Chapter 2

Fast ForWord Language to Reading v2

This chapter describes each of the Fast ForWord Language to Reading v2 exercises and then outlines the administration process. For information on how to install, set up, or run the software, refer to the *How to Use Scientific Learning® Gateway* manual.

Fast ForWord Language to Reading v2 is the second product in the elementary education product sequence.

The Exercises

The Fast ForWord Language to Reading v2 product consists of five exercises: one sound exercise and four word exercises. The exercises work together to help develop the understanding of basic speech sounds as well as the fundamental cognitive skills essential for learning and reading.

The sound exercise presents tonal sweeps using different frequencies, different sequences of multiple sounds, and different time durations. The following sound exercise is described in this chapter:

- Jumper Gym

The word exercises present words, either in isolation or within sentences, with various levels of linguistic complexity. In some instances, the speech sounds have been digitally altered using patented methods (including selective intensity increases) to provide enhanced learning opportunities. The participant also works on graphemes, the letters that represent phonemes, and on visual tracking to strengthen left-to-right reading patterns. The following four word exercises are described in this chapter:

- Paint Match
- Polar Planet
- Tomb Trek
- Cosmic Reader

Each of the exercises in the Fast ForWord Language to Reading v2 product begins with an introduction that explains how to work on that exercise. As an alternative, you can choose to present the introductions in Spanish. To enable the Spanish introductions, refer to "Customizing the Products for Participants" on page 58 in *How to Use Scientific Learning® Gateway*.

Jumper Gym

Jumper Gym helps improve the ability to distinguish differences between sounds, the ability to accurately identify three or more sounds in a series (advanced listening accuracy), and the ability to recognize and remember the order in which a series of sounds is presented (auditory sequencing).

The object of Jumper Gym is to help Tumbalina the gymnast perform tumbling tricks by correctly identifying sequences of sound sweeps.
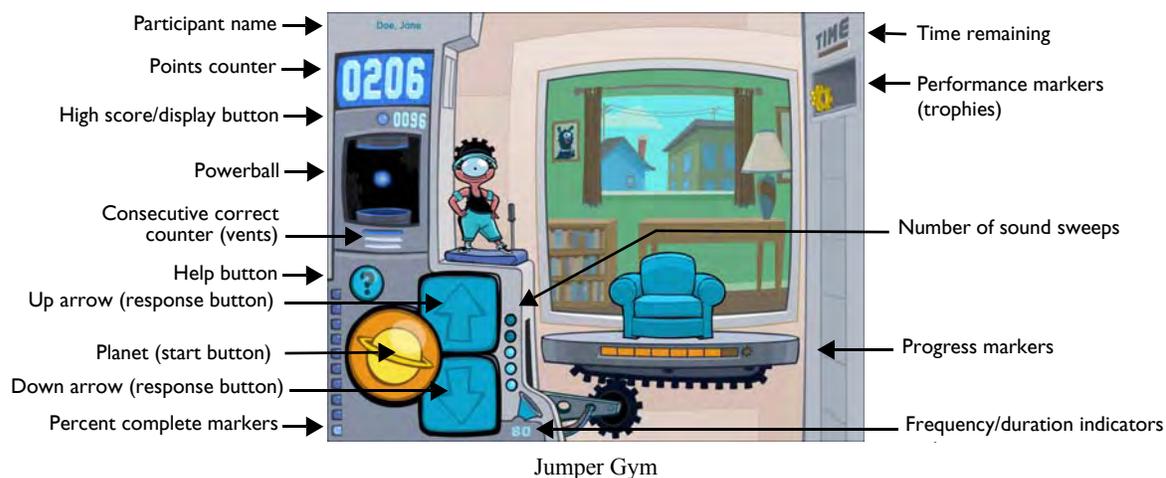
Jumper Gym

Working on Jumper Gym

To work on Jumper Gym, the participant clicks the yellow planet to hear a sequence of sound sweeps. A sound sweep is classified as *up* (a lower to higher frequency) or as *down* (a higher to lower frequency). The participant must then click the up arrow or down arrow to identify the sequence of sound sweeps heard. For example, if the exercise presents an up sweep and then a down sweep, the participant must click the up arrow once, and then click the down arrow once. If the exercise presents two down sweeps, the participant must click the down arrow twice. Points are awarded when the sequence is correctly reproduced.

Jumper Gym starts with a preparatory stage for each frequency sweep in the exercise. When the participant masters the preparatory stage for all three frequencies, the exercise automatically begins. The preparatory stage will not be revisited again.

At first, Jumper Gym presents sequences of two sound sweeps. As the participant progresses in the exercise, Jumper Gym presents sequences of three, four and five sound sweeps. The markers next to the response buttons indicate the number of sound sweeps in the current sound sequence (two to five). More bonus points are awarded as the number of sound sweeps increases in the exercise.

Rewarding Progress in Jumper Gym

To help engage the participant, Jumper Gym presents multiple scenes in which the gymnast can perform her tumbling tricks. Each session presents one scene, which includes a special jumping machine designed for that scene. As the participant progresses in the session, the machine transforms and the gymnast's tumbling tricks become more elaborate.

