

How to Perform Spanish I A Lesson Activities



Inserting Special Characters

Click on this icon to learn how to insert characters not found on the keyboard.



Using the Dictionary

Click on this icon to learn about the various features of the dictionary.



Crossword Puzzles

Click on this icon to learn how to input answers using the provided clues.



Drag and Drop

Click on this icon to learn how to use the mouse to complete puzzles by matching items with their text.



Word Searches

Click on this icon to learn how to search for words hidden in a grid.



Fill in Chart

Click on this icon to learn how to apply a set of words to sentences with fill-in-the-blank boxes.



Decoding Puzzles

Click on this icon to learn how to decode letters and numbers.



Letter Tile Puzzles

Click on this icon to learn how to create words and score points from letter tiles.

Writing in Spanish often requires the use of accent marks (*acentos* or *tildes*) and other special characters that are not used in English. Accent marks indicate which vowel in the word should be stressed in pronunciation or to distinguish between similar words. For example, *él* means "he" and *e/* means "the" with the only difference being the accent mark.

Basic Rules of Accentuation

1. The next to last syllable is stressed in words that end in a vowel, or *n* or *s*.
2. The stress falls on the last syllable in words that end in a consonant other than *n* or *s*.
3. If the word has an accent mark, that syllable is stressed, ignoring the rules above.

The following example shows the inverted question mark and several accent marks:

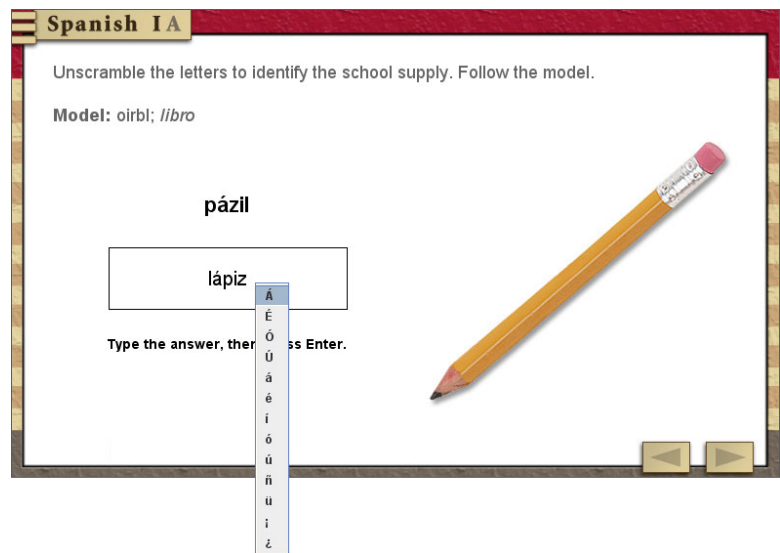
¿Dónde está el baño? (Where is the bathroom?)

Special characters and accent marks must be included for your answers to be counted as correct.

Right Click to Insert Characters

To insert a special Spanish character into your answer:

1. Place your mouse cursor where you want to type the special character.
2. **Right-click** with your mouse to show a drop-down list of special characters (see the figure at right).
3. Click on the desired character to insert it in the box.

