# THE HELPING HAND DETECTIVE AGENCY • SERIES 1 •

#### AUTHOR - JULIA CLOUTER, SCANNING PENS





Sasha



Winston



Alyssa



Eureka



Jinx

Primary Resources Pack 1 The Helping Hand Detective Agency Series 1

#### **Equipment:**

These resources are designed to be used with the C-Pen Reader 2<sup>™</sup>. We hope that your learners enjoy the stories and activities.

For best results, please ensure that your learners have been introduced to the Reader 2<sup>™</sup> and have a basic level of confidence in scanning words.

For additional support, you can also visit our website to view video tutorials or contact your Scanning Pens Representative.

#### Reader 2<sup>™</sup> Functions:

- All Stories Text Reader and Dictionary
- Stories 5 Scan Languages
- Stories 3, 4, 6, 15 Recorder
- Stories 11, 12 Scan-to-File
  - Story 7 Dictionary History
- Quick Word Definitions While in Text Reader Mode Story 10 Self-Reflection on Literacy Needs

#### Metacognition Activities:

- Stories 8, 9
- Story 13
- Story 14
- Story 15

You are welcome to copy or download these reading and activity cards from our website. Each reading activity can be used independently or as part of a unit.

Reading

#### **Readability of Resources**

With a Reader 2<sup>™</sup> to support reading, these stories and learning resources are appropriate for reading levels found below. School-age students will enjoy these stories. There are problem solving and technology themes that are appealing to both younger and older readers.

Self-Reflection on Attention Needs Understanding Assistive Technology

Fluency Probe – Recognizing Personal Progress in

#### The Helping Hand Detective Agency Series 1:

Below are recommended ranges based off the beginning of year (fall) - 25th to 50th Percentiles

		Grade	Lexile	Fountas and Pinnell
1.	Lost in the Sand - p. 7, 8	2nd	210L - 400L	F - J
2.	Winston's Glasses - p. 9, 10	3rd	410L - 600L	J - N
3.	The Drone - p. 11 <i>,</i> 12	4th <i>,</i> 5th	610L - 800L	N - V
4.	The Message - p. 13, 14	4th <i>,</i> 5th	610L - 800L	N - V
5.	The Network - p. 15 <i>,</i> 16	4th <i>,</i> 5th	610L - 800L	N - V
6.	Alyssa's Tunnel - p. 17, 18	3rd	410L - 600L	J - N
7.	In Egypt - p. 19, 20	4th <i>,</i> 5th	610L - 800L	N - V
8.	Eureka's Dyslexia - p. 21, 22	3rd	410L - 600L	J - N
9.	Jelly Beans - p. 23, 24	4th <i>,</i> 5th	610L - 800L	N - V







		Grade	Lexile	Fountas and Pinnell
10.	The Tech Dude - p. 25 <i>,</i> 26	4th <i>,</i> 5th	610L - 800L	N - V
11.	Sasha's Ideas - p. 27, 28	4th <i>,</i> 5th	610L - 800L	N - V
12.	The Spinnaker - p. 29, 30	5th - 8th	810L - 1000L	T - Z
13.	Smart Watch - p. 31, 32	3rd	410L - 600L	J - N
14.	Connections - p. 33, 34	2nd	210L - 400L	F - J
15.	Jinx's Car - p. 35, 36	3rd	410L - 600L	J - N

#### How These Resources Fit into Elementary Curriculum:

You might like to use 'The Helping Hand Detective Agency' Series 1 in the following ways:

- As a differentiated reading comprehension activity.
- As a reading intervention lesson.
- As a tool to motivate learning.
- As a supporting activity for learners with diverse needs (i.e. 504 plans, IEPs, ADHD, dyslexia).
- To extend and explore new vocabulary.
- To support English Language Learners with vocabulary and definitions.

The characters in these stories have personality traits that may reflect those of your students.

- Winston represents reflectiveness and strategic aspects of learning.
- Alyssa represents resourcefulness and cognitive aspects of learning.
- Eureka represents resilience and emotional aspects of learning.
- Sasha represents reciprocity and social aspects of learning.
- Jinx represents curiosity and fun aspects of learning.

Each character also explores the social-emotional aspects of learning and has characteristics that are linked to learning needs.

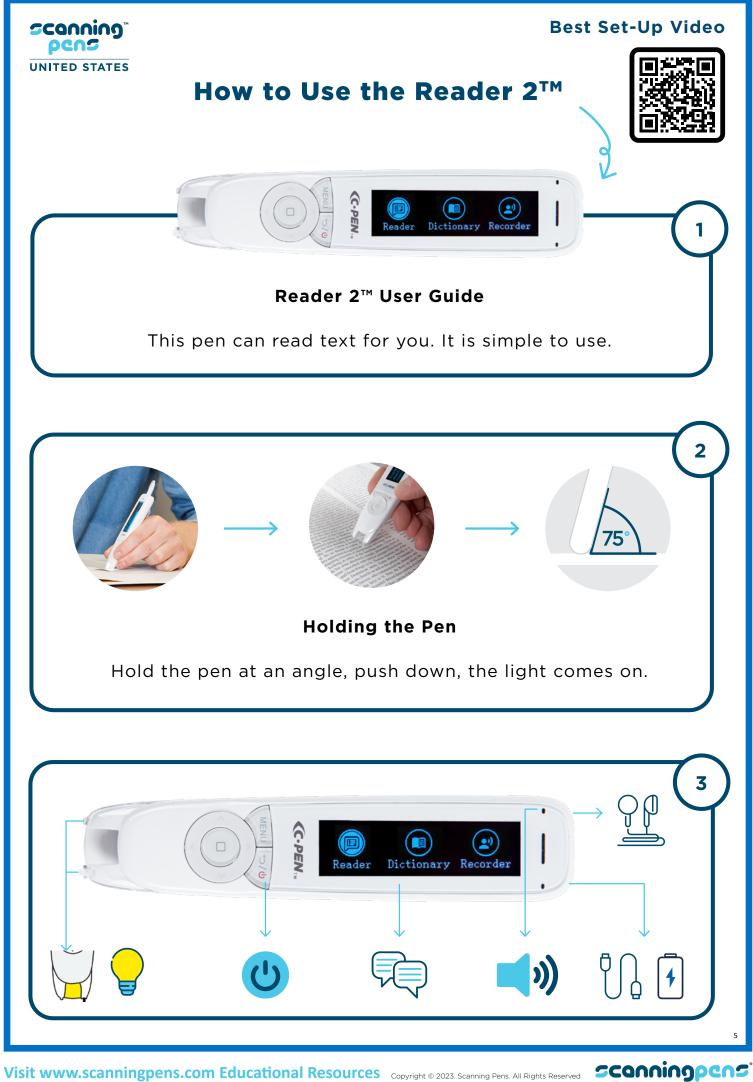
Some of the activities are designed to help explore ideas about different ways of to learn while recognizing personal strengths and areas of need.

