



textease
Turtle CT

Flexible, progressive on-screen turtle graphics

Publisher Draw Spreadsheet Movies
Database Paint Presenter **Turtle** Branch

Getting Started Guide



Foreword

Textease Studio CT is a fully integrated set of software tools. This revolutionary principle means that all the tools have the same easy to use interface and, because they all work in a similar way, having mastered one the others are easy to pick up. Textease Studio CT has been carefully thought out to give you **NINE KEY TOOLS** in a single application making it ideal for use across the curriculum.

Textease Publisher CT - For all your writing and publishing needs.

Textease Draw CT - A revolutionary vector drawing tool.

Textease Spreadsheet CT - The perfect introduction to simple spreadsheets.

Textease Movies CT - Produce exciting movies in minutes.

Textease Database CT - A truly easy to use, multi-user database.

Textease Paint CT - A vibrant, creative painting tool.

Textease Presenter CT - Create top-notch presentations to be proud of.

Textease Turtle CT - Flexible, progressive on-screen turtle graphics.

Textease Branch CT - An imaginative way to sort and classify.

All of the above tools except Textease Movies CT  share a common interface and therefore the same desktop icon .

In addition to the Textease Studio CT tools, you will also be able to open Textease Timeline and Textease IdeasMap from the toolbar. These additional products are available to you for 30 days from installation so you can experiment and get a real flavour for their classroom potential. If these additional products are not purchased, the demonstration versions will expire after 30 days.

@Home Licence

Don't forget our @Home licence for Textease Studio CT is a great way to provide pupils and teachers with the same software they have in school for use at home.

For further information about any of our products visit www.lightbox-ed.com, call sales on **+44 (0)1332 258384** or email sales@lightbox-ed.com.

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Introduction

Textease Turtle CT is a fully functional and flexible logo program. There are different levels within this program which allow for progression making Textease Turtle CT suitable for Key Stages 1 to 3.

At the simplest level pupils use on-screen buttons to control direction and distance as the turtle moves on the page. The more advanced levels introduce pupils to simple programming enabling them to write sequences of movements (procedures) and run these to create repeating patterns.

Getting Going

- Go to the 'Start' button on your desktop and in 'All Programs' select 'Lightbox Education' and then 'Textease Studio CT' (twice).

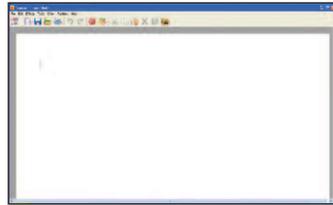


Fig.1

Alternatively double click on the shortcut on your desktop.

A Textease page will open, with the 'General' Textease toolbar already open (Fig.1).

- Open the 'Turtle' toolbar by clicking on the 'Toolbar control' button  then click on the 'Turtle' button (Fig 2).



Fig.2

- The 'Turtle' menu will be added to the menu bar and the 'Turtle' toolbar will open containing the 'Add turtle', 'Keypad', 'Run procedure' and 'Stop procedure' buttons (Fig.3).



Fig.3

- Additional toolbars can be opened or closed at any time within the 'Toolbar control' window. (Click on the 'Toolbar control' button to access this window.)

N.B. For information on how to configure which buttons will appear on the toolbars, see the Textease Publisher CT Getting Started Guide.

Remember that you are working within Textease so all the usual functionality of Textease in terms of effects and links etc. are

available to you. (See the Textease Publisher CT Getting Started Guide for further details.)

Placing a Turtle on the Page

A turtle is a generic name for an object that is controlled by the logo language. In Textease Turtle CT there are a number of existing turtles to select from, or you can make your own turtle from any object (text or an image). In addition, you can create and control many turtles, as a group or independently, on the same page. (See the example "Aerobatics" in the 'Resource Bank' which has four turtles following a procedure simultaneously.)

Use the Default Turtle

- Click on the 'Add turtle' button  on the 'Turtle' toolbar.

- The default turtle will be placed in the centre of the screen in its home position (Fig.4). (NB. To place the turtle in the centre of the page rather than near the top, scroll down to the middle of the page before clicking on the 'Add turtle' button.)

