

Chapter I

Fast ForWord Language v2

This chapter describes each of the Fast ForWord Language 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 v2 is the first product in the elementary education product sequence.

The Exercises

The Fast ForWord Language v2 product consists of seven exercises: three sound exercises 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 exercises present complex auditory information in a sub-word format, such as frequency sweeps and syllables. In some instances, the speech sounds have been digitally generated using patented methods (including selective intensity increases and duration extensions) to provide enhanced learning opportunities. The following three sound exercises are described in this chapter:

- Sky Gym
- Moon Ranch
- Hoop Nut

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 and duration extensions) to provide enhanced learning opportunities. The following four word exercises are described in this chapter:

- Whalien Match
- Robo-Dog
- Ele-Bot
- Space Commander

Each of the exercises in the Fast ForWord Language 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*.

Sky Gym

Sky Gym helps improve the speed at which the participant identifies and understands rapid, successive changes in sound (listening accuracy), and the ability to recognize and remember the order in which a series of sounds is presented (auditory sequencing).

The object of Sky Gym is to help Gympo the athlete train and generate power for the gym by correctly identifying a sequence of two sound sweeps.



Working on Sky Gym

To work on Sky Gym, the participant clicks the yellow planet to hear a sequence of two 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.

Sky Gym starts with a preparatory stage for each frequency sweep in the exercise, indicated by a closed powerball door. As the participant progresses through the preparatory stage, a marker moves around the lock on the door, indicating the participant's progress. When the participant masters the preparatory stage for a frequency, the powerball door is unlocked and the exercise automatically begins. The preparatory stage will be revisited when a new frequency is encountered for the first time.

Rewarding Progress in Sky Gym

To engage the participant, Sky Gym presents three exercise machines in a circuit across four workout levels. Each time Gympo completes a circuit through all three machines, Sky Gym increases the workout level by modifying the machines. To meet the increased challenge, Gympo acquires specialized leg extensions to help him train harder and generate more power for the gym. The number of extensions holding the horn indicates the workout level for the current circuit.

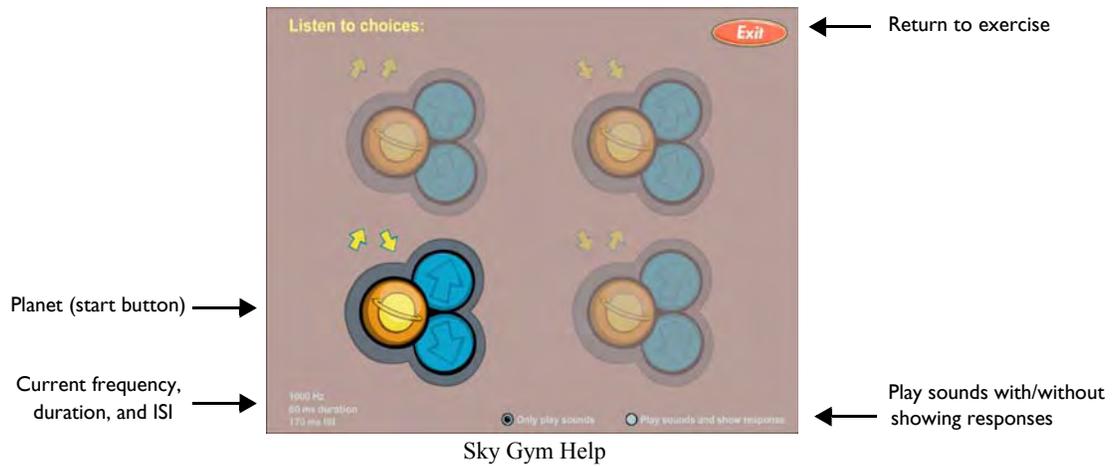
The three vents on the power generator represent the consecutive correct counter. The vents light up to indicate the number of consecutive correct responses. When the participant answers three consecutive trials correctly, the generator powerball accumulates more energy and the counter resets. When the participant answers three consecutive trials correctly six times, the powerball shoots into the generator, bonus points are awarded, and Gympo’s workout switches to the next exercise machine.

