

Interactive **Whiteboard** Software

Minimum System Requirements



- Windows 2000/XP/Vista Operating System
- Pentium® II 400 MHz CPU
- 128 MB RAM
- 32 MB RAM graphics card
- QuickTime Player 6 or later
- DVD-ROM drive
- 16-bit sound card



- Mac OS X
- G4 @ 200 MHz CPU
- 256 MB RAM
- 32 MB RAM Graphics Card
- DVD-ROM drive
- 16-bit sound card

Wishes

★ LEVEL B2.1

USER'S MANUAL



Express Publishing

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Welcome to **Wishes Level B2.1 (IWB)** software. This application is designed to follow the Wishes Level B2.1 course and enhance your own and your learners' experience in the language classroom.

What is an Interactive Whiteboard?

An Interactive Whiteboard is a type of touch-sensitive board, which has the power to transform any classroom into a dynamic learning environment.

It allows teachers and students to participate interactively in activities projected onto the board from a data projector which is connected to a computer.

Interactive whiteboards are very popular in schools and are considered a more lively and interesting approach than conventional teaching. They provide ways to show students anything which can be presented on a computer (educational software, videos, websites, etc). Research has shown that teaching through interactive whiteboard software has numerous advantages:

- It can accommodate different learning styles
- It is suitable for both small and larger groups of students
- It helps increase students' attention span
- It facilitates the assimilation of new information
- It dramatically increases real teaching time
- It reduces the time teachers need for preparation
- It eliminates the need for additional equipment (DVD player, CD player, etc)

All in all, it is a powerful teaching tool that will transform your lesson and your classroom!

What equipment do I need to use the IWB software?

- A computer (IBM compatible or Mac OS)
- A projector
- An interactive whiteboard or a device that turns a plain whiteboard into an interactive whiteboard
- Speakers

Internet Disclaimer

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It is the responsibility of the user to make their own decisions about the accuracy, currency, reliability and correctness of information contained in linked external web sites. Users of links provided by this application are responsible for being aware of which organisation is hosting the web site they visit and the nature of the content that is linked to.

Running the application

On an IBM compatible PC

The application should run automatically when you insert the DVD into your DVD drive. If it does not, please follow these steps:

1. Go to **START>MY COMPUTER**.
2. Locate the icon of your DVD drive. With the **Wishes Level B2.1 Interactive Whiteboard** disk inside your drive, right-click the icon of your DVD drive and choose **EXPLORE**.
3. In the new window that appears, double-click on **WishesB2_1.exe**.

On a Mac OS

When you insert the DVD into your drive, an icon will appear on your desktop with the name **Wishes B2.1** (see Fig 1).



Fig 1

If you click it, the contents of the DVD will appear in a browser window with the following icons and file names (see Fig 2).



Fig 2

Click the  file to run the application.

Navigation



Fig 3

By clicking this button you can **EXIT** the application, at any time.

Once the application has run in your system, the first screen you see is the **MAIN MENU** (see Fig 3). By clicking any of the titles or their numbers, you can enter the corresponding section of the course.

All sections that appear in the **MAIN MENU** lead to **SUB MENUS**. For example, if you wish to enter Module 1, click 1 or *Sports & Entertainment* (see Fig 3).

Once in the **SUB MENU** (see Fig 4) you can enter the desired lesson of Module 1 by clicking the cover page, 1.1, 1.2, 1.3, 1.4, 1.5, 1.6, 1.7, 1.8, 1.9, 1.10, 1.11, 1.12, 1.13 or 1.14.



Fig 4

If you click this button, you can go back to the **MAIN MENU** at any time.

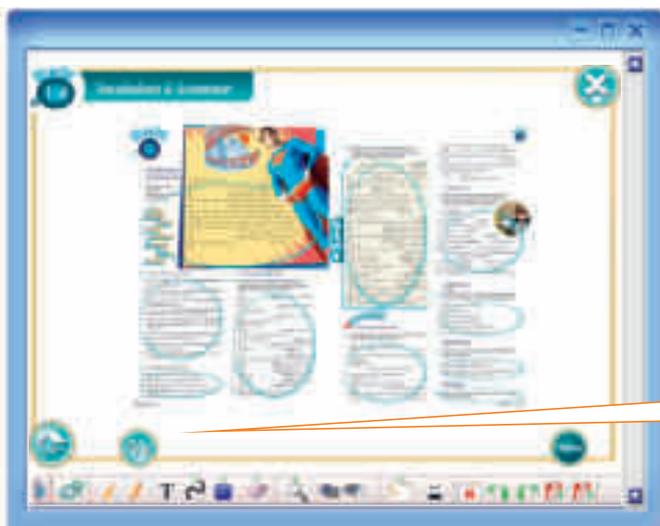


Fig 5

In the **LESSON MENU** the active tasks you can enter are indicated by a blue circle (see Fig 5). Click a task to enter. This allows you the flexibility to skip certain tasks or pick up from where you left off in the previous lesson.

This button will take you to the previous menu; in this case, the **MODULE 1 MENU**.



Fig 6

These two buttons will take you to the **PREVIOUS** and **NEXT** task, respectively.

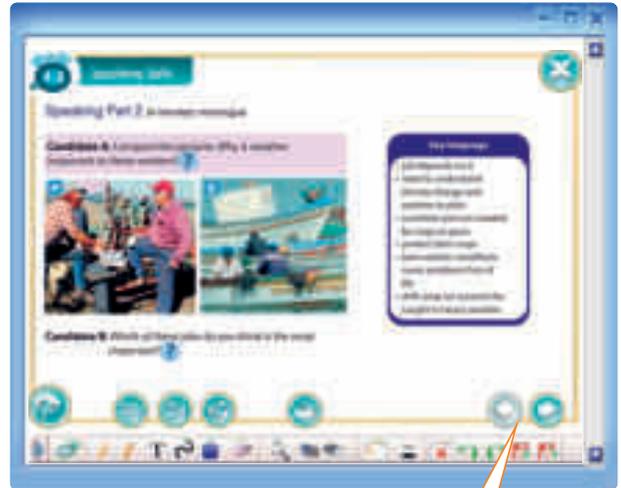


Fig 7

These two buttons will take you to the **PREVIOUS** and **NEXT** part of the task, respectively.

While navigating, you will notice a few more buttons that are designed to help you do the tasks. For instance:

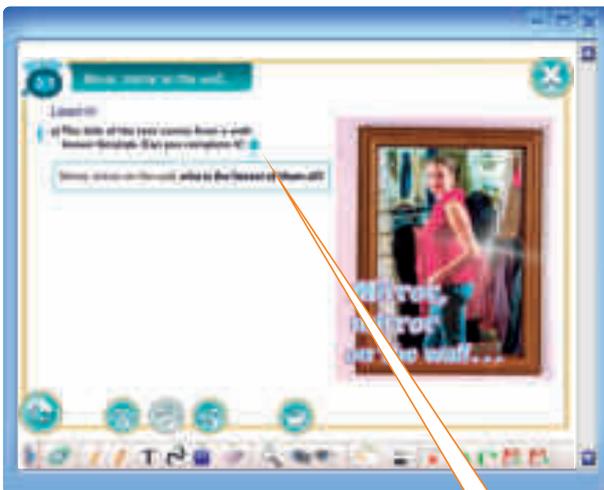


Fig 8

Clicking this button **SHOWS THE ANSWER(S)** to the task:

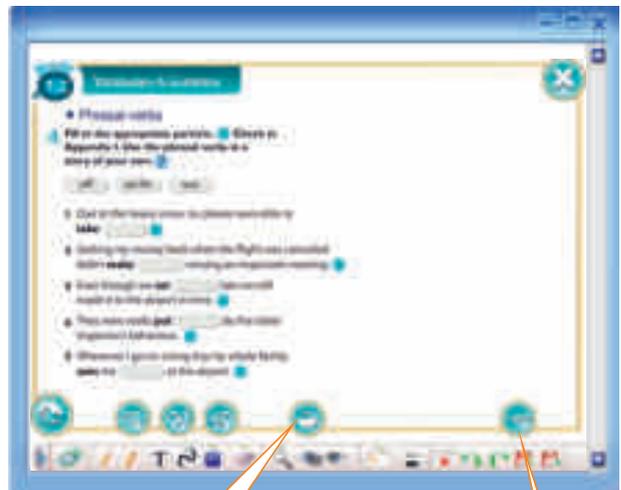


Fig 9

Some exercises provide you with the additional option of **DELETING THE ANSWER KEY**. Clicking this button will allow you to restart the task as many times as you wish.

