



Accompanying Booklet for Parents

Thank you for purchasing a Orthograph Home license. Now, we would like to instruct and guide you on individually assisting your child. A few important tips will simplify the process and open the door for sustainable learning success.

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Instruction videos can be found on the dybuster website at dybuster.com/en/videos

How often should my child train?



Your child should **set aside 20 minutes a day 3 times a week** for training. After 20 minutes of training time, Dybuster notifies the student that he/she has trained enough for the day. The training should then be stopped and resumed another day. To reach the success of the studies, your child should study at this intensity **for at least 3 months**. When this is over, you can start to include more pauses or reduce the number of training days per week.

What do I need to consider during my child's training?



Your child should complete the training **independently**. This is the only way for the computer to properly analyze the learning behavior of your child. Orthograph decides how long your child trains and which games or words your child should work on. According to the correctly or incorrectly written words, the learning program **determines specific difficulties** and evaluates what should be repeated and what has already been mastered.

As soon as a word is learned, it disappears from the repetition module and is quizzed at a later date. After a word is written perfectly in the repetition module, it is considered learned.

What support can I offer?



- Motivate your child to stick to the training sessions.
- Occasionally ask which module your child is currently in.
- Show interest in their point scores.
- Ask which effects they added from their accumulated points.
- Hang the sticker sheet with the completed work times and earned medallions at home where it can be easily seen.
- Show your child their progress in Orthograph Coach once every two to three weeks.

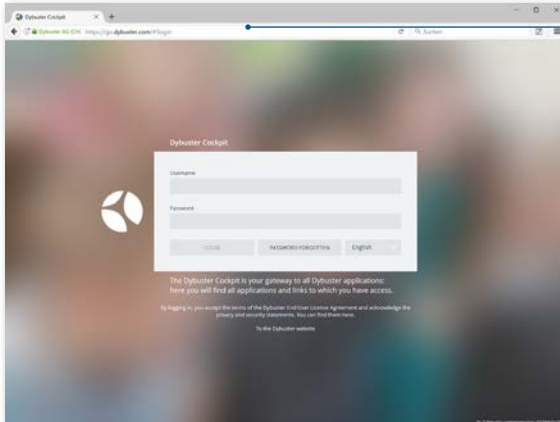
How do I log in to the learning program as a parent?

1. Open a browser of your choice:



2. Dybuster Cockpit is the entry platform for all Dybuster programs. Enter **go.dybuster.com** in the address field of your browser.

go.dybuster.com




3. The log in screen for the Dybuster Cockpit appears. Log in with your parent user name and password.

4. In the Dybuster Cockpit, you can use the monitoring program Dybuster Coach which includes the following features:

- a. Monitor the learning progress of your child.
- b. Create modules with custom words, e.g. to practice dictation.
- c. Open the webshop to activate additional users or courses and to extend your license.
- d. Change user data and passwords.



How does my child log in to the learning program?

1. Open a browser of your choice: 
2. Go to the Dybuster Cockpit (see left) by entering **go.dybuster.com**.
3. Your child can log in with a user name and password.
4. In the Dybuster Cockpit, your child will find all of the programs available to use. He/She can train and create additional modules, e.g. to practice dictation.



 Click

How does my child train with Orthograph?

After clicking on «Train with ...», you are given a choice of a training type:



Guided Training: Here, the English learning course is trained. It is based on literacy development and contains 4,000 words. Orthograph decides which tasks and words are used and adapts the selection to the individual difficulties of your child. Orthograph determines when a word is «learned» and when it needs to be repeated. This allows for the most effective learning. You can view the detailed learning progress at any time in Orthograph Coach (page 8). **All children should complete the guided training!**



Free Training. This is meant for practicing individual modules that you or your children have created (page 12).

Orthograph is made up of three games: the Color Game, the Graph Game, and the Learning Game (page 6.). The Color and Graph Game are only available in Guided Training.

How does guided training work?

1. Color Game



Task

Each training begins with the Color Game. Here, the students practice the letters and colors. For example, the letter «d» is red in all words and the letter «b» is always bright blue.*



? shows a video.



How it works

Over time, they will remember that words like «discuss» are written with a red letter. «discuss» is written with a d (and not b). All letter pairs that are easily confused have different colors. Example: d-b, d-t, n-m, p-b, @z



Science

Based on research, it is known that the brain can recall phonological information better if it is trained in a multi-sensory environment, e.g. by using colors.