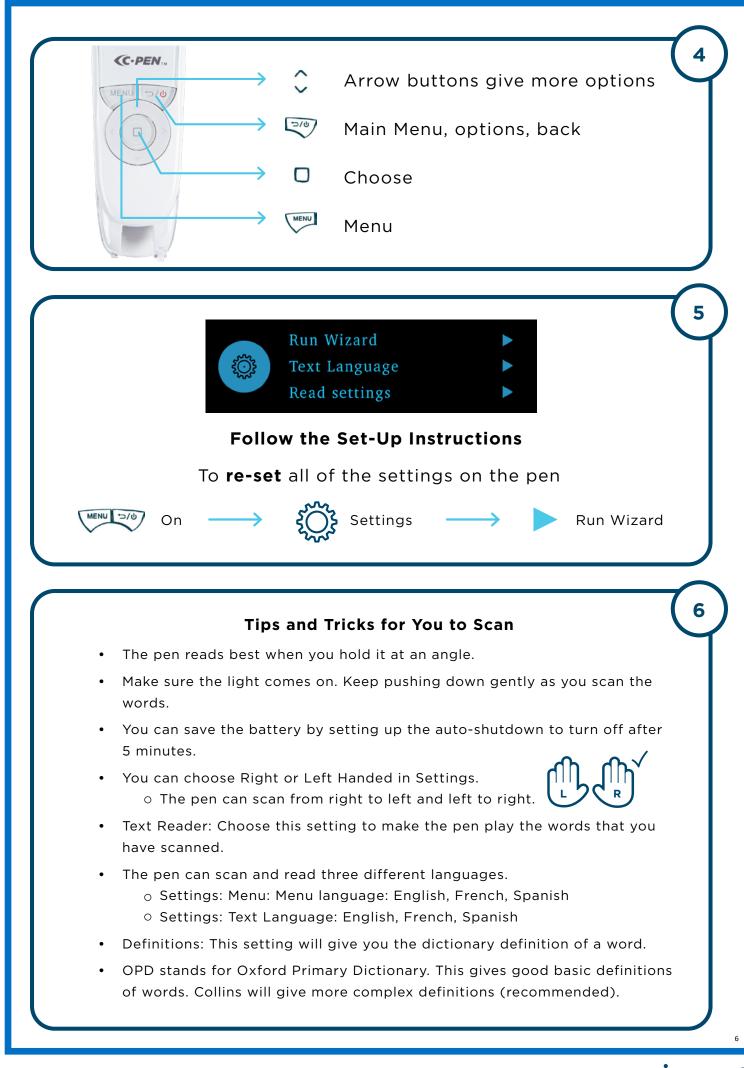
The stories can be used to help learners discuss their own experiences when reading and share ideas about any similarities they may have with the characters.

#### **Character's Strengths and Needs:**

	Strengths	Needs
Winston	Leadership and Strategic Thinking	Visual Impairment
Alyssa	Imagination and Reasoning	Dysgraphia*, Dyscalculia*, Anxiety
Eureka	Perseverance and Empathy	Dyslexia*, Shy, Introspective
Sasha	Collaboration	Attention and Dyspraxia*
Jinx	Charismatic and Outgoing	Behavior

- \* Dysgraphia Difficulty with writing
- \* Dyscalculia Difficulty with numbers and math
- \* Dyslexia Difficulty with reading and spelling
- \* Dyspraxia Difficulty with small and large motor skills





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#### Lost in the Sand

Winston Owl was lost. He'd fallen asleep and had woken up in a different place. This was not his home. All he could see was... Actually, he couldn't see anything. His high-tech glasses were covered in dust.

He tapped the side of his glasses to open a control menu. "Self-clean," stated Winston. Two small air jets blew away the dust.

"That's better," he said and looked around. Now he could clearly see pebbles, stones, boulders, and dust. It was a very barren landscape.

He sat down on a rock to think. Something must have happened while he was asleep. "Is this a disaster or a catastrophe? Maybe an opportunity? It's definitely an adventure! I wonder if everyone else is okay?"



Lost in the Sand: A	Activity Sheet	L.2.4.e	, L.2.1.f	1A/15		
Name:		Da	te:	( Ve		
This activity is designed You will be using the Tex			ons.			
1. Select the <b>Text Reader</b> from the main menu. Scan each word. Listen to the Reader 2 <sup>™</sup> say each word. Repeat each word aloud.						
completely	actually	boulde	r	definitely		
pebble	catastrophe	advent	ure	opportunity		
<ul> <li>2. Select the Dictionary from the main menu. Find the word above that matches the definition.</li> <li>Which word means a disaster?</li> <li>Which word means an exciting or unexpected event?</li> <li>Which word means a smooth, rounded rock?</li> </ul>						
3. Select the <b>Text Read</b> fill in the blank.	<b>er</b> . Scan each word and	d repeat i	t aloud. Choose	e the right word to		
dust must	just	trı	ıst			
boulders catas	strophe landscape	e ad	venture	6.0		
Winston thought he	be	in a deser	t.			
The	The seemed to be completely barren.					
All he could see were	e a	nd rocks.				
"It's definitely an	" ,	he thoug	ght.	8		

#### Winston's Glasses

Winston was looking at the horizon and planning. He spun his head almost completely around and tapped his glasses, "Zoom," he stated. In the distance, a line of hills came into focus. He could see a cool, shady glade.

The sky was blue, and the sun shone like a brilliant golden orb. The landscape began to shimmer. "Shades," said Winston, and his glasses darkened.

Winston's rock was getting too hot. "I know where I am going," he thought.