Click this button to **PLAY** a further extension **GAME**.



Fig 10

Clicking this button will show a screen with the **GRAMMAR REFERENCE** related to the particular unit and exercise (see Fig 11).

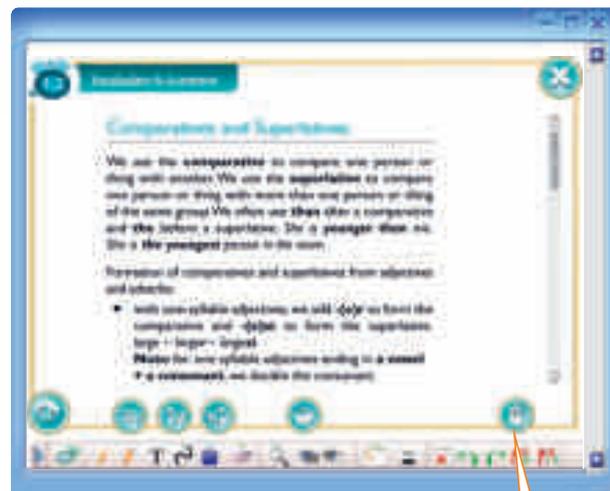


Fig 11

Once you have gone through the *Grammar Reference*, click this button to return to the **EXERCISE SCREEN**.

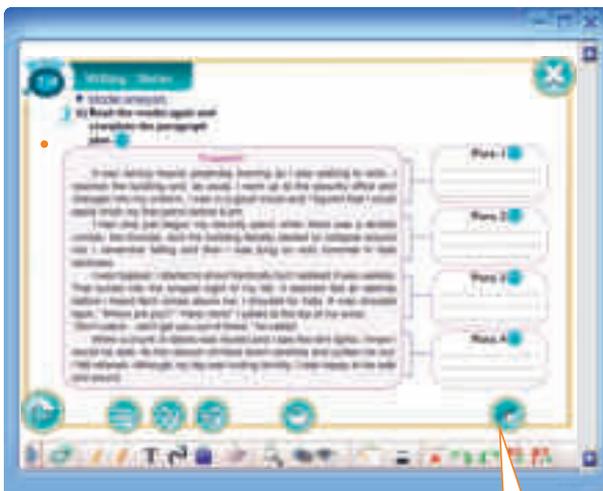


Fig 12

Clicking this button will show a screen with the **THEORY** related to the particular exercise (see Fig 13).

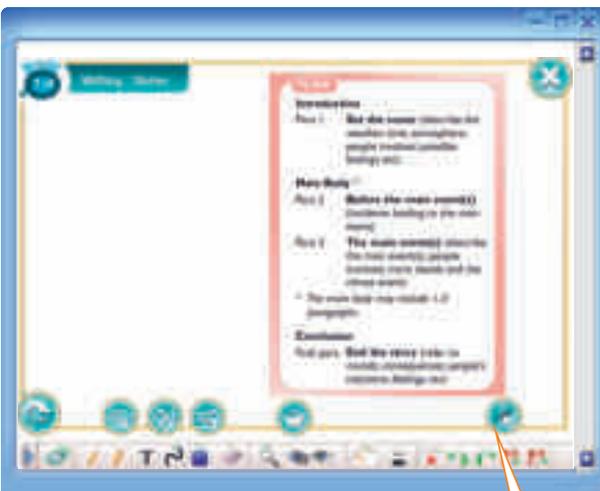


Fig 13

Once you have gone through the *Theory*, click this button to return to the **EXERCISE SCREEN**.

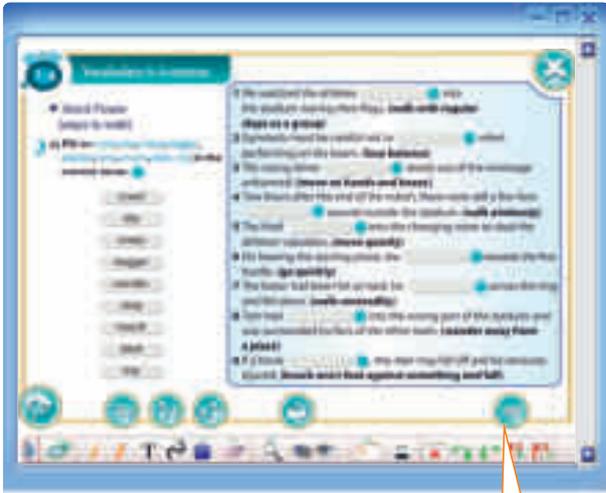


Fig 14

Clicking this button will show a screen with the **VOCABULARY** related to the particular exercise (see Fig 15).



Fig 15

Once you have gone through the *Vocabulary*, click this button to return to the **EXERCISE SCREEN**.

In some exercises, where there is a **STUDY SKILLS** section, the theory appears by clicking the **SHOW KEY** button (see Fig 17).

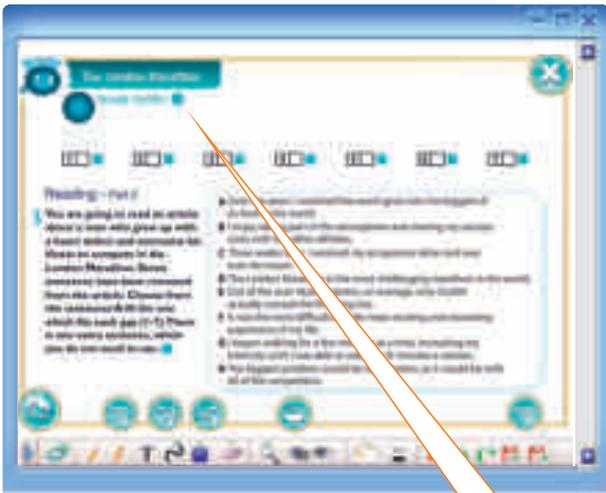


Fig 16

Clicking the **SHOW KEY** button will show a screen with the **THEORY** related to the particular exercise (see Fig 17).

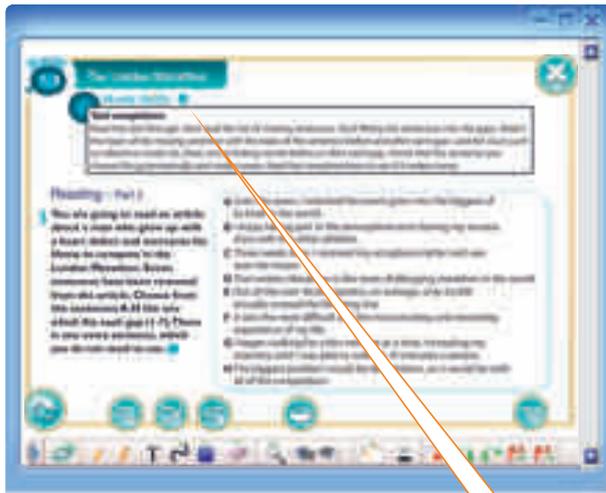


Fig 17

Once you have gone through the *Theory*, click the **SHOW KEY** button to return to the **EXERCISE SCREEN**.

The **Progress Check/Further Practice, Games** and **Workbook** sections are organised in a similar way.

If you enter the **Progress Check/Further Practice** section, first you will see the **Progress Check/Further Practice** menu (see Fig 18). Clicking any of the spreads will take you to the corresponding submenu (see Fig 19 & 20). Again, the circled activities are the interactive tasks included in the software.

