

Chapter 3

Fast ForWord Literacy

This chapter describes each of the Fast ForWord Literacy 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 Literacy is the first product in the secondary education product sequence.

The Exercises

The Fast ForWord Literacy product consists of six exercises: three sound exercises and three 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:

- Space Racer
- Galaxy Goal
- Spin Master

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 three word exercises are described in this chapter:

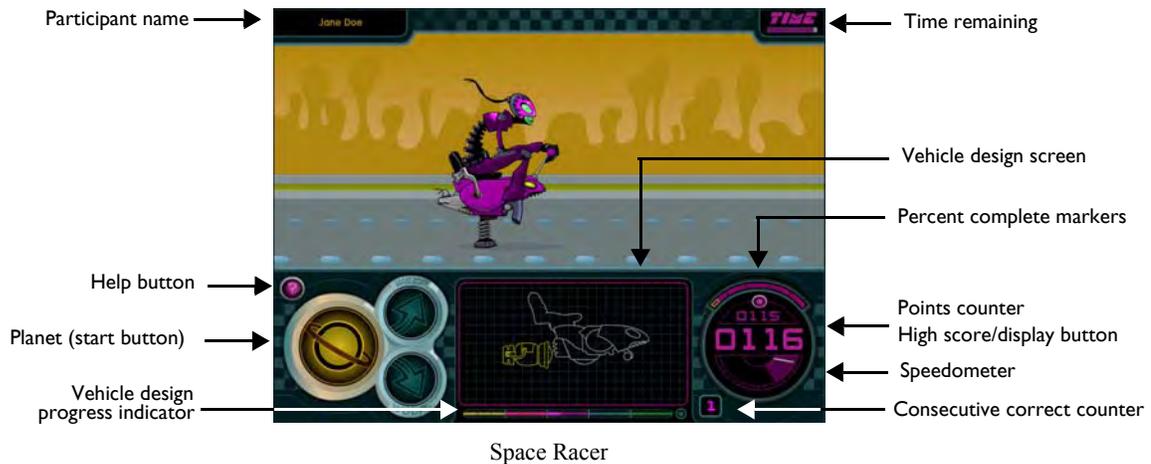
- Lunar Tunes
- Star Pics
- Stellar Stories

Each of the exercises in the Fast ForWord Literacy 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*.

Space Racer

Space Racer 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 Space Racer is to race on the space track as quickly as possible by correctly identifying a sequence of two sound sweeps.



Working on Space Racer

To work on Space Racer, 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 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.

Space Racer starts with a preparatory stage for each frequency sweep in the exercise. When the participant masters the preparatory stage for a frequency, the exercise automatically begins. The preparatory stage will be revisited when a new frequency is encountered for the first time.

Rewarding Progress in Space Racer

The consecutive correct counter indicates the number of consecutive correct responses. When the participant answers three consecutive trials correctly, a reward animation plays and the counter resets.

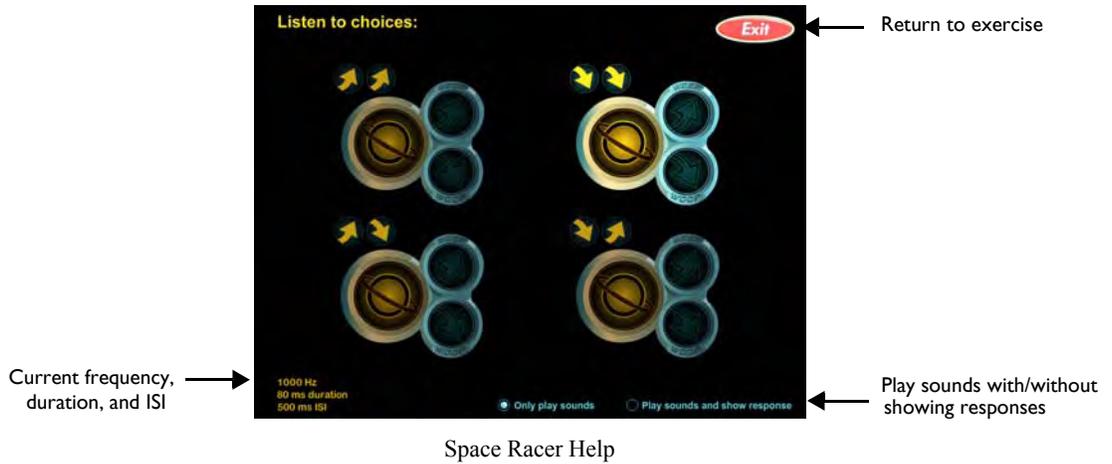
In each session, the space racer's speed increases and the racer's vehicle begins to wear down as the participant answers trials correctly. The speedometer indicates the speed of the racer. Once the speedometer enters the pink zone, the participant can start building a new vehicle. Each time the participant answers three consecutive trials correctly three times, the vehicle design screen adds a new part to the racer's next vehicle. The vehicle design progress marker indicates the number of parts that have been added to the vehicle. When the new vehicle is completely built, the vehicle transforms.