The three vents on the power generator represent the consecutive correct counter. The vents light up to indicate the number of consecutive correct responses. At the start of each work session, a portion of the workout scene is revealed with each set of three consecutive correct responses. When the scene is completely revealed, the powerball door opens and a jumping machine moves into place. Subsequently, sets of consecutive correct responses cause the powerball to grow in size, the gymnast to perform tumbling tricks, and modifications to occur to the machine.

Each work session includes a performance goal to help motivate the participant. In Jumper Gym, the participant's goal is to light all of the progress markers under the jumping machine. When the participant meets that goal, a golden trophy appears in the trophy shelf. Once earned, these rewards cannot be lost; the trophies will remain visible until the entire product is finished.

The percent complete markers next to the yellow planet indicate the percentage of completed content in the exercise. Each marker represents 10% of the exercise. When all of the markers light up, the exercise is complete.

The high score represents the highest score ever achieved by the participant in one session. If the high score is distracting, the participant can hide it by clicking the corresponding display button.

Using Help in Jumper Gym

If the participant needs assistance identifying the sound sweeps, the participant can click the Help (?) button above the yellow planet to see all possible sequences of sound sweeps at the current frequency (Hz), duration (length of each sound sweep), ISI (time between sound sweeps), and number of sound sweeps.

Jumper Gym Help
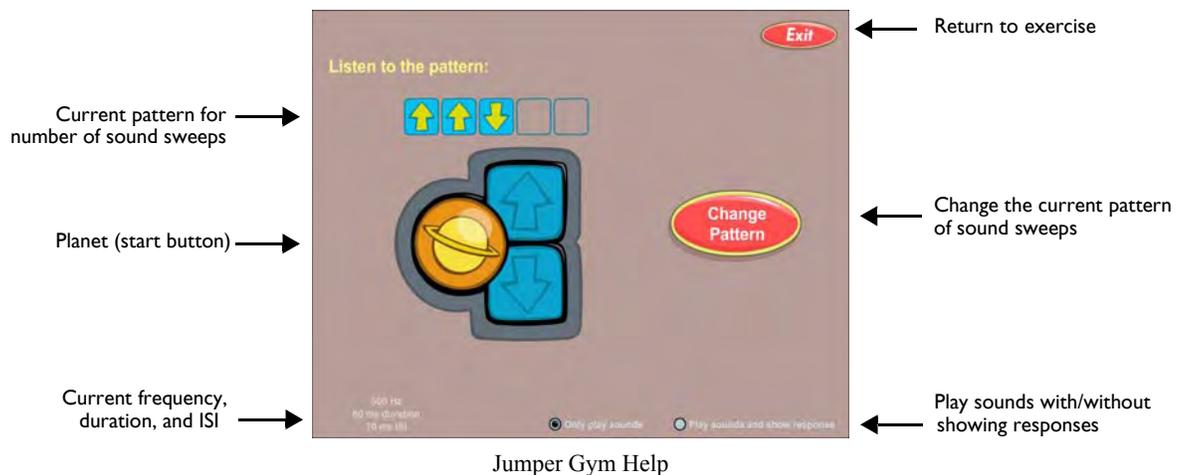
When the help screen opens, the participant can click the yellow planet to hear the current sequence of sound sweeps. To change the pattern of sound sweeps to another pattern—for example, to change *two up sweeps* to *one up sweep and one down sweep*—the participant can click the Change Pattern button.

To see the response buttons highlight as the sound sweeps play, the participant can click the corresponding radio button at the bottom of the screen.

NOTE   Using help does not affect the participant's standing in Jumper Gym.

Understanding the Science in Jumper Gym

Jumper Gym presents sound sweeps using different frequency ranges, different sequences of sounds, and different time durations. The frequencies and durations of the sound sweeps correspond to some of the rapid transitions in the sounds of the English language.

The horn to the right of the response buttons indicates the current frequency range on which the participant is working. Jumper Gym presents sound sweeps in three frequency ranges:

Horn	Frequency Range
Small	High (2000 Hz)
Medium	Middle (1000 Hz)
Large	Low (500 Hz)

As the participant progresses in a frequency, Jumper Gym decreases the duration of the sound sweeps and the length of time between the sound sweeps (ISI), challenging the participant to improve his or her rate of auditory processing. For example, an 80 ms duration represents a sound sweep that lasts for 80 milliseconds.

The number below the horn indicates the current duration on which the participant is working. Jumper Gym presents the following durations in each frequency range:

Durations
80 ms
30 ms

The lowest level in Jumper Gym presents two sound sweeps at an 80 ms duration separated by a 500 ms ISI. The highest level presents five sound sweeps at a 30 ms duration separated by a 20 ms ISI. By increasing the number of sound sweeps presented, from two to three, three to four, and four to five, Jumper Gym helps improve advanced listening accuracy and auditory sequencing skills.

Mastering Jumper Gym

The participant will continue to work on the exercise until the skills in the exercise are mastered. If Jumper Gym is revisited, the participant will continue to repeat the content at the shortest durations and highest number of sound sweeps. For more information on revisiting exercises, see "Completing the Product" on page 56.

TIP   The following keyboard shortcuts are available in Jumper Gym:

Button	Keyboard shortcut
Planet (start button)	Left arrow or space bar
Up arrow (response button)	Up arrow
Down arrow (response button)	Down arrow

Paint Match

Paint Match helps improve the ability to recognize words, the ability to recognize the relationship between letters and sounds, and the ability to understand letter patterns (word analysis). It also helps improve the ability to make correct distinctions based on individual phonemes (phonological accuracy).