Winston's Gla	sses: Activity Sh	neet L.3.	4.d, L.3.1, RL.3.1	2A/15		
Name:			Date:	(1°0)		
-	signed for use with a R the Text Reader and Di		ctions.			
<ol> <li>Select the Text Reader. Scan each words. Listen to the Reader 2<sup>™</sup> say each word. Repeat each word aloud.</li> </ol>						
horizon	swivelled		orb	glade		
distance	shimmer		shone	focus		
	d aloud. How many of t ich word, draw a circle			ory?		
Which word mear Which word mear	<ul> <li>2. Select the <b>Dictionary</b>. Find the word above that matches the definition.</li> <li>Which word means the line between land and sky?</li> <li>Which word means a gap between two things or places?</li> <li>Which word means to shine and flicker brightly?</li> </ul>					
<ol> <li>Choose the Tex in the blank.</li> <li>horizon</li> </ol>	<b>xt Reader</b> . Scan each w distance fo	vord and rep ocus	eat it aloud. Choose t completely	he right word to fill:		
landscape	glade n	nountain	swivelled			
Winston was look	ing at the	and	planning.			
His high-tech glas	ses helped him to		on things in the dis	stance.		
He could see tree	s in a cool shady			219		
The	began to shimr	ner.		10		

#### **The Drone**

Winston arrived at the glade. "I need an aerial view," he thought. Reaching into his vest pocket, he pulled out a tiny drone. He tapped the other side of his glasses and said, "Up." The drone shot straight up into the air. As it settled into hover mode, images from its camera emerged. They were projected by Winston's glasses into the space in front of him.

In bright, strong colors, the streak of a wide river appeared. On either side of it was vegetation. Small buildings were dotted about in clusters. He saw villages, towns, hills, and valleys and lots and lots of sand. Winston turned his drone around in a circle. "Up higher," he commanded.

To the north, large triangular structures appeared. He could also see a huge stone lion with human features. All around him were ruins and temples. Now, Winston knew where he was.



The Drone: Activity She		ł.c, SL.4.4, L.4.4.a,c ł.c, SL.5.4, L.5.4.a,c	3A/15				
Name:		Date:	(v)				
This activity is designed for use with a Reader 2™. You will be using the Text Reader, Dictionary, and Recorder functions.							
1. Use the <b>Text Reader</b> . Which	of these would you s	see in nature? Circle them.					
plantation town farm ci	ity forest vegetati	on port shop river villa	age				
2. Use the <b>Dictionary</b> . Find the	word above that ma	tches the definition.					
An estate that grows crops is	sa		_				
A group of houses is a			_				
3. Use the <b>Dictionary</b> to find the	ne definition of each	word below. Circle the corre	ct answer.				
a) A cluster is	a small group	a large crowd					
b) A structure is	a document	something that has be	en built				

- c) A pyramid is
- a small house

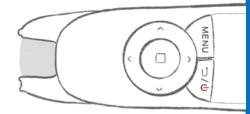
a triangular shaped structure

#### How to Use Your Reader 2<sup>™</sup> to Make a Recording:

In the main menu scroll to the 🌷 Recorder. Select Record. • Press the circle button to start recording. • Press it again to pause or stop. When you press the 🛒 button, it saves your file and gives it a number. To play your recording, scroll to the **Library** in the main menu. Select Library. Scroll down to My Recordings. Choose your file number and press the select button. **Top Tip:** Playback is clearer through headphones.

#### 4. **Record** Your Story

Imagine that you have a drone. You fly it into the sky above. Record a story that describes the landscape you see through the perspective of the drone.



#### **The Message**

Winston opened his vest pocket and looked up. "Home," he said, and the drone gently came back and dropped inside his pocket. "Now I know where I am," he thought, "I need to find out how I got here." "My friends will be wondering what's happened to me." Winston tapped the side of his glasses and sent a message to his friends. He next sat down and looked through the images from the drone very carefully.

The evening sun was turning the desert orange.

There was a sudden movement in the sand, then a ripple, and a shudder. Winston kept very still and observed. The sandy ripple moved closer. It left a heaping trail in its wake, and then it stopped right in front of him.

A hole appeared. Two black antennas emerged, and a white hard hat. Winston recognized the hat by its stickers. "Alyssa, is that you?" "Yes, It's me. Hi, Winston, it's good to see you. I was tunneling when I received a message from Sasha. She said you needed help, and I wasn't far away. Actually, I was a bit lost, which is unusual for me," she said quietly.





The Message: Activity Sheet		1.c, SL.4.4, L.4.4.a,c, L.4.1 1.c, SL.5.4, L.5.4.a,c	<sup>f</sup> 4A/15
Name:		Date:	( to
This activity is designed for use with a Re You will be using the Text Reader, Diction		corder functions.	
<ol> <li>Use the <b>Dictionary</b> to help you complet What does the word RIPPLE mean?</li> <li>You might SHUDDER if you were</li> <li>In a DESERT you would find</li> </ol>	ete the follo 	owing:	
	o help you t escribe bvious in the s from his	recorded observed and.	d

Winston's skill is looking at things very carefully.

Winston's drone had

3. Winston has a very cool drone. What do you imagine it looks like? Use the **Recorder**. Before you record, practice what you want to say. When you are ready, press **OK**. Record your description into the Reader 2<sup>™</sup>. Press **OK** to stop recording. Now go listen to your recording! Remember that the recording is saved in the **Library** under **My Recordings**.

every detail of his surroundings.

4. What did the Reader 2<sup>™</sup> name your recording? (Hint: It's all numbers) \_\_\_\_\_

5. How long is your recording? (Hint: Listen to the recording)

**Top Tips:** The Reader 2<sup>™</sup> is a good tool for voice notes that you can listen to later. Some students record the teacher's instructions. Another great way to use the recorder is to help remember your homework tasks.

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#### **The Network**

Alyssa Ant was the chief engineer on a very big project. She was linking a tunnel network underground. It was going to be used by ants from all around the world. Alyssa's tunnels would connect ant colonies from England, Australia, Canada, France, India, and America. A big meeting chamber was going to be dug out, and it was going to be located under The Valley of the Kings in Egypt.

Alyssa had started her tunnel beneath Nelson's Column in Trafalgar Square, in the very heart of London. She was traveling south and wanted to stop in Portsmouth to make a secret surface door. She took a long look at The Spinnaker Tower and smiled. Then she set off under the English Channel.

"Hola, Alyssa," said Antibes Ant. "Te he estado esperando. Tengo un nuevo mapa para ti."

"Gracias, Antibes. Esto es fantástico!"

"Thank you, Antibes. This is fantastic!" cheered Alyssa.

"This is going to be very useful," she smiled. "Your maps are more up-to-date than mine. I wonder if ... "

Suddenly, halfway through her sentence, everything changed.

She was in a different place; it was a different underground tunnel, and it was very hot.