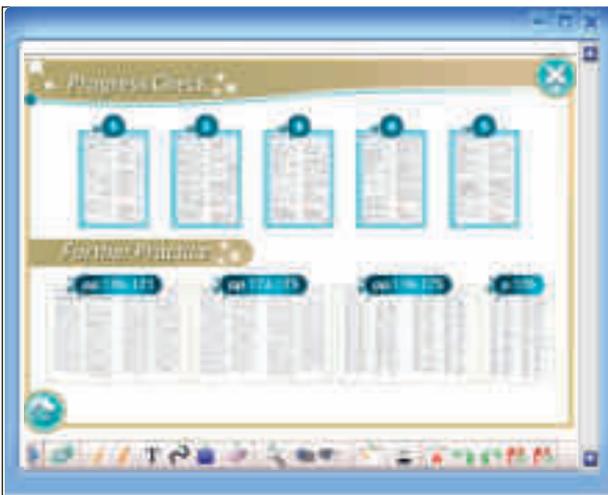


Fig 18

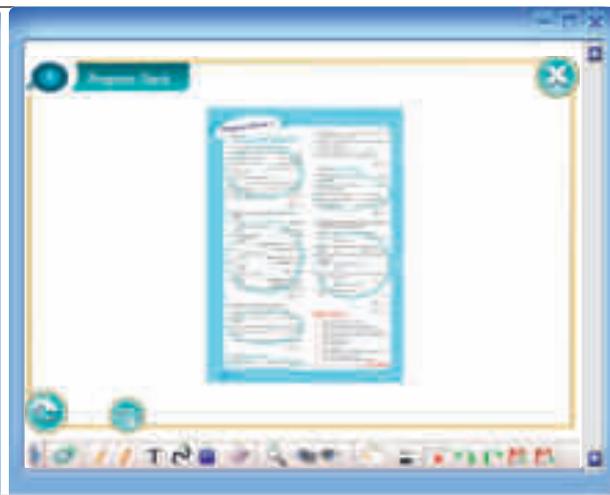


Fig 19

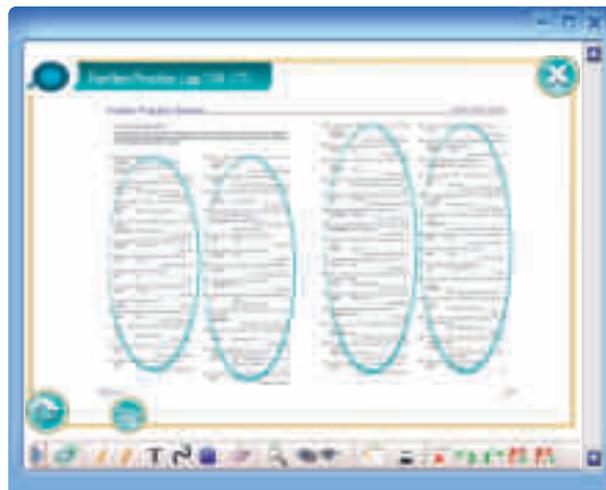


Fig 20

The **Workbook** section provides easy access to all the tasks of the Workbook. If you click the **Workbook** section, first you will see the **Workbook Menu** (see Fig 21). Click the **Workbook** module (or **Grammar Practice Section**) you wish to enter. The **Further Practice Section** is organised in a similar way (see Fig 22).



Fig 21

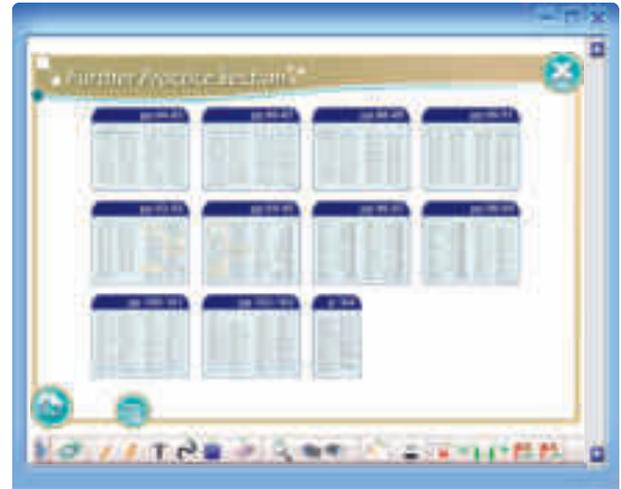


Fig 22

On entering the **GAMES** section, you will first see the **GAMES MENU** (see Fig 23). Click on a Board Game to play the respective game (see Fig 24). To see the answers, click on this icon  in the games.



Fig 23

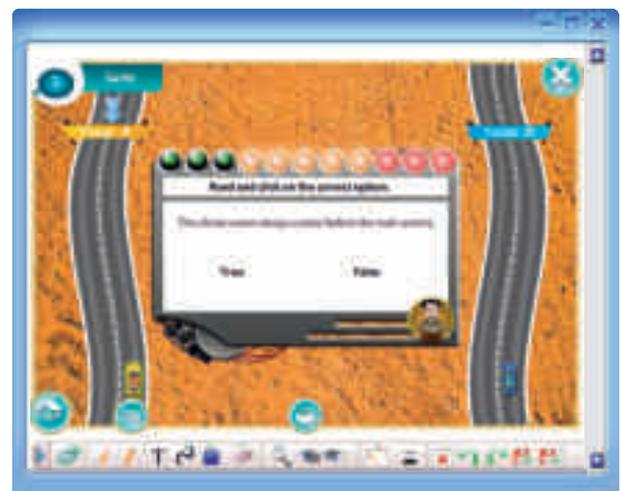


Fig 24

Task types and how to complete them

The **Wishes Level B2.1 IWB** is designed as a teaching aid to be used in conjunction with the coursebook and for this reason the content is identical. However, in order to do the exercises, you will have to carry out two basic computer actions – *clicking* and *clicking and dragging*.

Here is an overview of the types of tasks in this software and how to do them:

Clicking

In all multiple choice tasks, such as gap-filling, ticking, circling, matching and so on, apart from the ability of the user to select the correct answer manually, there is the additional option of a button (which will appear on the left or the right of the question) to select the correct answer automatically (see Fig 25 & 26).

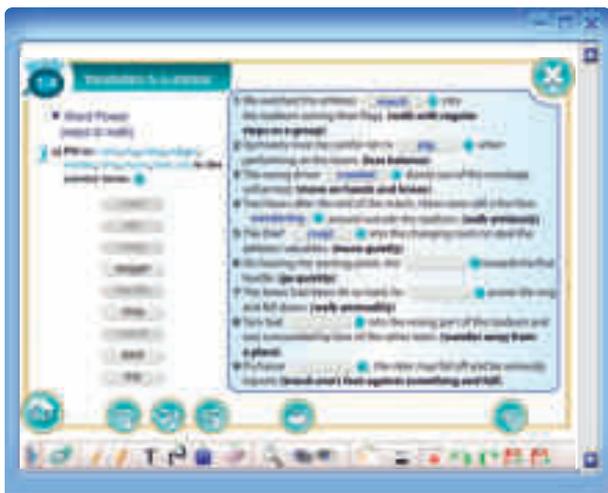


Fig 25



Fig 26

In all of the multiple choice tasks apart from the additional button on each question, there is a button at the end of the rubric, which will reveal the correct answers to the whole task automatically (see Fig 27).

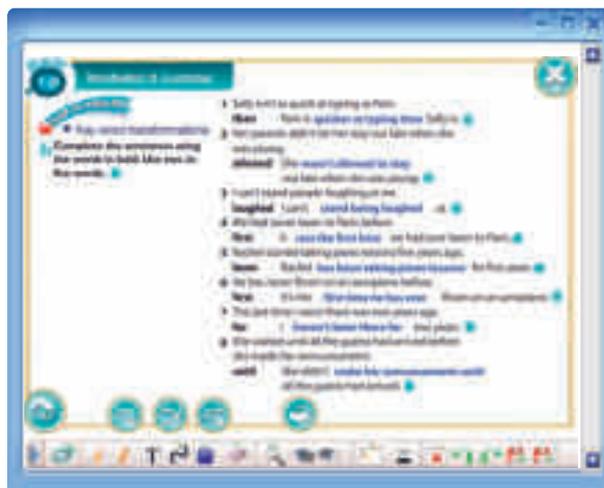


Fig 27

In most exercises click the **SHOW KEY** buttons to reveal the suggested answers (see Fig 28 & 29).