Paint Match displays paint tubes in groups of four, eight, sixteen, and twenty-four. Each paint tube has a word associated with it. The object of Paint Match is to match all the words into pairs using the fewest clicks.

Paint Match

Working on Paint Match

To work on Paint Match, the participant clicks a paint tube on the screen. The exercise pronounces a word and displays that word on the tube. The participant must click the other paint tubes on the screen to find the paint tube with the matching word. If the participant clicks a new paint tube that matches one already clicked, the word is pronounced but not displayed. The participant must then go back and click the first paint tube of the pair to confirm the match. The two paint tubes disappear. Points are awarded for each correct match.

Paint Match presents words that differ by initial consonant, final consonant, onset, or vowel. For example, the words *fair* and *stair* differ by onset. At the highest level, Paint Match also presents "Alien" words—nonsense words that use basic English spelling patterns—to encourage accurate decoding for unfamiliar words.

Rewarding Progress in Paint Match

The click counter on the fox's space suit displays the number of attempts (clicks) available to match all of the paint tubes in the grid. Each time the participant clicks a paint tube, this number is reduced by one, and one of the tokens on the paint palette disappears. However, even when this number reaches zero, the participant can still match words. When the participant matches all of the paint tubes on the screen within the allowed number of clicks, the remaining tokens are awarded as bonus points.

Each work session includes a performance goal to help motivate the participant. In Paint Match, the participant's goal is to clear more than five grids within the allowed number of clicks per grid. As the participant works toward the goal, an alien rabbit leaves tracks in the snow. When the participant meets the goal, the rabbit's ears appear behind the hill. Once earned, these rewards cannot be lost; the rabbit ears will remain visible until the entire product is finished.

The percent complete markers on the left indicate the percentage of completed content in the exercise. Each marker represents 10% of the exercise. When all of the markers light up, the exercise is complete.

The high score represents the highest score ever achieved by the participant in one session. If the high score is distracting, the participant can hide it by clicking the corresponding display button.

Working on the Fluency Round in Paint Match

As the participant progresses in the exercise, Paint Match presents the fluency round. In the fluency round, the participant moves the fox across the screen to paint target words.

Paint Match Fluency Round

To work on the fluency round, the participant clicks the yellow planet on the back of the fox's space suit (not shown) to hear a target word pronounced. Words appear on the picture frames in the top row, one at a time, from left to right. When the target word appears on a picture frame, the participant must move the fox by moving the mouse until the fox is directly below that picture frame, and then click the mouse button to paint the word. Points are awarded for each correct answer. The participant should respond as quickly as possible, without making mistakes, to earn the most points.

When the participant paints all the target words on the screen correctly, the participant earns tokens, which appear as lights above the picture frames. The paintbrush token indicates the highest token ever earned. If an incorrect word is painted, or a target word is missed, all tokens are lost and the fluency round starts over. At the end of the fluency round, any remaining tokens are awarded as bonus points.

When the fluency round ends, the participant returns to the main exercise.

> **NOTE** Paint Match tracks participant responses during the fluency round, but does not use this information to advance the participant's standing in the exercise. Instead, the fluency round is an opportunity for the participant to review the material at a faster pace and earn extra points.

Understanding the Science in Paint Match

Paint Match first presents words in which the speech sounds have been digitally altered using patented methods (including selective intensity increases) to provide enhanced learning opportunities. Initially, the consonant sounds in each word have been enhanced relative to the vowel sound. For example, the word *bit* is initially presented with acoustically modified versions of the /b/ and /t/ sounds.

As the participant progresses through the exercise, Paint Match decreases this processing, and eventually presents the words using natural speech.

The three processing level markers (stars) at the top of the screen represent the different speech processing levels in Paint Match. While the participant works in a level, the corresponding marker lights up. When the participant completes a level, bonus points are awarded and the next marker lights up. When all three markers light up, the participant is working in the highest level.

Mastering Paint Match

The participant will continue to work on the exercise until the skills in the exercise are mastered. If Paint Match is revisited, the participant will continue to repeat the content at the highest levels with the largest size grids. For more information on revisiting exercises, see "Completing the Product" on page 56.

Polar Planet

Polar Planet helps improve the ability to recognize words, the ability to recognize the relationship between letters and sounds, and the ability to understand letter patterns (word analysis).

Additionally, Polar Planet helps improve the ability to identify and manipulate speech sounds in a quick and efficient manner (phonological fluency), and the ability to remain focused on a given task while ignoring distractions and refraining from impulsive behavior (sustained attention). The participant also works on visual tracking to strengthen left-to-right reading behavior.