The Networ	k: Activity	Sheet	RL.4.1 RL.5.1		5A/15			
Name:			Date:		(2°))			
-	This activity is designed for use with a Reader 2™. You will be using the Text Reader in English and Spanish and Dictionary functions.							
<ol> <li>Circle the places that Alyssa wanted to connect with a network of tunnels.</li> <li>Reference the text and use the <b>Text Reader</b> as needed.</li> </ol>								
England	Spain	Australia	Malta	France	Germany			
Canada	Mexico	China	India	America	Norway			
sentence he Alyssa has a	re: friend from S	set the Reade pain named A he estado esp	ntibes.					
Press the <b>M</b> Use the dow Scroll down Go back to t Spanish. List To change th Press the <b>M</b> Use the dow	Reader from to ENU button. In arrow key and select Sp the story. Scar ten to it aloud ne setting bac ENU button. In arrow key lish. Press the	the main menu and select <b>Tex</b> <b>panish</b> . In and read the d. You will hear	<b>t Language</b> . sentence wr a Spanish ac <b>t Language</b> .	cent.				

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#### **Alyssa's Tunnel**

Alyssa blinked. Antibes was gone, and she was somewhere else. She was in a tunnel, but the walls were not like the ones under Paris. These walls were yellow and smelled sandy. She felt a wave of anxiety.

Alyssa was worrying.

"Where am I? What has happened? This is wrong! I don't understand!" Her heart was beating very fast. "I must calm myself down," she gasped. She counted to ten and breathed slowly. "I have my hard-hat, my pen, and my tablet. I can work this out. I will go up and see where I am."

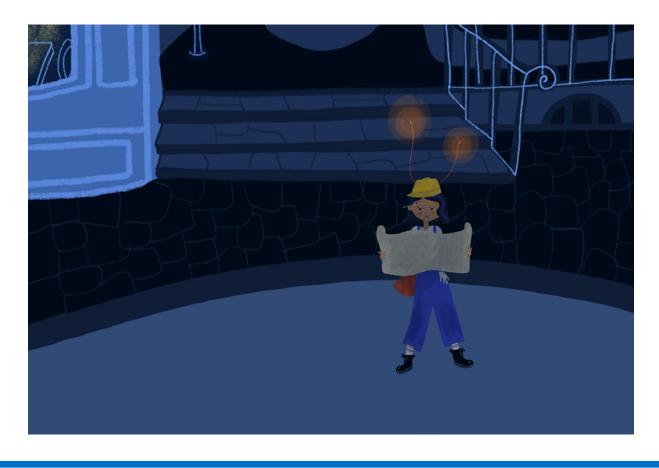
Above ground, Alyssa had signal. Messages started to pop up on her tablet. One said, 'IMPORTANT.' It was from her friend, Sasha, and she read this one first. It said:

'Winston is in Egypt; he has no idea how he got there.'

'Eureka has figured out that you are near him.'

'I am sending you Winston's GPS coordinates so you can find him.'

Alyssa's tablet beeped, and a marker appeared on her map.





Alyssa's Tunnel: Activity Sheet	L.3.4.d, RL.3.3, SL.3.5, SL.3.6, W.3.3.b
Name:	Date:
This activity is designed for use with a Reac You will be using the Text Reader, Dictionar	
1. Use the <b>Dictionary</b> to help you find the word that does not mean strange.	e word that <b>does not</b> mean <b>strange</b> . Circle the
unusual peculiar odd	
curious surprising simil	ilar
2. Why do you think Alyssa had been feel	eling anxious? Use the <b>Text Reader</b> if needed.
<ol> <li>You are going to <b>Record</b> a message for A think about the paragraph below.</li> </ol>	Alyssa to help her feel better. Read and
Feeling Less Anxious: Sometimes it help	ps to slow down your breathing.
This feeling will pass. Soon you will fe 1. Take a deep breath, hold it, let it ou 2. Take a deep breath, hold it, and let 3. Take a slow deep breath, hold it, ar Well done. That was great! You are really	out slowly. It it out slowly. Ind let it out slowly.
Use the Recorder Function on Your Pen. Let's record the Feeling Less Anxious advice Ready to record? Select the <b>Recorder.</b> Press When you have finished, press <b>OK</b> to stop. Press the <b>BACK</b> button twice. Scroll and sel <b>My Recordings</b> to listen to the message. Excellent. You are amazing! Thank you for h	ss <b>OK</b> to record.
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#### In Egypt

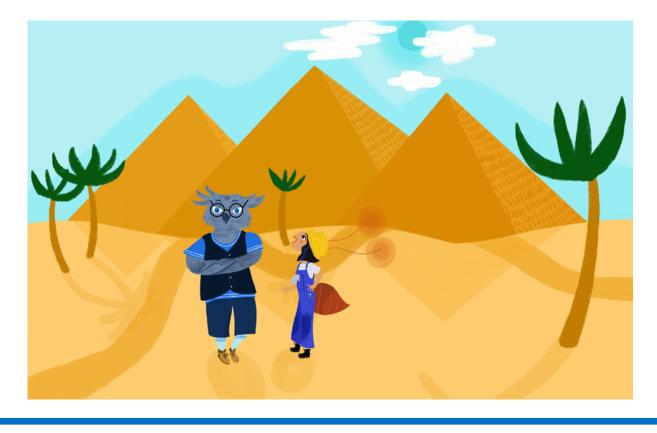
Alyssa wasn't far from Winston. She could see his location flashing on her tablet. The sand rose up in ridges behind her as she moved in his direction.

Alyssa was wondering how she had moved so far and so quickly. She estimated the distance. It must be three thousand miles between The Eiffel Tower in Paris and The Valley of the Kings in Egypt. She had been expecting to navigate her way around mountain ranges in France and to burrow under the Mediterranean Sea. Alyssa had missed the chance to explore the ancient, secret tunnels under

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the city of Valletta in Malta. She knew all sorts of strange stories about the labyrinth that had been dug out of the limestone.

Alyssa was approaching the place shown by the flashing light on her tablet. "How did I get here so quickly, and what is Winston doing here? Winston is in Egypt, and he doesn't know why. Now I am in Egypt, and I don't know why. I wonder if this could be connected?" she questioned. The sand started to fall away as she rose up to the surface. "Alyssa, is that you?" asked Winston.

