



York Islands Gold **Interactive Whiteboard Software**

York Islands Gold Interactive Whiteboard software can be used across interactive whiteboards, classroom touchscreen devices, desktop computers, and laptops. The software is ideal for an interactive whiteboard, where teachers can use it as a lesson aid in the classroom. The York Press courses are enhanced with rich and interactive activities, to aid learning and engagement.

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1. COMPONENTS

The Interactive Whiteboard software contains digital versions of the:

- Pupil's Book, incorporating the Activity Book and the Grammar and Companion
- Flashcards

There are also:

- Games
- Picture Dictionary
- Printables

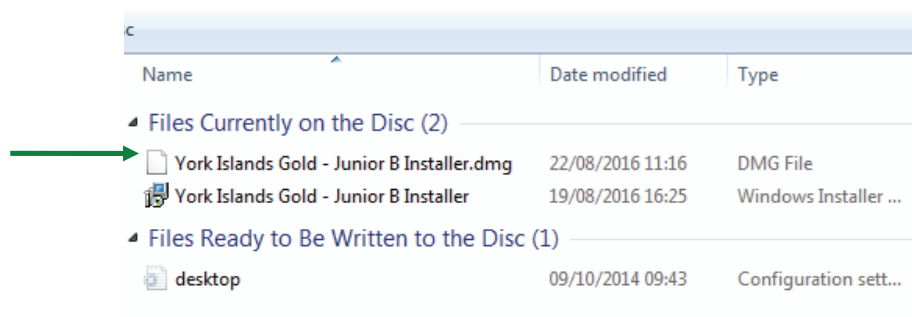
2. SYSTEM REQUIREMENTS

- Windows 7 or higher
1 or 2 GB RAM
DVD drive
- or
- Mac OS X v10.8 or above
2 GB RAM
DVD drive

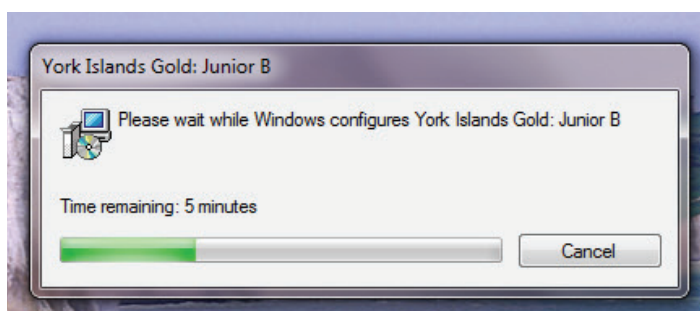
3. HOW TO INSTALL

- Insert disk in the DVD drive. If the disk does not open automatically, double click on the icon to open.
- Select either **Windows** or **Mac**, as required.
- Installation may take up to 30 minutes but only needs to be done once.

For **Windows**, double click on the installer icon:



- If you are asked for permission to install, please click 'Yes'.
- The installation will then start and you can see the progress on the bar:

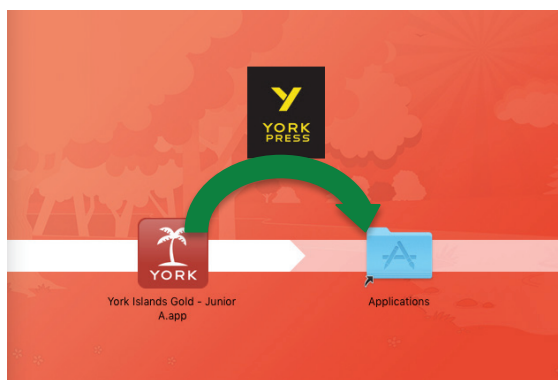


- The application will be saved in the Program Files folder and also as a shortcut on your desktop.



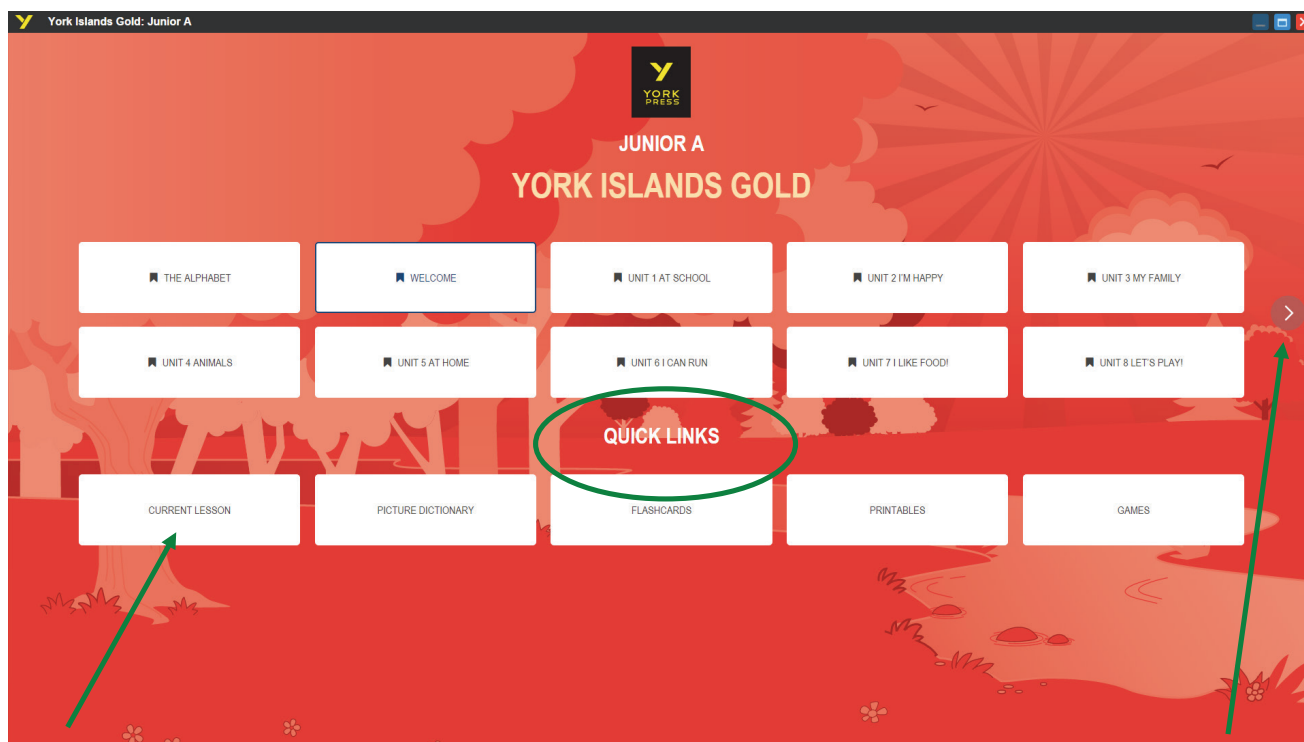
For **Mac**, double click on the installer icon.