The object of Polar Planet is to identify a pronounced target word when presented in a series of pronounced and written words.
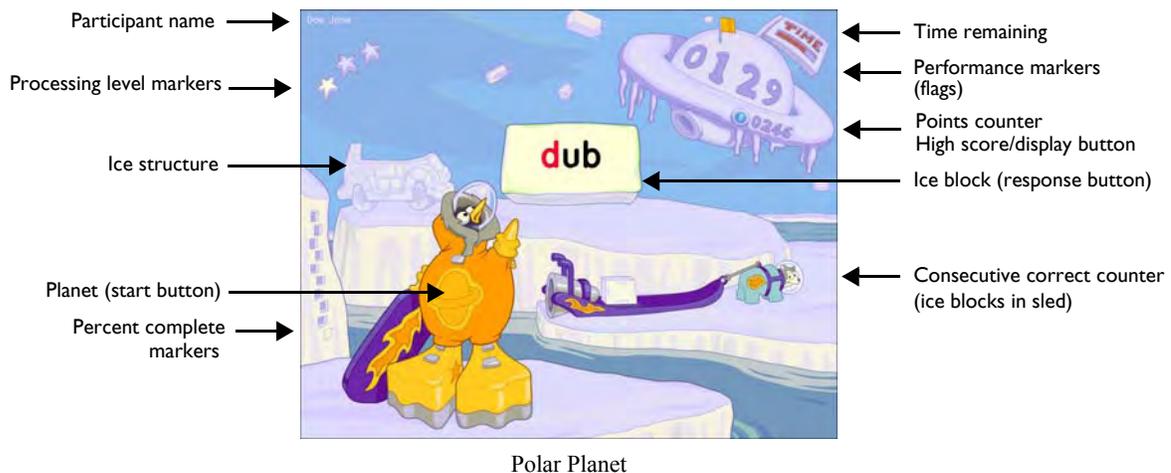
Polar Planet

Working on Polar Planet

To work on Polar Planet, the participant clicks the yellow planet on the penguin's snow suit to hear a target word pronounced. A series of words are pronounced and displayed on ice blocks that move across the screen, from left to right. The participant must click the ice block that presents the target word. Points are awarded for each correct answer.

Rewarding Progress in Polar Planet

The ice blocks in the sled represent the consecutive correct counter. After each correct response, the penguin hits the corresponding ice block into the sled. When the participant answers three consecutive trials correctly, the sled transports the three ice blocks to the glacier and the counter resets. The blocks are used to build fun ice structures. As the participant continues to answer consecutive trials correctly, more blocks are added to the ice structure. When the structure is completed, a reward animation plays.

Each work session includes a performance goal to help motivate the participant. In Polar Planet, the participant's goal is to complete a structure. When the participant meets the goal, a flag appears on the ice planet. Once earned, these rewards cannot be lost; the flags will remain visible until the entire product is finished.

The percent complete markers on the left of the screen indicate the percentage of completed content in the exercise. Each marker represents 10% of the exercise. When all of the markers light up, the exercise is complete.

The high score represents the highest score ever achieved by the participant in one session. If the high score is distracting, the participant can hide it by clicking the corresponding display button.

Working on the Fluency Round in Polar Planet

As the participant progresses through the exercise, Polar Planet presents the fluency round. In the fluency round, the participant has three chances to earn more ice blocks by correctly identifying target words.

Polar Planet Fluency Round

To work on the fluency round, the participant clicks the yellow planet to hear a target word pronounced. A series of words are pronounced and displayed on four ice blocks, one at a time, from left to right. The participant must identify and click the ice block that presents the target word.

For each target word identified, the fluency round awards points and the participant earns that ice block. If the participant answers all three trials correctly, those ice blocks are transported to the structure. The participant should respond as accurately as possible to earn the most points.

When the fluency round ends, the participant returns to the main exercise.

NOTE	Polar Planet tracks participant responses during the fluency round, but does not use this information to advance the participant's standing in the exercise. Instead, the fluency round is an opportunity for the participant to review the material and earn extra points.

Understanding the Science in Polar Planet

Polar Planet first presents words in which the speech sounds have been digitally altered using patented methods (including selective intensity increases) to provide enhanced learning opportunities. Initially, the consonant sounds in each word have been enhanced relative to the vowel sound. For example, the word *bid* is initially presented with acoustically modified versions of the /b/ and /d/ sounds.

As the participant progresses through the exercise, Polar Planet decreases this processing, and eventually presents the words using natural speech.

The three processing level markers (stars) at the top of the screen represent the different speech processing levels in Polar Planet. While the participant works in a level, the corresponding marker lights up. When the participant completes a level, bonus points are awarded and the next marker lights up. When all three markers light up, the participant is working in the highest level.

Mastering Polar Planet

The participant will continue to work on the exercise until the skills in the exercise are mastered. If Polar Planet is revisited, the participant will continue to repeat the content at the highest level. For more information on revisiting exercises, see "Completing the Product" on page 56.

TIP	The following keyboard shortcuts are available in Polar Planet:
	Button **Keyboard shortcut**
	Planet (start button) Down arrow or space bar
	Target word (response button) Up arrow

Tomb Trek

Tomb Trek helps improve the ability to recognize words, the ability to recognize the relationship between letters and sounds, and the ability to understand letter patterns (word analysis). Tomb Trek also helps improve the ability to make correct distinctions based on individual phonemes (phonological accuracy), and the capacity for holding speech sounds in memory (phonological memory).

The object of Tomb Trek is to identify a pronounced target word when presented in a sequence of two pronounced and written words.