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. The small paw indicates the 50% complete point. When it lights up, Cogger the dog joins in to help power the gym. Cogger works out with Gympo for the rest 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 Sky Gym

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



When the help screen opens, the participant can click a yellow planet to hear the corresponding sequence of sound sweeps. To see the response buttons highlight as the sound sweeps play, the participant can click the corresponding button at the bottom of the screen.

NOTE Using help does not affect the participant’s standing in Sky Gym.

Understanding the Science in Sky Gym

Sky 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 on the exercise machine indicates the current frequency range on which the participant is working. Sky 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, Sky Gym decreases the duration of the sound sweeps and the length of time between the sound sweeps, 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 shortest duration in Sky Gym, and consequently the highest level, is 25 ms.

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

Durations
80 ms
60 ms
40 ms
35 ms
30 ms
25 ms

Mastering Sky Gym

The participant will continue to work on the exercise until the skills in the exercise are mastered. If Sky Gym is revisited, the participant will continue to repeat the content at the shortest durations. For more information on revisiting exercises, see “Completing the Product” on page 31.

TIP	The following keyboard shortcuts are available in Sky Gym:	
	Button	Keyboard shortcut
	Planet (start button)	Left arrow or space bar
	Up arrow (response button)	Up arrow
	Down arrow (response button)	Down arrow

Moon Ranch

Moon Ranch helps improve the ability to identify and manipulate speech sounds in a quick and efficient manner (phonological fluency), the ability to remain focused on a given task while ignoring distractions and refraining from impulsive behavior (sustained attention), and the capacity for holding speech sounds in memory (phonological memory).

The object of Moon Ranch is to correctly identify when a new syllable interrupts a repeated syllable.



Working on Moon Ranch

To work on Moon Ranch, the participant clicks the yellow planet on Granny's tractor to hear a syllable repeated in rapid succession. When the exercise interrupts the repeated syllable with a new syllable, which differs by a single phoneme, the participant must click the farm animal to be moved into the pasture. If the animal is clicked too early or too late, the trial is counted as incorrect. When the participant answers the trial correctly, the exercise raises the animal a little higher toward the fence. Points are awarded for each correct answer.

Rewarding Progress in Moon Ranch

The three steps that raise the animal toward the pasture represent the consecutive correct counter. Each step indicates the number of consecutive correct responses by raising the animal a little higher for each consecutive correct answer. When the participant answers three consecutive trials correctly, the animal moves onto the next step. When the participant answers three consecutive trials correctly three times, the animal is transported over the fence and the exercise awards bonus points. As the participant continues answering trials correctly in a session, more and more farm animals can be seen in the hills behind the pasture, which can help indicate a more successful session performance.

The percent complete markers on Granny's tractor indicate the percentage of completed content in the exercise. Each marker represents 10% of the exercise. The rocket indicates the 50% complete point. When it lights up, the exercise provides more fun and frequent reward animations. 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.

Understanding the Science in Moon Ranch

Moon Ranch first presents syllables that have been digitally generated using patented methods (including selective intensity increases and duration extensions) to provide enhanced learning opportunities. Initially, one of the syllables in each pair includes a silent gap in between the consonant sound and the vowel sound, which emphasizes the difference between the two syllables. For example, for the pair *ki/gi* the syllable *ki* is initially presented as *k-i*.

As the participant progresses through the exercise, Moon Ranch reduces the silent gap until both syllables in a pair are presented using natural speech parameters. Also, as the participant progresses through the exercise, Moon Ranch decreases the length of time between the repeated syllables.