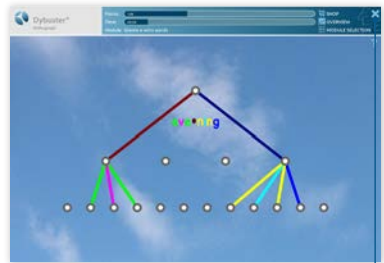
* In the Color Game itself, the colors fade and they must be remembered by heart.

2. Graph Game



Task

After the Color Game follows the Graph Game. In this game, the word has to be split up into syllables or basic building blocks and then again into letters.



x ends the training.



How it works

If you can split up a word, it is easier for you to read and write it: Instead of reading or writing the entire word at once, the student can read or write the separate pieces and put them together. Visual aids help as well to avoid misspellings like «msspellings».



Science

Scientists have proven that a stronger understanding of syllable division leads to improved reading and writing.

3. Learning Game



Task

Finally comes the Learning Game. Users have to use the keyboard to type words that Orthograph dictates and have to pay attention to the number of letters, the colors, and the shapes.



How it works

The students practice mapping the spoken word with the written word. The mastery of this skill is called «phonological awareness». An impairment of this skill is often considered the number one cause of dyslexia. The colors, shapes, sounds, and structures help to increase this awareness quicker and more confidently.



Science

Studies on Orthograph showed that students could reduce their mistakes on average by 32% after 3 months. They also consistently improved phoneme-grapheme understanding.

Game controls and points display



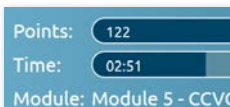
In the «SHOP», points earned in the game can be exchanged for game elements like visual effects, instruments, reward sounds, background images, etc..



Children can view their progress at anytime via the «OVERVIEW».



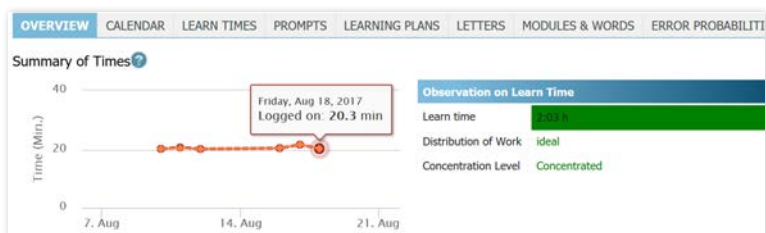
In the «MODULE SELECTION», you can switch to the free training mode to practice any module outside of the guided training. All existing modules from all training courses as well as self-made modules are available.



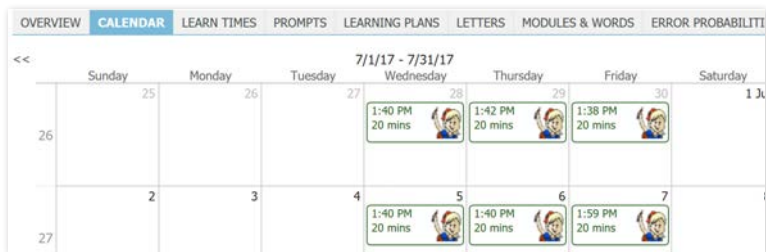
Listed at the top of the screen are the points earned, the training time, and the current module.

How can I see my child's progress in Orthograph Coach?

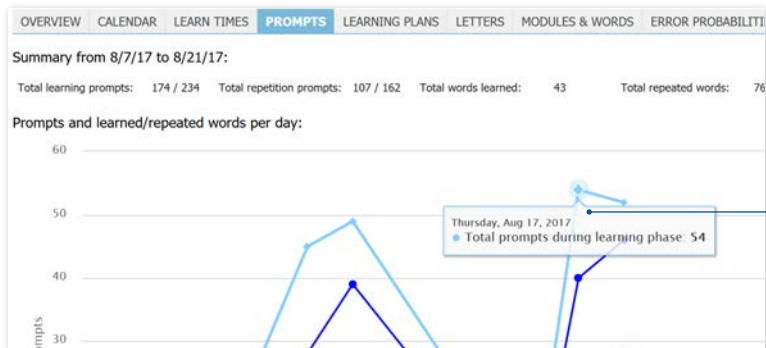
1. Open the Dybuster Cockpit with your **parent user** (see page 4) and open **Orthograph Coach**.
2. You can view the learning progress of your child with various graphs.
 - «OVERVIEW» shows you the working time and an interpretation thereof.



- «CALENDAR» shows you when and how long your child practiced.