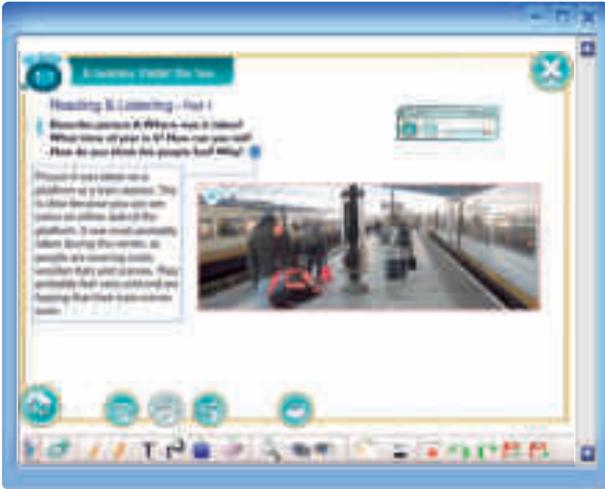


Fig 28



Fig 29

The buttons shown in Fig 30 are the **SHOW KEY** buttons.

Fig 30



Fig 31



Fig 32



Fig 33

Sometimes, clicking on the correct answer will reveal another **SHOW KEY** button (see Fig 31). Clicking that **SHOW KEY** button reveals the reference in the text (see Fig 32) or may give further information (see Fig 33).



Fig 34



Fig 35



Fig 36

In multiple choice tasks clicking the correct answer may underline it (see Fig 34), circle it (see Fig 35) or cross it out (see Fig 36).

Clicking is also used in listening tasks. Click the **HEADPHONES** next to each item to activate the audio as well as the **SHOW KEY** button to reveal the answer to the task (see Fig 37).



Fig 37

In Listen, read and check tasks, the texts will be revealed if you click the **SHOW KEY** button (see Fig 38 & 39).



Fig 38



Fig 39

In listening exercises (see Fig 40), there is a simple **AUDIO PLAYER** (see Fig 41). All its buttons are activated by a click.

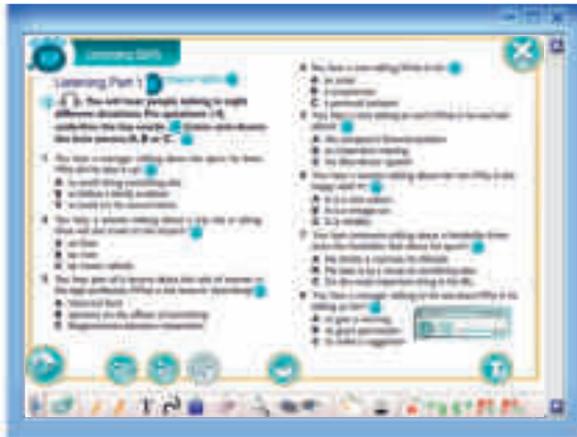


Fig 40

A **SEEK BAR** that operates in the same way as the one in the video player.

PLAY / PAUSE

A **VOLUME CONTROL** that operates in the same way as the one in the video player.



Fig 41

You will also notice a **TAPESCRIPTS** button in some listening tasks. This will reveal the tapescript of an audio recording.

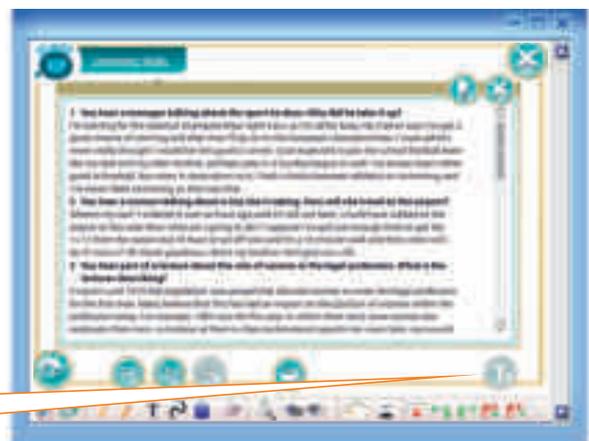


Fig 42

The *Listening Skills* section, helps prepare students for the FCE examination as well as other Listening exams at this level (see Fig 43-46).



Fig 43



Fig 44

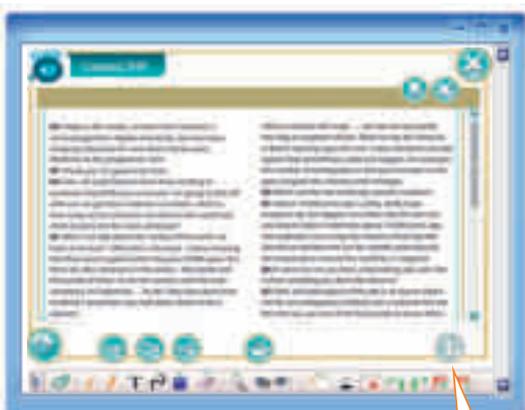


Fig 45

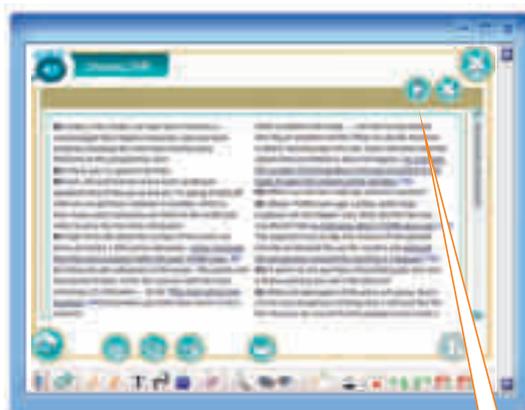


Fig 46

By clicking the **TRANSCRIPT** button you are able to view the transcript as it is being read.

You have the option of having the answers shown by clicking this button.

The *Speaking Skills* section, helps prepare students for the FCE examination as well as other Speaking exams at this level (see Fig 47 & 48).



Fig 47



Fig 48

In most multiple choice type tasks, the definitions and examples of the words will be revealed if you click on the  button (see Fig 49).

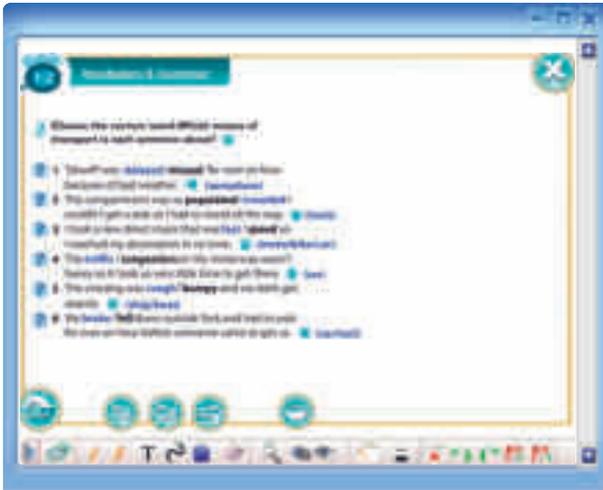


Fig 49

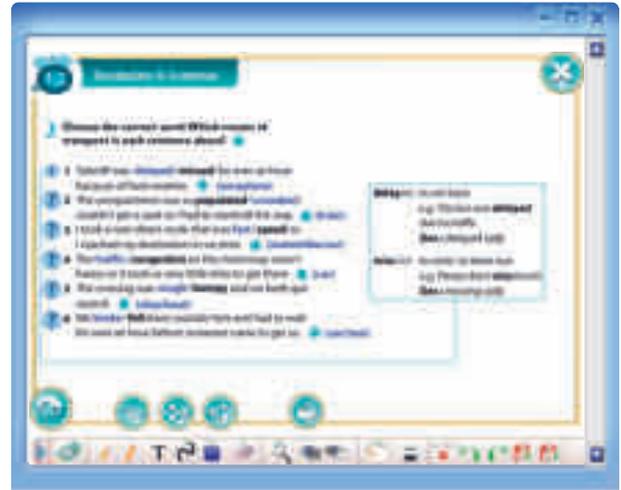


Fig 50

In some tasks, the related text will be revealed if you click the **SHOW TEXT** button  (see Fig 51).