- The software will then start to install automatically on your computer.
- When prompted by the following screen, please drag the *York Islands Gold* icon into the Applications folder. The app will then be saved within the Applications folder.



4. MENU SCREEN

- The Interactive Whiteboard software contains the full Pupil's Book as an e-book.
- The Menu screen allows you quick access to all units of the Pupil's Book and to Quick Links, such as Games, Flashcards and the Picture Dictionary.
- Tapping on any Unit button will open the first page of that unit.



- You can scroll to later units in the menu, by tapping on the arrow on the right of the screen.
- If the teacher has been previously teaching using the software, then he/she can jump straight back to where he/she was in the previous lesson with the use of the 'Current Lesson' button.

5. NAVIGATE THROUGH THE UNITS



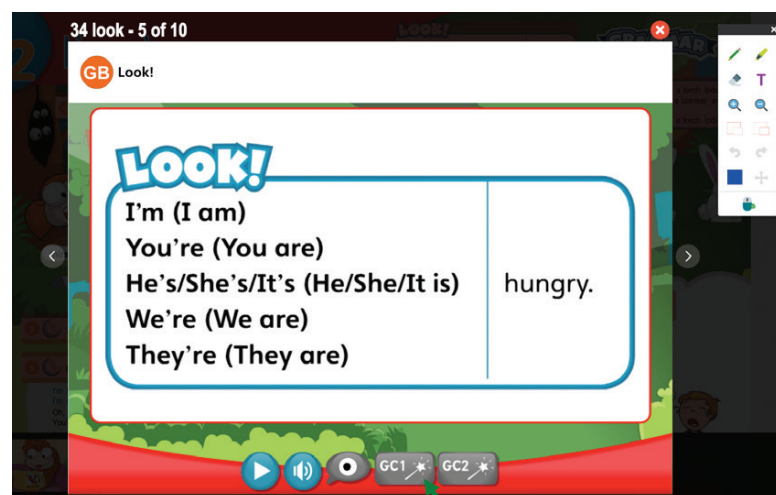
- The Pupil's Book on the software follows the structure of the print book and it is divided into units for simple navigation between lessons.
- To navigate quickly to a different page, you can use the arrows at the bottom of the screen or type the required page number into the page selector box.
- To go back to the Menu at any time, tap on the 'Home' button in the bottom left-hand corner.
- To maximise, minimise or close the software window, tap on the buttons in the top right-hand corner.