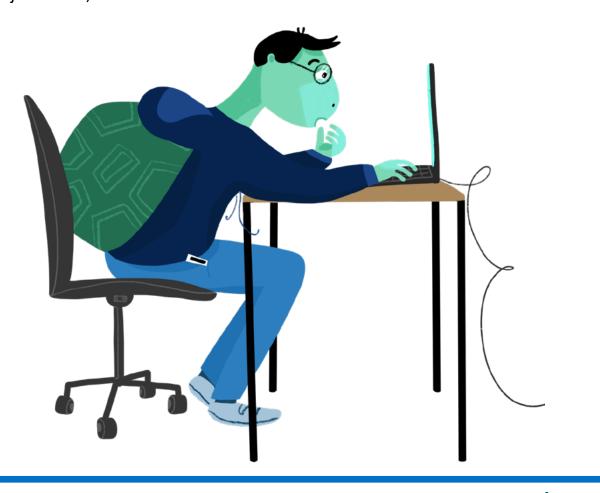


In Egypt: Activity	Sheet	L.4.4.c, L.4.1.f L.5.4.c		7A/15		
Name:		Date:		100		
This activity is designed for use with a Reader 2™. You will be using the Text Reader and Dictionary functions. You will also learn where your history of dictionary searches are.						
1. Choose the best v the <b>Dictionary</b> for ne	•	e the sentences below words.	y. You may need	to use		
location	distance	direction	navigate			
estimated	travel	beacon	explore			
She	the dist	flashing ance she had traveled. a ranges to		nd.		
might have thought a	bout as she trav	word. or phrase. Ther eled to Winston's loca	ition.			
Valletta C		secret tunnels The Mediterranea		alta cream		
mountair cupcakes	-	The Eiffel Tower		estone		
<ol> <li>Use the Dictionar Ancient means Navigate means A labyrinth is a</li> <li>Let's look at your Select Dictionary This is where you Now you can easil</li> </ol>	y to find the def	nenu. Press the <b>MENU</b> dictionary's history. S vords that you have le	elect <b>History</b> . arned.			
This is also a great	way to store yo	our spelling list or voca	bulary words.	20		

#### **Eureka's Dyslexia**

Eureka Turtle swiveled around on his chair. As he turned, the lights from his computer screen flashed. He was waiting for a program to load, and it was taking a long time. He sighed, stopped turning, and looked at the coding manual on his desk. He could see a lot of tricky words, so he reached for his Reader 2<sup>™</sup>. This was one of Eureka's favorite pieces of technology. It was his decoder. 8/15

Eureka found it difficult to read. He'd been told that he has dyslexia. This meant that reading made him feel tired, frustrated, and sometimes a bit angry. There was a time when he couldn't read anything. The letters and words got jumbled up together. He had decided that books were not for him. But that was in the past. Now, he had the tools that he needed to help him. As soon as Eureka could read, he realized he was quite clever. He put on his headphones and listened to the words that he scanned. He heard: 'To enable devices to be linked, first format your interface.' Eureka smiled. He knew exactly what he needed to do. He wasn't just smart, he was a technical whiz kid.



Eureka's Dys	lexia: Activity	Sheet	RL.	3.3	8A/15		
Name:				Date:	(1°0)		
•	This activity is designed for use with a Reader 2™. You will be using the Text Reader and Dictionary functions.						
About Dyslexia:							
Eureka has a lea	arning difficulty call	ed dyslexia.	He s	truggles to read	l and learn		
new words. Dys	slexia can be mild, n	noderate, or	seve	ere. This is a kin	d of like		
saying it can be	cold, warm, or hot.	. The good n	ews	is assistive tech	nology		
tools can help.							
Color this box i	n green.	Color th	nis bo	ox in red.			
Below are some Reader 2™ to h	e words that describ elp him:	oe Eureka's f	eelin	gs about readir	ng before he had a		
2. Draw a red b	n circle around the v ox around the word ox if you are using a	ls that YOU f	feel a	bout reading.	lings about reading. work. Yes 🗌		
frustrated	difficult	anxious		sad	optimistic		
tired	angry	fed up		relaxed	distracted		
unhappy	bored	worried		carefree	happy		
interested	calm	confident		intrigued	positive		
cool	hopeful	stressed					
Eureka's Learn	ing Powers						
Eureka is resilie	ent.						
Sometimes rea	Sometimes reading is difficult, but he keeps trying.						
He finds differe	ent ways to solve p	oroblems ra	ther	than giving up			
Eureka needs t	ech tools to help h	iim. He thin	nks te	ech tools are co	ool.		

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#### **Jelly Beans**

"Eureka!" he shouted.

Suddenly Eureka felt embarrassed. He had shouted out loud again. He pushed a lever, causing his chair to shoot forwards. He looked out of his shell. Nobody had seen or heard him. "Phew," he sighed as he retreated.

Looking back at the computer screen, he noticed that his program had finished loading. He believed he could link five different devices and make them talk to each other. If it worked, it was going to make networking with his friends faster and smarter.

Eureka was interested in problem-solving, and he was good at seeing patterns. It was as if he could see things that other people couldn't. He opened up a big bag of jelly beans and popped one into his mouth. The link experiment was going to take a few hours to run. He pressed a button and continued spinning on his chair.



Jelly I	Beans: Activity Sheet	W.4.8, W.4.10 W.5.8, W.5.10		9A/15	
Name:		Date:		( too	
	This activity is about self-reflection. Use the Reader 2™ to help you. Do you find reading tricky? What do you need to help you?				
1. Re	1. Read each of these statements and check if they are true or false for yo				
1	I have been using a Reader 2™ to	help me today.			
2	I like reading more when I have a	Reader 2™ to help.			
3	Finding the word I want in a dictio	onary is difficult for me.			
4	I like to use the dictionary setting	on the Reader 2™.			
5	Using the Reader 2™ makes me fe	el more confident.			
6	Having extra time for reading tasks is helpful.				
7	When I look at words on the page they will not stay still.				
8	Reading makes me feel tired.				
9	I struggle to read writing on displays and on the board.				
10	I don't want teachers to notice me	2.			

2. Eureka finds reading really tricky.

He is quite shy and does not want people to notice him.

He likes technology and is good at coding. He is also a good friend.

What are your three top skills? Write them below.

1	
2	
3	

#### **The Tech Dude**

The cool thing about Eureka's shell was that it was much bigger on the inside than it was on the outside. The outside looked like a backpack. Inside was Eureka's tech cave; a place for thinking, daydreaming or hiding when he was worried. Eureka's friends called him, "The Tech Dude" and "Eureka" because that is what he shouted when he had fantastic ideas.

Eureka noticed that his program had finished running. A light flashed. The first link up was ready to test. Simultaneously, a message from Winston appeared on his screen. It caused Eureka to frown and scratch his head thoughtfully.

Fun Fact: "Eureka" is what the famous Greek mathematician and inventor, Archimedes, shouted while jumping out of a bath. Archimedes had just discovered water displacement theory, which meant that he could solve how to calculate the amount of gold in King Hiero's crown.