Moon Ranch presents the following phoneme contrast pairs of syllables:

Phoneme Contrast Pairs
gi-ki
chu-shu
si-sti
ge-ke
do-to
ba-da
de-be
bi-di

Mastering Moon Ranch

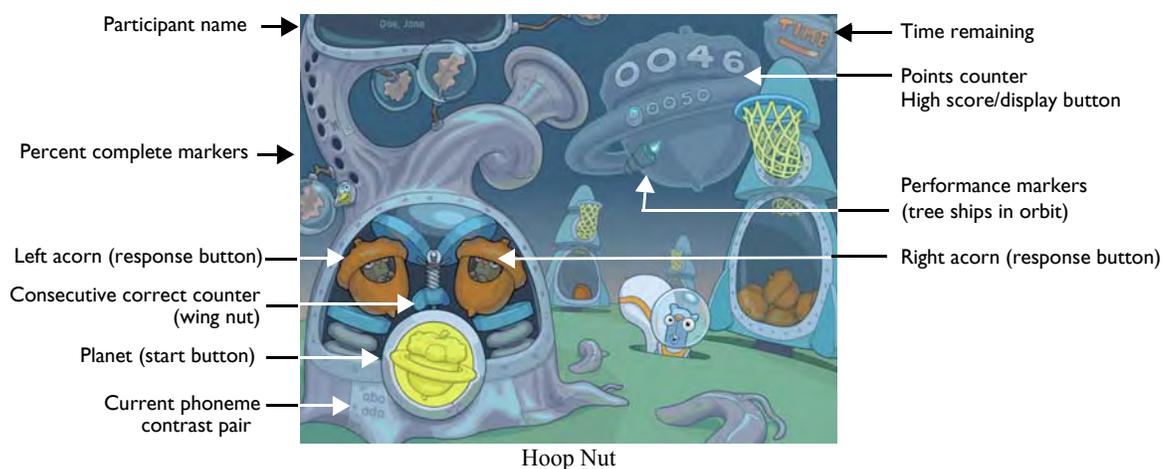
The participant will continue to work on the exercise until the skills in the exercise are mastered. If Moon Ranch is revisited, the participant will continue to repeat the content at the highest stages in each phoneme contrast pair. For more information on revisiting exercises, see “Completing the Product” on page 31.

TIP	The following keyboard shortcuts are available in Moon Ranch:	
	Button	Keyboard shortcut
	Planet (start button)	Down arrow or space bar
	Farm animal (response button)	Up arrow

Hoop Nut

Hoop Nut helps improve the ability to make correct distinctions based on individual phonemes (phonological accuracy), the ability to identify and manipulate speech sounds in a quick and efficient manner (phonological fluency), and the capacity for holding speech sounds in memory (phonological memory).

The object of Hoop Nut is to identify a target syllable when presented in a sequence of two syllables.



Working on Hoop Nut

To work on Hoop Nut, the participant clicks the yellow planet on the tree launcher to hear a target syllable. The participant must listen carefully as each of the two astro-nuts in the acorns present a different syllable. One presents the target syllable, while the other presents a syllable that differs from the target syllable by a single phoneme. The participant must click the acorn that presents the target syllable. Points are awarded for each correct answer. Bonus points are awarded after 12 correct answers.

Rewarding Progress in Hoop Nut

The wing nut above the yellow planet represents the consecutive correct counter, which tightens up a little more for each consecutive correct response. When the participant answers three consecutive trials correctly, the tree launcher shoots an acorn through the hoop on a nearby tree ship, and the counter is reset. When a tree ship fills with acorns, it blasts off into orbit around the planet. As the participant continues answering trials correctly in a session, more and more tree ships can be seen orbiting the planet, which can help indicate a more successful session performance.

The percent complete markers on the tree launcher indicate the percentage of completed content in the exercise. Each marker represents 10% of the exercise. The “H” indicates the 50% complete point. When it lights up, *Hoop Drive* is invoked, which provides more fun and frequent reward animations and more fun ways to shoot hoops. 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.

