



Language to Reading Overview

In **Jumper Gym**, the participant must identify and remember a series of two to five frequency-modulated sound sweeps and indicate the pattern just heard. In this way, the participant improves advanced listening accuracy and auditory sequencing.

In **Paint Match**, participants identify pairs of matching English or "Alien" words within grids of paint tubes displaying phonologically similar words. Within each pair, the first tube presents the word aurally and shows it written on the tube. The second tube presents the word aurally, but shows a blank tube. The participant must rely on memory and reading skills to complete the match. In this way, Paint Match helps participants to improve their skills in word analysis and phonological memory.

In **Polar Planet**, the participant listens to a spoken word, then recognizes and selects the target word when it recurs within a series of phonologically similar words that are spoken and written. In this way, the participant improves word analysis and sustained attention. The participant also works on visual tracking to strengthen left-to-right reading behavior.

In **Tomb Trek**, the participant listens to a target word and then finds the matching word in a pair of spoken and written words that are phonologically similar. In this way, participants improve word analysis.

In **Cosmic Reader**, the participant listens to a story and answers comprehension questions about it. The participant then listens to sentences and selects the pictures that best represent the sentences. Finally, the participant listens to instructions and manipulates one or more objects as instructed. Through these activities, the participant improves listening comprehension, following directions, English language conventions, and vocabulary.