Tomb Trek

Working on Tomb Trek

To work on Tomb Trek, the participant clicks the yellow planet on Granny's map (not shown) to hear a target word. The exercise then pronounces two words. As each word is pronounced, Granny—who has left her moon ranch to excavate an alien archaeological site—briefly displays that word on one of the scrolls above her chair. One word is the target word, while the other is a phonologically contrasting word. The participant must click the scroll that presented the target word. Points are awarded for each correct answer.

Rewarding Progress in Tomb Trek

Granny's toolbox represents the consecutive correct counter. After the first correct response, the toolbox opens and a tool appears. After the next consecutive correct response, the tool prepares to work on the wall. When the participant answers the third consecutive trial correctly, the tool uncovers an alien glyph, an artifact, or a button that triggers a fun animation and returns to the toolbox. When all of the items in the scene are uncovered, a reward animation plays and Granny moves to the next room.

Each work session includes a performance goal to help motivate the participant. In Tomb Trek, the participant's goal is to advance to the treasure room and earn treasure. When the participant meets the goal, the treasure room opens and more treasure appears in the room. Once earned, these rewards cannot be lost; the treasure will remain visible until the entire product is finished.

The percent complete markers on the stone indicate the percentage of completed content in the exercise. Each marker represents 10% of the exercise. When all of the markers light up, the exercise is complete.

The high score represents the highest score ever achieved by the participant in one session. If the high score is distracting, the participant can hide it by clicking the corresponding display button.

Working on the Fluency Round in Tomb Trek

As the participant progresses through the exercise, Tomb Trek presents the fluency round. In the fluency round, the participant identifies target words displayed on a wall of gold bricks.

Tomb Trek Fluency Round

To work on the fluency round, the participant clicks the yellow planet to hear a target word pronounced. The top row of gold bricks in the wall highlights and each brick displays a word. The participant must click all of the bricks that display the target word. For each correct answer, a gemstone appears in place of the word, and the exercise awards one point. The gemstone is also earned as a token, held by the tool at the bottom of the screen. The participant should respond as quickly as possible, without making mistakes, to earn the most points.

When the entire row is cleared of target words, the remaining words on the bricks disappear. The next row of bricks in the wall highlights and each brick displays a word. The participant must continue clicking bricks with the same target word.

The fluency round screen displays five rows of bricks. If the last row of bricks is successfully cleared before the fluency round ends, the first row highlights again and the fluency round continues as before. However, if a brick with an incorrect word is clicked, or a brick with a target word is missed, all tokens are lost and the fluency round starts over.

At the end of the round, any remaining tokens are awarded as bonus points. When the fluency round ends, the participant returns to the main exercise.

NOTE	The exercise tracks participant responses during the fluency round, but does not use this information to advance the participant's standing in the exercise. Instead, the fluency round is an opportunity for the participant to review the material at a faster pace and earn extra points.

TIP	The following keyboard shortcuts are available in the Tomb Trek fluency round:

Button	Keyboard shortcut
Planet (start button)	Down arrow or space bar
Bricks, left to right	Number keys 1 through 5

Understanding the Science in Tomb Trek

Tomb Trek first presents words in which the speech sounds have been digitally altered using patented methods (including selective intensity increases) to provide enhanced learning opportunities. Initially, the consonant sounds in each word have been enhanced relative to the vowel sound. For example, the word *bid* is initially presented with acoustically modified versions of the /b/ and /d/ sounds.

As the participant progresses through the exercise, Tomb Trek decreases this processing, and eventually presents the words using natural speech.

The three processing level markers (stars) at the top of the screen represent the different speech processing levels in Tomb Trek. While the participant works in a level, the corresponding marker lights up. When the participant completes a level, bonus points are awarded and the next marker lights up. When all three markers light up, the participant is working in the highest level.

Mastering Tomb Trek

The participant will continue to work on the exercise until the skills in the exercise are mastered. If Tomb Trek is revisited, the participant will continue to repeat the content at the highest level. For more information on revisiting exercises, see "Completing the Product" on page 56.

TIP	The following keyboard shortcuts are available in Tomb Trek:

Button	Keyboard shortcut
Planet (start button)	Down arrow or space bar
Left scroll	Left arrow
Right scroll	Right arrow

Cosmic Reader

Cosmic Reader helps improve the ability to understand successive sentences and derive meaning from a story (listening comprehension). It helps improve the ability to listen to spoken directions of increasing length and complexity, comprehend them, and keep them in memory long enough to plan and carry out the required action (following directions).

Cosmic Reader also helps build an understanding of the elements of the English language, including proper word order, syntax, prefixes and suffixes, plurals, and subject-verb agreement (English language conventions), and helps build knowledge of the phonological structure and meaning of words (vocabulary).

The object of Cosmic Reader is to listen to a story and then answer questions and follow instructions.

Cosmic Reader – Narration

Working on Cosmic Reader

Cosmic Reader consists of three stories: *Chicken Licken*, *Big Bad Pigs*, and *Little Red*. Each story presents four chapters, and each chapter includes three activities:

- **Narration and listening comprehension** – Presents a chapter of the story, then presents questions that test the comprehension of the story

- **Language comprehension** – Presents questions that test the comprehension of sentences

- **Following directions** – Presents activities that test the ability to comprehend and follow directions

When the participant completes all three activities in a chapter, Cosmic Reader presents the next chapter in the current story. This continues until all four chapters in the current story are completed.

The activities in each chapter are detailed as follows.