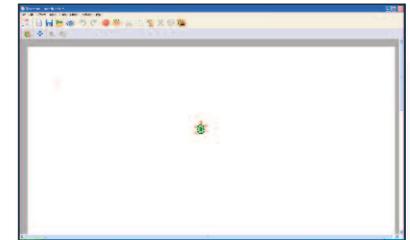


Fig.4

Select a Turtle from the Resource Bank

- Click 'Turtle' on the menu bar then 'New turtle...'
- The Resource Bank will open displaying the 'turtle' folder

The difference between the green and blue levels is how the commands appear on the keypad buttons. The buttons in the green level (Fig.7 on page 9) have full logo commands written on them, e.g. 'Forward 20'. In the blue level (Fig.8) the buttons have abbreviated logo commands written on them, e.g. 'Fd 20').

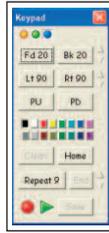


Fig.8

- **Alter Distance and Degree of Turn**

Click on the small arrows  to the right of the command to increase or decrease the amount.

- **Repeat and End Commands**

End is a basic logo command which signifies the end of the procedure. (NB. Procedures may not run if they do not contain an 'End' command.)

By using the 'Repeat' command fewer commands have to be given to carry out the same procedure.

For example to draw a square using the green level keypad click 'Repeat 4', 'Forward 20', 'Right 90', 'End'.

- **Record a Procedure**

Click on the red 'Record' button  on the keypad.

Create your procedure using the keypad to move the turtle around.

Replay your procedure by clicking on the green 'Play' button



on the keypad.

- **Save a Procedure**

Click on the 'Save' button on the keypad. (A 'Save recording' window will automatically open.)

Give the procedure a name (for example, if you created a procedure to draw a square call it "square") and close the window.

(NB Saved procedures are only accessible from the document you are working in and cannot be opened in other documents. However, when you save the document any saved procedures will remain in the 'Procedures' list and can be used whenever that document is opened.)

Writing Basic Logo Commands in Textease Turtle CT

A screen turtle can be given a wide range of commands to follow. These commands can be written directly on the page, within the procedures window or on the command line. Below is a list of some commonly used basic logo commands:

forward, backward,
left, right,
run, clean, home,
end, repeat,
pen up, pen down,
north, south, east, west,

Writing Commands and Procedures Directly on the Page

In Textease Turtle CT commands and procedures can be written directly on the page, and run, without the need to open additional windows. (See the example 'Hexagon' in the 'Resource Bank'.)

- Write the command or procedure anywhere on the page. (When writing a procedure on the page in Textease Turtle CT you do not need to use square brackets.)

For example to draw a hexagon:

```
repeat 6  
forward 40  
right 60  
end
```

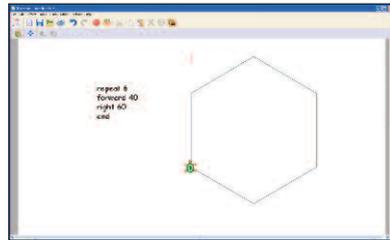


Fig.9

- Place the cursor at the start of the procedure or command.
- Click on the 'Run procedure' button  on the 'Turtle' toolbar. The turtle will follow the command or procedure (Fig.9).

Using the Procedures Window

Within the procedures window you can write (and name) new procedures, edit, delete and run procedures. A named

procedure can be called from the command line, another procedure, from a link or run directly if it is typed on the page. By writing a procedure more advanced logo commands can be used to control the turtle compared with those available on the Textease Turtle CT keypad. For example, you can use the commands 'east' and 'west' to move the turtle sideways, whereas the keypad only allows you to move a turtle forwards or backwards. (See the example 'Which Locality' in the 'Resource bank'.)

Open the procedures window (Fig.10) by clicking 'Turtle' on the menu bar then 'Procedures'.