- «PROMPTS» shows how many words were edited and which were correctly or incorrectly written.



Place your mouse over the diagram to display more information.

- LEARNING PLANS shows you the current learning level according to the teaching plan in guided training (see page 5). In the guided training, Orthograph adjusts learning automatically and adapts to the strengths and weaknesses of your child.



OVERVIEW CALENDAR LEARN TIMES PROMPTS **LEARNING PLANS** LETTERS MODULES & WORDS ERROR PROBABILITY

English Standard Dictations

- MODULE 40: EXERCISE
- MODULE 41: EXERCISE
- MODULE 42: EXERCISE
- MODULE 43: EXERCISE
- MODULE 44: EXERCISE
- MODULE 45: EXERCISE
- MODULE 46: EXERCISE
- MODULE 47: EXERCISE
- MODULE 48: EXERCISE
- MODULE 49: EXERCISE
- MODULE 50: EXERCISE
- MODULE 51: EXERCISE
- MODULE 52: EXERCISE

The modules with two green check-marks have been completely learned and are no longer automatically tested.

Modules with a green check-mark were learned and will be repeated later.

Orange modules are currently being learned.

Black modules have not yet been edited

Not shown: light green modules are currently in repetition.

Learning times:

Learning time:	1:25 h	No. of learning days:	4
Learning time in Graph Game:	0:06 h	Learning time in Learning Game:	1:12 h

Prompts:

Prompts in Learning Game:	229 / 297	Learned words:	43
Repeated words:	59	Prompts in the graph game:	12

Current module:

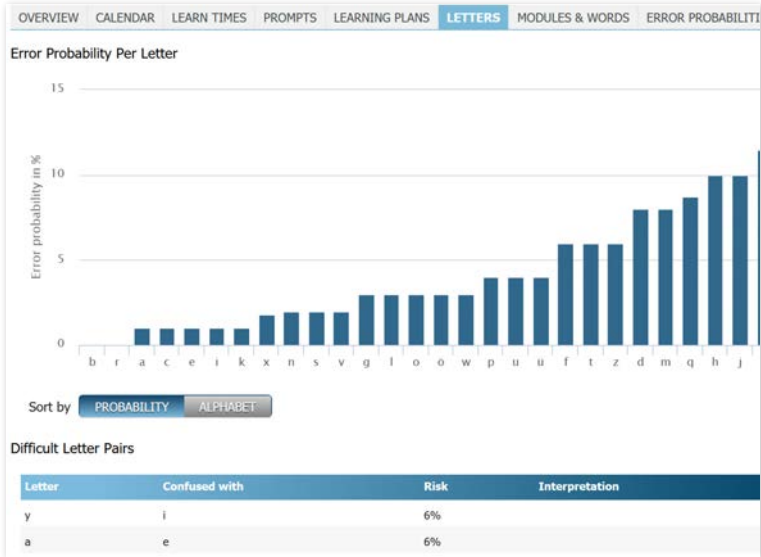
Name:	Module 49: Exercise	Index:	48 / 100
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Selected Module:

Name:	Module 49: Exercise	State:	currently learning
Learned:	35 / 100	Learning	178

General information about learning time, the current module and the chosen module.

- «LETTERS» informs you of the of errors and provides interpretations.



- «MODULES AND WORDS» shows a detailed error analysis of the edited words.



- Which words had the most mistakes?
- How many mistakes were made for each individual word?
- Where are the biggest difficulties?
- On which date and at what time was the word edited?
- How were the errors corrected?

Do the following to evaluate the words in detail and find the most difficult ones:

1. Click on «SELECT MODULE» and select the appropriate module.



How can I create custom modules?

1. You or your child can access the «Orthograph Module Editor» in the Dybuster Cockpit with your respective parent and child user names.

The screenshot shows the 'Dybuster Orthograph' interface. At the top left is the logo. The top right header displays 'Dybuster Orthograph Module Editor' and user information: 'USER: Child Home User' and 'ADDRESS: North Street 10'. Below this is a 'Module Information' section with fields for 'Module Name' (with a pen icon), 'Language' (set to 'English (US)'), 'Nr. of Words: 0', 'Creator: demo_child (You)', and 'Access for: demo_child (You)'. The main area is titled 'Words in Module' and contains an empty text input field. To the right of the input field are 'Edit Word' and 'Recording' buttons. Below the input field, there are instructions: 'Here is the list of words in your own module. To add words to the module do the following: 1. Click in the input field above this instruction. 2. Type the new word as you would like it to be typed in the Orthograph learning game. 3. At the end of the word, press the Enter key.'