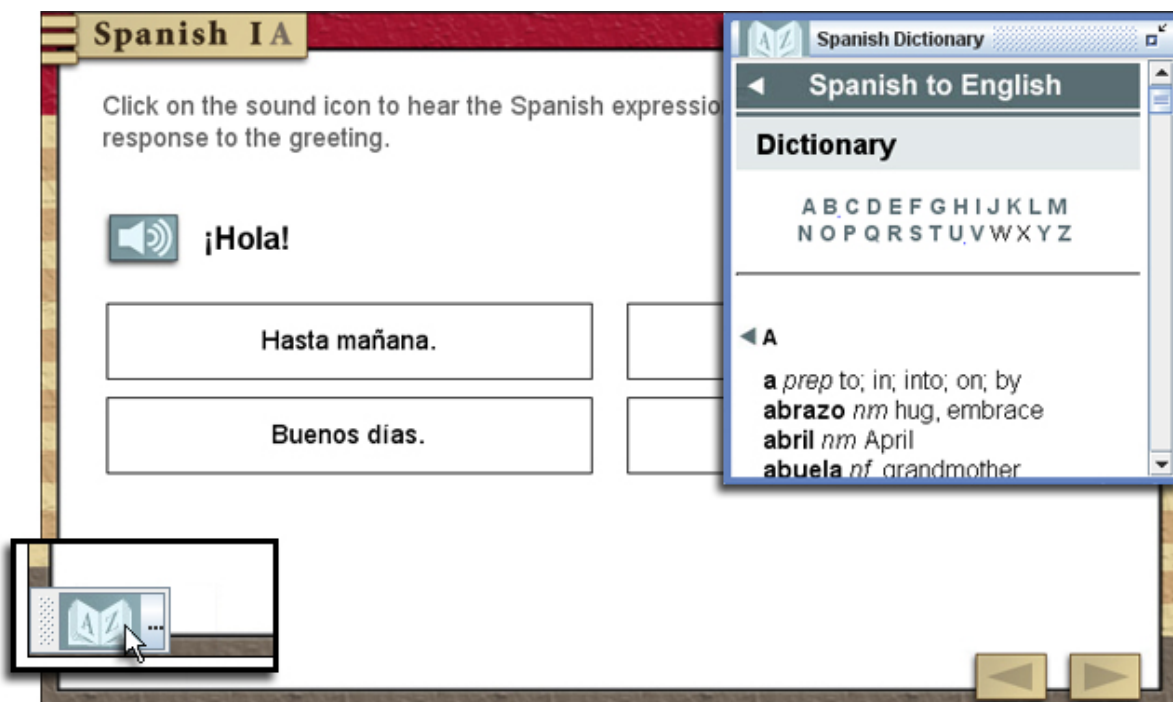


If you insert the wrong character:

1. Press the **[Backspace]** key to delete the unwanted character.
2. **Right-click** to choose another character from the drop-down list, or continue typing your answer.

A dictionary is provided that contains the vocabulary words and phrases used throughout this Spanish course. To access the dictionary, click on the icon located at the bottom left corner of each page. You can minimize the dictionary to read the lesson pages, then maximize it when you need to look up a word. Both Spanish to English and English to Spanish versions are provided.

The dictionary can be used to help you complete writing and vocabulary sections; however, it is not available on tests.



The screenshot shows a lesson page titled "Spanish I A" with a red header. The main content area contains the instruction "Click on the sound icon to hear the Spanish expression and provide your response to the greeting." Below this is a sound icon and the text "¡Hola!". There are two input boxes: the first contains "Hasta mañana." and the second contains "Buenos días." To the right of the lesson page, a "Spanish Dictionary" window is open, displaying the "Spanish to English" section. The dictionary window has a title bar with "Spanish Dictionary" and a close button. It shows a "Dictionary" section with an alphabetical index (A-Z) and a list of words under the letter "A": "a" (prep to; in; into; on; by), "abrazo" (nm hug, embrace), "abril" (nm April), and "abuela" (of grandmother). At the bottom left of the lesson page, there is a small icon of a dictionary with a mouse cursor pointing to it. At the bottom right, there are two navigation arrows.

Some Juego sections include a crossword puzzle activity. Crossword puzzles are similar to fill-in-the-blank questions, except the exact number of letters for each answer is known (one letter for each box). Because each answer overlaps with at least one other answer, each correct answer helps to complete another answer.

There are two sets of clues. The DOWN set provides clues for the up and down column answers, and the ACROSS set provides clues for the left to right rows.

Hint: Before starting to fill out the crossword puzzle, review the clues (found on the left side of the screen). Then you can answer the easy questions, which may fill in a few letters for the hard questions. Those letters can provide hints to the correct answer.

