

Chapter 7

Fast ForWord to Reading 2

This chapter describes each of the Fast ForWord to Reading 2 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.

The Exercises

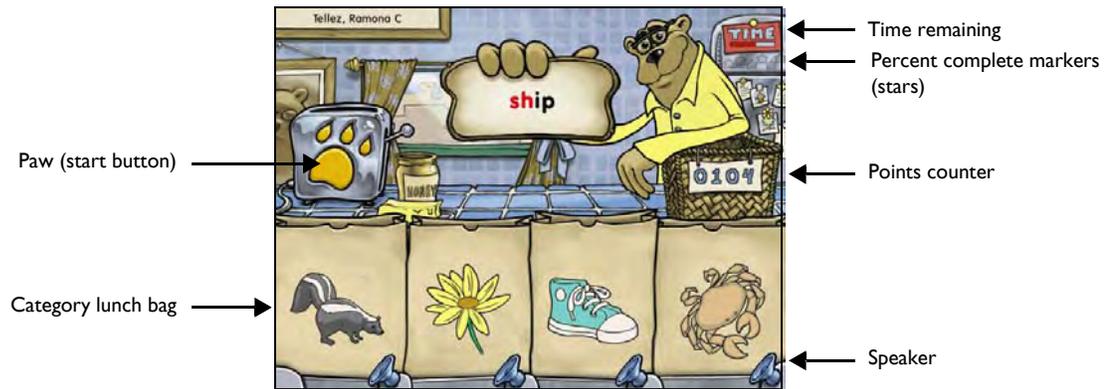
The Fast ForWord to Reading 2 product consists of six exercises. These exercises focus on skills that correlate to reading curriculum standards. The following sections in this chapter describe each exercise:

- Bear Bags: More Lunch
- Magic Bird
- Fish Frenzy
- Leaping Lizards
- Ant Antics
- Dog Bone

Bear Bags: More Lunch

Bear Bags uses categorization to help improve phonemic awareness, understanding of the alphabetic principle, and decoding skills.

The participant helps Papa Bear make more lunch by sorting the words into the appropriate phoneme-based categories.



Bear Bags: More Lunch

The participant clicks the yellow paw on the toaster to start making lunch. A word with a target sound (or sounds) is pronounced and presented on a piece of toast. One of the lunch bags displays a picture of an item that includes the same sound. The participant must click the lunch bag with the same target sound as the word on the toast to sort the toast into the proper category. Points are awarded for each correct answer, and bonus points are awarded after 24 correct answers.

To hear a word pronounced again, the participant can click the paw. However, the participant receives fewer points for a correct answer, and the trial will not advance their standing in the exercise.

When a category is first seen, the exercise presents an aural description of that category. The participant can click the speaker next to each lunch bag to hear the category description again; however, the participant can save time and sort more words by remembering the category instead of clicking the speaker.

Bear Bags: More Lunch – Fluency Round

When the paw turns into a timer, the fluency round (or *speed round*) begins. The participant must work on the exercise as before, but faster; they only have a few seconds to sort each word. The participant should sort the words as quickly as possible, without making mistakes, to earn the most points. Bonus points are not displayed until the fluency round ends. The fluency round ends when the timer runs out.

NOTE Bear Bags: More Lunch 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.

Bear Bags: More Lunch encourages the participant to continue working on the exercise by displaying stars on the screen as the participant masters the content within the exercise. The participant will continue to work on the exercise until the skills in the exercise are mastered.

TIP The following keyboard shortcuts are available in Bear Bags: More Lunch

Button

Paw

Category bags, left to right

Keyboard shortcut

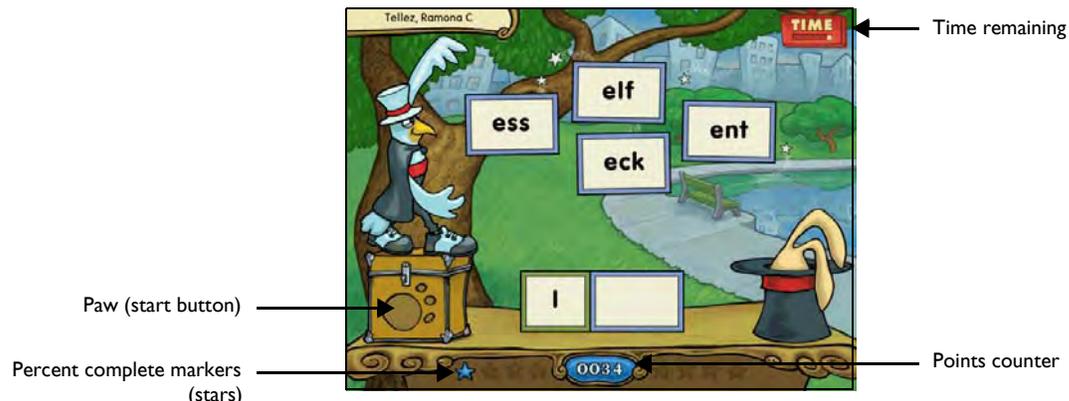
Space bar

Number keys 1 through 4

Magic Bird

Magic Bird uses word building to help improve spelling and to help develop sensitivity to letter-sound correspondences.