Working on Narration and Listening Comprehension in Cosmic Reader

Cosmic Reader begins each chapter with the narration and listening comprehension activity.

Cosmic Reader – Narration

To work on the narration and listening comprehension activity, the participant clicks the yellow book planet to start the narration. The exercise aurally presents a chapter of the story along with illustrations. The current chapter is indicated above the yellow planet. As the exercise presents each page in a chapter, the bar below the illustrations indicates how much content remains in the chapter.

Cosmic Reader – Listening Comprehension

When the narration ends, the participant clicks the yellow planet to hear a question related to the story. The participant must then click the picture that illustrates the correct answer. Points are awarded for each correct answer.

The narration and listening comprehension activity challenges the participant to answer questions that are specifically designed to build comprehension and memory for details, main ideas, and relationships within the story.

Working on Language Comprehension in Cosmic Reader

The second task in the chapter is the language comprehension activity.

Cosmic Reader – Language Comprehension

To work on the language comprehension activity, the participant clicks the yellow planet to hear a sentence. The exercise presents two to four pictures that are possible representations of the sentence. The participant must then click the picture that is the most accurate representation of the sentence. Points are awarded for each correct answer.

The language comprehension activity helps develop the understanding of language structures by challenging the participant to understand spoken sentences and then identify visual representations of each sentence. These questions and sentences include grammatical structures with a range of difficulty. For example:

- "The chicken sees the clouds in the sky." (easier)

- "The fish that the hen is watching is blowing bubbles." (harder)

TIP The following keyboard shortcuts are available for the listening/language comprehension activities:

Button	Keyboard shortcut
Planet (start button)	Down arrow or space bar
Responses, top left to bottom right	Number keys 1 through 4

Working on Following Directions in Cosmic Reader

The final task in the chapter is the following directions activity.

Cosmic Reader – Following Directions

To work on the following directions activity, the participant clicks the yellow planet to hear an instruction. The participant must then use the mouse to follow that instruction. To move an object, the participant must click and hold the mouse, drag the object to the new location, then release the mouse button. Points are awarded for each correct answer. If an incorrect object is clicked, or an object is moved to an incorrect location, the trial ends and the correct response is demonstrated.

The following directions activity presents increasingly complex directions as the participant progresses in the exercise. The participant must understand these directions in order to follow and execute them. These instructions include a range of difficulty. For example:

- "Touch the purple pillow and the green bed." (easier)
- "Put the small yellow balloon between the purple pillow and the green bed." (harder)

When the participant masters all three activities in a chapter, the next chapter begins. This continues until all four chapters in the story are mastered; then, the next level opens and a new story begins.
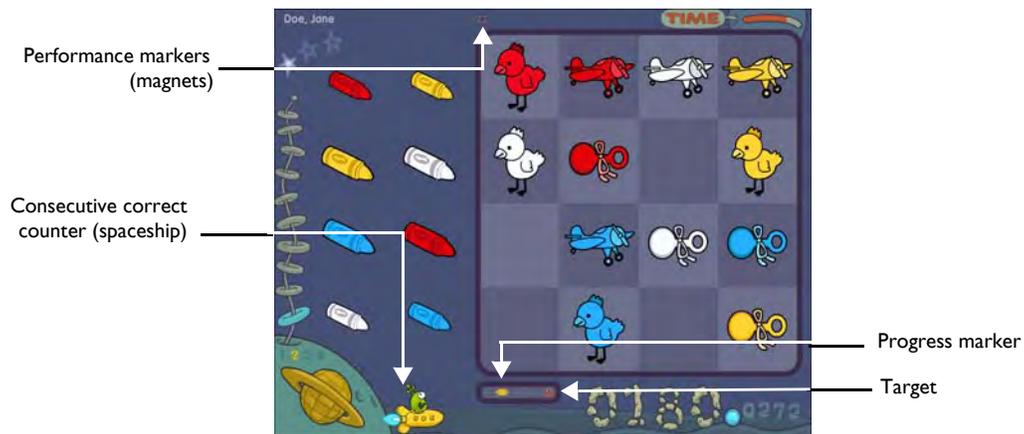
Rewarding Progress in Cosmic Reader

Throughout the exercise, the portholes on the cosmic reader's spaceship represent the consecutive correct counter. The portholes light up to indicate the number of consecutive correct responses. When the participant answers three consecutive trials correctly, the progress marker advances and the counter is reset.

In the listening comprehension and language comprehension activities, the screen that appears between each trial displays the progress marker:
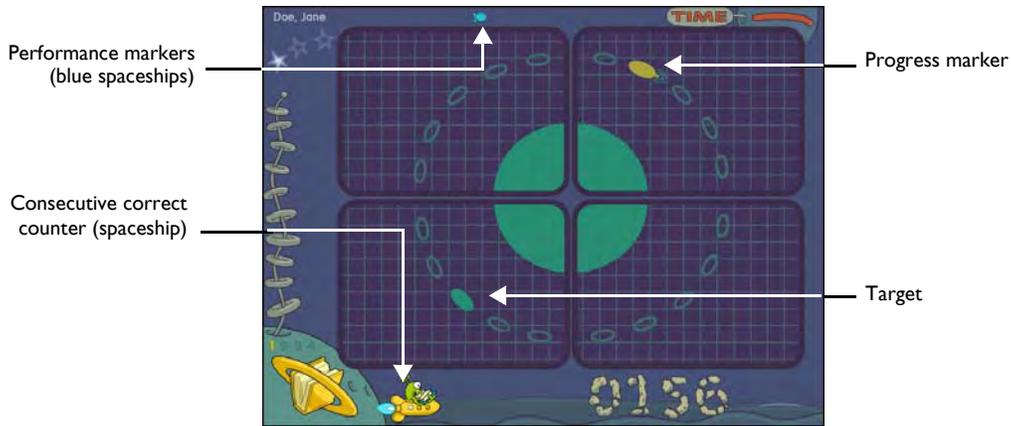
Listening/Language Comprehension Progress