Answering Crossword Puzzle Clues

1. Click on the first square you want to fill in.

- The active clue appears in the tan box above the crossword puzzle.
- The active square will be highlighted in blue. This is where the letter will appear when you use the keyboard.
- The word space you are working to complete is highlighted in yellow.



2. Type the appropriate letter to start your answer.

- The letter appears, and the next square automatically becomes active.
- If you enter a wrong letter, it will be highlighted in **red**. Use the mouse to select the square, press the **[Backspace]** key to delete the incorrect letter, then try another letter.

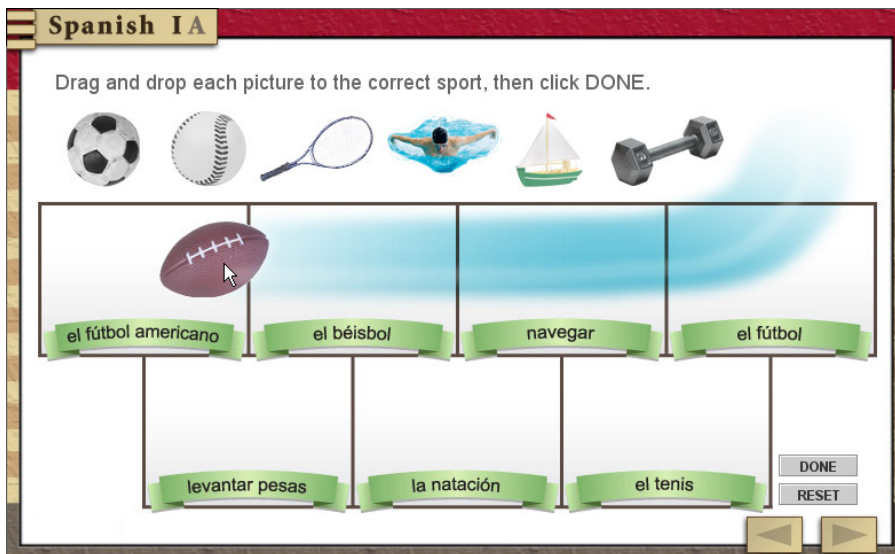
3. Continue typing the answer to the clue, correcting your mistakes as you go.

4. Click on another word space to continue completing the puzzle.

Drag and drop activities are designed to provide fun practice for vocabulary and grammar. One example of a drag and drop activity is to match pictures to the correct vocabulary terms. Instead of typing your answers, use your mouse to simply drag the picture to the correct word or phrase.

Drag and Drop - Answering Puzzles with Your Mouse


1. Place your cursor over an item.
2. Press and hold the left-click button.
3. Drag the item to the correct spot and release the button.
4. Repeat this process for each remaining item.
5. When the activity is complete (all items are matched with their text), click on the **Done** button to receive feedback.
6. If you receive incorrect feedback, click the **Reset** button to try the activity again.



Spanish IA

Drag and drop each picture to the correct sport, then click DONE.

Images: Soccer ball, Baseball, Tennis racket, Swimmer, Sailboat, Dumbbell

			
el fútbol americano	el béisbol	navegar	el fútbol
levantar pesas	la natación	el tenis	

DONE
RESET

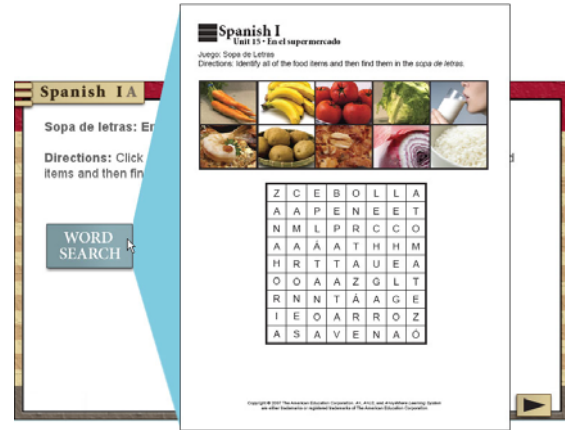
Navigation arrows: left and right

Another Juego is a word search, which is a grid of letters that has words hidden in it. When you find an answer, circle it. Once all of the word search matches are circled, compare your answers with the computer's answer key.