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The	e Tech Dude: Activity Sheet	L.4. L.5.		10A/15
Nam	e:		Date:	20
	s activity is designed for use with a Reader a are going to discover how to quickly look		vord using th	ne MENU button.
1.	Quick word definitions: Use your Reader 2 <sup>™</sup> in Text Reader mode. <b>Scan</b> this word: famous When the word is highlighted in blue, pres This will take you to the Quick Set screen. Use the arrow button to select <b>Look up we</b> Press <b>OK</b> to hear the definition read aloud	ss the I	<b>MENU</b> butto	n.
2.	Scan each word and listen to the definition simultaneous theory appear Things that happen at the same time are An idea or set of rules that explain someth Did you notice that the definitions given so The pen has taken these words from the O This can be helpful if the word you want is	ning is eemec Collins	l more techr Dictionary (	preferred dictionary).
3. 4.	Explore the differences in word definitions For all of the words below, try both ways of Step 1: Use the Dictionary from your main Step 2: In Text Reader mode, go to the <b>'Qu</b> Explore these verbs: daydreaming thinking Did you master this skill? Yes No	of usin menu <b>iick se</b> frow	I. Make sure	it is set to <b>Collins.</b>
				26

#### Sasha's Ideas

Sasha Squirrel was thinking about her best friend, Eureka. He didn't talk very much.

When he did have something to say, it was usually very interesting. They had been friends for a very long time.

Sasha thought about how Eureka would persevere to solve a problem. She thought this was a very good skill.

Sasha was a chatterbox. She talked a lot.

Sometimes she talked about more than one thing at once.

She was always busy and juggled a lot of ideas at the same time.

Because of this, she could often get distracted and forget what she was doing. Eureka helped her to slow down and organize her thoughts.

Together they had decided to set up a detective agency.

They liked the idea of solving problems, helping people, and finding things that had been lost. They called it, 'The Helping Hand Detective Agency.'



Sasl	ha's Ideas: Activity Sheet	L.4.1.f, L.4.2, W.4.10 L.5.1, L.5.2, W.5.10	11A/15
Name	:	Date:	
You	activity is designed to be used with a Read are going to practice using the Scan-to-File ipment Needed: computer, connecting/cha	e feature.	No.
docu	You are going to take the text from the stor ument on your computer. Follow these inst ord or Google document.		-
	ürn on your Reader 2™. Connect your char The menu on your pen will ask you to choos		to the Reader 2™.
к	Keyboard U-Disk Charging	(Choose <b>Keyboard)</b>	
Y	/our pen will say: <b>Character Scanning.</b> You	are ready to scan the text.	
S	Scan part of the story, "Sasha's Ideas" to t	he document on your comput	er. Save it.
3.	Making changes. If you can see errors, co Add paragraph spaces. Make it look exac You are looking for and correcting errors	ctly like the story.	ling.
4.	Scan the text below: Sasha is a fast thinker. She likes to make A loaf of bread, a packet of cheese, a big		
5.	Sasha needed more food. Add 5 more it Remember to add commas between the Well done! Type your name to your work	e things in your list.	

#### **The Spinnaker**

The office of Helping Hand Detective Agency was located in Portsmouth. It is a very busy seaport on the south coast of England. Ferries and ships loaded and unloaded cargo all day long. Hundreds of people embarked and disembarked from the ferry terminals. Portsmouth's harbor was a busy, noisy place.

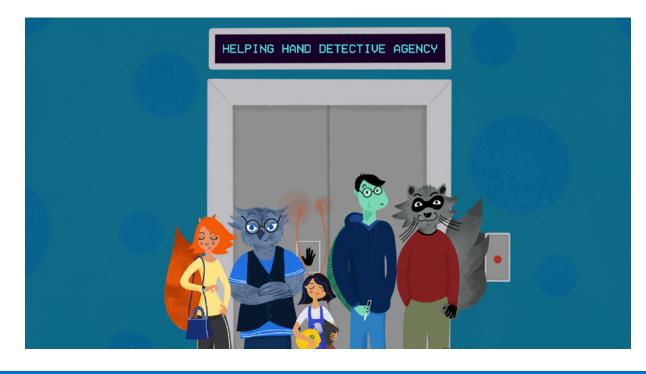
Towering above the docks was a huge observation platform shaped like a sail. It was called The Spinnaker.

Sasha loved to climb the tower and look through the glass deck at the sea. Below her, the boats looked as small as a pieces of candy. She liked to look at the old harbor where the ships, boats, and barges were docked. She imagined where all the people might be going to. She could also see the HMS Victory, which was a ship that helped win the Battle of Trafalgar more than two hundred years ago.

The Detective Agency Office was just off the main street in Portsmouth. It had a silver door with a silver plate in the shape of a hand in the middle of it. Sasha reached towards the hand plate.

As soon as she put her palm flat on the metal, a scanning beam read all the lines and fingerprints on her hand. A blue sign flashed.

In a scrolling line of letters it said: 'Helping Hand Detective Agency' 'Identity Verified' – 'Welcome Sasha' and the door swished open.



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Th	e Spinnaker: Activity	/ Sheet	RL5.1, W.5.2.d L.6.4.d, W.6.2.d L.7.4.d, W.7.2.d L.8.4.d, W.8.2.d		<b>12A/15</b>
Nam	e:		Date:		<b>1</b> 00
Υοι	s activity is designed to be u are going to practice using aipment Needed: computer,	the Scan-to-File	feature and Dicti	onary function.	
1.	Login to a computer and op	oen a Word/Goo	gle document. Po	ower on your Read	der 2™, then
	connect it to the computer	using the cable.	The menu will as	k you if you woul	d like to
	choose: Keyboard	U-Disk	Charging	(Select Key	yboard)
	When your pen shows: Cha	racter Scanning	you are ready to	start.	
2.	Scan in the Key Word List b the laptop/computer keybo		word you scan, J	press the <b>enter</b> bu	utton on
3.	Unplug your Reader 2™ fro	m the computer			
4.	Scan each Key Word below	in <b>Dictionary</b> m	ode. Draw a line	to match each wo	ord with
	the definition.				
Ke	y Word	Definition			
sit	uated	To get out of a	boat or aircraft		
un	loaded	A place where	ships can unload		
ро	rt	A building for p	people to come a	nd go from	
са	rgo	To go on board	l a ship		
en	nbark	To be in a place	e or a position		
dis	sembark	To take things of	off a carrier		
te	rminals	A city or town	with a harbor.		
ha	rbor	Goods carried	in a ship or aircra	ft	

5. In your Word/Google document, type an explanation of what happens when ships arrive at a harbor. Try to use at least five key words from the list above.

