

Chapter 8

Fast ForWord to Reading 3

This chapter describes each of the Fast ForWord to Reading 3 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 3 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:

- Scrap Cat
- Canine Crew
- Twisted Pictures
- Chicken Dog
- Book Monkeys
- Hog Hat Zone

Scrap Cat

Scrap Cat uses categorization to help develop decoding skills, vocabulary, automatic word recognition, and an understanding of semantics (meaning), syntax (part of speech), phonology (sound structure), morphology (word structure), and conceptual relationships.

The participant helps Scrap Cat recycle the bottles and cans by sorting the words into their appropriate categories.



Scrap Cat

The participant clicks the yellow paw on Scrap Cat’s T-shirt to start recycling. A bottle or can rolls down the recycling chute and displays a word. The participant must click the bin that is labeled with the category that best corresponds to the target word, and the can or bottle is vacuumed by the sorting machine and launched into the chosen bin. Points are awarded for each correct answer. When the participant answers 10 trials correctly, bonus points are awarded and a reward animation plays.

The participant can click the speaker next to each category bin to hear the category read aloud.

Scrap Cat Help

If the participant needs assistance identifying the meaning of the displayed word, the participant can click the Help (?) button at the bottom of the recycling chute. The number of syllables in that word and a short definition of the word appear.

NOTE When the participant uses the Help button, the participant will only receive one point for the correctly answered trial. In addition, bonus points will not be earned, and the trial will not count for advancement in 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 Scrap Cat:	
	Button	Keyboard shortcut
	Paw	Space bar
	Category bins, top to bottom	Number keys 1 through 4

Canine Crew

Canine Crew uses word pairing to help develop decoding skills, vocabulary, automatic word recognition, and understanding of semantics (meanings), phonology (sound structure), and conceptual relationships.

The participant helps the crew pave the streets and get traffic moving again by matching the bricks into pairs using the fewest number of clicks.



Canine Crew

The participant clicks the yellow paw sign to display the bricks with words written on them. Depending on the instructions given, the object is to match synonyms (words that have the same meaning), antonyms (words that have the opposite meaning), rhymes (words that end in the same sound), or homophones (words that sound the same but have different meanings).

Once the bricks are displayed, the participant clicks on a word. The participant must find and click the matching word. If the participant clicks two matching bricks in succession, the two bricks disappear. There is one brick that doesn't have a match. The participant must avoid that brick to save a click. Points are awarded for each correct answer, and bonus points are awarded after ten correct trials.

The click counter, located in the lower right corner, displays the number of attempts the participant has left to clear the current grid of bricks and still earn points. Each time a brick with a word is clicked, one token brick in the wheelbarrow disappears. When there are no more bricks in the wheelbarrow, the participant can still click the matching bricks until the grid is cleared, they just don't earn points.

When the entire grid is cleared of matching bricks, a bonus point is awarded for each token brick that remains in the wheelbarrow. Bricks that are matched correctly on the first try are worth five points; bricks on the second try are worth one point.

To repeat the instructions on what type of words to match, the participant can press and hold Control (or Command) and then press H. This does not affect points or advancement in the exercise.

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

TIP	The following keyboard shortcut is available in Canine Crew:
Button	Keyboard shortcut
Paw	Space bar

Chicken Dog

Chicken Dog helps develop spelling, letter-sound correspondences, and phonemic (sound structure) awareness as the participant spells out and finishes the incomplete words.

Chicken Dog is a hot dog stand that makes its customers spell words for their food. The participant helps sell hot dogs as they complete word spellings.



Chicken Dog

The participant clicks the yellow paw on the cash register. A hot dog is presented with an incomplete target word displayed on it. The target word is then pronounced. The participant must click the condiment container displaying the correct missing letters. Points are awarded for each correct answer, and bonus points are awarded after 10 correct answers.

To hear the target word pronounced again, the participant can click the paw. This does not affect points or advancement in 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 Chicken Dog:	
	Button	Keyboard shortcut
	Paw	Space bar
	Condiments, left to right/top to bottom	Number keys 1 through 5

Twisted Pictures

Twisted Pictures helps develop sentence comprehension, syntax (part of speech), working memory, logical reasoning, and vocabulary as the participant matches the pictures to their descriptive titles.