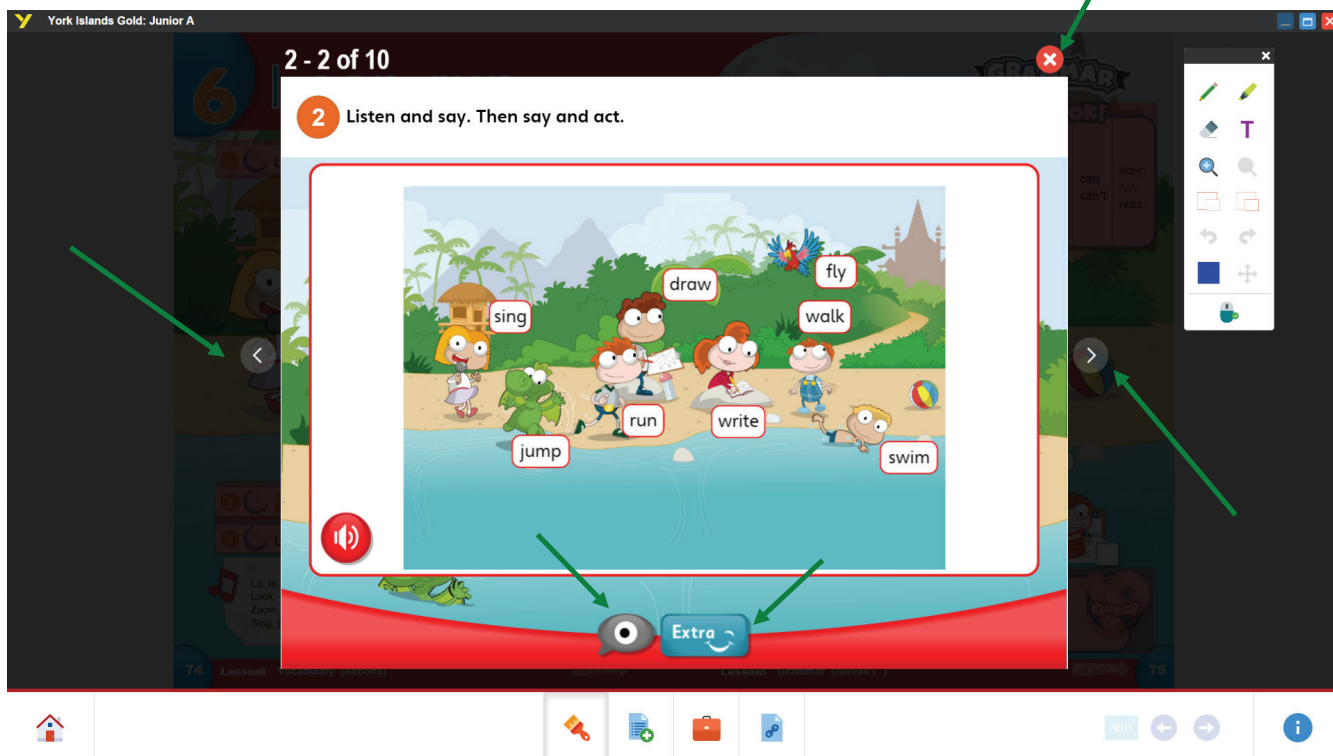
6. INTERACTIVE EXERCISES

- The software includes all the exercises from the Pupil's Book, the Activity Book and the Grammar and Companion, as well as extra practice activities.
- All Pupil's Book exercises as well as other areas of interaction are highlighted on the screen.
- If you tap on any of these highlighted areas, a new activity or exercise will open in a window which will appear on top of the page of the book.
- The exercises from each component are presented in the software in the order that the Teacher's Book suggests that they should be taught.



- Activity Book exercises can be found by clicking on the highlighted AB references.
- Links to exercises from the Grammar and Companion can be found on vocabulary presentation exercises or the grammar tables. Grammar and Companion exercises can be easily identified because they are called GC1, GC2, etc.





- There are a wide variety of activities including songs, language games, animated stories, videos, extra grammar explanation and vocabulary practice.
- From the activities screen, you can also move on directly to the next activity within the unit by pressing the forward arrow, or back to the previous activity by pressing the back arrow.
- To close an activity or exercise at any time, tap the red and white **X** icon in the top right hand corner of the activity.
- In vocabulary exercises, the 'eye' icon offers the opportunity to glance quickly at the Greek/English wordlist for the lesson in the Grammar and Companion. In grammar exercises, the 'eye' icon reveals the relevant table from the Grammar and Companion.

pages 34 and 35 Lesson 1		
Learn!		
2.1	happy	ευτυχισμένος-η-ο
2.2	hungry	πεινασμένος-η-ο
2.3	sad	λυπημένος-η-ο
2.4	scared	φοβισμένος-η-ο
2.5	sleepy	νυσταγμένος-η-ο
2.6	thirsty	διψασμένος-η-ο
2.7	Here you are. Ορίστε.	
2.8	torch	φακός

to be (affirmative) – είμαι (κατάφαση)	
<ul style="list-style-type: none"> Το ρήμα to be έχει τρεις τύπους: am, is και are. I am happy. She is sad. We are hungry. Ο σύντομος τύπος είναι: I'm sleepy. He's thirsty. We're happy. 	

- Extra practice activities can be accessed by tapping the 'Extra' button.



7. SOFTWARE TOOLBAR



The software provides a range of tools for use in the classroom.

The toolbar can be selected via the paintbrush icon on the bottom navigation bar.



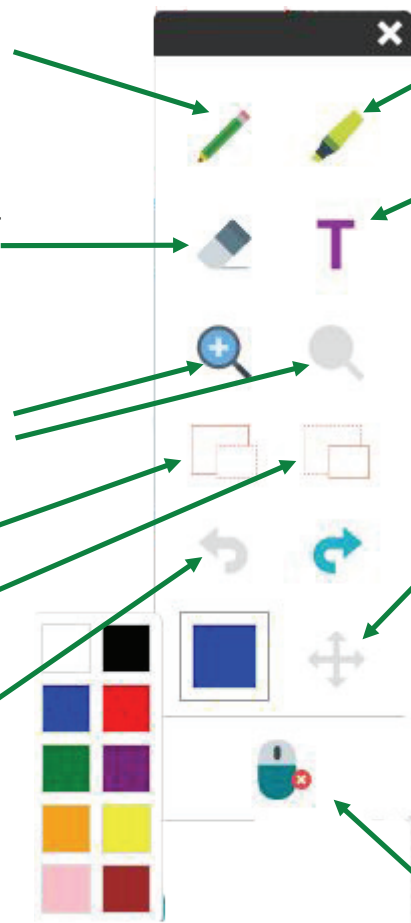
Pen: tap on this and then on the colour box to draw on the screen in the colour you have chosen.

Eraser: tap on this to erase lines, highlighting or text from the screen.

Zoom in/out: These buttons magnify the page and take it back to normal size.

Hide/reveal: These buttons allow you to hide or reveal parts of the screen.

Undo/Redo: Once you have drawn on the screen, you can use this button to undo the last thing you did. The opposite button will redo something that you have undone.