Understanding the Science in Hoop Nut

Hoop Nut first presents syllables in which the speech sounds have been digitally generated using patented methods (including selective intensity increases and duration extensions) to provide enhanced learning opportunities. Initially, the consonant sound in each syllable has been lengthened and enhanced relative to the vowel sound. For example, the syllable *ba* is initially presented with an acoustically modified version of the /b/ sound.

As the participant progresses through the exercise, Hoop Nut decreases this processing, and eventually presents the syllables using natural speech parameters. Also, as the participant progresses through the exercise, Hoop Nut decreases the length of time between syllable choices.

Hoop Nut presents the following phoneme contrast pairs of syllables:

Phoneme Contrast Pairs
aba-ada
ba-da
be-de
bi-di
va-fa

Mastering Hoop Nut

The participant will continue to work on the exercise until the skills in the exercise are mastered. If Hoop Nut is revisited, the participant will continue to repeat the content at the highest stages in each phoneme contrast pair. For more information on revisiting exercises, see “Completing the Product” on page 31.

TIP	The following keyboard shortcuts are available in Hoop Nut:	
	Button	Keyboard shortcut
	Planet (start button)	Down arrow or space bar
	Left acorn (response button)	Left arrow
	Right acorn (response button)	Right arrow

Whalien Match

Whalien Match helps improve the ability to accurately identify spoken words by relying on sound cues alone, without the aid of visual or context cues (auditory word recognition). It also helps develop the capacity for holding speech sounds in memory (phonological memory), the ability to identify and manipulate speech sounds in a quick and efficient manner (phonological fluency), and the ability to make correct distinctions based on individual phonemes (phonological accuracy).

Whalien Match displays a pod of shipwrecked whaliens in grids of four, eight, and sixteen. Each whalien has a syllable or word associated with it. The object of Whalien Match is to match all the syllables and words into pairs using the fewest clicks.



Working on Whalien Match

To work on Whalien Match, the participant clicks a whalien on the screen. The exercise pronounces a syllable or word. The participant must click the other whaliens on the screen to find the whalien with the matching syllable or word. If the participant clicks a new whalien that matches one already clicked, the participant must then go back and click the first whalien of the pair to confirm the match. The two whaliens are then rescued by the vehicle on the surface. Points are awarded for each correct match.

Rewarding Progress in Whalien Match

The click counter on the surface displays the number of attempts (clicks) available to match all of the whaliens in the grid. Each time the participant clicks a whalien, this number is reduced by one, and one of the tokens disappears. However, even when this number reaches zero, the participant can still match syllables and words. When the participant matches all of the whaliens on the screen within the allowed number of clicks, the remaining tokens are awarded as bonus points.

When the participant matches all of the whaliens in a 4x4 grid within the allowed number of clicks, a periscope creature pops up through the surface. As the participant continues to clear 4x4 grids in the session, the periscope creature moves closer to the ship. When the creature reaches the ship, it jumps into the ship, bonus points are awarded, and a reward animation plays.

The percent complete markers on the left indicate the percentage of completed content in the exercise. Each marker represents 10% of the exercise. The sea horse indicates the 50% complete point in Whalien Match. At this point, the exercise provides more fun and frequent reward animations. 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.

Understanding the Science in Whalien Match

Whalien Match first presents syllables and words in which the speech sounds have been digitally altered using patented methods (including selective intensity increases and duration extensions) to provide enhanced learning opportunities. Initially, the consonant sounds in each word have been lengthened and 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, Whalien Match decreases this processing, and eventually presents the syllables and words using natural speech.

The five processing level markers (stars) at the top of the screen represent the different speech processing levels in Whalien 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 five markers light up, the participant is working in the highest level.

Mastering Whalien Match

The participant will continue to work on the exercise until the skills in the exercise are mastered. If Whalien Match 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 31.

