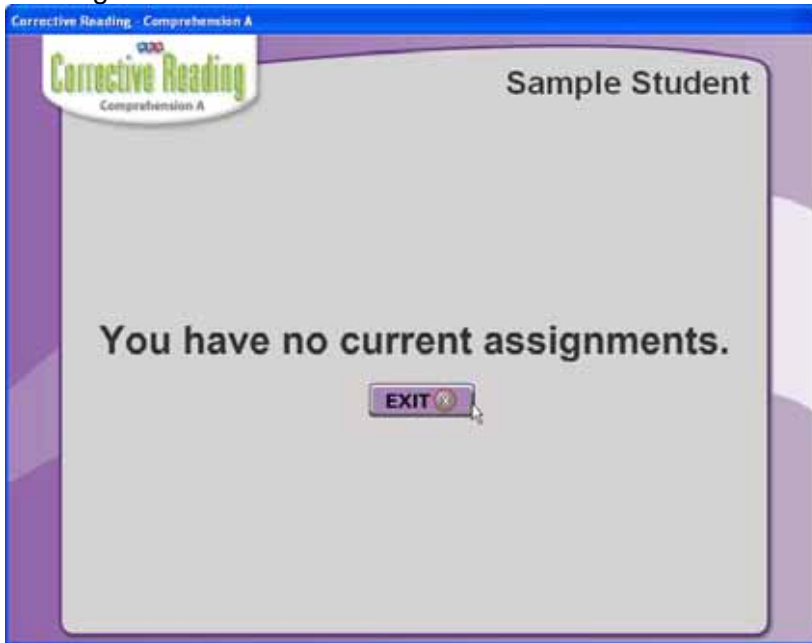
Once student usernames and passwords have been setup through the *Teacher* application, students can login using the information provided on the Student Login Cards. Double-click the “Student” icon to start the *Student* application (NOTE: *Server* application must also be running).



* Students will also be prompted to enter the IP address of the *Server* application when they login. Keep a written record of the IP address where the *Server* is installed near any workstations students will be using so that they can easily refer to it when logging in.



Students will **not** be able to utilize the Practice and Review Activities software for *Reading Mastery* and *Corrective Reading* until specific activities have been assigned to them through the *Teacher* application. Students who attempt to login before any activities from these programs have been assigned to them will receive an error message:



* The Practice and Review Activities for *Language for Learning* are self-paced, and students can be permitted to work ahead of the class schedule. Please refer to the Practice and Review Activities *User's Guide* or program-specific *Teacher's Guide* for additional information on assigning Practice and Review activities for *Corrective Reading* and *Reading Mastery*.

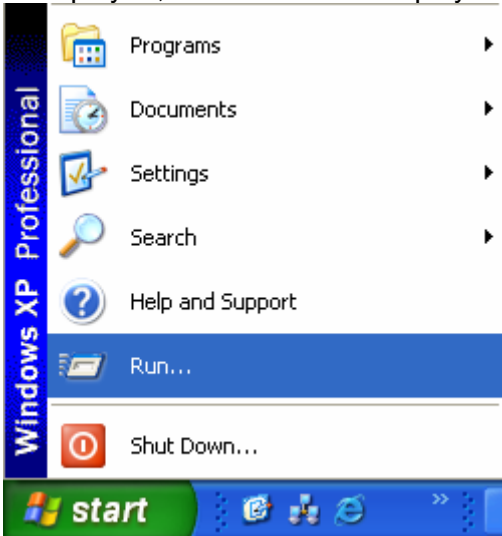
Locating the IP Address (Windows 2000/XP)

The Student and Teacher login procedures for the Practice and Review Activities software require you to provide the Internet Protocol (IP) address for the machine on which the *Server* application is running. This is so that the *Teacher* and *Student* applications can communicate with each other, even if they are being run on different computers – such as in a lab or networked setup.

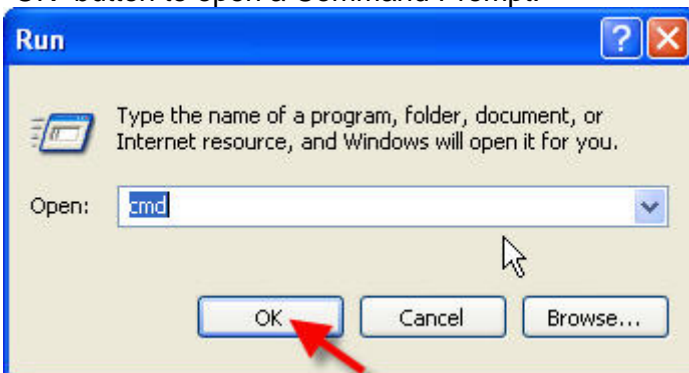
The IP address for Windows-based computer systems can be easily found using the Start Button displayed in the bottom-left corner of the desktop.



