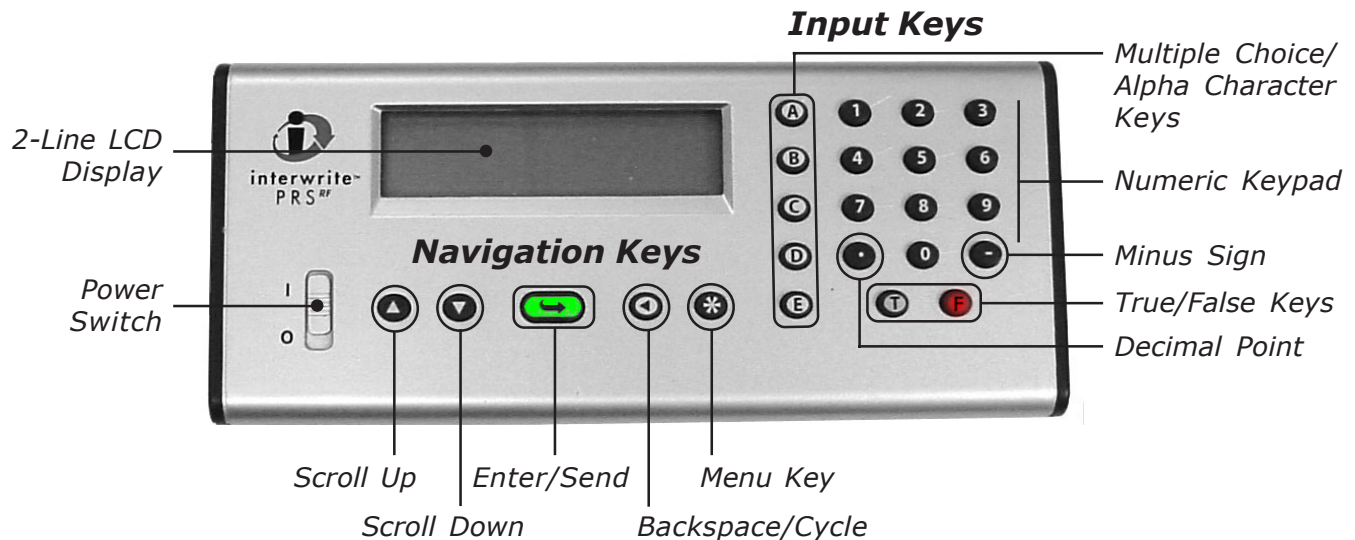


How To Use Your RF Clicker

Your PRS RF Clicker is used to answer questions electronically. Your answers, or *Responses*, to *Questions* are transmitted during a *Session*. Your participation in the *Session* is based on your association with the *Class* that was set up by your instructor. It's all very easy. Your instructor *starts* the *Class* and you *join* it. You are then ready to participate in the *Session*.

The RF Clicker



A complete table of the Clicker keys and their functions can be found in the *PRS RF Clicker User's Guide*. The **Navigation Keys** are highlighted in this tutorial, particularly the **Enter/Send** key. Generally speaking, no action using your Clicker is complete until you press the Enter/Send key. You press the Enter/Send key to:

- *Send* your Response to a Question during a Session
- *Save* your answer when working on a homework assignment
- *Enter* a submenu in the Setup Menu
- *Send* a join request to a Class

Joining a Class and Quick Jump

When your instructor sets up, or *profiles*, a Class, he gives it a name. This *Class Name* is displayed on the Status Bar at the bottom of the PRS application window when the Class is started.

Turn on your Clicker. It will automatically begin scanning for available Classes. As your Clicker scans each of the Class radio frequency (*RF*) channels, it lists on the LCD screen each channel – channel values range from 1 to 9 and A to D – and the name of each Class that was found during the scan. Scroll, if necessary, to the name of the Class that matches the one displayed on the Status Bar and press the Enter/Send key to join it.

Quick Jump

The Class scan can take up to two minutes to scan all the channels. If you look to the right of the Class Name on the PRS Status Bar displayed on the board, you will see a number (1-9) or a letter (A-D) in angle brackets (<>). This is the *Quick Jump* number. It identifies the channel your Class is broadcasting on. When you turn your Clicker on and it begins to scan for Classes, you can press the Quick Jump number on your Clicker keypad to quickly join the Class. Once you have joined the Class, you are ready to participate in the Session.



If you turn off your Clicker during a Session, you are no longer joined to the Class and you cannot continue to participate in the Session. You must turn your Clicker back on and join the Class again.