Robo-Dog

Robo-Dog helps build knowledge of the phonological structure and meaning of words (vocabulary), and helps develop the ability to accurately identify spoken words by relying on sound cues alone, without the aid of visual or context cues (auditory word recognition).

Robo-Dog also improves the ability to make correct distinctions based on individual phonemes (phonological accuracy), and the ability to identify and manipulate speech sounds in a quick and efficient manner (phonological fluency).

The object of Robo-Dog is to identify the picture that represents a pronounced target word.



Working on Robo-Dog

To work on Robo-Dog, the participant clicks the yellow planet on Goldie the robo-dog's tag to hear a word pronounced. Four pictures appear on the screen. The participant must click the picture that represents the pronounced word. Points are awarded for each correct answer.

Robo-Dog presents words that differ by initial or final sound, or both. For example, the words *rake* and *lake* differ by initial sound. At the highest level, Robo-Dog also presents academic vocabulary, such as math and science terminology.

Rewarding Progress in Robo-Dog

The three buttons on the dog collar represent the consecutive correct counter. The buttons light up to indicate the number of consecutive correct responses. When the participant answers three consecutive trials correctly, a biscuit appears in the biscuit box on the left and the counter resets. When the participant answers three consecutive trials correctly three times, Goldie gets to eat the biscuits, the empty biscuit box moves to the right side of the screen, and the exercise awards bonus points.

When the participant accumulates four empty biscuit boxes, the golden biscuit box appears. This box fills with gold bones instead of biscuits. Bonus points are awarded when the golden biscuit box is filled, and the participant earns a special gold bone, which is displayed in the upper left corner of the screen. These gold bones can help indicate a more successful session performance.

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.

Using Help in Robo-Dog

If the participant needs assistance with the vocabulary, the participant can click the Help (?) button next to Goldie to activate help. A question mark inside the planet indicates that help is on. When help is on, the exercise pronounces the word for each picture and briefly displays the picture on the screen before each trial is presented. This allows the participant to review the vocabulary before the actual trial starts.

Help remains on until the participant turns it off by clicking the Help button again, or until the participant completes all of the trials in the current content group.



When help mode is active, the participant will receive fewer points for a correct answer. In addition, fewer bonus points will be earned, and the trial will not count toward advancement in the exercise.

Understanding the Science in Robo-Dog

Robo-Dog first presents words in which the speech sounds have been digitally altered using patented methods (including selective intensity increases and duration extensions) to provide enhanced learning opportunities. Initially, the consonant sounds in each word have been lengthened and enhanced relative to the vowel sound. For example, the word *lake* is initially presented with acoustically modified versions of the /l/ and /k/ sounds.

As the participant progresses through the exercise, Robo-Dog decreases this processing, and eventually presents the words using natural speech.

The five processing level markers (stars) at the top of the screen represent the different speech processing levels in Robo-Dog. 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 five markers light up, the participant is working in the highest level.

Mastering Robo-Dog

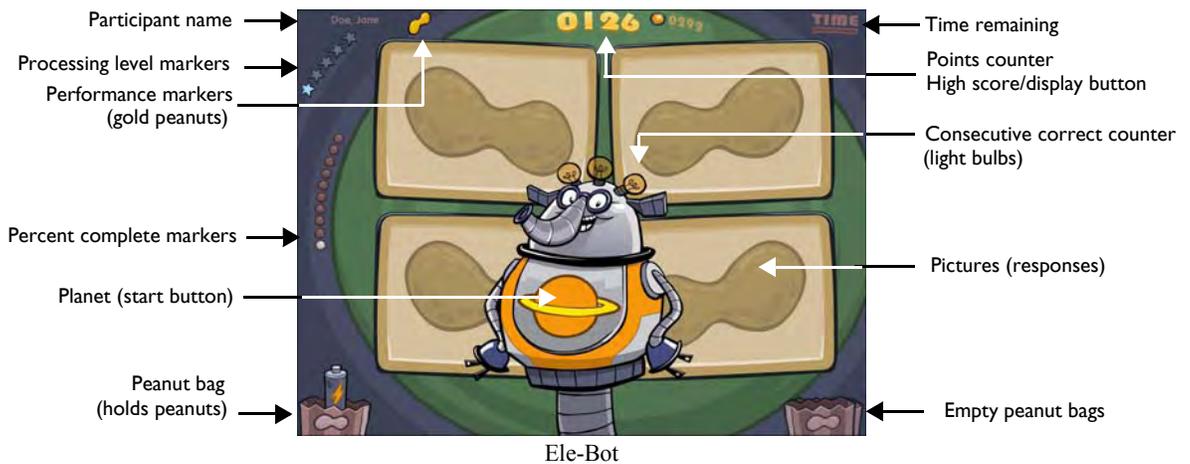
The participant will continue to work on the exercise until the skills in the exercise are mastered. If Robo-Dog is revisited, the participant will continue to repeat the content at the highest level. For more information on revisiting exercises, see “Completing the Product” on page 31.