In the following directions activity, the progress marker appears on the main activity screen:

Following Directions Progress

Each work session includes a performance goal to help motivate the participant. In Cosmic Reader, the participant's goal is to reach the target marker. As the participant works toward the goal, the progress marker advances. When the participant meets the goal, a performance marker appears at the top of the screen. Once earned, these rewards cannot be lost; these performance markers will remain visible until the entire product is finished.

The percent complete markers (rings) on the left side of the screen indicate the percentage of completed content in the exercise. Each marker represents 10% of the exercise. When all of the rings light up, the exercise is complete.

The high score represents the highest score ever achieved by the participant in one session. If the high score is distracting, the participant can hide it by clicking the corresponding display button.

Understanding the Science in Cosmic Reader

Cosmic Reader presents the first story with the speech sounds digitally altered using patented methods (including selective intensity increases) to provide enhanced learning opportunities. The consonant sounds in each word have been enhanced relative to the vowel sound. For example, the word *cat* is initially presented with acoustically modified versions of the /k/ and /t/ sounds.

As the participant progresses through the stories, Cosmic Reader decreases this processing and eventually presents the last story using natural speech.

Story	Processing Level
Chicken Licken	Level 3 (more processed)
Big Bad Pigs	Level 4 (less processed)
Little Red	Level 5 (natural speech)

The three processing level markers (stars) at the top of the screen represent the different speech processing levels in Cosmic Reader. While the participant works in a level, the corresponding marker lights up. When the participant completes a level, bonus points are awarded and the next marker lights up. When all three markers light up, the participant is working in the highest level.

Mastering Cosmic Reader

The participant will continue to work on the exercise until the skills in the exercise are mastered. If Cosmic Reader is revisited, the participant will continue to repeat the last story at the highest level. For more information on revisiting exercises, see "Completing the Product" on page 56.

Administering the Exercises

Use the following information to help administer the Fast ForWord Language to Reading v2 product session. For details on how to start the exercises, please refer to Chapter 3, "Using the Fast ForWord Products" in *How to Use Scientific Learning® Gateway*.

Checking the Exercise Status

While the participant is working on an exercise, use the Exercise Status screen to view the time remaining or quit the current exercise early.

Exercise Status

To access the Exercise Status screen while a participant is working on an exercise, press and hold the Control key, then press the equal sign key (=).

> **NOTE**   The Exercise Status screen cannot be accessed during a reward animation or during a trial.

When the Exercise Status screen is open:

- To return to the exercise, click Return.
- To quit the exercise, click Exit.

> ⚠ The exercise clock does not pause while the Exercise Status screen is displayed. If the participant needs to take a break, allow the participant to take the break after the exercise ends.

Completing an Exercise

When the participant completes an exercise for the day, the exercise exits and returns the participant to the Select an Exercise screen. To continue working, the participant must click another exercise. To take a short break, the participant should remain at the Select an Exercise screen. When the participant is ready to work again, the participant can select the next available exercise.

Exercise that have been completed for the day appear grayed out on the Select an Exercise screen. These exercises cannot be selected until the next work day.

NOTE	Exercises also appear grayed out on the Select an Exercise screen when the exercise is not scheduled for the day, or when the exercise is closed because the content in the exercise has been mastered. For more information on mastering the exercises, see "Completing the Product" on page 56.

Exiting an Exercise Early

If the participant exits an exercise early, that exercise will remain available on the Select an Exercise screen for the rest of the session. The participant will be able to access the exercise until the daily time requirement is met; then, that exercise will no longer be available and will appear grayed out on the Select an Exercise screen.

The participant should continue working on all available exercises until the exercises are completed and the protocol for the day is met.

Completing the Session

When the participant completes all of the exercises scheduled for that day, participation bonus points are awarded and the Success Viewer appears.

NOTE	A participant can return to the exercises and continue working after the session is completed. This will not affect the next day's protocol.

Exiting the Session Early

If the participant exits the session early, the Success Viewer appears. However, the participant should start another session that day and continue working until all of the exercises are completed and the protocol for the day is met.

The Success Viewer

At the end of each session, the product calculates the results for that participant and displays those results in the Success Viewer. This provides the participant with an immediate review of his or her performance, as a reward and a motivation to continue working on the exercises.

For a more detailed performance review, to review performance for groups of participants, or to review performance at a later date, use the Fast ForWord Gateway Edition Results screen. Please refer to Chapter 6, "Reviewing Results" in *How to Use Scientific Learning® Gateway* for more information about this feature.