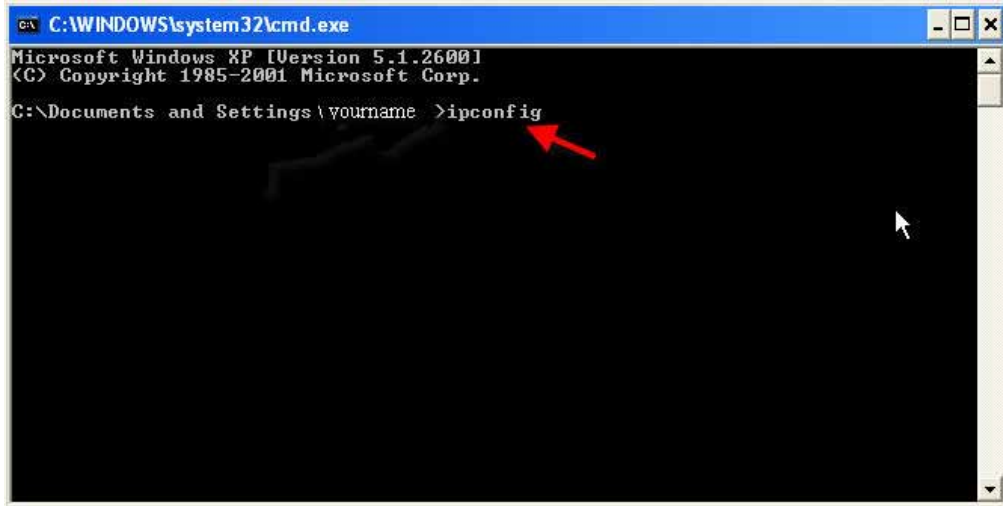
Click the Start Button to display the Start Menu. Once the pop-up list for the Start Menu is displayed, click "Run..." to display the *Run* dialog box.



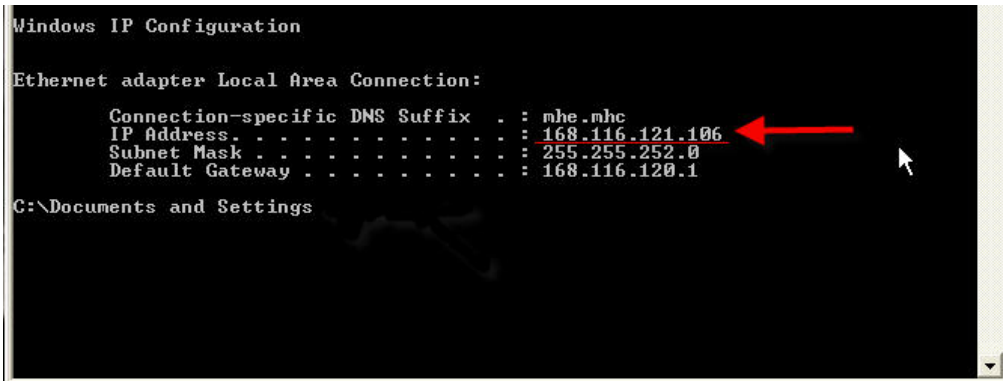
Once the Run dialog box is displayed, type "*cmd*" and press the Enter key or click the "OK" button to open a Command Prompt.



Once the Command Prompt is displayed, type "ipconfig" and press the Enter key.

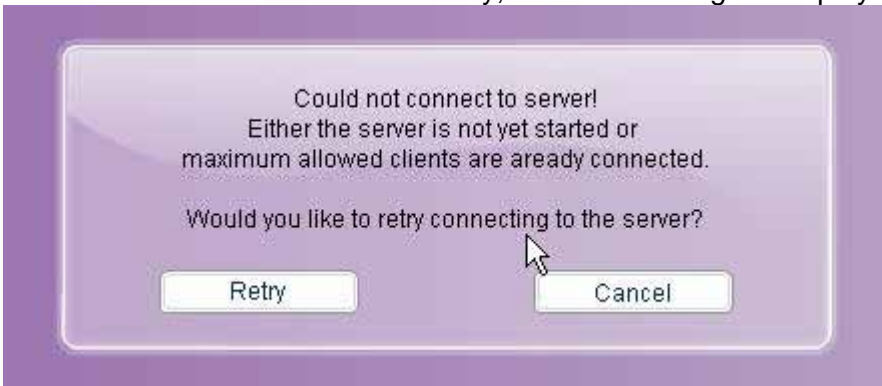


The IP address will be displayed, along with additional Internet-related protocol information.



Write down the IP address displayed and keep it somewhere accessible for use when logging into the Practice and Review Activities software.

If the IP address is entered incorrectly, an error message is displayed when it is entered.



Locating the IP Address (Macintosh)

The IP address can easily be found on Macintosh machines using the following steps:

For non-OS X systems:

1. Access the Apple Menu by clicking on the apple in the top-left corner of the screen
2. Click *Control Panels* in the Apple Menu
3. Click *TCP/IP Control Panel* to view the IP address

For OS X systems:

1. Open System Preferences
2. Under *Internet and Network* click "Network" to view the IP address