

Super Spell - A day at the Beach

Super Spell - A day at the Beach is a Tasmanian made program, designed by teachers, that helps build spelling, reading, grammar and vocabulary skills.

A day at the beach contains 3200 words in 160 word lists. Each word list concentrates on a particular spelling rule. Students can make the best use of the software by using the word lists recommended by the diagnostic tests that can be purchased separately or in a package with *A day at the Beach*.



The exercises are disguised as games complete with cartoon animations. The animations keep the younger users motivated whilst mature users are able to skip over the cartoons.

The program has 7 activities, 4 of which are based around word lists. The other 3 are based on commonly misspelt words, compound words or vocabulary exercises. The user spends 'a day at the beach' with the Hooper family (animated cartoon characters) and can earn points for correct responses that can be spent at one of two shops; the reward is a cartoon sequence. Individual scores can be kept.

The voices are clear and easily understood with Australian accents. Teachers are able to enter word lists that suit individual users, or students can use the Super Spell lists. Words are presented individually or in sentences to show their meaning. Different parts of words are high lighted to show the word list rule. The lists increase in difficulty. The user manual gives a comprehensive list of words and rules so that the teacher can guide children to the appropriate list.

The program has entertaining graphics, easy instructions and a good Help menu. It suits students from age 6 years to adult and covers a wide range of abilities

The **Assessment disk** analyses the users weaknesses in spelling. First the user performs a placement test, which gives an approximation of the users spelling ability. The placement test recommends which, of three diagnostic tests, is most appropriate for the user. The placement and diagnostic tests are made up of approximately sixty spelling questions. For each question, a word is spoken, then used in a sentence and accompanied by a picture. The user is required to enter the correct spelling of the word. There is no time limit.