TIP	The following keyboard shortcuts are available in Robo-Dog:	
	Button	Keyboard shortcut
	Planet (start button)	Down arrow or space bar
	Pictures (responses), top left to bottom right	Number keys 1 through 4

Ele-Bot

Ele-Bot helps improve the participant's understanding of the relationship between words, grammar, and meaning (language structures). It also helps increase the speed at which the participant identifies and understands rapid, successive changes in sound (listening accuracy).

The object of Ele-Bot is to identify the picture that best represents a sentence or answers a question.



Working on Ele-Bot

To work on Ele-Bot, the participant clicks the yellow planet on Ella the electro-bot to hear a sentence pronounced. Two to four pictures are displayed on the screen. The participant must click the picture that most accurately represents the sentence. Points are awarded for each correct answer.

Ele-Bot presents questions and sentences that involve a range of grammatical difficulty. For example:

- “The boy is eating.” (easier)
- “The mouse is not being chased by the cat.” (more difficult)

The higher levels in Ele-Bot expose the participant to more complex grammar, but the participant is not required to master these trials in order to advance in the exercise.

Rewarding Progress in Ele-Bot

The light bulbs on Elle's head represent the consecutive correct counter. The light bulbs light up to indicate the number of consecutive correct responses. When the participant answers three consecutive trials correctly, a peanut appears in the bag on the left and the counter resets. When the participant answers three consecutive trials correctly three times, Elle gets to eat the peanuts, and the empty bag moves to the right side of the screen.

When the participant accumulates four empty peanut bags, the golden peanut bag appears. This bag fills with gold peanuts instead of regular peanuts. Bonus points are awarded when the golden peanut bag is filled, and the participant earns a special gold peanut, which is displayed in the upper left corner of the screen. These gold peanuts can help indicate a more successful session performance.

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.

Understanding the Science in Ele-Bot

Ele-Bot first presents sentences in which the speech sounds have been digitally altered using patented methods (including selective intensity increases and duration extensions) to provide enhanced learning opportunities. Initially, the consonant sounds in each word have been lengthened and 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 exercise, Ele-Bot decreases this processing, and eventually presents the sentences using natural speech.

The five processing level markers (stars) at the top of the screen represent the different speech processing levels in Ele-Bot. 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 five markers light up, the participant is working in the highest level.

Mastering Ele-Bot

The participant will continue to work on the exercise until the skills in the exercise are mastered. If Ele-Bot 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 31.

TIP	The following keyboard shortcut is available in Ele-Bot:	
	Button	Keyboard shortcut
	Planet (start button)	Down arrow or space bar
	Pictures (responses), top left to bottom right	Number keys 1 through 4

Space Commander

Space Commander 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 (working memory).

Space Commander also helps improve the participant's understanding of the relationship between words, grammar, and meaning (language structures), and helps increase the speed at which the participant identifies and understands rapid, successive changes in sound (listening accuracy).