Fig.10

Write a New Procedure

- Click on 'New' in the procedures window. The 'Create a procedure' window will open (Fig.11).
- Type in a name for your procedure, for example "pentagon".
- Click 'Edit'. The 'Create a procedure' window will close and the procedure editing window will open.
- Write your procedure within the squared brackets (Fig.12).



Fig.11

For example to draw a pentagon:

```
repeat 5  
forward 30  
right 360/5 (or right 72)  
end
```

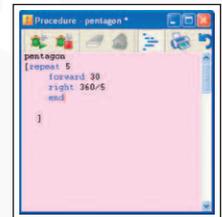


Fig.12

- Run the procedure by clicking on the 'Run

procedure' button  within the procedure editing window. (When you close the procedure editing window the procedure will be saved automatically.)

Edit a Procedure

- Open the procedures window (Fig.10 on page 13) by clicking 'Turtle' on the menu bar then 'Procedures'.
- Click to select the procedure to be edited from the list of saved procedures (displayed on the left hand side of the window) then click on 'Edit'. The procedure editing window will open (Fig.12 on page 13).
- Click on the text in the procedure editing window to edit it.

Copy a Procedure

This is useful if you want to write a procedure that is similar to an existing one.

- Open the procedures window (Fig.10 on page 13) by clicking 'Turtle' on the menu bar then 'Procedures'.
- Select the procedure to be copied from the list of saved procedures (displayed on the left hand side of the window) then click on 'Copy'. The copied procedure will be added to the list and will have the same name as the original procedure with a number after it.
- To change the name of the copied procedure select it and open the editing window. Delete the displayed name and type in a new name for the procedure.

Delete a Procedure

- Open the procedures window (Fig.10 on page 13) by clicking 'Turtle' on the menu bar then 'Procedures'.
- Select the procedure to be deleted from the list of saved procedures (displayed on the left hand side of the window) then click on 'Delete'.

Run a Procedure

- Open the procedures window (Fig.10 on page 13) by clicking 'Turtle' on the menu bar then 'Procedures'.
- Select the procedure to be run from the list of saved procedures (displayed on the left hand side of the window) then click on 'Run'.
Alternatively, the procedure can be run from the editing window.

Parameters

Parameters can be given to procedures which are defined each time the procedure is run. For example, by making the parameters for a procedure the number of sides to draw for a polygon, each time the procedure is run the number of sides the shape has can be changed. (See the example 'Polygon' in the 'Resource Bank'.)

- Open the procedures window (Fig.10 on page 13) by clicking 'Turtle' on the menu bar then 'Procedures' and click on 'New'.
- Name the procedure "polygon" and enter the word "sides" in the parameter box (Fig.13).



Fig.13

- Click 'Edit' to open the procedure editing window.
- Write the following procedure in the editing window within the squared brackets:

```
repeat sides
forward 20
right 360/sides
end
```

- Run the procedure – entering the number of sides you want the polygon to have when the parameter window opens (Fig.14).

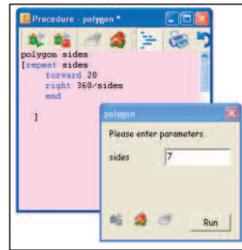


Fig.14

Using a Repeating Procedure to Create a Flower

(Based on the example 'Flower' in the 'Resource Bank'.)

A procedure can be repeated a set number of times by writing the command 'repeat', followed by a number, at the start of the procedure. Patterns can be created with the screen turtle if the repeated shape is rotated each time. To create a flower the screen turtle needs to rotate through 360 degrees.

- Place a turtle on the screen.
- Write (and save) a procedure, within the squared brackets, for creating a shape, such as a hexagon.

For example:

```
repeat 6
forward 30
```

```
right 60
end
```

- Then write another procedure, named flower, which incorporates the shape procedure you have just written. (The number of repetitions will determine how many petals the flower will have. The angle the turtle needs to turn each time is 360 degrees divided by the number of repetitions.)