Highlight: tap on this and then on the colour box to highlight in the colour you have chosen

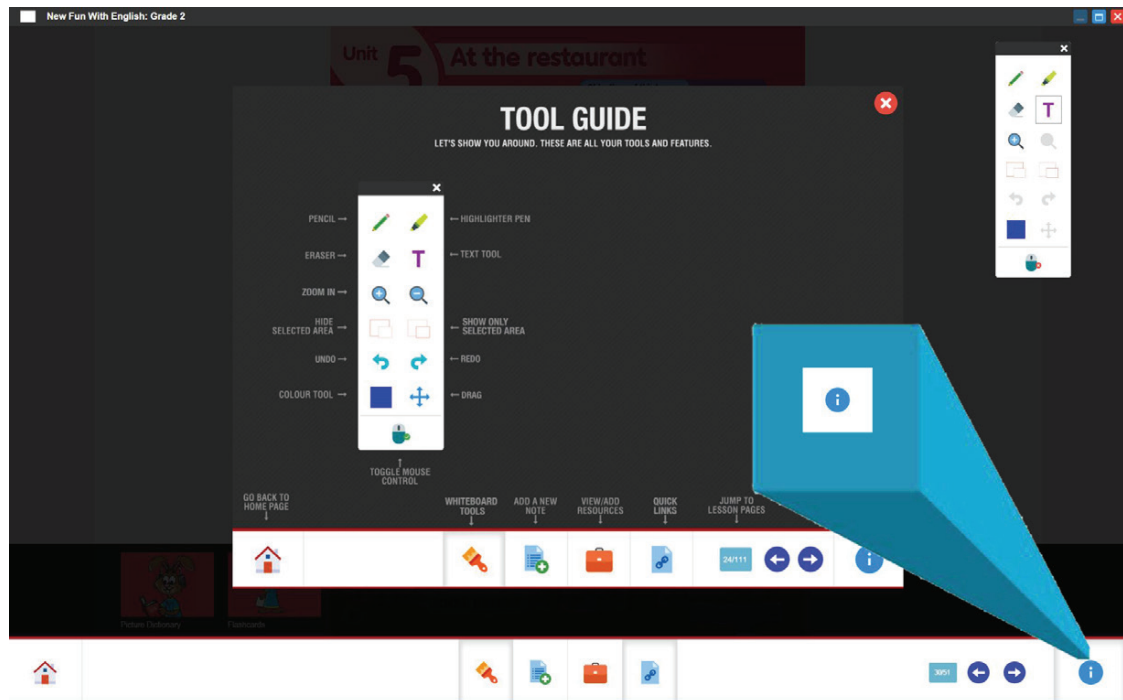
Text: Tapping on this opens a text box.

You can type inside the box using the computer keyboard.

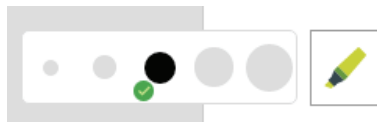
Drag: when you have zoomed the page and then click on this button, your cursor changes to a little hand. When you see this, you can move the page around to focus on a specific part.

Mouse: You can use the mouse tool to toggle between drawing and clicking.

You can quickly see a description of the tools at any time by tapping on the 'i' button at the bottom right-hand side of the screen:



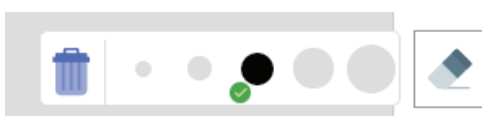
Pen and highlighting tools are available in different sizes and colours. Simply tap on the icon and then choose the desired thickness of line.



For colour options, choose the pen or highlighter first and then tap the **colour box** and choose your preferred colour.



The **eraser tool** also can be made larger or smaller and there is an option to clear all drawings from the screen at once by clicking on the dustbin icon.



T

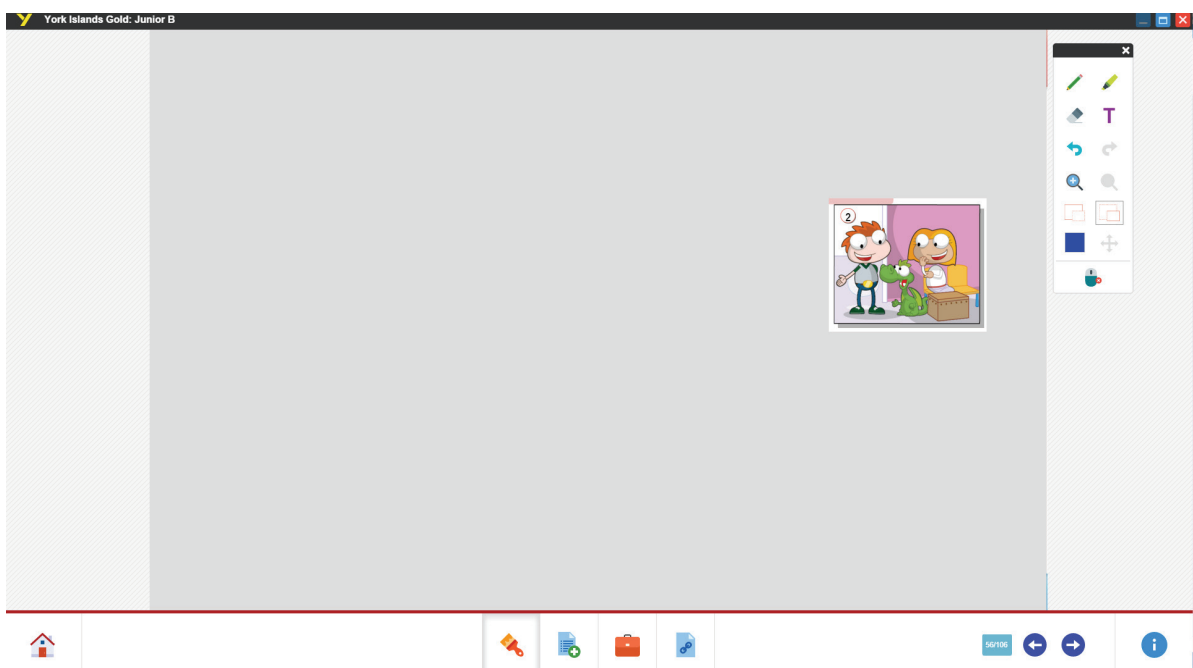
A **text box** can be brought up on screen to make notes on the page.