The participant helps the magician change one word into another by choosing the correct letters to spell the word.



Magic Bird

The participant clicks the yellow paw on the magic box to start. Magic Bird visually displays a word on the table. In most cases, the word is also pronounced. Part of the word on the table disappears, and several new letter combinations appear at the top of the screen (see above). A target word, similar to the first word, is then pronounced. The participant must click the correct letter combination to spell the target word. Points are awarded for each correct answer, and bonus points are awarded after 12 correct answers.

To hear a word pronounced again, the participant can click the paw. This does not cost points and does not affect their standing in the exercise.

Words that are spelled correctly on the first try are worth more points; words spelled correctly on the second or third try are worth fewer points. After the third attempt to spell the word, the exercise displays the correct spelling, and no points are awarded. For the trial to be counted as a correct answer, the participant must spell the word correctly on the first attempt.

Once these skills are mastered, the exercise presents a new spelling challenge. A partially spelled word is displayed on the table. Then, Magic Bird displays various letter combinations above the table. The participant must click the letter combinations that form actual words with the letters on the table to receive points for each correctly spelled word. Once the participant spells all of the possible words or selects an incorrect response, the round ends. To master this round, the participant must spell all the possible words correctly on the first attempt.

Magic Bird encourages the participant to continue working on the exercise by displaying stars on the screen as the participant masters the content within the exercise.

The participant will continue to work on the exercise until the skills in the exercise are mastered.

TIP The following keyboard shortcuts are available in Magic Bird:

Button

Paw

Responses, left to right/top to bottom

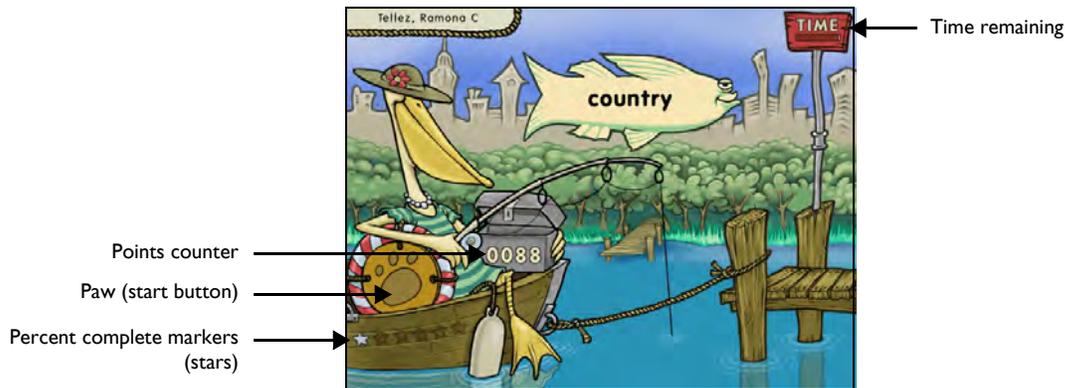
Keyboard shortcut

Space bar

Number keys 1 through 9

Fish Frenzy

Fish Frenzy helps develop decoding skills, auditory memory, and the visual identification of words as the participant recognizes and selects target words within a series of other words. The participant also works on visual tracking to strengthen left-to-right reading patterns.



Fish Frenzy

The participant clicks the yellow paw on the life preserver to start. A target word is presented by the fishing pelican. Then, a series of fish with words displayed on them fly across the screen. The participant must click the fish with the word that matches the target word. Points are awarded for each correct answer, and bonus points are awarded after 12 correct answers.

At first, the words in Fish Frenzy are both visually displayed and pronounced, and the fish fly slowly across the screen. After some practice, only the target word is pronounced, only the responses are visually displayed, and the fish fly faster across the screen.

Fish Frenzy – Fluency Round

When the paw turns into a timer, the fluency round (or *speed round*) begins. The participant must work on the exercise as before, but faster; they only have a few seconds to find the target word. The participant should respond as quickly as possible, without making mistakes, to earn the most points. Bonus points are not displayed until the fluency round ends. The round ends when the timer runs out.