Self Paced Mode

There are two types of polling or testing scenarios. In the first, your instructor will ask a Question, you and your classmates will send your answers to the Question, and, after the Timer expires, a Response Chart will display showing a graph of the distribution of the answers to the Question. This process is repeated for each Question polled during the Session.

The second scenario is called *Self Paced*. At the beginning of a typical Self Paced Session, you will be given a printout of all the Questions and Response Choices, if applicable. In this testing scenario, the entire Session is timed, rather than each Question. You can work at your own pace and answer the Questions in any order.

Using Your Clicker in Self Paced Mode

Power on your Clicker and press the Quick Jump key to join the Class as you normally would. The difference is that when your instructor started this Class, he or she started it in *Self Paced Mode*. This information is transmitted to your Clicker when the Class was joined, so it is automatically set up to participate in a Self Paced Session.

- Enter a **TST** number, if instructed to do so. Use the Down Scroll key to go to the first Question Response field. Both of the Scroll keys can be used to navigate from Response field to Response field.
- Use the *Input Keys* on your Clicker keypad to compose each of your Responses to the Questions.
- Press the Enter/Send key to send each Response.

Your instructor has the option of limiting the number of times you can answer a specific Question, or of allowing you to answer a Question as many times as you want within the time frame of the Session. In either case, each time you answer a Question, press the Enter/Send key to send it to the PRS software, which records and stores it. The second line of your LCD display will keep you informed of the status of your transmissions.



When the Countdown Timer expires, the Self Paced Session is over and Clicker transmissions will no longer be accepted.

Don't turn off your Clicker during a Self Paced Session until you have finished the test. When you turn off your Clicker, you are no longer joined to the Class and you cannot continue to participate in the Session unless you rejoin it.

Homework Mode

Your Clicker can be used offsite, out of the classroom, to do homework assignments. Your answers to the homework questions are stored in your Clicker's memory. When you are back in the classroom, you will join the Class, as usual, and your instructor will start a Session to collect the homework assignments. You will *send* your homework assignment when instructed to do so. As the homework assignment is being sent, messages will display on your Clicker's LCD screen regarding the status of your transmission.

Accessing Homework Mode

Every time you turn on your Clicker, it will automatically start scanning for Classes. Press the Menu key twice – once to stop the scan and again to display the **Setup Menu**. Scroll to *Homework 1*, *Homework 2*, or *Homework 3*.

Doing a Homework Assignment

Your Clicker's memory has three homework assignment *bins* in which you can store homework assignments. Each of the homework bins has a set of functions—*New (clear all)*, *Continue*, *End*, and *Send*—that make it easy for you to manage your homework assignments.

- **Select a homework bin**

Select a homework bin and press the Enter/Send key to open it.

- **Name the homework assignment**

In the **HMW:** field that displays, enter a four-character name for this homework assignment. Press the Enter/Send key to save it.

The name you have given the homework assignment will appear next to the name of the homework bin in the Setup Menu, so you can readily identify the homework assignment when you want to access it again.

- **Answer the homework questions**

Use the scroll keys to move to the Response Field for the question you want to answer. The Response Fields are numbered **H01** through **H30**. Press the Enter/Send key to save each answer. You do not have to answer the homework questions in order and you can scroll to any answer and change it.

When you have finished the homework assignment, or you are ready to take a break, simply turn off your Clicker.

- **Continue the homework assignment**

Turn on your Clicker and press the Menu key to get to the homework assignment. Depending on what you did the last time you used your Clicker, you will either go straight to your homework assignment bin, or you will have to scroll to it. Press the Enter/Send key to *continue* to work on your homework assignment, answering questions or changing your answers for previously answered questions. You can change your answers as many times as you want. There is no limit to the number of times you can change the answer to a homework question.

- **End the homework assignment**

When you have finished answering all the questions in the homework assignment, press the Menu key to display the Homework Mode functions, scroll to the *End* function, and press the Enter/Send key to *end* the homework assignment.

Sending a Homework Assignment

The *Send* function is available only when you are back in the classroom and have joined the Class. Your instructor will start a Session to collect the homework assignments. That's when you will *send* the homework assignment. Press the Menu key to display the **Setup Menu**. Scroll to the homework bin where this homework assignment is stored and press the Enter/Send key to open it. Scroll, if necessary, to the *Send* function, and press the Enter/Send key to send the homework assignment to the Session. Watch your Clicker display for messages regarding the transmission.



Note

When you have turned in a homework assignment and are ready to use the homework bin for a new assignment, select the *New (clear all)* function. It will delete the old homework assignment from the homework bin. You can now begin working on a new homework assignment.