For example:

```
repeat 12
hexagon
right 30
end
```

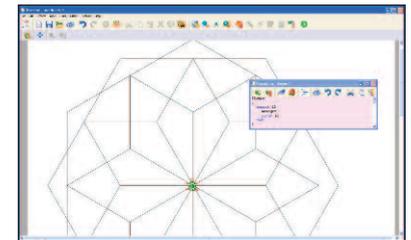


Fig.15

- Run the procedure (Fig.15).

Using the Command Line

The command line enables pupils to experiment controlling a screen turtle using different logo commands without the need to name and save the procedure each time. (NB. Procedures written in the command line cannot be saved.)

- Click 'Turtle' on the menu bar then select 'Command line'.

This will open a 'Logo command' window on the page (Fig.16).

- Type in your command (for example: "forward 20") and press return on the keyboard.

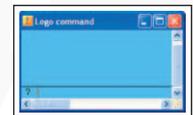


Fig.16

The command line also allows you to control several turtles on a page individually by naming them at the start of a command or procedure. For example, if you write "t2.forward 30" in the command line then press return, only the second turtle you placed on the page will move. A use of this could be to control individual pieces in the 'Chess Game' template in the 'Resource Bank'.

Any named procedures saved in the same document already can be run from the command line. Type in the name of your procedure, for example "square", and press return.

Textease Turtle CT Special Features and Tools

Turtle Details Window

Turtle properties can be viewed and changed in this window. If there is more than one turtle on the page select a single turtle to open the window, which will show the properties for the selected turtle only.

Pen Down and Trail Colour

You can choose whether a turtle leaves a trail or not, and what colour the trail is.

- Open the 'Turtle details' window (Fig.17) by clicking 'Turtle' on the menu bar then 'Details'.
- In the 'Display' section click on the tick next to 'Pen down' to leave no trail.

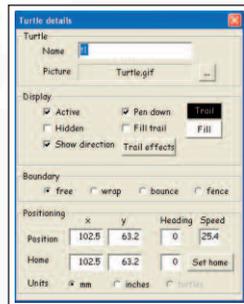


Fig.17

- In the 'Display' section click on the 'Trail' button to open the 'Trail colour' selection window (Fig.18) then select a colour for the trail.



Fig.18

Fill Trail

The turtle's trail can be filled in with a colour (Fig.19). (See the 'Flower' example in the 'Resource Bank'.)

- Open the 'Turtle details' window (Fig.17) by clicking 'Turtle' on the menu bar then 'Details'.
- In the 'Display' section click on the tick next to 'Fill Trail'.
- Click on the 'Fill' button to open the 'Fill colour' selection window (Fig.20).
- Select a fill colour and close the window.

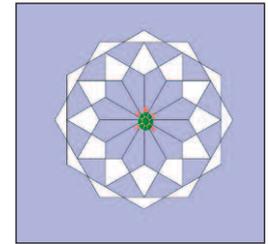


Fig.19

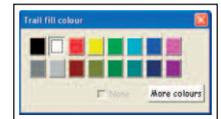


Fig.20

Trail Effects

The turtle's trail can be a solid or a broken line and different widths (see 'the 'Hexagon' example in the 'Resource Bank').

- Open the 'Turtle details' window (Fig.17) by clicking 'Turtle' on the menu bar then 'Details'.
- In the 'Display' section click on the 'Trail effects' button to open the 'Trail effects' window (Fig.21).
- Select a 'Style' and 'Thickness' for your trail then close the window.



Fig.21

Set Home

Unless changed, using the 'Set home' button, the home position for a turtle will be wherever it was first put on the page.

- Move the turtle to where you want its home position to be.
- Open the 'Turtle details' window (Fig.17 on page 18) by clicking 'Turtle' on the menu bar then 'Details'.
- In the 'Positioning' section click on the 'Set home' button.
- Close the 'Turtle details' window.

Links

Any object on the page can be linked to a logo command or procedure so that when the object, including the turtle itself, is clicked on the turtle will move. For example, logo links have been used in the example 'Floppy's Walk' (in the 'Resource Bank') so that when pupils click on the text the turtle follows a procedure which takes it to a corresponding image, and when the turtle is clicked on it will return to its home position.