Space Commander presents a three-dimensional flight deck with rows of colored shapes. The object of the exercise is to correctly identify or manipulate those shapes according to the instructions presented.



Space Commander

Working on Space Commander

To work on Space Commander, the participant clicks the yellow planet on the control tower to hear the flight commander Admiral Bird present an instruction and illuminate the shapes on the flight deck. The participant must then follow that instruction. To touch a shape, the participant must click it. To move a shape, the participant must click and hold the mouse, drag the shape to the new location, then release the mouse button. Points are awarded for each correct answer, and bonus points are awarded after nine correct answers. If the instructions are followed incorrectly, the flight commander clears the flight deck, repeats the instructions, and indicates the correct action.

Space Commander starts with a preparatory stage that demonstrates the sizes, shapes, and colors referenced in the instructions. When the participant shows proficiency in this task, the preparatory stage automatically ends and the exercise begins. Additionally, each new session begins with 10 warm-up trials to help prepare the participant for that work session.

Space Commander presents instructions that include a range of difficulty. For example:

- “Touch the green circle.” (easier)
- “Put the blue circle between the yellow square and the white square.” (more difficult)

Additionally, some of the trials in Space Commander expose the participant to more complex instructions, but the participant is not required to master these trials in order to advance in the exercise.

Rewarding Progress in Space Commander

The flight commander represents the consecutive correct counter. She counts the number of consecutive correct responses on her fingers. Additionally, the signal officer behind the flight deck raises his signal flags. When the participant answers three consecutive trials correctly, the signal officer directs the pilot bird to fly into the globe and counter resets. As the participant continues answering trials correctly in a session, more and more birds fill the globe, which can help indicate a more successful session performance.

The percent complete markers on the left indicate the percentage of completed content in the exercise. Each one represents 10% of the exercise. When all 10 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.

Understanding the Science in Space Commander

Space Commander first presents instructions in which the speech sounds have been digitally altered using patented methods (including selective intensity increases and duration extensions) to provide enhanced learning opportunities. Initially, the consonant sounds in each word have been lengthened and enhanced relative to the vowel sound. For example, the word *red* is initially presented with acoustically modified versions of the /r/ and /d/ sounds.

As the participant progresses through the exercise, Space Commander decreases this processing, and eventually presents the instructions using natural speech.

The five processing level markers (stars) above the control tower represent the different speech processing levels in Space Commander. 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 five markers light up, the participant is working in the highest level.

Mastering Space Commander

The participant will continue to work on the exercise until the skills in the exercise are mastered. If Space Commander 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 31.

TIP The following keyboard shortcut is available in Space Commander:

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

Administering the Exercises

Use the following information to help administer the Fast ForWord Language 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.

Exercises 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 31.

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 Gateway 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 www.scientificlearning.com/products.

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.

Click a tab to view performance in an exercise or return to the Points screen

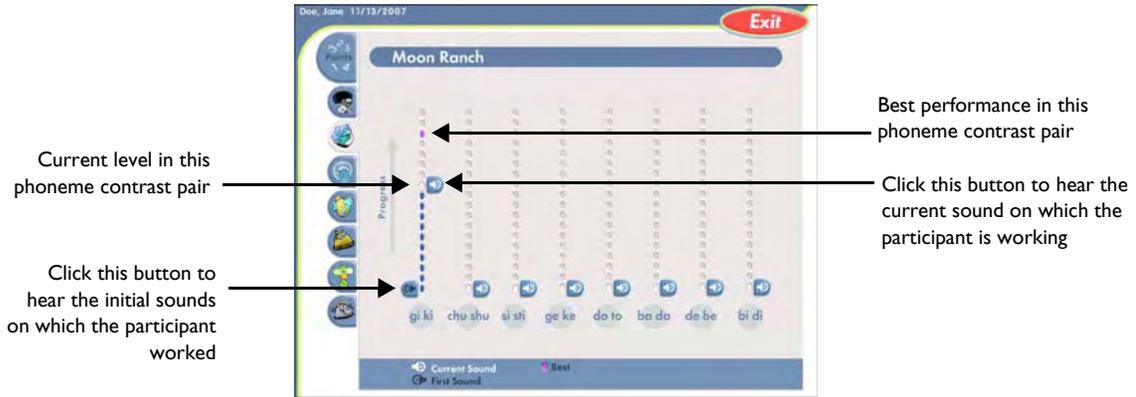
Points	Last Day	Total
Sky Gym	75	275
Moon Ranch	0	225
Hoop Nut	57	162
Whalien Match	0	801
Robo-Dog	62	226
Space Commander	35	357
Ele-Bot	71	210
Participation Bonus	100	600