Printing and Using the Word Search Form

Word search uses a printed form, so your first task is to create the printout:

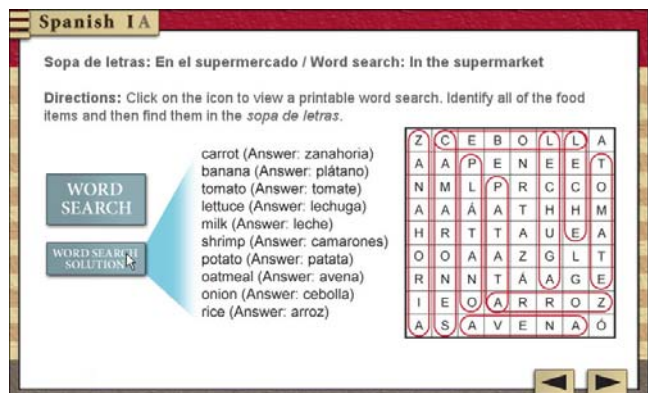
1. Click on the **Word Search** button to open a puzzle form (see figure at right).
2. With the form open, click on the **Print** button on the button bar (upper left, just above the word search form).
3. With the printed form in hand, read the instructions at the top of the page.



4. Choose a word from the Word Bank and search for it. Words can be spelled across or down the grid (in rows and columns), but there are no diagonal words. Circle your answers with a pencil (so you can easily make changes) and put a checkmark next to the word in the Word Bank.
5. When you have completed the word search, return to the lesson page on the computer. Note: the number of circled words should match the number of words in the Word Bank.
6. Click on the **Word Search Solution** button.

- As the figure at right shows, clicking on the **Word Search Solution** button displays the answer key. The Word Bank answers are both written on the side and circled on the grid.

7. Compare your printed form to the answer key.



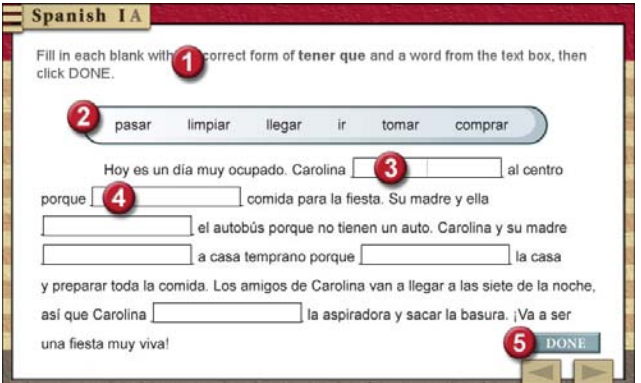
Some study guide questions and Juegos include fill-in chart activities with multiple words and fill-in boxes (as shown in the figure below). They give you practice putting new words and/or word combinations into the correct context.

Filling in the Blanks

Hint: Read through the instructions, words, and text before filling in the blanks.

To complete a fill-in chart activity:

1. Carefully read the directions at the top of the page (see Step 1 in the figure at right).
2. Review the words in the Word Bank.
3. Click on the first box you want to fill in, then type your answer.
4. Continue clicking in each fill-in box and typing your answers.
5. After you have filled in all the answers, press **DONE** to submit your answers.
 - If you receive incorrect feedback, you can change your answers by using **[Backspace]** or **[Delete]**, then retyping your answer.
 - If you have not accurately completed the activity after three tries, you can check your answers on the following screen.



Spanish I A

Fill in each blank with the **1** correct form of *tener que* and a word from the text box, then click **DONE**.

2 pasar limpiar llegar ir tomar comprar

Hoy es un día muy ocupado. Carolina **3** [] al centro porque **4** [] comida para la fiesta. Su madre y ella [] el autobús porque no tienen un auto. Carolina y su madre [] a casa temprano porque [] la casa y preparar toda la comida. Los amigos de Carolina van a llegar a las siete de la noche, así que Carolina [] la aspiradora y sacar la basura. ¡Va a ser una fiesta muy viva!