2. Click on the pen next to «Module Name» on the right hand side to give your module a name and select the language.

This close-up shows the 'Module Name' field with the text 'Please provide a name for the module.' and a pen icon to its right. Below it is the 'Language' dropdown menu, which is currently set to 'English (US)'.

Click

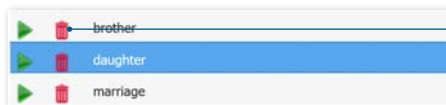
3. Click on the field under «Module Name» and «Language» to type in new words. You can type in each word individually or copy and paste an entire word list. Confirm with the enter key and save.

This close-up shows the 'Module Name' field updated with the text 'My Family'. The 'Language' dropdown menu remains set to 'English (US)'. Below the input field, there is a horizontal line with a blue dot, indicating a cursor or a recording point.

Click

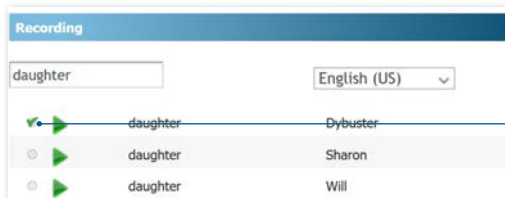
Tip: You can enter words in a foreign language. Then, add the English recording (see 6) or enter the English word as the «Title» of the word (see 7). This way, you can use Orthograph as a vocabulary trainer.

4. The list with your new words appears. The recording of a word can be played by clicking on the green arrow.



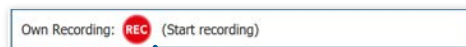
Delete the word

5. When you type a word, Orthograph automatically chooses the recording for it or generates a new recording with a computerized voice. Choose the desired speech recording.



Checking the box selects the recording

6. If you do not like any of the available recordings, you can create your own.



Start and stop recording

7. Under «Edit Word» you can edit each word:
- You can separate the words based on your own rules.
 - You can assign genders to the words.
 - You can give the words titles.



Click to edit

8. Once your list is complete, please click on «SAVE» at the bottom right corner of the screen to save the module.



9. The module can now be used in **Free Training** (page 5). Choose the learning course «Custom Modules» in Free Training and then select the module.



Are there any further helpful tips?



In the **Learning Game**, pay attention to the following:

- Capital letters are shown with a cylinder, small letters with a ball, and accents with a pyramid. The colors of the characters help to remember the letters.
- If an incorrect letter is typed, an error sound is played and the respective character blinks. This calls for an immediate correction of the mistake and allows the word to be committed to memory.

Tips on **usage**:

- If you don't see a button, which is mentioned in this Accompanying Booklet, maximize your browser window or scroll to the bottom of the page.
- You can find explanatory videos at www.dybuster.com/en/videos

Tips for **learning with Orthograph**:

- Points are earned in all exercises and can be exchanged for additional features in the rewards shop.
- Fireworks are rewarded for each completed module.
- It is possible that your child may need to spend a long time in the repetition module, e.g. after vacation. This is to be expected because new words can only be added once the words in the repetition module are mastered.
- The learning progress can be viewed at any time in the Dybuster Coach.
- Your child may add a new character to the sticker sheet after each 20 minute training session or a medallion after each completed module. This progress overview promotes motivation and strengthens your child's confidence.



Can I book a parent course?



We run courses for parents multiple times a year. Trained and experienced teachers introduce you to the world of Dybuster.

- You'll gain valuable knowledge about the development of the learning program, the scientific studies, and the concepts behind Orthograph.
- You'll learn about all the features of the learning program and how to use them.
- We will help develop a system with you so that you can best support your child and achieve sustainable goals.
- Personal contact and discussions with other parents and specialists enriches training at home.

The parent courses take place evenings from 7pm to 9pm at Weinbergstrasse 20, 8001 Zürich.

The courses cost CHF 100.00 per participant or CHF 150.00 for 2 parents. The number of participants is limited.

We look forward to you signing up at info@dybuster.com.

Where can I find support?



For any technical or content-related problems, please contact us any time via email at info@dybuster.com or call us at +41 44 250 76 10.

Address: Dybuster AG, Weinbergstrasse 20, CH-8001 Zurich



Instruction videos can be found on the Dybuster website at dybuster.com/en/videos



**Look forward to your
child's success!**

Your username:

Your password:



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