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6. Remember to type your name. Save your work. Ask if you can print your work.

#### **Smart Watch**

Sasha had forgotten her smart watch. She thought she had left it at the agency office, but she couldn't remember. She was beginning to feel anxious. She ran past Jinx Racoon's Junk Shop and turned into the side alley. Impatiently, she looked in her bag for her keys. Then she remembered. Eureka had made a new hand-print door key. She held up her hand, and the silver door opened. Behind the door was a small square room with polished silver walls. Sasha stepped in without looking inside and said, "up."

13/15

The elevator quickly went up to the office above the Junk Shop. In the lobby was a small potted plant, two chairs, and an interactive map of Portsmouth with the words 'You are here' with an arrow that flashed gently.

She stepped into the office, put down her bag, and looked around on her desk for her watch.

"Hello?" asked a voice. It was Eureka.

"Hello?" replied Sasha.

"Turn on the screen," said Eureka. Sasha turned on her computer screen.

Eureka's face was staring at her. "Where have you been?"

"The boats looked like tiny candies, and Jinx has a new car," explained Sasha. "It's red." "You forgot your watch didn't you?" questioned Eureka calmly.

"Can we start over with one question at a time, please?"



S	mart	Watch: Activity Sheet	W.3 W.3	.3.b .8		13A/15
Na	ame:			Date:		<b>1</b>
	This activity is a character analysis and also a self-reflection. Do you struggle to sit still and concentrate? Are you forgetful like Sasha?					
١	Ne are	going to think about Sasha Squirrel.				
(	Check if	f you think these statements are true or	r false	for Sasha.	True	False
	1	Sasha blurts out her thoughts.				
	2	She is forgetful and loses things.				
	3	Sometimes she talks too much.				
	4	Sasha began to feel anxious.				
	5	She has a very creative imagination.				
	6 Sasha is a good friend and a kind person.					
	7	Running helps Sasha to use her extra	energ	ÿ.		
	8	She is easily distracted.				
	9	She is restless and needs to move.				
	10	Sasha is quite impulsive; she acts befo	ore sh	e thinks.		

#### Check if these traits might be true or false for you.

True False

1	I blurt out my thoughts.	
2	I am forgetful and lose things.	
3	Sometimes I talk too much.	
4	I feel anxious sometimes.	
5	I have a very good creative imagination.	
6	I am a good friend and a kind person.	
7	Running helps me to use my extra energy.	
8	I am easily distracted.	
9	I am restless and need to move.	
10	I am quite impulsive; I act before I think.	

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#### **Connections**

Sasha smiled and picked up her watch. "Hey, Eureka. I thought I had forgotten my keys as well as my watch. I was so pleased when I saw our new door with the hand-print recognition system. That really is a clever piece of problem-solving."

Eureka smiled back at his friend. "We've got a message from Winston. It's important. He's lost." Sasha looked at her smart watch. The battery showed 1%. "My battery is low. We need to use the map." Sasha swiped the office map. It flashed 'GPS. Locating friends.' "Winston's signal is coming from Egypt! How did he get there?" Then another little blip appeared on the screen. Now two little blips were flashing, and they were close together. "Hang on. Alyssa's there too! She is only one mile away."

Eureka scratched his head. "Really?" he asked. "I will send a message to Alyssa and give her Winston's location, " said Sasha. She quickly typed the coordinates and sent them. "This is all very strange, Eureka. Why are they in Egypt?" Eureka frowned. He looked at his screen and pressed some buttons. "Aha!" shouted Eureka.





Smart Watch: Activity Sheet	
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#### W.2.5



Name:

Date:

This activity is all about assistive technology.

AT (assistive technology) is a tool that helps us to work more easily.

Below are five types of assistive technologies that you might find in a classroom.

Reader 2™	Reads words aloud and gives dictionary definitions. It is also a recording device and can scan text-to-file.
Speech-to-Text Apps	This converts your spoken words to text and places it into a Word/Google document where you can proof read and edit it.
Talking Calculators	This reads numbers aloud. It is helpful if you mix up numbers when you read or write them.
Graphic Orangizers	These are mind maps that you can make on a computer or draw. You can use images, words and text to help remember what you are learning.
Audiobooks	These are spoken word books. You can download and listen to them. They are very helpful if you find reading very tiring.

Make a list of three AT tools that could help you to learn. They could be real or imaginary.

Think of something you find tricky, then imagine a solution to your problem.

My Problem:	My Real or Imaginary Assistive Technology Solution:

#### Jinx's Car

Jinx Raccoon stayed up late last night. He rubbed his eyes and looked at his phone. He had turned it off the night before. He leaned against a wall and admired his car. It was new; well, new to him. It was a used car and worth a lot more money than he'd paid for it. He could tell it was a steal the moment he set his eyes on it. The previous owner had said, "Her name is Belle, and she is special." Jinx had smiled and held out his hand, "She certainly looks good to me," and he struck a deal immediately.

Above the shiny radiator was an ornament. It was a silver eagle, but Jinx decided that it looked more like a parrot, which made him grin. He gave the outside one final wipe. Belle gleamed and Jinx beamed. His new red and very shiny car was immaculate.

"Time to go for a ride," he thought. Jinx slid into the driver's seat, cradled his phone, and switched it on. He ran his hands lovingly around the steering wheel. His phone connected to the car's Bluetooth system. He sighed happily. Then suddenly, whoosh!