By clicking the  or  button, you can hide the text and return to the task (see Fig 52).

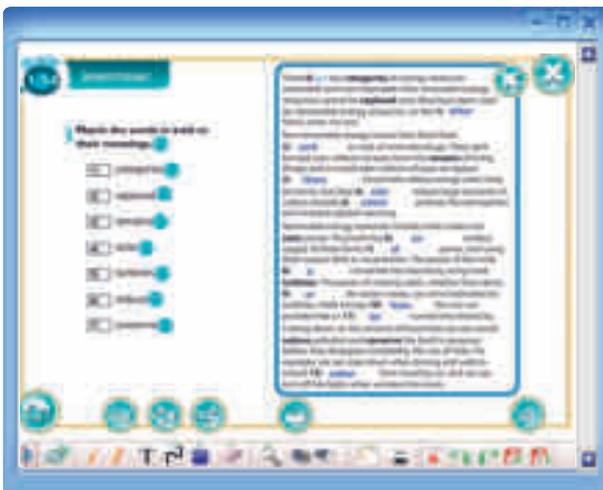


Fig 51



Fig 52

VIDEOS have been provided through WEB LINKS. The location of each VIDEO can be seen on the SUB MENU, indicated by the  logo (see Fig 57). A similar VIDEO logo appears in the LESSON MENU (see Fig 58). By clicking the  logo, the VIDEO LINK appears (see Fig 59).

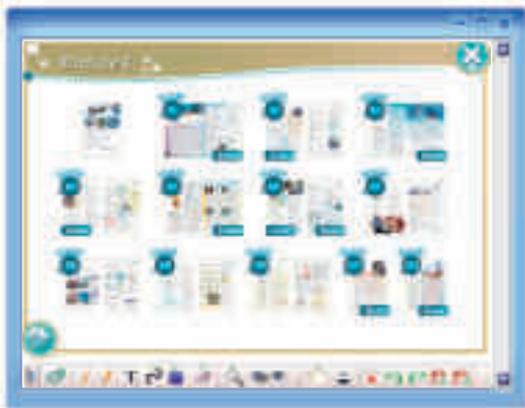


Fig 57



Fig 58



Fig 59

By clicking the link, it will take you to the corresponding website (see Fig 60), providing you have internet access.



Fig 60

Tasks (Questions) have been included in the **VIDEO** section (see Fig 59).

When you click on the  button, it takes you to the task for that **VIDEO**.

The tasks in the **VIDEO** sections present similar tasks to those in each module (see Fig 61).



Fig 61

Games are also included within the modules. They can be seen on the **SUB MENU**, indicated by the  logo (see Fig 62). The same logo appears next to the task the game has been designed for (see Fig 63).



Fig 62



Fig 63

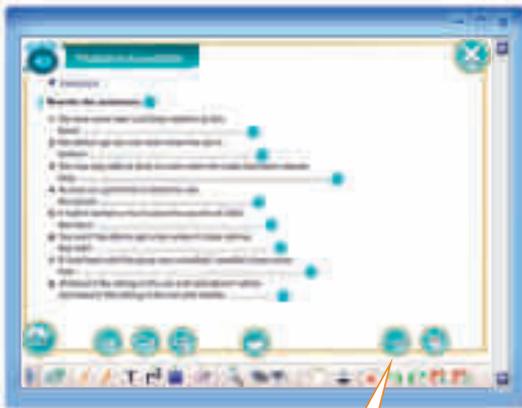


Fig 64

Click this button to PLAY a further extension GAME (see Fig 65).



Fig 65

Clicking and dragging



Fig 66



Fig 67

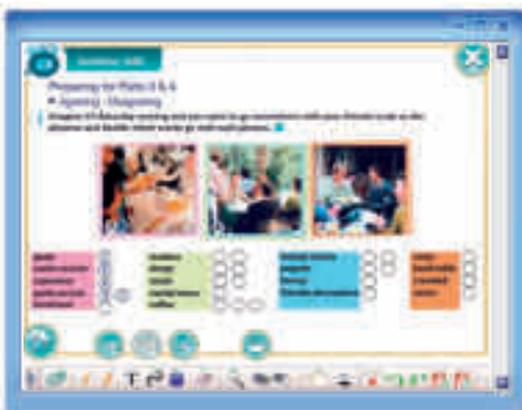


Fig 68



Fig 69

To match any item (word, phrase etc) to another, you simply click the item and drag it to your chosen place (see Fig 66-69). If the answer is wrong, it will bounce back to its original position.

The toolbar

At the bottom of every screen, you will find the **Toolbar** (see Fig 70-71).



Fig 70



Fig 71



If for any reason you wish to hide the toolbar during your lesson, you can do so by clicking this arrow on the left-hand side. To make it reappear, you can click the remaining arrow at the bottom on the right.



The toolbar at a glance

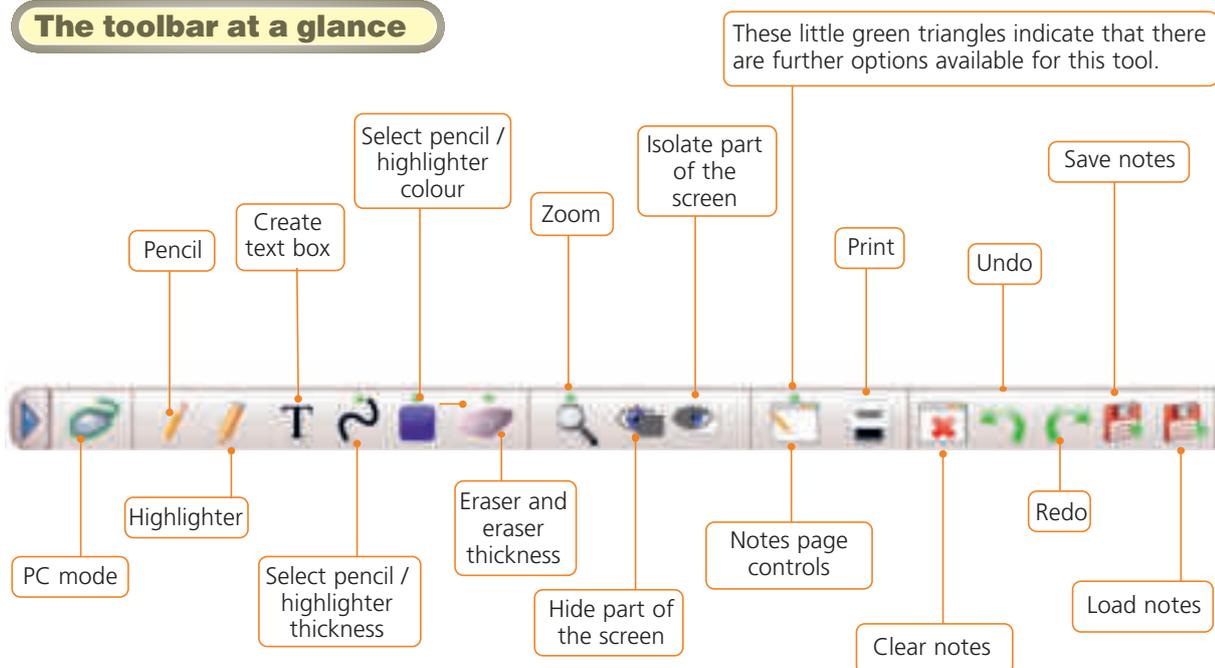


Fig 72

Using the tools



PC MODE: After you have used one of the tools, click this to regain your normal mouse pointer function. This way you can once again *click* and *click and drag*.



PENCIL: Click to turn your mouse pointer into a pencil. Now you can make your own notes on every screen provided in this software – a very useful tool if you want to write students' own answers during prediction warm-up or error correction (see Fig 73). Make sure you select a colour and thickness for your pencil before you actually write anything (see *SELECT PENCIL / HIGHLIGHTER THICKNESS* and *COLOUR*).



HIGHLIGHTER: Click and drag on every word, phrase or sentence you wish to highlight in a text (see Fig 74). Again, you have the option of selecting the colour and thickness of your highlighter first.