You can type directly into the box from your keyboard and the note will be stored.



Hide/reveal tool allows the teacher to focus attention on a specific area of the page.

- You can use the tools to select that area only and the software will grey out the rest of the page.
- You tap on the tool. The cursor turns into crosshairs which mark the corner of a rectangle. You press and drag diagonally in any direction to draw a rectangular shape.
- You can draw as many rectangles as you like.

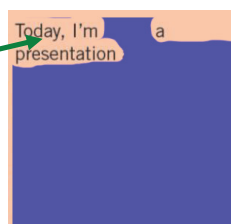


- Alternatively, you can **hide** a section of the page. This is particularly useful when engaging pupils in the lesson and asking questions, without allowing them to read the answer.

The screenshot shows the 'York Islands Gold: Junior B' software interface. It is divided into three main sections: Vocabulary, Grammar, and Phonics. The Vocabulary section (Lesson 2) features a 'PET VET' illustration with labels for body parts (eye, wing, head, ear, arm, tail, nose, mouth, leg) and a list of six questions for a reading exercise. The Grammar section (Lesson 2) includes a 'LOOK!' table with verb forms (Have, Has, got, a tail?, two legs?, arms?) and a dialogue between Zak and Millie. The Phonics section (Lesson 2) features a 'Listen and repeat' exercise with a basket of eggs and a guessing game. The interface also includes a 'VALUES' section with a 'Respect animals' prompt and a 'HOME-SCHOOL LINK' section with a drawing prompt. The bottom of the screen shows a navigation bar with icons for home, search, and other functions.

- This tool is often used together with the eraser. Parts of the rectangle can be erased to reveal what is below.

This area has been **erased**



The main uses of this tool are:

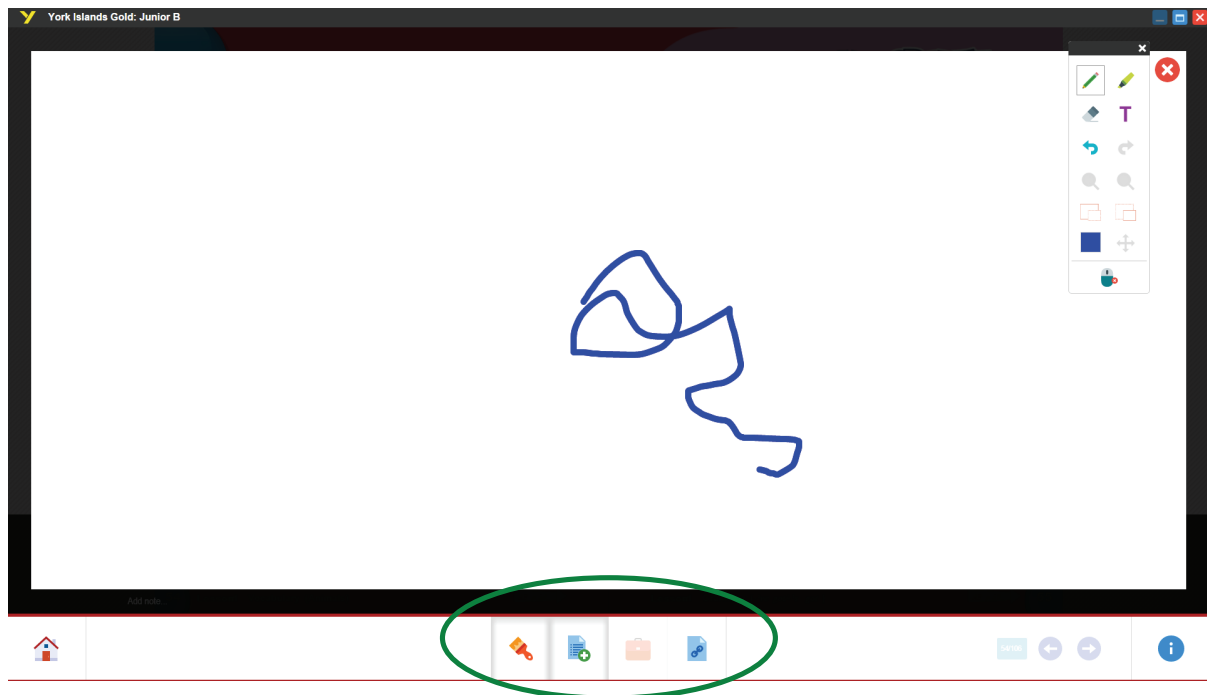
- To focus pupils' attention on a specific part of the screen.
- To reveal, little by little, pictures, letters, words or sentences.

The aims of this type of work are to:

- Explain in **detail**.
- Ask pupils to **predict** what they think they will see.

8. NAVIGATION BAR TOOLS

There are also several features available in the bottom navigation bar.



The **Software toolbar** can be shown or hidden by tapping the paintbrush icon.



The **Notes** feature, seen above, allows you to create and store notes before or during the lesson. This acts as a blank whiteboard screen for you to use for explanations in class.