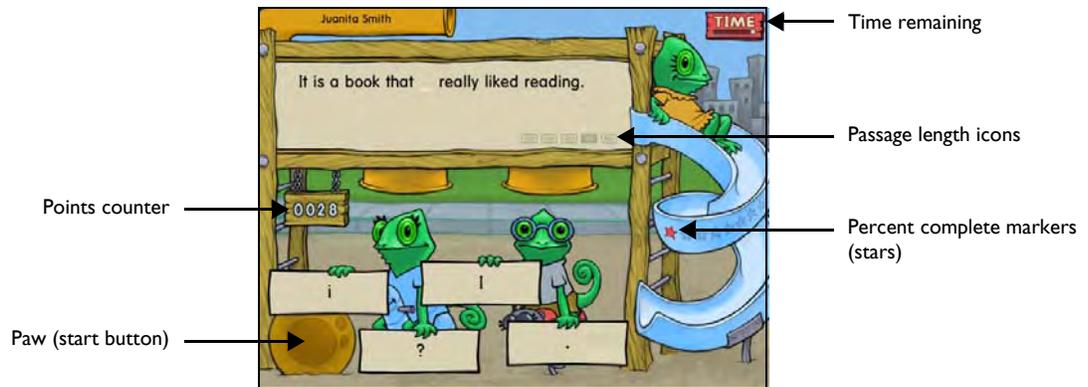
NOTE Fish Frenzy tracks participant responses during the fluency round, but does not use this information to advance the participant's standing in the exercise. Instead, the fluency round is an opportunity for the participant to review the material at a faster pace and earn extra points.

Fish Frenzy encourages the participant to continue working on the exercise by displaying stars on the screen as the participant masters the content within the exercise. The participant will continue to work on the exercise until the skills in the exercise are mastered.

TIP	The following keyboard shortcuts are available in Fish Frenzy:
Button	Keyboard shortcut
Paw	Space bar
Response	Down arrow

Leaping Lizards

Leaping Lizards helps improve sentence comprehension and vocabulary skills as the participant selects the correct response to fill in the blank and complete the sentence.



Leaping Lizards

The participant clicks the yellow paw to start. An incomplete sentence is displayed. In the beginning, the sentence is also spoken aloud. Then, the lizards display four possible responses. The participant must click the word, letter, or punctuation mark that best fills in the blank and completes the sentence. Points are awarded for each correct answer, and bonus points are awarded after 8 correct answers.

Leaping Lizards presents sentences alone or in sequence—creating brief fiction or nonfiction passages. Icons below the sentence indicate the number of sentences in the current passage. As a sentence is presented, the corresponding icon highlights, indicating the location in the passage. If the participant exits the exercise before completing a passage, Leaping Lizards presents the entire passage the next time the participant enters the exercise.

Leaping Lizards encourages the participant to continue working on the exercise by displaying stars on the screen as the participant masters the content within the exercise. The participant will continue to work on the exercise until the skills in the exercise are mastered.

TIP The following keyboard shortcuts are available in Leaping Lizards:

Button

Paw

Responses, left to right/top to bottom

Keyboard shortcut

Space bar

Number keys 1 through 4

Ant Antics

Ant Antics helps develop critical reading and sentence comprehension as the participant matches the pictures to their descriptive titles.



Ant Antics

The participant clicks the yellow paw on the globe to see a picture projected on the classroom wall. Then, four sentences or phrases are displayed on the notebook below. The participant must click the sentence or phrase that best describes what is happening in the picture. For each correct answer, points are awarded, and the ant on the notebook climbs a little higher, reaching the top of the notebook after 10 correct answers. Bonus points are then awarded and a reward animation plays.

Ant Antics encourages the participant to continue working on the exercise by displaying stars on the screen as the participant masters the content within the exercise. The participant will continue to work on the exercise until the skills in the exercise are mastered.

TIP	The following keyboard shortcuts are available in Ant Antics:	
Button		Keyboard shortcut
Paw		Space bar
Responses, top to bottom		Number keys 1 through 4

Dog Bone

Dog Bone helps improve listening comprehension, reading skills, and working memory as the participant listens to passages while reading along, independently re-reads passages, and answers multiple-choice questions.



Dog Bone

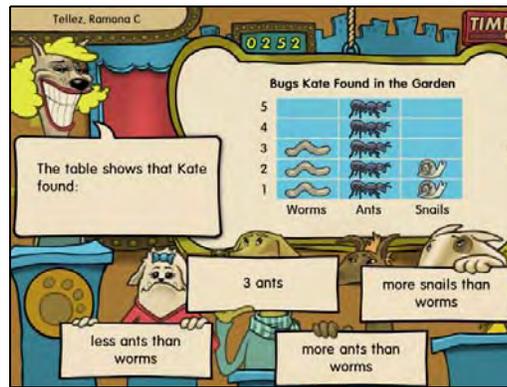
The participant clicks the yellow paw on the podium to start. A page of text from a fiction or nonfiction passage is presented. The exercise poses a question about the text, and the dogs below present four possible responses. The participant must click the response that correctly answers the question. Points are awarded for each correct answer, and bonus points are awarded after 6 correct answers.