CREATE TEXT BOX: If you don't want to use the pointer/electronic pen of your interactive whiteboard, this is a useful alternative for making notes. Click and drag to create a text box and type in your notes (see Fig 75).



Fig 73



Fig 74



This is a sample text box:
Drag the gray bar to **MOVE** the text box.



This is the **TEXT BOX FORMATTING PANEL**.

Click and drag the arrows to **RESIZE** the text box.

Fig 75

Once you have created a textbox, a formatting panel appears so you can customise your text (see Fig 76).

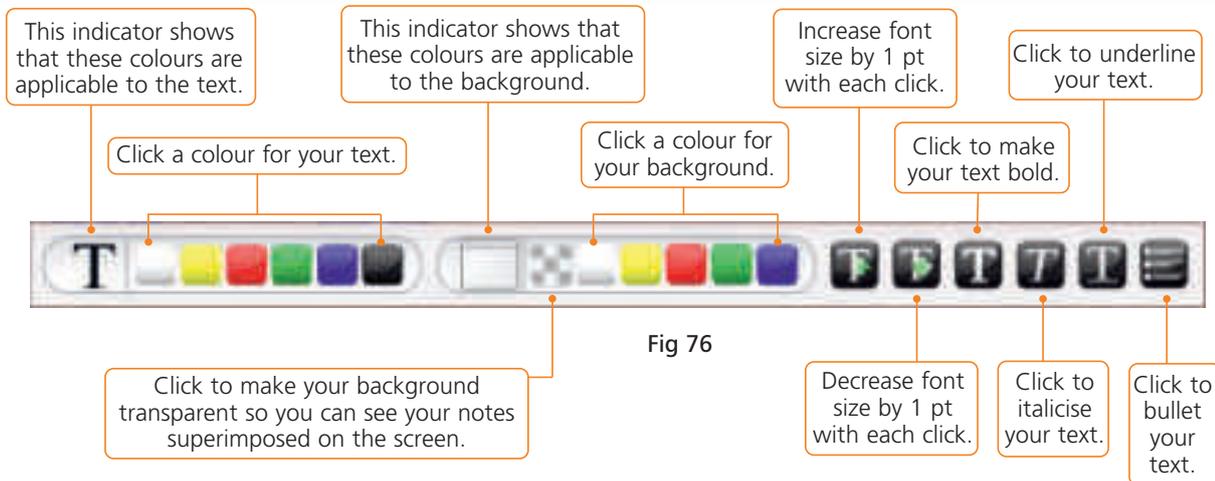


Fig 76

 **SELECT PENCIL/HIGHLIGHTER THICKNESS:** Once you have clicked this tool, another options panel appears (see Fig 77). Click any of the brush strokes to select the thickness of your pencil or highlighter.



Fig 77

 **SELECT PENCIL/HIGHLIGHTER COLOUR:** Click to reveal the colour options panel and select a colour for your pencil / highlighter (see Fig 78). This is a very useful tool if you like to use colour-coding while teaching.



Fig 78

 **ZOOM:** Once you have clicked this tool, another options panel appears (see Fig 79).



Fig 79

For example, *Fig 80* shows a zoomed in area of a screen.



In the bottom right corner, there are four arrows pointing to the top, bottom, left and right. By clicking them you can navigate the screen.

Fig 80



ERASER and ERASER THICKNESS: When you click this tool, another options panel appears so you can select the thickness of your eraser (see *Fig 81*). Click the circle of your choice to select the thickness of your eraser and your pointer turns into an eraser. Drag it over the area you wish to erase. If you want to erase a text box, simply click it once and the entire textbox will be deleted.



Fig 81



HIDE PART OF THE SCREEN: When you click and drag over a selected area with this tool, you can hide areas such as individual illustrations, paragraphs, words, phrases etc (see *Fig 82*). This will give you the opportunity to explore tasks and texts further.



Fig 82



ISOLATE PART OF THE SCREEN: When you click and drag over an area of the screen with this tool, the section you have selected will be visible and therefore focus students' attention directly on it. The rest of the screen fills up with the colour of your choice (see Fig 83).

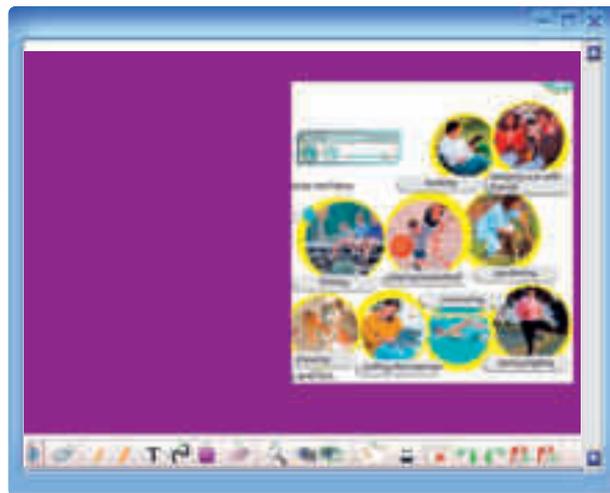


Fig 83



PAGE CONTROLS: Clicking this tool will reveal another options panel so you can organise your notes in different layers (see Fig 84). Each layer works as a blank page you can write your notes on. This page can be either transparent and visible over the task screen, or opaque and function like a conventional whiteboard. The difference is that now you can prepare your notes before your lesson, or save them after the lesson so as to use them again in the future, with the same class or a different class of the same level.

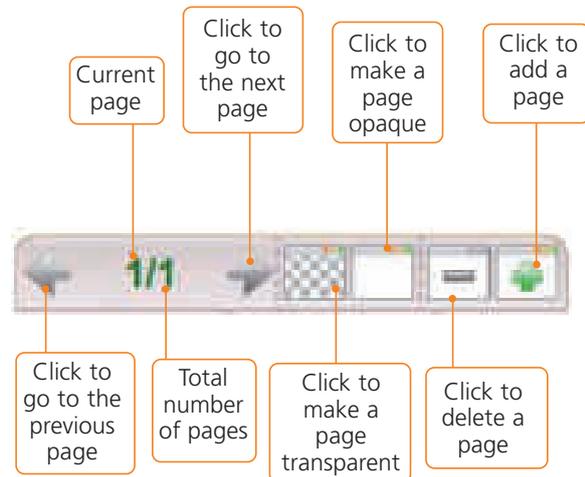


Fig 84



PRINT: Click this to print the screen you are working on, as it is – with notes. Please note that the preferred printing mode for this feature is landscape.



CLEAR NOTES: Click this to erase all your notes on a particular screen.



UNDO / REDO: Click to undo or redo any action you have just done.



SAVE and LOAD NOTES: These two tools are especially useful if you want to use the same notes with another class on a different day. Please note that the **Wishes Level B2.1 IWB** notes and annotations can be accessed only through this software; therefore, they will be saved in a file created by the software and identified by the software alone.

○ Saving notes

First you need to make notes, either using the pencil or the text box tool, as in the example in Fig 85.



Fig 85

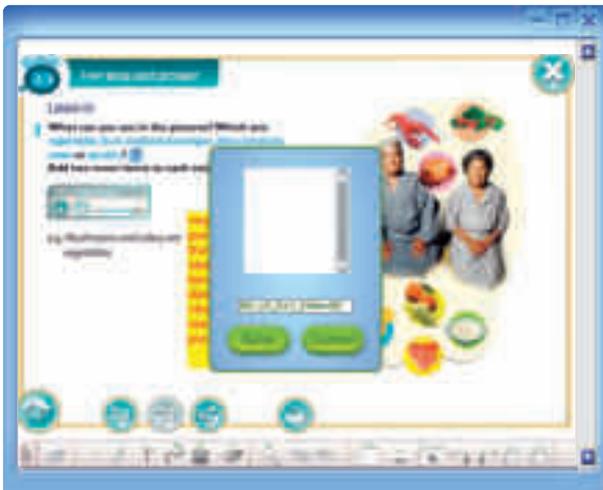


Fig 86

Then click **SAVE** . A blue window appears with the options **SAVE** and **CANCEL**. Type a name for your notes in the field that appears above these two options and click **SAVE**. It is best to name your notes according to the unit, exercise, page number and possibly the date you created them (see Fig 86). For example, you could name a file **M2_U3_Ex1_01Nov09**. In this way, you can locate them easily once you have accumulated a long list of notes.

