

DIY Lesson Maker from Happy Everyday English

This software is a tool that you can use to quickly and easily make lessons for all levels. While it is pretty powerful, there are some steps that must be followed in order for your text and pictures to work. Follow these steps in order for everything to work properly.

Folder Requirements

On your computer or USB stick/drive, each lesson must have it's own folder. The files such as pictures, text document, and music must be in the same folder as the lesson file itself.

The folder can be named anything you like. I recommend naming it after your lesson such as:

- Unit 1 Lesson
- Family Lesson
- Superlatives Lesson

Text Requirements

The text in a lesson is contained in the `lesstext.txt` file that's included in the download.

For the software to properly read the text file, the name must be kept as '`lesstext.txt`'. Do not change the name.

Within the text document are numerous options that you can edit to make a robust and expansive lesson. All of the options aren't necessary but can give you access to more activities and features.

When editing the text, you'll see options such as this:

`&lesstitle=`

Do not edit the content before the `=` mark. So, for example, if you'd like to adjust the name of the lesson title, you'll want it to look like this:

`&lesstitle=Family Members`

When you finish adjusting the text content for your lessons, make sure to save the file. This file must be placed in the lesson folder and the name should be `lesstext.txt` (or, if your computer doesn't show the file extensions for your files, having it named `lesstext` is fine).

Picture Requirements

To include pictures in your lesson, you **MUST** use `.png` files and name them as follows:

`photo1.png`

`photo2.png`

`photo3.png`

All the way to eight. (Disregard the `.png` part if your computer doesn't show the file extensions in the name of your files).

The size of the pictures must be 500 (width) x 500 (height). If the files

are much bigger or smaller they will not be displayed properly in the lesson.

When you search for pictures to use in the lesson, I recommend searching pictures and adding 'PNG' in the search. Such as *lion PNG* or *lion clip art PNG*. PNG is a file type for pictures on a computer and allow for parts of the picture to be transparent. This can result in a much cleaner looking lesson.

If you have pictures that you want to use but they aren't PNG format, you can convert them using Canva. It's free and you can get your pictures ready in a few clicks.

<https://www.canva.com/>

1. Create a design. Select Logo as it's already set at 500 x500.
2. Select your image. Go to elements and select the image you'd like.
3. Download as PNG.

Then name the pictures appropriately as photo1 photo2 etc and place them in the lesson folder with the lesson file and text file.

(Shout out to Grantham Jonkers for this tip).

Some other image editing options you may try:

1. paint.net
2. Gimp photo editing tool
3. Photoshop

For the Practice Activity 'Text Book': Name your pictures like this:

lessonpage1.png

lessonpage2.png

(Do this all the way to lessonpage10 if needed).

For the custom presenter option, name that picture like this:

presenter.png

Again, disregard the .png part if your computer doesn't show extensions.

Once your text and photos are ready to go, just open the lesson file and boom, ready to go!

Parts of the Software Breakdown

1. **New Words:** Simple way to introduce new words to the students.

2. **Presentation:** A simple presentation to talk about the words in context.
3. **Games:** Use the pictures to play a lot of games.
4. **Practice activities:** Practice activities are for students that can at least read somewhat. These activities are text based and are edited using the lessontext file.
5. **Rules:** A built in display for rules

Misc. Features

How To's

On the Practice Activity Menu and Game Menu pages, you will see a 'how to' button. If this is turned on, when you select a game or practice activity, you will first be shown a page that informs you how to do the activity. You can find instructions for each practice activity and game this way.

However, if you don't need this, you can uncheck the How To box and you will be taken directly to the game.

Pencil Tool

Access the pencil tool by pressing the top pencil button. Select a color and you can start drawing/writing on the screen. Press clean to disable it and clean the screen.

You can change the thickness of the line by press one of the three dots between the colors and the clean button.

Team Points Tracker

Press the Teams button on the top menu to access the Team Points Tracker. You can adjust a teams points by press their respective up and down arrow.

On the Home Screen and Game Menu Screen you can tick the 'Teams' box and this will show the team points tracker by default when you play a game or do an activity.

Cheers

Press the Cheer button at the top of the screen (represented by clapping hands) to bring up the Cheer options. Press a cheer to play it.

Currently there are five cheers. More will be added with future updates. If you have an idea for a cheer, let me know.

Songs

Press the Music Note button at the top of the screen to show the songs that you can use if you have them in the lesson folder. I have included three different songs that you can use. They are named as followed:

song1
song2
song3

Songs must be mp3 and must be named similarly. You can have six songs included in your lesson.

If your computer shows file extensions then the song file should be named:

Student Randomized Name Selector Mute Button	song1.mp3 song2.mp3 song3.mp3 To play a song, press the number that corresponds to the song name. Pressing button one will play song1. Pressing button 3 will play song3. You can stop the song any time. You can adjust the volume of the song in the software by pressing the + or – sign. The song will need to be restarted for the changes to take affect. If you've added your students names to the lesstext file then you can use the Student Randomized Name Selector to randomly choose one. On the Home Screen, Practice Activity Select Screen or Game Select Screen, you can tick the 'Student Selector'. If selected, this will appear in many different activities and games throughout the lesson. Press the check button to randomly choose a name. Press the mute button (a round blue button with a speaker on it) that appears all throughout the lesson software to mute sounds. Press it again to unmute the sounds.
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