- Open the 'Additional' toolbar (See the 'Getting Going' section for details.)
- Place an object on the page (e.g. a clipart image or text) to use as a link button and select it.
- Click on the 'Links' button  (on the 'Additional' toolbar) to open the 'Links' window and click on 'Action' (Fig.22).
- Either, type the command, or the name of the procedure, you want to link into the box to the right of the word 'Logo'.
- Or, click on the arrow to the right of the word 'Logo' to open

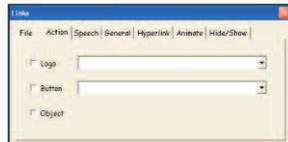


Fig.22

a drop down menu of commands (Fig.23). Then click on a command to select it.

- Close the links window. (The object should now follow the command or procedure each time it is clicked on.)

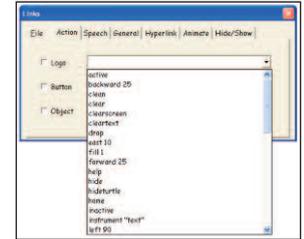


Fig.23

Page Features

As Textease Turtle CT operates within a Textease page, objects (text or images) can be placed anywhere on the page. These objects could be used to create a maze or obstacle course for the turtle, act as a logo link, or provide instructions for a pupil activity. (See the 'Obstacle Race' example in the 'Resource Bank'.)

Remember that you are working within Textease so all the usual functionality of Textease in terms of effects and links etc. are available to you. (See the Textease Publisher CT Getting Started Guide for further details.)

Turtle Commands

Active

Set a turtle as active. Only active turtles will process commands. (If no turtle is specified, all turtles will be set as active.)

Backward

Alias: Bk

Move the turtle backwards by the specified number of millimetres for example:
backward 10

Clean

Remove all turtle trails from the active view. This does not remove dropped trails.

Clear

Clear the command line window.

ClearScreen

Alias: Cs

Remove all turtle trails from the active view, then return the turtle to its home position.

Drop

Create a separate object from the current turtle trail, and detach it from the turtle (so commands like "clean" will have no effect on the dropped trail).

East

Move a turtle right (north is assumed to be vertically) a

specified number of millimetres. (If no turtle is specified, moves all turtles right the specified number of millimetres.) This does not change the turtle's orientation. For example:
east 20

Else

Start of a block of commands to process in the event a proceeding "if" condition fails; for example:

```
if i > 1
  forward 10
else
  right 90
end
```

End

End a conditional block, e.g., while, if, if else; for example:

```
while i > 0
  forward 20
  left 90
  i = i - 1
end
```

Fill

Set whether the turtle should fill its trail or not when drawing a shape (i.e., not a line). The colour of the fill depends on the colour set by the "SetFillColour" command. (If no turtle is specified, sets whether all turtles should fill their trails or not.) For example:

```
fill 1
```

Forward

Alias: Fd

Move the turtle forward by the specified number of millimetres for example:

```
forward 25
```

Help

Display a help message in the command line dialog.

Hide

Alias: HideTurtle, HT

Hide a visible turtle. (If no turtle is specified, hides all visible turtles.)

Home

Return the turtle to its home position.

If

Start of a conditional block of commands. All commands between the "if" statement and either an "else" or "end" statement will be processed if the condition is met. For example:

```
if i = 1
  t1.play
end
```

InActive

Set a turtle as inactive. An inactive turtle will not respond to commands. (If no turtle is specified, all turtles are set as inactive.)

Instrument

Set the instrument used to play notes (sets the instrument for all turtles); for example:

```
instrument strings
```

Launch

Run a procedure or command for example:

```
launch proc1
```

Left

Alias: Lt

Turn a turtle to the left by the specified number of degrees. (If no turtle is specified, turns all turtles to the left by the specified number of degrees.) For example:

```
left 60
```

Link

Activate the link associated with the turtle, if one is present. For example:

```
t1.link
```

Message

Display a message next to the first turtle.

New

Create a new turtle.