At first, the pages and questions are read aloud, as well as displayed on the screen. Each line of text in a page is highlighted as it is read aloud. If the participant successfully completes a passage, the exercise presents the passage again, but without audio, so the participant can read the pages on their own. The exercise presents the same passages to provide practice in re-reading, but asks new questions to provide a challenge. When the participant finishes reading a page that has not been read aloud, they must click the Done Reading button (not shown).

Dog Bone presents the pages of text from long passages and presents them in sequence to strengthen listening and reading comprehension. Icons at the bottom of the screen indicate the number of pages in the current passage (not shown). As a page is presented, the corresponding icon highlights, indicating the location in the passage.

If a question is answered incorrectly, that page will be presented again. If the participant exits the exercise before completing a passage, Dog Bone presents the entire passage the next time the participant enters the exercise.

At the highest level in the exercise, Dog Bone presents tables, charts, or graphs instead of passages.



Dog Bone: Chart

The participant clicks the yellow paw to start. A table, chart, or graph is displayed on the screen. At this level, none of the material is read aloud. Then, Dog Bone displays a question. The dogs present four possible answers. The participant must click the response that correctly answers the question.

Dog Bone encourages the participant to continue working on the exercise by displaying stars on the screen as the participant masters the content within the exercise. The participant will continue to work on the exercise until the skills in the exercise are mastered.

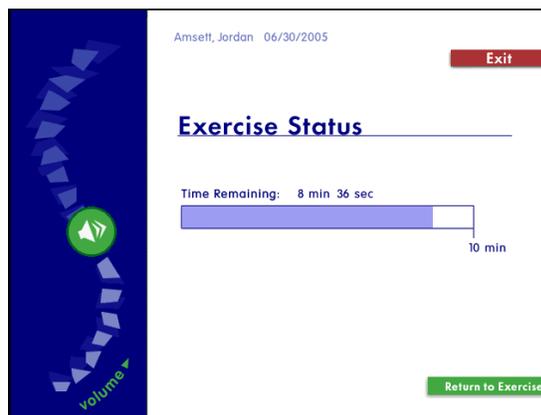
TIP	The following keyboard shortcuts are available in Dog Bone:
Button	Keyboard shortcut
Paw,	Space bar
Done Reading	Space bar
Responses, left to right	Number keys 1 through 4

Administering the Exercises

Use the following information to help administer the Fast ForWord to Reading 2 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 adjust the volume, 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:

- **Windows** – Press and hold the Control key, then press =
- **Macintosh** – Press and hold the Command key, then press =

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

When the Exercise Status screen is open:

- To adjust the volume, click and drag the sound button on the left of the screen.
- To return to the exercise, click Return to Exercise.
- To quit the exercise, click Exit.

NOTE Each exercise maintains the volume setting for that participant across days, and does not need to be set again.



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.

Exiting an Exercise Early

If the participant exits an exercise early, that exercise will appear grayed out on the Select an Exercise screen for the rest of the session. To complete the exercise, the participant must start a new session. The following example illustrates this process:

- A participant works on Dog Bone for 5 minutes in the morning and uses the Exercise Status screen to exit the exercise before the required 8 minutes is complete. That exercise appears grayed out on the Select an Exercise screen. However, when that participant returns that afternoon and opens the product to the Select an Exercise screen, Dog Bone is available and only requires 3 more minutes of work to complete the exercise for that day.

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, an animation signals the end of the session, 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 also displays the stars awarded by each exercise as the participant masters the exercise content. The stars encourage the participant to continue working on an exercise. When an exercise has been completely mastered, all of the stars are displayed.

	Last Day	Total
Bear Bags: More Lunch	104	1322
Fish Frenzy	95	1040
Magic Bird	91	982
Ant Antics	109	1109
Leaping Lizards	89	1203
Dog Bone	73	902
Last Day's Total	561	Grand Total 6558

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 side of the screen. To exit the Success Viewer from any screen, click Exit.

For each exercise, goal and task information appear at the top of the screen. Below that, results for each section of the exercise are indicated with graphs that reflect current and completed content.

The screen for Dog Bone displays participant performance through the different skill levels with bar graphs.



Success Viewer – Dog Bone

The screens for the rest of the exercises provide an overview of a participant’s performance by marking the levels a participant has completed with a check mark, and by marking the levels that are currently being worked on or that will be repeated with a half-filled box.



Success Viewer – Bear Bags: More Lunch

The Default Protocol

By default, the Fast ForWord to Reading 2 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 to Reading 2 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.