The participant helps the museum get things organized by matching the correct descriptive sentences to their corresponding paintings.



Twisted Pictures

The participant clicks the painting of the yellow paw to see a painting and four sentences. The participant must click the sentence that best describes what is happening in the painting. Points are awarded for each correct answer, and bonus points are awarded after 10 correct answers.

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 Twisted Pictures:

Button

Paw

Responses, top to bottom

Keyboard shortcut

Space bar

Number keys 1 through 4

Book Monkeys

Book Monkeys helps develop paragraph comprehension, the understanding of cause and effect, the ability to make inferences, working memory, and vocabulary as the participant reads paragraphs and answers related questions.

Monkeying around in the library and not putting the books where they belong has left the library in a big mess. The participant helps the librarian get the library back in order.



Book Monkeys

The participant clicks the yellow paw to start. A monkey hangs from the ceiling and holds a book that displays a paragraph (not shown). After reading the paragraph, the participant should click the Done Reading sign in the lower right corner and the librarian asks a question. Other monkeys display possible answers on note cards. The participant must click the response that best answers the question. Points are awarded for each correct answer, and bonus points are awarded when the participant answers 10 trials correctly.

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

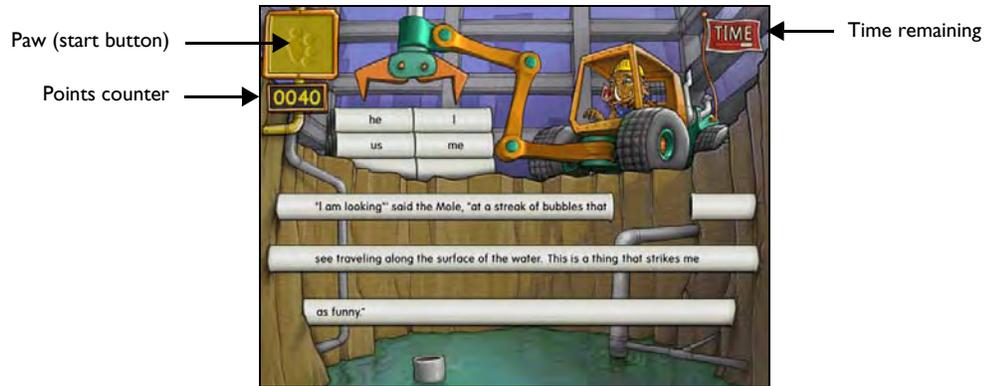
TIP The following keyboard shortcuts are available in Book Monkeys:

Button	Keyboard shortcut
Paw	Space bar
Done Reading	Space bar
Responses, top to bottom	Number keys 1 through 4

Hog Hat Zone

Hog Hat Zone helps develop paragraph comprehension as well as an understanding of pronouns, auxiliary verbs, prefixes, and suffixes. Hog Hat Zone also helps the participant make the links between words and sentences, and helps build a foundation for further vocabulary growth.

The Hog boss and her construction crew can't seem to put the piping and girders together correctly. The participant helps them fill in the missing pieces by selecting the most appropriate words to fill in the blanks.



Hog Hat Zone

The participant clicks the yellow paw sign to see a paragraph displayed on the underground pipes or framework girders. Some of the words are missing from the paragraph. Three to four choices for the first missing word are displayed on pipes or girders at the top of the screen. The participant must click the word that best fills in the first blank. New choices will appear for the second blank.

The participant must continue to fill in the missing words until paragraph is complete. When the last paragraph blank is correctly filled, a crane lowers the correct pipe or girder into place to complete the paragraph. Points are awarded for each correct answer, and bonus points are awarded after 10 correct answers (a trial is one blank space in the paragraph).

NOTE To see the complete list of books and stories used to compile the exercise paragraphs for Hog Hat Zone, visit our Web site at www.scientificlearning.com/support.