The percent complete markers above the speedometer indicate the percentage of completed content in the exercise. Each marker represents 10% of the exercise. When all of the markers are filled in, 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 Space Racer

If the participant needs assistance identifying the sound sweeps, the participant can click the Help (?) button below the yellow planet to see the different sequences of sound sweeps presented for the current frequency (Hz), duration (length of each sound sweep), and ISI (time between sound sweeps).



When help 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 radio button at the bottom of the screen.

NOTE Using help does not affect the participant's standing in Space Racer.

Understanding the Science in Space Racer

Space Racer 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.

Space Racer presents sound sweeps in three frequency ranges:

Frequency Ranges
High (2000 Hz)
Middle (1000 Hz)
Low (500 Hz)

As the participant progresses in a frequency, Space Racer 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 Space Racer, and consequently the highest level, is 25 ms.

Space Racer presents the following durations in each frequency range:

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

Mastering Space Racer

The participant will continue to work on the exercise until the skills in the exercise are mastered. If Space Racer 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 78.

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

Galaxy Goal

Galaxy Goal 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 Galaxy Goal is to identify when a new syllable interrupts a repeated syllable.



Galaxy Goal

Working on Galaxy Goal

To work on Galaxy Goal, the participant clicks the yellow planet on the soccer ball 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 soccer ball again. If the soccer ball is clicked too early or too late, the trial is counted as incorrect. When the participant answers the trial correctly, the player kicks the soccer ball toward the goal. Points are awarded for each correct answer.

Rewarding Progress in Galaxy Goal

The consecutive correct counter indicates the number of consecutive correct responses. When the participant answers three consecutive trials correctly, a reward animation plays and the counter resets. When the participant answers three consecutive trials correctly three times, bonus points are awarded and a reward animation plays. As the participant continues answering trials correctly in a session, more and more soccer balls can be seen orbiting the planet, which can help indicate a more successful session performance.

The percent complete markers below the participant name 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 Galaxy Goal

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

Galaxy Goal 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 Galaxy Goal

The participant will continue to work on the exercise until the skills in the exercise are mastered. If Galaxy Goal 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 78.

TIP The following keyboard shortcuts are available in Galaxy Goal:

Button

Planet (start trial)

Planet (response)

Keyboard shortcut

Down arrow or space bar

Up arrow

Spin Master

Spin Master 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 Spin Master is to identify a target syllable when presented in a sequence of two syllables.



Spin Master

Working on Spin Master

To work on Spin Master, the participant clicks the yellow planet to hear a target syllable. The participant must listen carefully as the DJ plays two syllables, one on each turntable. One turntable plays the target syllable, and the other plays a syllable that differs from the target syllable by a single phoneme. The participant must click the turntable that played the target syllable. Points are awarded for each correct answer, and bonus points are awarded after 10 correct answers.