North

Move a turtle up the specified number of millimetres. (If no turtle is specified, moves all turtles up the specified number of millimetres.) This does not change the turtle's orientation. For

example:

```
north 15
```

Note

Play a note at the specified frequency, using the currently active instrument. For example:

```
note 500
```

PenDown

Alias: PD

If a turtle isn't drawing a trail (e.g., following a "PenUp" command), this command starts the turtle drawing a trail. (If no turtle is specified, all turtles not drawing trails will draw trails following this command.)

PenErase

Alias: PE

Set the turtle to draw a "trail" which erases other trails. This will only erase trails if the turtle's pen is down. (If no turtle is specified, this applies to all turtles.)

PenPaint

Alias: PPT

If a turtle has been set to erase trails (see "PenErase") this command sets it to paint trails as normal instead. (If no turtle is specified, this applies to all turtles.)

PenUp

Alias: PU

Stop a turtle drawing a trail when it moves. (If no turtle is specified, all turtles will stop drawing trails when they move.)

Play

If the turtle has been created from a sound or video, this command will toggle playback of that sound or video (i.e., if the sound/video isn't playing, playback will start; if the sound/video is playing, it will stop). (If no turtle is specified, playback will be toggled for all turtles made from sounds or videos.) For example:

```
t2.play
```

Print

Alias: Pr

Output the contents of a parameter for example:

```
sides = 5  
sides = sides + 1  
print sides
```

will output "6".

Remove

Remove a turtle. (If no turtle is specified, removes all turtles.) For example:

```
t1.remove
```

Repeat

Repeat a block of commands the specified number of times for example:

```
repeat 6  
  fd 10  
  rt 60  
end
```

Return

Alias: Ret

Return a value from one procedure to the procedure which called it. For example (when run, proc2 will say "hello"):

```
proc1
(  
  return hello  
)
```

```
proc2  
(  
  say proc1  
)
```

Right

Alias: Rt

Turn the turtle to the right by the specified number of degrees. (If no turtle is specified, turns all turtles to the right by the specified number of degrees.) For example:

```
right 45
```

Say

Say the specified text using the currently set voice for example:

```
say hello
```

SetFillColour

Alias: SetFC

Set the fill colour of a turtle's trail. Whether or not the trail actually fills is dependant on the use of the "Fill" command. (If no turtle is specified, sets the fill colour for all turtle trails.) For example:

```
setfillcolour blue
```

SetHeading

Set the direction the turtle is facing, working clockwise from 0 as vertically up for example:

```
setheading 200
```

SetPenColour

Alias: SetPC

Set the colour of the trail drawn by the turtle. (If no turtle is specified, sets the colour of the trail drawn by all turtles.) For example:

```
setpencolour red
```

SetPenSize

Set the thickness of the trail left by the turtle. This affects existing trails. (If no turtle is specified, sets the thickness of the trails left by all turtles.) For example:

```
setpensize 5
```

SetPos

Alias: Position, SP

Usage: setpos x y

Set the position of the turtle. X denotes the distance from the left hand edge of the page; Y denotes the distance from the top of the page. For example:

```
setpos 100 225
```

SetScreenColour

Alias: SetSC

Set the colour of the page the turtle is on for example:

```
setscreencolour green
```

SetSpeed

Alias: Speed, SS

Set the speed at which the turtle moves. (If no turtle is specified, sets the speed of all turtles.) For example:

```
setspeed 5
```

Show

Alias: ShowTurtle, ST

Show a hidden turtle. (If not applied to a specific turtle, shows all hidden turtles.)

South

Move a turtle down (north is assumed to be vertically up) the specified number of millimetres. (If no turtle is specified, moves all turtles down the specified number of millimetres.) This does not change the turtle's orientation. For example:

```
south 5
```

Stamp

Paint an image of the turtle at its current position. (If no turtle is specified, paints an image of all turtles at their current positions.)

Stop

Stop the execution of the current procedure.