It is possible that your system will notify you that 'Local', i.e. this software, is trying to store a file in your computer. Click **ALLOW**.

Now you have successfully saved your notes.

Using Note Exporter on an IBM compatible PC

As you save notes while using the **Wishes Level B2.1 IWB Software**, you may wish to share them with other teachers using this software. You may also wish to use them on a different computer for a different class of the same level. In order to do either, you have to export your saved notes.

For this purpose, we have included the **Note Exporter** utility in this software. Please note that this function is only available for systems that are using the same software and that for **Note Exporter** to function correctly, you need to have saved at least one set of whiteboard notes.

To run **Note Exporter** go to *My Computer*. Then, right-click on the icon **Wishes B2.1** on your disk drive. A drop-down menu will appear (see *Fig 89*). Click **EXPLORE**.

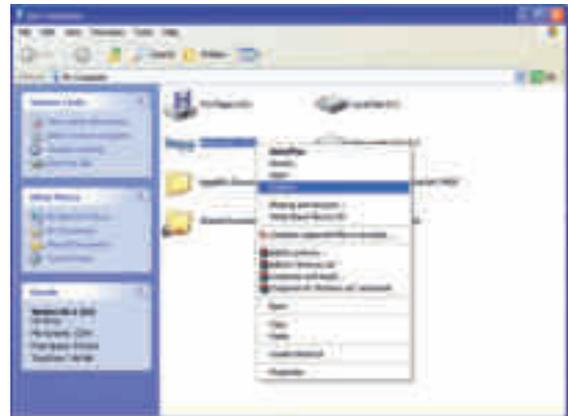


Fig 89

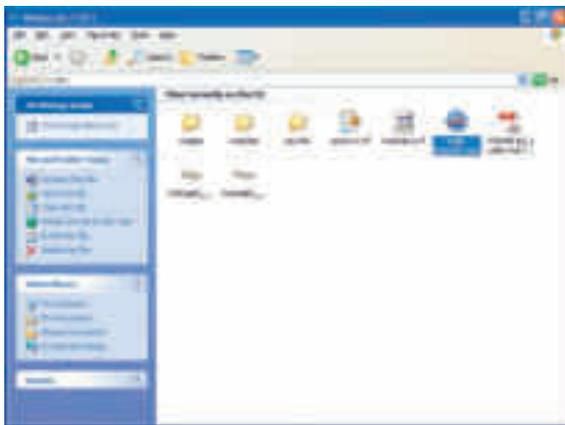


Fig 90

In the new window that appears, double-click the **NoteExporter.exe** icon (see *Fig 90*).

Note Exporter will now start. The new window that appears will offer you two options (see *Fig 91*).

Click **EXPORT NOTES** if you want to transfer notes from this computer to another computer.

Click **IMPORT NOTES** if you want to transfer notes to this computer from another computer.

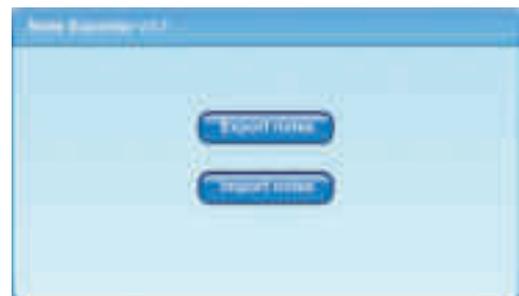


Fig 91

Exporting notes

N.B.: Before exporting any notes, you will need to have created a folder in your computer into which your notes will be exported. In this example, we have named this folder **WishesB21IWB**.



Fig 92

When you click **EXPORT NOTES** the computer will start searching your hard disk for any interactive whiteboard notes that may exist on it. You will see the message in Fig 92.

After a few minutes, you will be prompted to enter the application file identifier (see Fig 93). This is the file in which the software saves all your notes. Please type

WSB21

in the space provided. Please note that this file name is case-sensitive, so it is important that you type it in correctly. Now click **OK**.



Fig 93



Fig 94

A window will appear that asks you to specify the folder in your system where you wish to export your notes. Select the drive and the folder from the drop-down menu and click **OK** (see Fig 94).

Please note that, after saving your exported notes on your computer, you may transfer them onto a CD or DVD, a floppy disk or a USB memory stick.

Once you have specified where you want your notes to be saved, click **OK**. You will see the message shown in *Fig 95* after a few seconds.



Fig 95

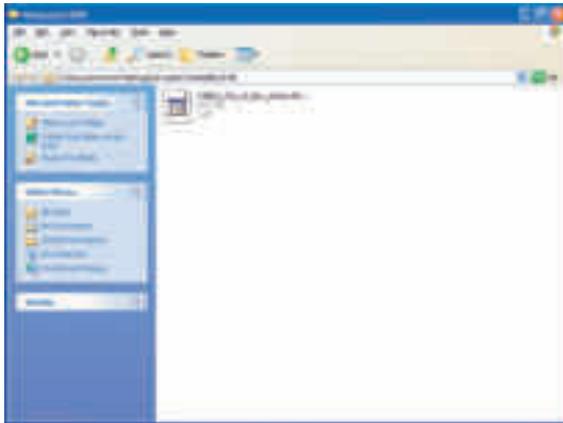


Fig 96

The saved notes files have now been moved to the folder that the user specified (see *Fig 96*).

You can rename the file if you wish. However, please **DO NOT CHANGE THE FIRST SIX CHARACTERS (WSB21_) OR THE EXTENSION**, as this will make your notes untraceable by the application.

You can now store the file(s) you exported on any storage media, or send them by email. When you want to use these files on another computer, use the **IMPORT NOTES** function.

⦿ *Importing notes*

To import your exported notes onto another computer that has the same software, run **Note Exporter** as described in the previous section (see *Exporting notes*).

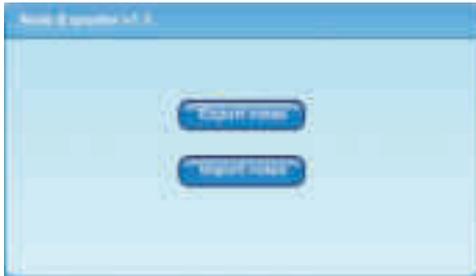


Fig 97

When you see the window shown in *Fig 97*, click **IMPORT NOTES**.

The message in *Fig 98* will appear:



Fig 98



Fig 99

After a few minutes, you will be prompted to enter the application file identifier (see *Fig 99*). Please type

WSB21

in the space provided. Again, please remember that this is a set file name and that it is case-sensitive. Now click **OK**.



Fig 100

The message in *Fig 100* will appear. Click **OK**.

The next window will ask you to specify the folder in which you have saved the exported notes (see *Fig 101*). Scroll down the menu and select the folder. Then, click **OK**. In this particular example, the user has saved their exported notes on their computer in a folder called **WishesB21WB**. However, you can import notes from a CD, DVD, USB stick or any other portable medium.

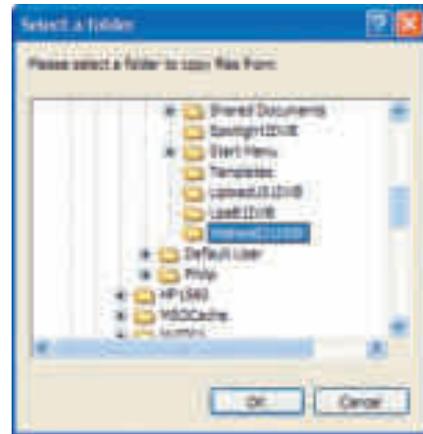


Fig 101



Fig 102

When you have successfully imported the notes, the window in *Fig 102* will appear.

In order to view the imported notes, you may now load them using the **LOAD NOTES** function.

Using Note Exporter on a MacOS

Note Exporter operates in a slightly different manner on a Mac Os.

To run *Note Exporter*, insert the disk into your drive. The icon shown in *Fig 103* will appear on your desktop.



Fig 103

When you click it, the contents of the disk appear in a browser window with the icons and file names shown in *Fig 104*.