Rewarding Progress in Spin Master

The consecutive correct counter in the reel indicates the number of consecutive correct responses. When the participant answers three consecutive trials correctly, a ring on the reel fills in, and the counter resets. When all three rings in the reel are filled in, the DJ launches the two discs from the turntables into the open slots on the dance floor. When three sets of discs have been launched, after the next three consecutive correct trials the disco party moves up to the next floor. As the participant continues answering trials correctly in a session, the disco floor number increases, which can help indicate a more successful session performance.

The percent complete markers in the laser generator indicate the percentage of completed content in the exercise. Each marker represents 10% of the exercise. When all of the markers are 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 Spin Master

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

Spin Master presents the following phoneme contrast pairs of syllables:

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

Mastering Spin Master

The participant will continue to work on the exercise until the skills in the exercise are mastered. If Spin Master 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 78.

TIP The following keyboard shortcuts are available in Spin Master:

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

Lunar Tunes

Lunar Tunes 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).

Lunar Tunes displays an amplifier with speakers in groups of four, eight, and sixteen. Each speaker has a syllable or word associated with it. The object of Lunar Tunes is to match all the syllables and words into pairs using the fewest clicks.



Lunar Tunes

Working on Lunar Tunes

To work on Lunar Tunes, the participant clicks a yellow speaker to hear the exercise pronounce a syllable or word. The participant must click the other yellow speakers on the amplifier to find the speaker with the matching syllable or word. If the participant clicks a speaker that matches one already clicked, the participant must click the first speaker of the pair to confirm the match. The two speakers turn off. Points are awarded for each correct match.

Rewarding Progress in Lunar Tunes

The click counter beneath the stage displays the number of attempts (clicks) available to match all of the speakers on the screen. Each time the participant clicks a speaker, this number is reduced by one. However, even when this number reaches zero, the participant can still match syllables and words. For each correct match, the instrument case lowers a bit closer to the stage. When the participant matches all of the speakers on the screen within the allowed number of clicks, the instrument case plugs into the stage, opens, and a musician jumps onto the stage and awards any remaining clicks as bonus points. As the participant continues answering trials correctly in a session, more and more hands can be seen in the audience, which can help indicate a more successful session performance.

The percent complete markers below the speakers 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 Lunar Tunes

Lunar Tunes 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, Lunar Tunes decreases this processing, and eventually presents the syllables and words using natural speech.

The five processing level markers at the top of the amplifier represent the different speech processing levels in Lunar Tunes. 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 Lunar Tunes

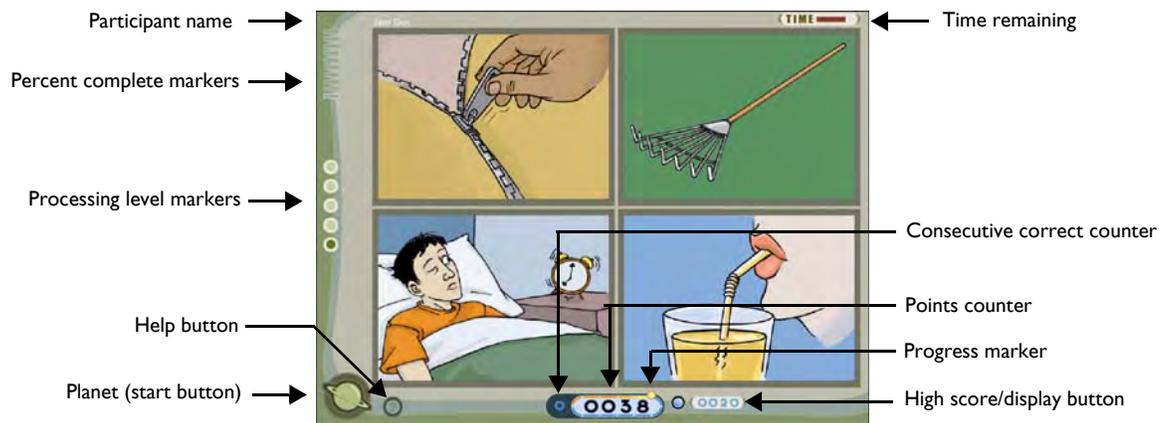
The participant will continue to work on the exercise until the skills in the exercise are mastered. If Lunar Tunes is revisited, the participant will continue to repeat the content at the highest level. For more information on revisiting exercises, see “Completing the Product” on page 78.