		ty Sheet	L.3	.4.d, RF.3.4, SL.3.5, SL.3.6 15A/19
Name	2:			Date:
		ed for use with a Reader Text Reader, Dictionary, a		ecorder Functions.
1.	Find the <b>Dictionar</b>	<b>y</b> definitions of these we	ords.	
	admired	previous		immediately
	ornament	radiator		immaculate
	Which word mean	s something that happe	ned be	efore?
	Which word mean	s completely clean?		
				gin reading "Jinx's Car" on page 35
	Press <b>OK</b> to stop w Press the <b>back</b> but Did you notice the	when you are finished. Iton <b>twice</b> to save your r time it took you to read e <b>Library, My Recording</b>	You ca record d the s	n take as much time as you like. ing.
3.	Press <b>OK</b> to stop w Press the <b>back</b> but Did you notice the Open the file in th play the recording	when you are finished. Iton <b>twice</b> to save your r time it took you to read e <b>Library, My Recording</b>	You ca record d the s <b>gs</b> . Ren	n take as much time as you like. ing. tory?
3.	Press <b>OK</b> to stop w Press the <b>back</b> but Did you notice the Open the file in th play the recording Write the <b>recordin</b>	when you are finished. Iton <b>twice</b> to save your reactime it took you to reacter e <b>Library, My Recording</b>	You ca record d the s <b>gs</b> . Ren	n take as much time as you like. ing. tory? nember, it shows the time when you
3.	Press <b>OK</b> to stop w Press the <b>back</b> but Did you notice the Open the file in th play the recording Write the <b>recordin</b> Did you have any t	when you are finished. Iton <b>twice</b> to save your reactime it took you to reacter e <b>Library, My Recording</b>	You ca record d the s gs. Ren	n take as much time as you like. ing. tory? nember, it shows the time when you
3.	Press <b>OK</b> to stop w Press the <b>back</b> but Did you notice the Open the file in th play the recording Write the <b>recordin</b> Did you have any t Practice rereading	when you are finished. Iton <b>twice</b> to save your react time it took you to react e <b>Library, My Recording</b> <b>ng</b> number here tricky words? Use your R them after scanning the	You ca record d the s gs. Ren	n take as much time as you like. ing. tory? nember, it shows the time when you
3.	Press <b>OK</b> to stop w Press the <b>back</b> but Did you notice the Open the file in th play the recording Write the <b>recordin</b> Did you have any t Practice rereading Are there any othe	when you are finished. Iton <b>twice</b> to save your react a time it took you to react a <b>Library, My Recording</b>	You ca record d the s gs. Ren Reader em. w the	n take as much time as you like. ing. tory? nember, it shows the time when you _ and the <b>time</b> here 2 <sup>™</sup> to listen to the tricky words.
3.	Press <b>OK</b> to stop w Press the <b>back</b> but Did you notice the Open the file in th play the recording Write the <b>recordin</b> Did you have any t Practice rereading Are there any othe <b>Let's try the fluen</b>	when you are finished. Iton <b>twice</b> to save your react a time it took you to react a <b>Library, My Recording</b>	You ca record d the s gs. Ren Reader em. w the w the	n take as much time as you like. ing. tory? nember, it shows the time when you _ and the <b>time</b> here 2™ to listen to the tricky words. meaning of? Look them up. are feeling more confident.
3.	Press <b>OK</b> to stop w Press the <b>back</b> but Did you notice the Open the file in the play the recording Write the <b>recordin</b> Did you have any t Practice rereading Are there any othe <b>Let's try the fluen</b> Follow the instruct	when you are finished. It on twice to save your reaction twice to save your reactions in the blue box and	You ca record d the s gs. Ren Reader em. w the at you d make	n take as much time as you like. ing. tory? nember, it shows the time when you _ and the <b>time</b> here 2™ to listen to the tricky words. meaning of? Look them up. are feeling more confident.
	Press <b>OK</b> to stop w Press the <b>back</b> but Did you notice the Open the file in th play the recording Write the <b>recordin</b> Did you have any t Practice rereading Are there any othe <b>Let's try the fluen</b> Follow the instruct	when you are finished. It on twice to save your reaction twice to save your reactions in the blue box and	You ca record d the s gs. Ren Reader em. w the at you d make	n take as much time as you like. ing. tory? nember, it shows the time when you _ and the <b>time</b> here 2 <sup>™</sup> to listen to the tricky words. meaning of? Look them up. are feeling more confident. a second recording. _ and the <b>time</b> here

# Wow! You have completed **The Helping Hand Detective Agency Series 1**

You can use a Reader 2<sup>™</sup> to:

- Record
- Read text
- Find and store words
- Listen to another language
- Move words on a page to a computer document
- Find dictionary definitions in two very important dictionaries

# **Congratulations!**



#### Date:

My Journey with The Helping Hand Detective Agency and My Reader 2<sup>™</sup>

# Now I Can

Check the box if you agree with the statements below.	√or X
Confidently take out my Reader 2™ and get started on my own	
Scan a line of text with my Reader 2 <sup>™</sup> and it will read back correctly	
Use my Reader 2 <sup>™</sup> aloud and with headphones	
Use the dictionary to look up a word	
Switch between OPD and Collins Dictionary for more information	
Find my list of dictionary words in the menu and practice them	
Make a single word bigger on the Reader 2™ screen	
Use the Recorder function to record my own ideas	
Play back recordings that I have made	
Use Scan-to-File by connecting my Reader 2™ to a computer	
Confidently explore Reader 2™ functions to make it do what I want	
Charge my pen when the battery runs low by connecting to a computer	

# What do you think?

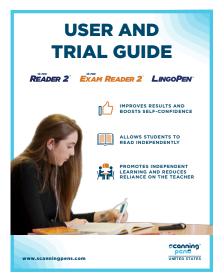
Check yes/no. Tell us what you think.	YES	NO
This booklet helped me to understand how to use my Reader 2 <sup>™</sup> .		
I am confident when using my Reader 2™.		
The characters in the stories remind me of people I know.		
I would like to do some more Reader 2™ activities to find out other things the pen can do.		
I would recommend this booklet to a friend.		

#### **Additional Resources**



#### Scanning Pens Guides

Scan here to view





#### Webinars

Watch our webinars and videos to learn more about our educational resources and additional support services.



Find On Demand Webinars:



We have created a lot of content to support each step of a student's learning journey. Discover more at:







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#### scanningpens

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#### I am really excited to share "The Helping Hand Detective Agency" Series 1

The characters in these adventures are inspired by many of the young people I have taught.

They have kind qualities, smart moments, vulnerabilities and superpowers that I hope you will relate to and possibly even find in yourselves.

The stories have been written for learner who find reading difficult, but with the help of a Reader 2<sup>™</sup>, can enjoy and achieve reading independence. The activities

provide opportunities to learn more about the clever tools in the Reader 2<sup>™</sup>.

By working through the booklet, you will become a confident Tech Dude who can use the pen in school or at home with confidence..

At the end of the book is a certificate; work towards it and celebrate your success.

#### About the Author:

Julia Clouter is a consultant SENCo and the Global Head of Education for Scanning Pens.

Her career in education includes: working as a SENCo, supporting dyslexic learners, and as an Intervention and Behavior Support Advisor.

She is committed to supporting students to develop resilience and independence and to unlock their learning potential through reading.

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If you would like more information about Scanning Pens training, please refer to our website:



www.scanningpens.com



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