TIP	For the most detailed performance review, including extensive historical reports, Scientific Learning provides Progress Tracker. For more information on this powerful online data-analysis product, visit our Web site at <u>www.scientificlearning.com/products</u>.

The Success Viewer Screens

When the Success Viewer appears, it displays the Points screen. The Points screen shows the points earned on the last participation day (the current day if the participant has just finished working), and the total points earned for each exercise. The Points screen also displays the last day's total points and the grand total points for all exercises.

NOTE	The number of points earned in an exercise does not always reflect the participant's performance in that exercise; points are used only as a reward for correct answers, and to encourage the participant to continue working on the products.

The Points screen displays a clock next to an exercise when the participant works on the exercise for the required number of minutes that day. When the protocol for the day is met, a clock appears next to all of the exercises, and the screen displays the participation bonus points.
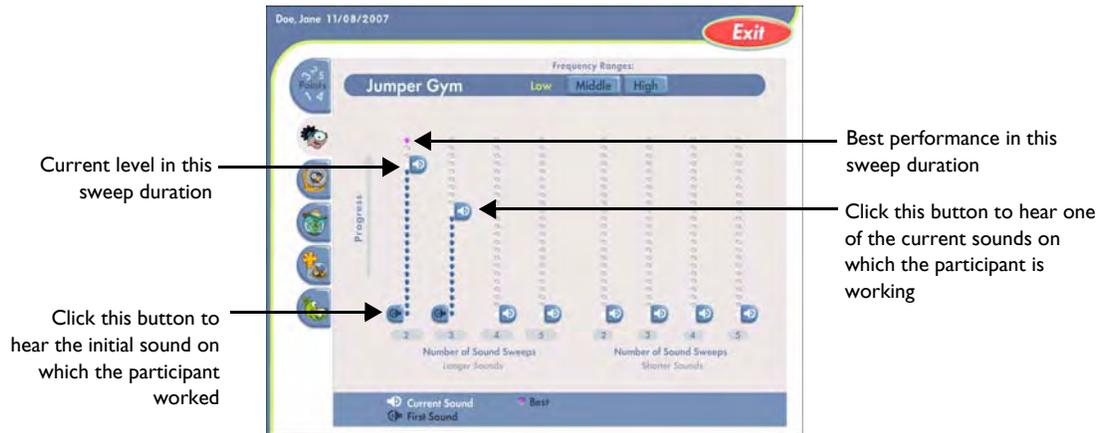

Success Viewer – Points

To view details about the participant's performance in an individual exercise, or to return to the Points screen, click the corresponding tab on the left. To exit the Success Viewer, click Exit.

The screen for Jumper Gym displays a vertical graph for each sweep duration.
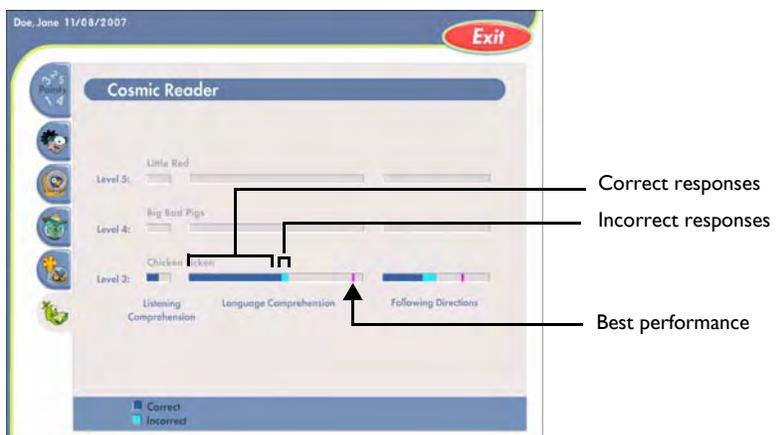

Success Viewer – Jumper Gym

The screens for Paint Match, Polar Planet, and Tomb Trek display boxes for the exercise content.

Success Viewer – Polar Planet

The screen for Cosmic Reader displays horizontal bar graphs for each story.

Success Viewer – Cosmic Reader

The Default Protocol

By default, the Fast ForWord Language to Reading v2 product presents five exercises, for a total of 50 minutes each day. Each day's participation time can be divided into multiple sessions.

Using this protocol, Scientific Learning recommends that the participant work on the Fast ForWord Language to Reading v2 product five days a week, for an estimated 8 to 12 weeks.

A consistent daily routine that allows for intense repetition will maximize the benefits of the exercises. The participant may take breaks between exercises, but not while an exercise is open.

> Alternate protocols are available to meet different participant requirements. Please refer to "Selecting an Alternate Protocol" on page 58 in *How to Use Scientific Learning® Gateway* for more information. For details on all available protocols, refer to the *Fast ForWord Best Practices Implementation Workbook*, available online at www.scientificlearning.com/gateway/bestpractices.

Completing the Product

As the participant masters an exercise in the Fast ForWord Language v2 product, that exercise is closed. However, as more exercises are closed by the participant, a closed exercise may reopen at the highest levels so that the participant can continue working on the most important skills in the product. As the participant continues to master exercises, the protocol adjusts the time spent in each exercise so that the participant always works on the open exercises for the total number of minutes in the protocol.

When the participant masters the last of the remaining exercises, all of the exercises are closed, and the product is complete.