Star Pics

Star Pics 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).

Star Pics 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 Star Pics is to identify the picture that represents a pronounced target word.



Star Pics

Working on Star Pics

To work on Star Pics, the participant clicks the yellow planet to hear a word pronounced. Four pictures appear on the screen. The participant must then click the picture that represents the pronounced word. Points are awarded for each correct answer.

Star Pics presents words that differ by initial sound or final sound. For example, the words *rake* and *wake* differ by initial sound. At the highest level, Star Pics presents more advanced vocabulary from the other exercises in the product, such as Stellar Stories; and academic vocabulary, such as math and science terminology.

Rewarding Progress in Star Pics

The consecutive correct counter indicates the number of consecutive correct responses. When the participant answers three consecutive trials correctly, the progress marker above the score advances and the counter resets. Bonus points are awarded when the progress marker completes one rotation around the score.

The percent complete markers in the upper left corner 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.

Star Pics Help

If the participant needs assistance with the vocabulary, the participant can click the Help (?) button next to the yellow planet to activate help. A question mark inside the planet indicates that help is on. When help is on, Star Pics 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 less points for a correct answer. In addition, bonus points will not be earned, and the trial will not count for advancement in the exercise.

Understanding the Science in Star Pics

Star Pics 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, Star Pics decreases this processing, and eventually presents the words using natural speech.

The five processing level markers on the left of the screen represent the different speech processing levels in Star Pics. 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 Star Pics

The participant will continue to work on the exercise until the skills in the exercise are mastered. If Star Pics 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 78.

TIP	The following keyboard shortcuts are available in Star Pics:	
	Button	Keyboard shortcut
	Planet (start button)	Down arrow
	Pictures, top left to bottom right	Number keys 1 through 4

Stellar Stories

Stellar Stories 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).

Stellar Stories 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 Stellar Stories is to listen to a story and then answer questions and follow instructions.



Stellar Stories – Narration

Working on Stellar Stories

Stellar Stories consists of three stories in five levels: *It Happened One Night*, *The Tank of Doctor Wong*, and *Something About Sally*, with the last two stories repeated in levels 4 and 5, respectively. 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, Stellar Stories 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 Stellar Stories

Stellar Stories begins each chapter with the narration and listening comprehension activity.



Stellar Stories – Narration

To work on the narration and listening comprehension activity, the participant clicks the yellow planet to start the narration. The exercise aurally presents a chapter of the story along with illustrations. The current chapter is indicated at the bottom of the screen. The chapter length icons next to the current chapter indicate the number of pages in that chapter. As the exercise presents each page, the corresponding icon highlights, indicating the location in the chapter.



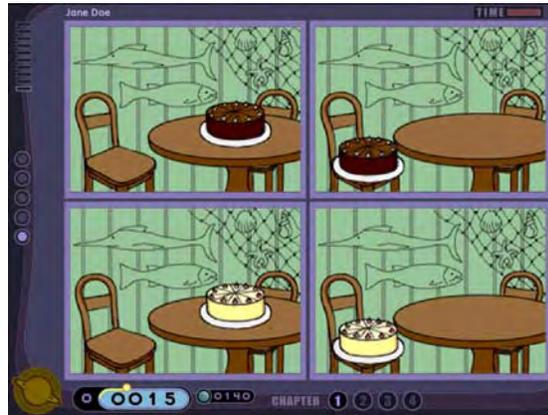
Stellar Stories – Listening Comprehension

When the narration ends, the participant clicks the yellow planet to hear a question related to the story. The participant must 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 Stellar Stories

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



Stellar Stories – 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. Then the participant must 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:

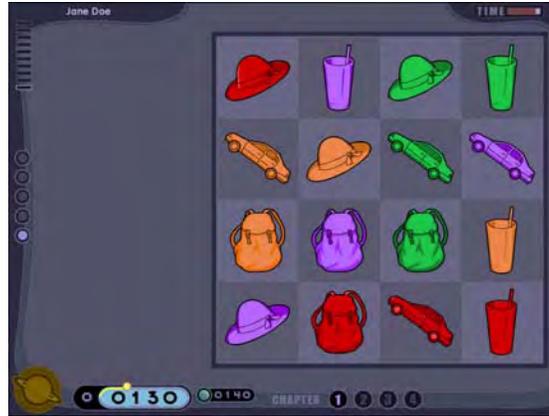
- “Sally sees the envelopes on the table.” (easier)
- “The girl that is hugging the baby brother is laughing.” (harder)

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 Stellar Stories

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



Stellar Stories – Following Directions

In the following directions activity, the participant clicks the yellow planet to hear an instruction. The participant must 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 completes 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 Stellar Stories

Throughout Stellar Stories, the consecutive correct counter indicates the number of consecutive correct responses. When the participant answers three consecutive trials correctly, the progress marker above the score advances and the counter resets. Bonus points are awarded when the progress marker completes one rotation around the score.

The percent complete markers on the upper 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 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 Stellar Stories

Stellar Stories presents the first story with the speech sounds digitally altered using patented methods (including selective intensity increases and duration extensions) to provide enhanced learning opportunities. 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, Stellar Stories decreases this processing, and eventually presents the last story using natural speech.

Story	Processing Level
It Happened One Night	Level 1 (most processed)
The Tank of Dr. Wong	Level 2 (less processed)
Something About Sally	Level 3 (less processed)
The Tank of Dr. Wong	Level 4 (less processed)
Something About Sally	Level 5 (natural speech)

The five processing level markers on the left side of the screen represent the different speech processing levels in Stellar Stories. While the participant works in a level, the corresponding marker lights up. When the participant completes a level, the next marker lights up. When all five markers light up, the participant is working in the highest level.

Mastering Stellar Stories

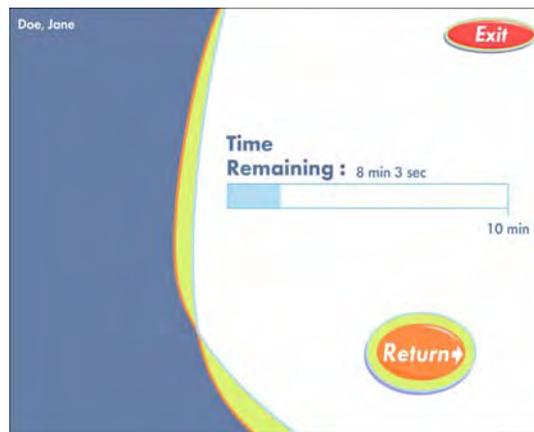
The participant will continue to work on the exercise until the skills in the exercise are mastered. If Stellar Stories is revisited, the participant will continue to repeat the last story at the highest level. For more information on revisiting exercises, see “Completing the Product” on page 78.

Administering the Exercises

Use the following information to help administer the Fast ForWord Literacy 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 78.

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
Space Racer	116	231
Galaxy Goal	44	186
Spin Master	39	193
Lunar Tunes	180	304
Star Pics	40	60
Stellar Stories	30	270
Participation Bonus	100	200
Last Day's Total		549
Grand Total		1444

Success Viewer – Points

To view details about the participant’s performance in each 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 Space Racer, Galaxy Goal, and Spin Master display a vertical graph for each phoneme contrast pair or sound sweep duration.

Current level in this phoneme contrast pair

Click this button to hear the initial sound on which the participant worked

Best performance in this phoneme contrast pair

Click this button to hear one of the current sounds on which the participant is working

Success Viewer – Galaxy Goal

The screens for Lunar Tunes and Star Pics display boxes for the content in the exercises.

Completed content in exercise

Current content in exercise

Success Viewer – Star Pics

The screen for Stellar Stories displays horizontal bar graphs for each story.

Correct responses

Incorrect responses

Best performance

Success Viewer – Stellar Stories

The Default Protocol

By default, the Fast ForWord Literacy product presents six 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 Literacy 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 Literacy 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.