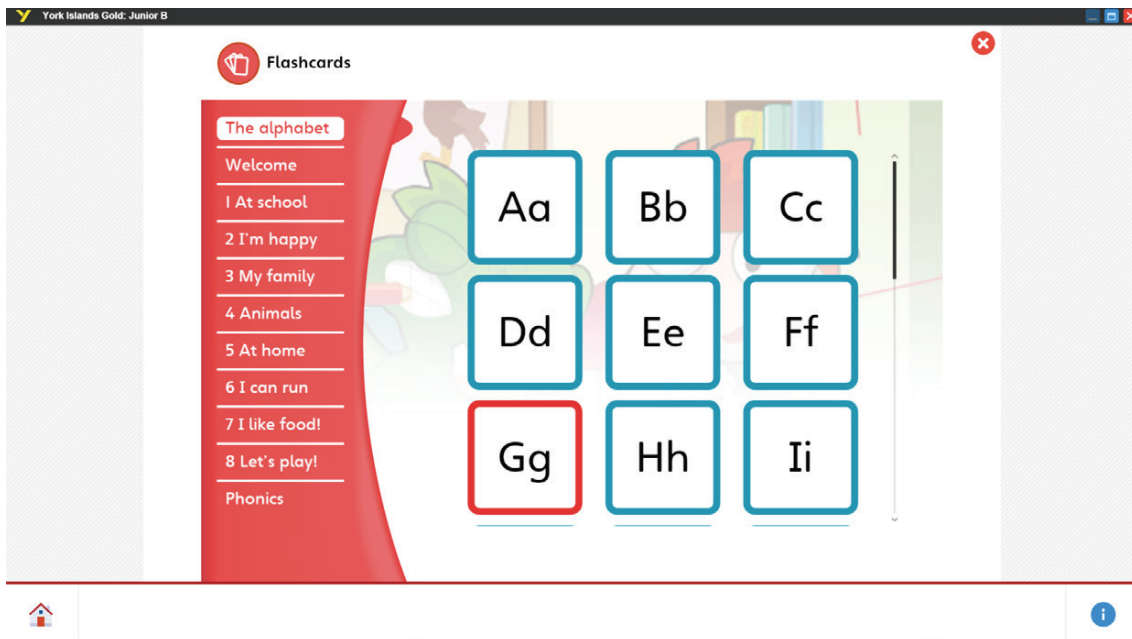
By clicking the small briefcase icon, you can access the **Resources** feature. Prior to a lesson, the teacher can upload documents from his/her computer to supplement the unit. These documents can be in any format that the computer supports, for example Word documents, PowerPoint presentations or videos. This feature provides a dialogue box to access the files, without having to close the Interactive Whiteboard software.



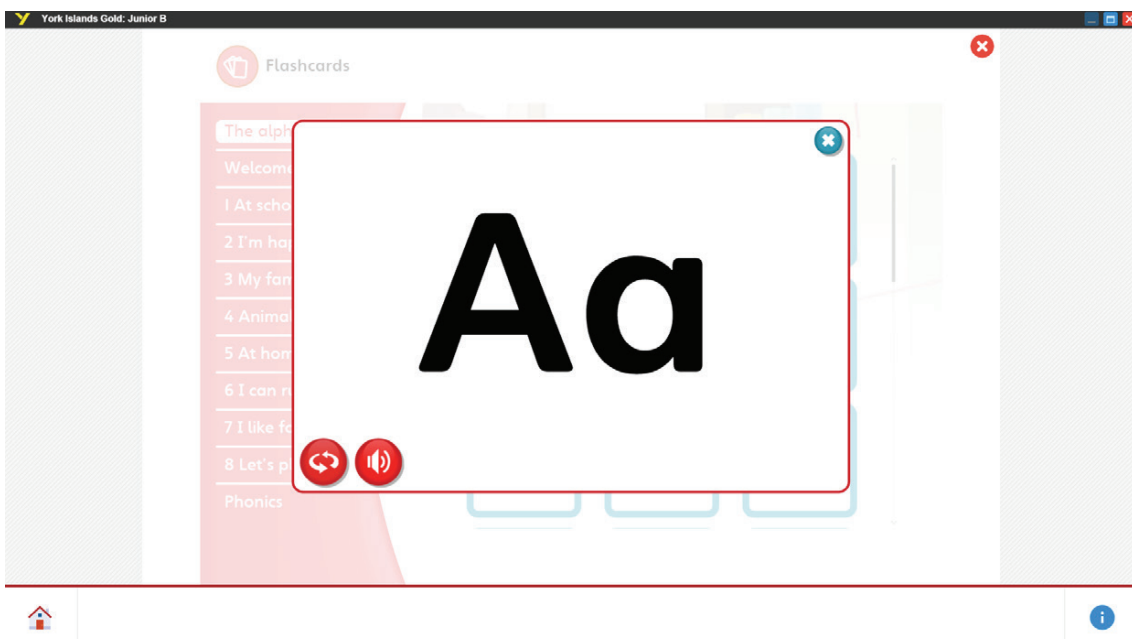
The final icon links to the **Quick Links** (Games, Printables, Picture Dictionary, Flashcards) directly from the e-book. The Quick Links are also available on the home screen, but this button provides easy access.

9. FLASHCARDS

- The **Flashcards** can be accessed via the Quick Links on the home screen, or via the Quick Link button within the e-book.