5 **DONE**

Decoding puzzles ask questions that can be answered by decoding clues. The clue requires you to find the correct entry in the code tables and translate it into letters that spell out the answer.

Decoding the Answer

To crack the code and answer the question:

1. Carefully read the directions, then read the question (see Step 1 in the figure at right).

2. Read the clue in the left column (see Step 2 in the figure at right).

3. Using the clue and the table on the right, identify the correct letter (see Step 3 in the figure at right).

Spanish I A

The table below shows the Spanish alphabet and is numbered in order. Use the clues to decode the name of Celia's favorite sport.

El deporte favorita de Celia es:		
La segunda letra	<input type="text"/>	
La primera letra	<input type="text"/>	
La decimotercera letra	<input type="text"/>	
La decimoctava letra	<input type="text"/>	
La decimosexta letra	<input type="text"/>	
La tercera letra	<input type="text"/>	
La sexta letra	<input type="text"/>	
La vigésima tercera letra	<input type="text"/>	
La vigésima cuarta letra	<input type="text"/>	
La decimoctava letra	<input type="text"/>	

a	1	e	6	j	11
b	2	f	7	k	12
c	3	g	8	l	13
ch	4	h	9	ll	14
d	5	i	10	m	15
n	16	r	21	v	26
ñ	17	rr	22	w	27
o	18	s	23	x	28
p	19	t	24	y	29
q	20	u	25	z	30

Fill in each letter to complete the activity, then click Done.

DONE

4. Type the letter in the box next to the clue (see Step 4 in the figure at right).

5. After you have filled in all the answers, press **DONE** to submit your answer.
 - If you receive incorrect feedback, change your answers by using **[Backspace]** or **[Delete]**, then retype your answer.
 - If you have not accurately completed the activity after three tries, you can check your answers on the following screen.

The goal of a letter tile puzzle is to create words from a set of random letters. The more letters used, the more points you score. Common letters (such as vowels) are worth fewer points. Letters used less often are worth more points. In the example below, C is worth the most points because it appears least often.

Using the example at right (DLAICEM), you can make many words, including:



- LED $1+1+2 = 4$ points (puntos)
- LEAD $1+1+1+2 = 5$ points
- CLAD $5+1+1+2 = 9$ points
- DIAL $2+1+1+1 = 5$ points
- DEAL $2+1+1+1 = 5$ points
- CLAIM $5+1+1+1+3 = 11$ points
- CLAIMED $5+1+1+1+3+1+2 = 14+50 = 64$ points
- MEDICAL $3+1+2+1+5+1+1 = 14+50 = 64$ points

Words of the same length like LEAD, CLAD, DIAL, and DEAL can have different point values. Using high point letters (like the C in CLAD) adds the most to your score. If you use all the letters, you will earn 50 bonus points. For the highest scores, use all the letters.

In the example above, English words are used to make it easier to show how to do a letter tile puzzle. Your lessons will use Spanish vocabulary.

Arranging Letter Tiles for Points

Hint: If you have paper and pen available, you might want to start a list of all the words you can think of that match each set of letter tiles. Sometimes seeing the list will help you identify more variations and ways to lengthen words you have already written down. In the example above, CLAIM became CLAIMED and earned the 50 point bonus!

1. Starting with the first group of seven letters, think of words that can be assembled (see Step 1 in the figure at right).
2. When you think of a word, type it into the seven blank boxes (see Step 2 in the figure at right). Use all seven letters to get the maximum score.
3. Add the points from the tiles and type the score in the **puntos** column (see Step 3).
4. When all five **puntos** boxes are filled in with your word scores, add the points and type the total in the **total puntos** box (see Step 4 in the figure at right).
5. When you have completed all the letter tile words, click on the **puntos posibles** button to see the maximum possible score.
6. When you are ready to see the words that make up the maximum score, click on the **solution** button.