Fig 104

Click the  file to run the application.



Note Exporter will now start. The new window that appears will offer you two options (see *Fig 105*).

Click **EXPORT NOTES** if you want to transfer notes from this computer to another computer.

Click **IMPORT NOTES** if you want to transfer notes to this computer from another computer.

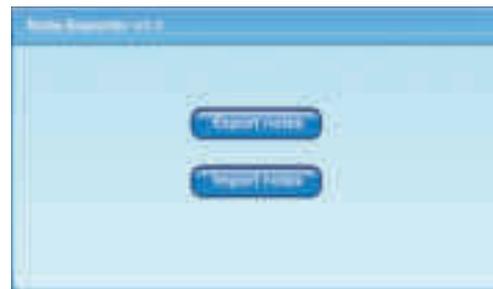


Fig 105

Exporting notes

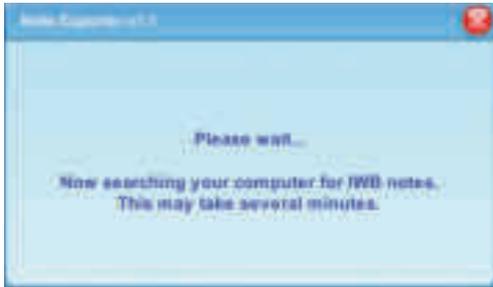


Fig 106

When you click **EXPORT NOTES** the computer will start searching your hard disk for any interactive whiteboard notes that may exist on it. You will see the message in Fig 106.

After a few minutes, you will be prompted to enter the application file identifier (see Fig 107). This is the file in which the software saves all your notes. Please type

WSB21

in the space provided. Please note that this file name is case-sensitive, so it is important that you type it correctly. Now click **OK**.



Fig 107

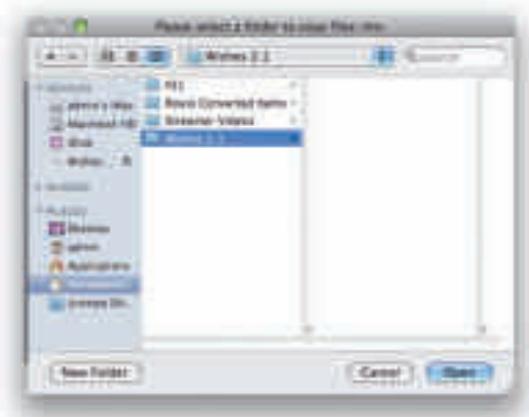


Fig 108

A window will appear that asks you to specify the folder in your system from which you wish to export your notes (see Fig 108). Select the drive and the folder from the drop-down menu and click **CHOOSE**.

Please note that, after saving your exported notes on your computer, you may transfer them onto a CD or DVD, a floppy disk or a USB memory stick.

Once you have specified where you want your notes to be saved, click **OK**. You will see the message shown in *Fig 109* after a few seconds.



Fig 109

The saved notes files have now been moved to the folder the user specified. You can rename the file if you wish. However, please **DO NOT CHANGE THE FIRST SIX CHARACTERS (WSB21_) OR THE EXTENSION**, as this will make your notes untraceable by the application.

You can now store the file(s) you exported on any storage media, or send them by email. When you want to use these files on another computer, use the **IMPORT NOTES** function.

Ⓞ *Importing notes*

To import your exported notes onto another computer that has the same software, run **Note Exporter** as described in the previous section (see *Exporting notes*).



Fig 110

When you see the window shown in *Fig 110*, click **IMPORT NOTES**.

The message in *Fig 111* will appear:

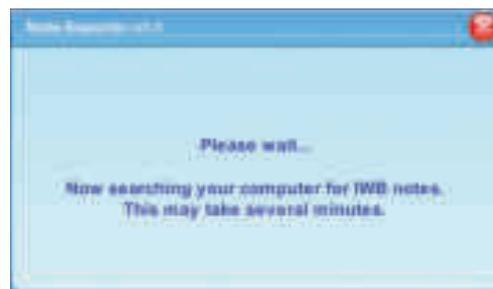


Fig 111



Fig 112

After a few minutes, you will be prompted to enter the application file identifier (see Fig 112). Please type

WSB21

in the space provided. Again, please remember that this is a set file name and that it is case-sensitive. Then click **OK**.



Fig 113

The message in Fig 113 will appear. Click **OK**.

The next window will ask you to specify the folder in which you have saved the exported notes (see Fig 114). Scroll down the menu and select the folder. Please note that you can import notes from a CD, DVD, USB stick or any other portable medium. Click **CHOOSE**.

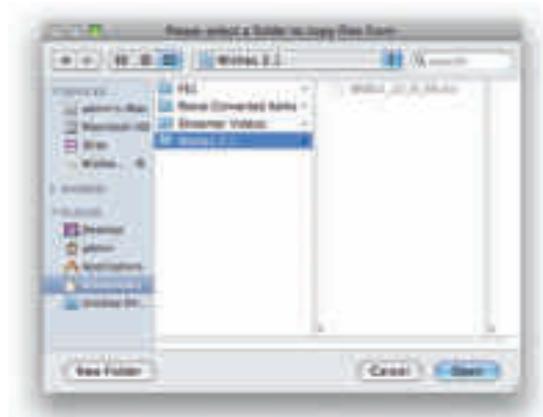


Fig 114



Fig 115

When you have successfully imported the notes, the window in Fig 115 will appear.

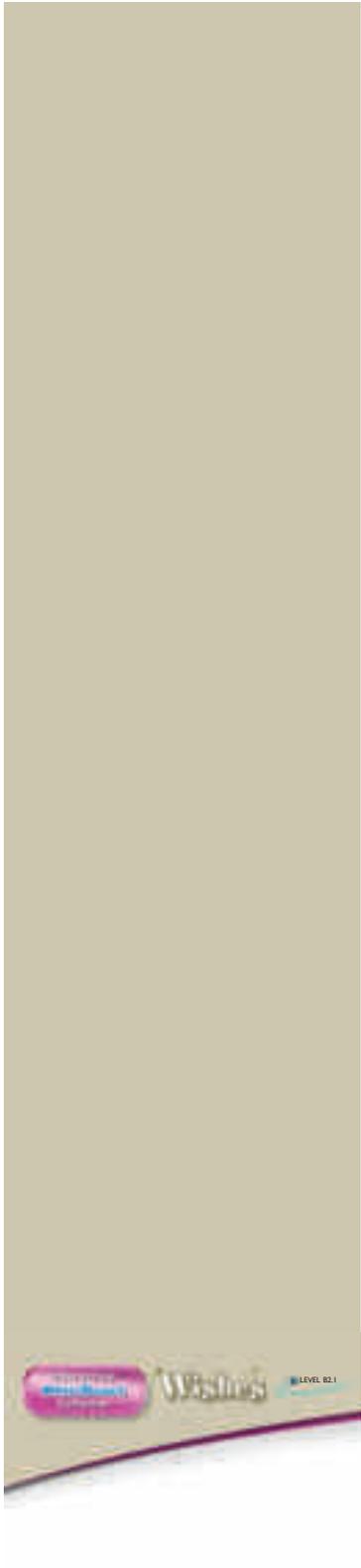
Again, in order to view the imported notes, you may now load them using the **LOAD NOTES** function.

Troubleshooting

Problem	Solution
I insert the DVD in my DVD drive but nothing happens.	Your computer's autorun feature is possibly disabled. Go to My Computer and double click on the Wishes B2.1 icon. In the new window that opens, double-click on the Wishes B2_1.exe icon.
I've just written some notes and I want to go back to using the main application, but it seems that I cannot click on anything.	Make sure you return to PC Mode using the PC mode icon. 
Note Exporter cannot find my files.	<ul style="list-style-type: none"> • Make sure you have typed the application file identifier correctly. For Wishes Level B2.1 IWB, the file identifier is WSB21. • If the problem persists, avoid using other applications while running Note Exporter.
My pages do not print properly.	Make sure your printer is set to print in landscape mode for optimum results.

Contact support

In case you have any queries on the use of **Wishes Level B2.1 IWB**, please contact us at IWBsupport@expresspublishing.co.uk .



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