Wait

Pause the processing of commands for the specified number of milliseconds. (If no turtle is specified, all turtles will wait for the specified number of milliseconds.) For example:

```
wait 1500
```

West

Move a turtle left (north is assumed to be vertically up) the specified number of millimetres. (If no turtle is specified, moves all turtles left the specified number of millimetres.) This does not change the turtle's orientation. For example:

```
west 15
```

While

Begin a loop, processing all commands between the "while" and "end" statements, until the condition associated with the "while" is false for example:

```
while i > 0  
  fd 10  
  rt 45  
  i = i - 1  
end
```

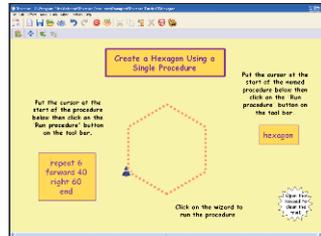
Curriculum Examples

A number of curriculum examples using Textease Turtle CT can be found in the 'Resource Bank'  (on the 'General' toolbar).

Use Textease Turtle CT in...

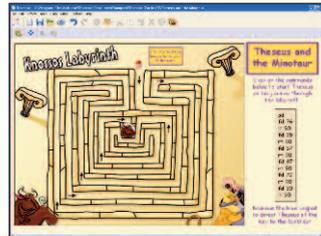
Numeracy

to investigate properties of shapes and develop understanding that measures degree turns.



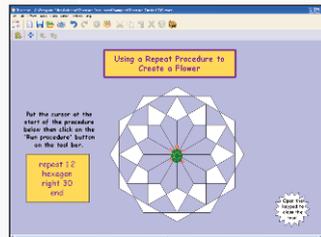
History

to develop pupils' skills in controlling a screen turtle as they direct Theseus through the Krossos Labyrinth to reach the Minotaur.



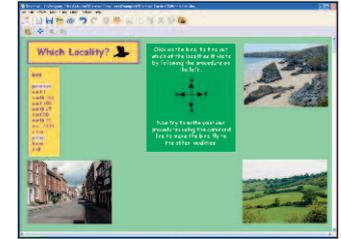
ICT

to create a flower using a repeating procedure.



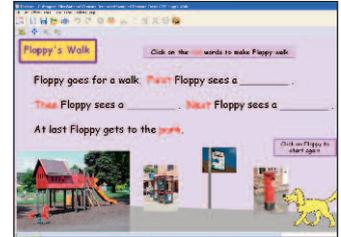
Geography

to reinforce understanding of direction.



Literacy

to bring a story to life.



...use across the curriculum.

Resource Bank

There is a wide range of resources that can be accessed through the 'Resource Bank' . It is divided up into four sections (Fig.40):

- **Resources** - which includes:
 - **Curriculum Resources:** Clip art, digital photos, videos, sounds and word banks categorised by curriculum subjects.
 - **Curriculum Examples & Templates:** A wide variety of examples and templates providing ideas on how 'Textease Studio CT' can be used effectively across the curriculum by pupils of all ages and abilities.
- **Acquire** - Enables the user to import images directly from digital imaging devices e.g. digital camera or microscope.
- **Internet** - Provides a quick link to the Internet in the same way as clicking on 'Internet Explorer'.
- **My Resources** - Access your own resources, such as those saved within 'My Documents' or on your network.



Fig.40

By default the 'Resource Bank' is displayed at the bottom of the screen. However, if you would like to change its size or position you can do so. Click on any edge and drag the sizing arrows outwards or inwards to resize. Reposition the 'Resource Bank' by clicking on the title bar and dragging it to the desired position. The 'Resource Bank' will remember its new size and position each time it is opened.

Locate a Resource

• Keyword Search:

- Click in the 'Search' box (next to the 'Search' button ) and type in the name of the item you are looking for, for example 'horse'.
- Click on the 'Search' button . All items containing your search word will be displayed within the 'Resource Bank' window.

NB. The search looks for all words that contain the given 'string' of letters. For example, if you search for 'cat', 'cathedral' will be included within the list of items.

• Navigate Directly to a Resource:

- You can also navigate to the resources you require by typing into the address line and then clicking on the 'go' button .
- Alternatively you can choose a folder from those listed in the drop down menu.