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

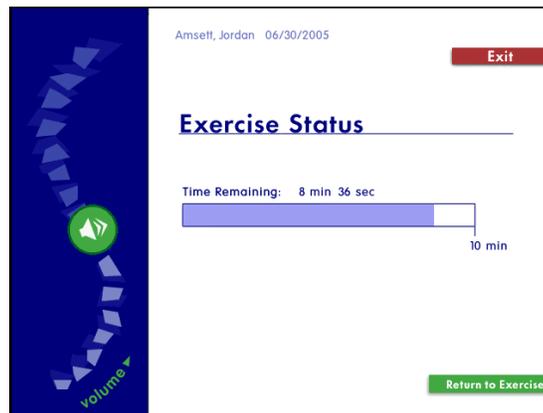
TIP	The following keyboard shortcuts are available in Hog Hat Zone:
Button	Keyboard shortcut
Paw	Space bar
Responses, top left to bottom right	Number keys 1 through 4

Administering the Exercises

Use the following information to help administer the Fast ForWord to Reading 3 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 Chicken Dog 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, Chicken Dog 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.



John J. Montgomery 03/21/2003

Exit

	Points	Last Day	Total
Scrap Cat		270	604
Canine Crew		232	590
Chicken Dog		202	670
Twisted Pictures		212	634
Book Monkeys		224	714
Hog Hat Zone		203	695
Last Day's Total		1343	Grand Total 3907

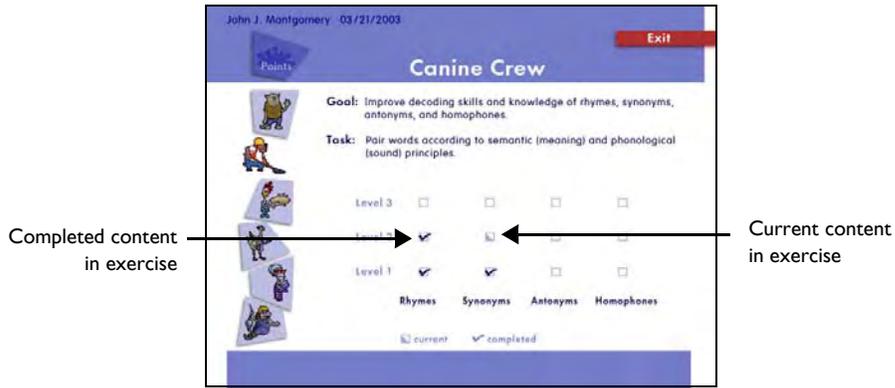
Click a tab to view performance in an exercise or return to the Points screen

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.

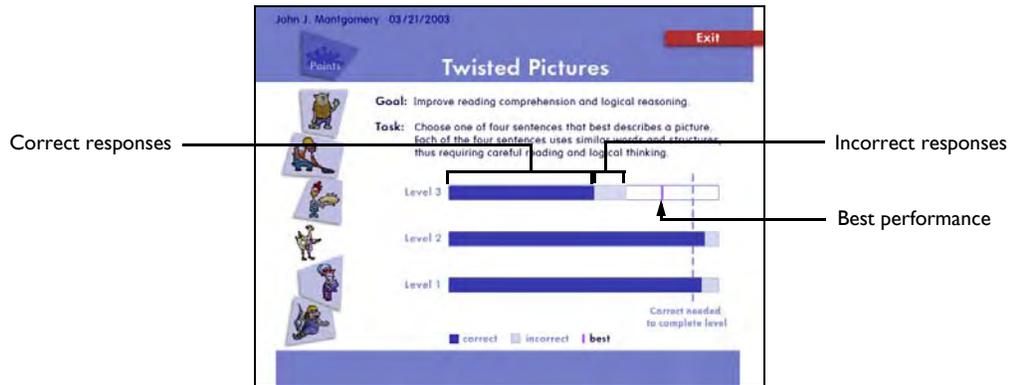
For each exercise, goal and task information appear at the top of the screen. Below that, results for each section of the exercise are indicated with graphs that reflect current and completed content.

The screens for Scrap Cat, Canine Crew, and Chicken Dog provide an overview of a participant’s performance by displaying which levels or groups a participant has completed with a check mark and which levels or groups are currently being worked on with a half-filled box.



Success Viewer – Canine Crew

The screens for Twisted Pictures, Hog Hat Zone, and Book Monkeys display participant progress through the different skill levels with bar graphs.



Success Viewer – Twisted Pictures

NOTE If the bar representing correct answers does not reach the dashed line, the participant must repeat all of the questions at the level, and the graphical representations for the level are reset.

The Default Protocol

By default, the Fast ForWord to Reading 3 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 3 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.