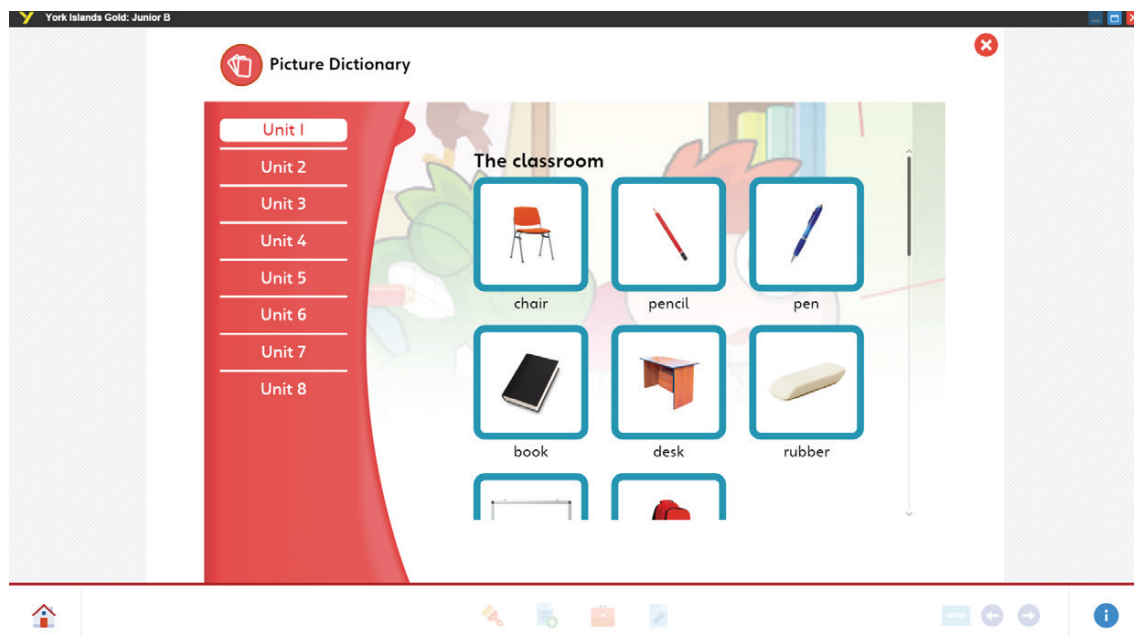


- The flashcard can be switched from the letter to the picture.
- There is also audio, so that pupils can listen to the pronunciation of the relevant word or letter.

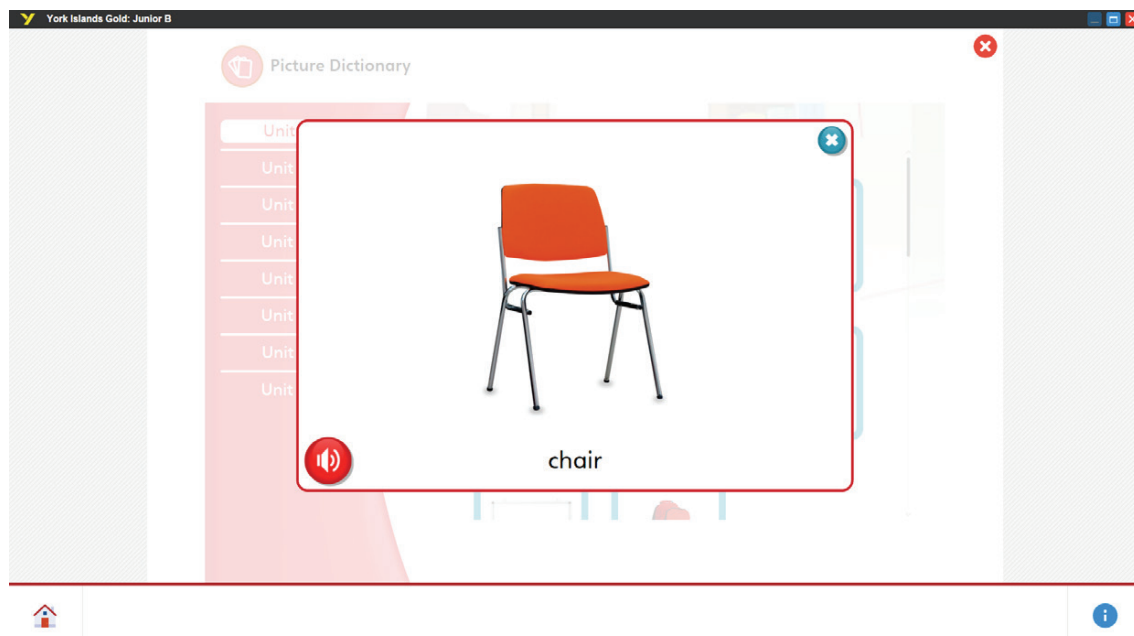


10. PICTURE DICTIONARY

- The **Picture Dictionary** can be accessed via the Quick Links on the home screen, or via the Quick Link button within the e-book.



- Each word is clearly displayed with accompanying audio so that pupils can listen to the pronunciation of the relevant word describing the object in the picture.