The 'Resource Bank' will automatically open where it last browsed to, but you can return to the start position at any time by clicking on the 'Home' button .

'Resource Bank' Options

To make the 'Resource Bank' easier to use, several options can now be selected to match different pupils' or lesson requirements.

• Reduce the Number of Sections Displayed

Simplify the 'Resource Bank' by reducing the number of sections available to pupils. For example, if you do not wish pupils to access items directly from the Internet that section could be hidden.

- Click on 'Tools' (on the menu bar) and then on 'Options'.
- Select 'Resource bank'. (Fig.41)
- Enable or disable the 'Resource Bank' tabs from being displayed by clicking next to the corresponding titles.



Fig.41

• Set a 'Home' location of your choice for the 'My Resources' section

By setting a folder or mapped drive as the 'Home' location for the 'My Resources' section, pupils will be able to navigate to their own class, or individual folder much quicker.

- Click on 'Tools' (on the menu bar) and then on 'Options'.
- Select 'Resource bank' (Fig.41 on page 35).
- Within the 'Directories' section click on the 'Browse' button next to the 'My Resources' location box.
- Navigate to the desired location then click 'OK'.

NB. Changes made to the 'Resource Bank' options will be remembered and applied each time the 'Resource Bank' is opened. However, these options can be readjusted at any time by simply repeating the above steps.

Further Help

Over 70 **cross-curricular examples** for all year groups in KS1&2 are included in the Textease Studio CT 'Resource Bank'. A series of short '**Getting Started**' **video demonstrations** can also be found on our website (from within the product select 'Help' on the menu bar, then 'On the website' and 'Getting Started videos'). For further examples and ideas on how to use these software tools effectively in the classroom, including a regularly updated 'Top Tips' section, visit our website at **www.textease.com**.

For further information about how Textease can be used to support and extend pupils of all abilities visit **www.textease.com/resources** where you can download '**Using Textease to Promote Inclusion and Accessibility**'.

Technical Support

Our products are designed to be easy to use, but from time to time everyone needs some help. You can access online support at **www.textease.com** where you will find a list of frequently asked questions, the answers to which we hope will solve your problem. If you still need help call our Technical Support team between 9am – 5pm, Monday to Friday. Outside of office hours you can email **support@lightbox-ed.com** and our support team will reply as soon as possible.

To contact the Technical Support team:

Tel: **+44 (0)1332 258386**

Email: **support@lightbox-ed.com**

Visit: **www.textease.com**

Stay Up to Date

Don't forget to sign up for our regular email updates which give details of the latest product releases, twilight seminars in your area, new Top Tips, and lots more. Visit www.lightbox-ed.com to submit your contact details.

Online Updates

Your software includes a feature to make installation of future updates quicker and easier than ever before. The software comes with an online update button  that automatically appears on the toolbar when there is a new version available. This button can only be accessed by administrators, otherwise it will appear greyed out. The online update is downloaded via the internet, and will automatically update any previous version 6 releases installed. See the 'Installation Instructions' for further details.

Credits

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Development Team

Development Manager: Steve Taylor

Product Development: Richard Cunningham, Rob Davies, Jane Doran, Mark Harrison, Mark Ingram, Craig Robson, Ian White, Matthew Wilcoxson

Graphic Design: Paul Gowdrige

Educational Consultants: Doug Dickinson, Fiona Panni

Project Manager: Heather Hann

Minimum System Requirements

Windows 98SE, 300 MHZ, 64 MB (128 MB recommended), 300 MB HDD space (600 MB recommended), resolution of 800 x 600.

Textease Resources

700 MB HDD space.



textease Studio CT

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Lightbox Education,
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Street, Derby, DE1 1EE

T: +44 (0)1332 258381
F: +44 (0)1332 258382
www.lightbox-ed.com

Part No. 1KL-849

Sales:
sales@lightbox-ed.com
T: +44 (0)1332 258384

Technical Support:
support@lightbox-ed.com
T: +44 (0)1332 258386