

Steps for Making First Lesson in PrimerPro

Step 1. Add a new symbol that needs to be taught.

- This step add the new symbol to the graphemes taught list.
- In PrimerPro, go to Tools, Graphemes Taught, Update Graphemes Taught menu item.
- Enter the new symbol at the end of list.
- Click "OK".

Step 2. Check Grapheme Taught Order against the grapheme inventory.

- This step checks to make sure you entered the symbol correctly in the previous step.
- In PrimerPro, go to Tools, Graphemes Taught, Check Against Grapheme Inventory menu item.
- The desired result should be “None.” If something is there, check to make sure you typed it in correctly.

Step 3. Search for keyword for the lesson

- This step finds potential words for your keyword.
- In PrimerPro, go to Search, Word List, Buildable Word Search menu item.
- In “Highlight words with these graphemes” textbox, put the symbol you are teaching in this lesson.
- Click Search options.
- In the Search Options Filter dialog box, in the "Part of Speech" textbox, select Noun.
- Click "OK".
- Click "OK".
- From the list of words, select your keyword.

If you do not find an appropriate word in the list, try this search. It may give you a word which is not decodable

- In PrimerPro, go to Search, Word List, Grapheme Search menu item.
- In "Graphemes to find" textbox, enter the symbol you are teaching.
- Click Search options.
- In the Search Options Filter dialog box, in the "Part of Speech" textbox, select Noun.
- Click "OK".
- Click "OK".
- From the list, select your keyboard.

Step 4. Search for decodable words you can use in your story

- This step will find decodable words for your story

SEARCH 1

- In PrimerPro, go to Search, Word List, Buildable Word Search menu item.
- In "Highlight words with these graphemes" textbox, put the symbol you are teaching in this lesson.
- Click "OK".
- Put your cursor at the bottom of the page.

SEARCH 2

- Go to Search, Text Data, Buildable Words search menu item.
- In "Highlight words with these graphemes" textbox, put the symbol you are teaching in this lesson.
- Click No duplicates.
- Click "OK".
- Put your cursor at the bottom of the page.
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SAVE FILE

- Go to File, Save as menu item.

- Navigate to the Searches folder.
- Enter the file name, “*Searches for _____*”
(If you are teaching the symbol N, you will name the file “Searches for N”.)
- Click "OK".

Step 5. Write the story

- Use words from your saved searches to help you write the story. You can also use your sight words.
- Focus especially on the highlighted words.
- Use your story checklist to help you check the quality of the story.

TYPE STORY INTO TEXT EDITOR

- In Windows, navigate to Stories folder.
- Open the Stories folder and right click in the blank space.
- Go to New, Text Document. It will create an empty textdocument
- Type in the file name, “*Story for _____*” and then press <ENTER>. (e.g. “*Story for N*”)
- Open the file and type your story.
- Click "Save as".
- Choose UTF-8 for your encoding.
- Click "Save".

Step 6. Search for untaught residue

- This step makes sure all the words in your story are decodable (except for sight words).
- In PrimerPro, go to Search, Text Data, Untaught Residue Search menu item.
- Story file: click "Browse".
- Navigate to Stories folder and select your story (e.g. “*Story for N*”).
- Click "Open".
- Click "Display in paragraph format".
- Click "Ignore sight words".
- Click "OK".

- The new words in the story are highlighted. If you have too many, you may need to rewrite the story.

Step 7. Create an “All Stories” text file.

- This step will allow to compare the next story with all the previous stories for new words.
- In Windows, navigate to Stories folder.
- Click on your story, “*Story for ____*”. Open the file.
- Press <CTRL-A> to select everything.
- Press <CTRL-C> to copy everything.
- Close this file.
- Create an “*All Stories*” text file in the Stories folder.
- Press <CTRL-V> to paste the story.
- Click "Save". Make sure you save it as a UTF-8 text file.