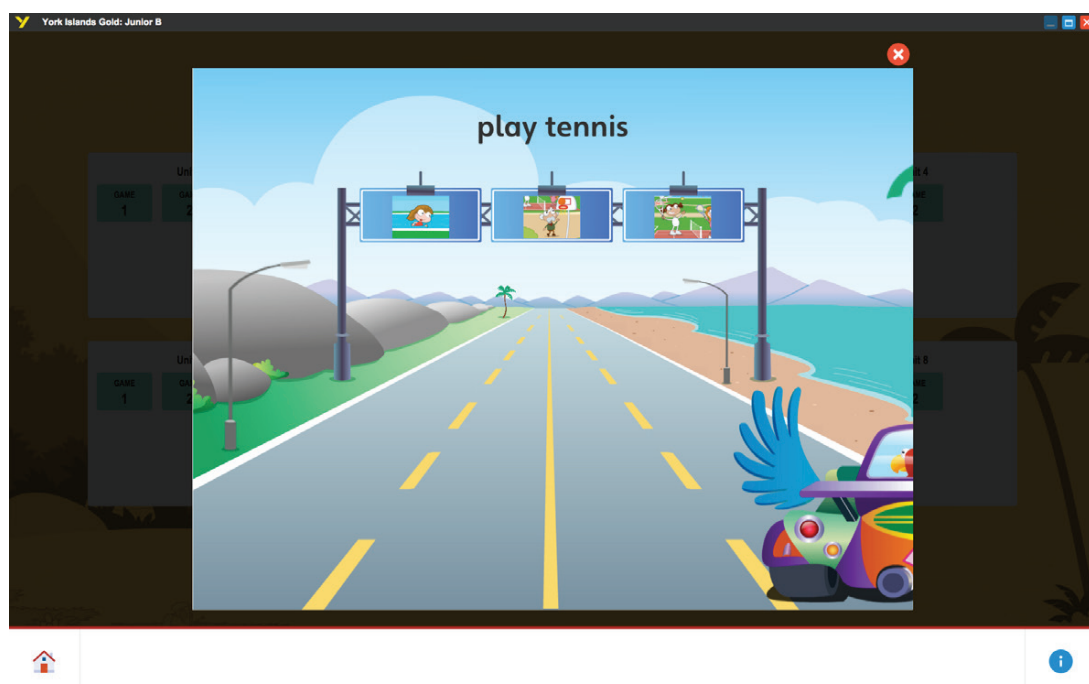


11. GAMES

- **Games** can be accessed via the Home screen menu.
- These provide an exciting and engaging supplement to classroom learning, and are split by unit so the teacher can select the most appropriate games for his/her lessons.
- There are games that practice vocabulary, grammar games and games that combine both grammar and vocabulary.



- **Car games** – The pupils need to read the words at the top of the screen and look at the signs over the road. Tap the correct lane of the road to move the car into the correct lane.



- **Memory pair game** – Tap on two items to open them and reveal the words or pictures. Find the matching pairs.



- **Read and choose games** – Pupils look at the clue and tap on the best answer.



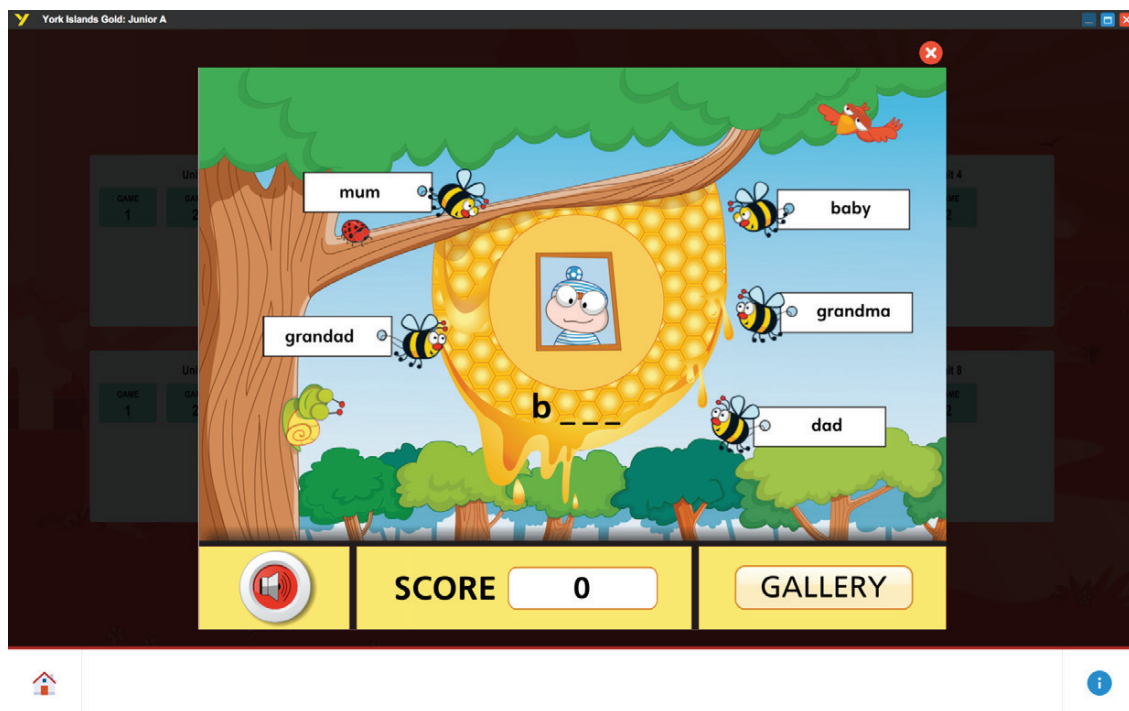
- **Colouring games** – These test vocabulary and revise colours. Read the instructions, choose the colour and tap on the correct part of the picture to colour it.



- **Jeopardy games** – Read the gapped sentence and identify the correct answer, then navigate to the correct answer through the dangers, using the arrows. Timing is crucial with these games!



- **Photo games** – Look at the clue in the centre and tap on the correct word to take a photo of it. These are saved in the gallery so you can review your answers.



- **Maze games** – Tap on the arrows (up, down, left and right) to move the character around the maze to find the food. Avoid meeting any monsters on the way! When the character gets to the food, a new screen will open with a question to answer. Read or listen to the clue and tap the correct answer to give the character their reward.



12. PRINTABLES

- Tapping the 'Printables' button on the main menu will open the PDF document containing all the printable worksheets for the course. These can be printed as required.
- The software is minimised while the PDF is open, but it remains open so notes are not lost and you can quickly return to the lesson.