Last Day's Total 225 Grand Total 2256

Success Viewer – Points

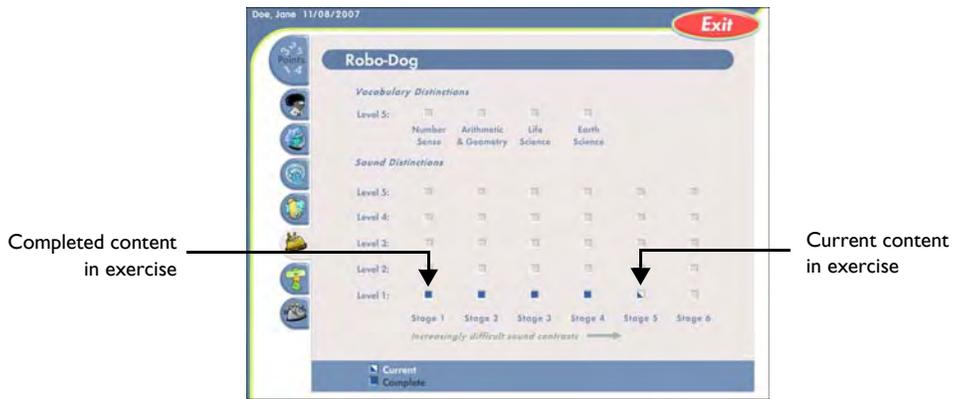
To view details about the participant’s performance in an individual exercise, or to return to the Points screen, click the corresponding tab on the left. To exit the Success Viewer, click Exit.

The screens for Sky Gym, Moon Ranch, and Hoop Nut display a vertical graph for each phoneme contrast pair or sweep duration.



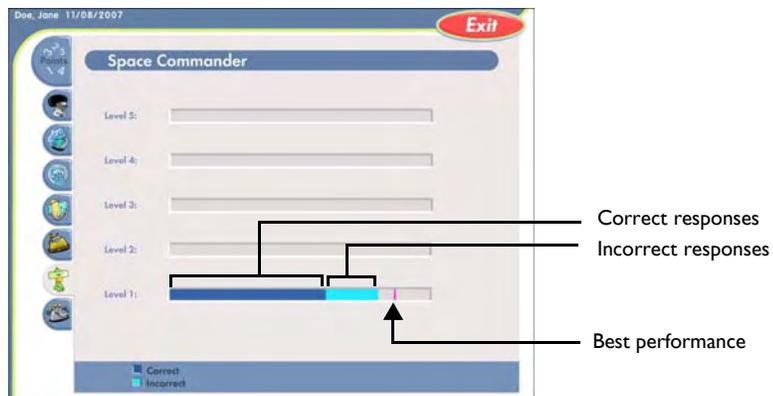
Success Viewer – Moon Ranch

The screens for Whalien Match and Robo-Dog display boxes for the content in the exercises.



Success Viewer – Robo-Dog

The screens for Space Commander and Ele-Bot displays horizontal bar graphs for each story.



Success Viewer – Space Commander

The Default Protocol

By default, the Fast ForWord Language v2 product presents three to 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 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.

