

Chapter 9

Fast ForWord to Reading 4

This chapter describes each of the Fast ForWord to Reading 4 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 4 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:

- Hoof Beat
- Jitterbug Jukebox
- Stinky Bill's Billboard
- Lulu's Laundry Line
- Book Monkeys: Book Two
- Goat Quotes

Hoof Beat

Hoof Beat helps develop decoding skills, vocabulary, sentence comprehension, and the understanding of semantics (meaning), syntax (part of speech), phonology (sound structure), morphology (word structure), and orthography (spelling and alphabetizing). It also introduces the participant to homophones (words that sound the same) and homographs (words that are spelled the same).

The KPAW Radio reporter is out on the streets of the city, asking questions of the inhabitants. Four lucky citizens do their best to respond to the questions. The participant helps KPAW decide which answers to broadcast by selecting the most accurate response.



Hoof Beat

The participant clicks the yellow paw on the giraffe's microphone to present a word or instruction. The participant must click the response that best corresponds to the word or instruction presented. Points are awarded for each correct answer, and bonus points are awarded after 10 correct answers.

NOTE To hear the word pronounced again for spelling questions, click the yellow 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 Hoof Beat:

Button	Keyboard shortcut
Paw	Space bar
Animals, left to right	Number keys 1 through 4

Jitterbug Jukebox

Jitterbug Jukebox helps develop spelling, letter-sound correspondences, phonological awareness and vocabulary as the participant spells words that are pronounced.

The folks in the diner want to dance. The participant selects tunes on the diner's old jukebox by spelling words using the jukebox buttons.



Jitterbug Jukebox

The participant clicks the yellow paw on the jukebox to hear a word pronounced. Homophones (words that sound the same but are spelled differently) are presented within a spoken sentence for clarity. The participant must click the available letters to correctly spell the word, and then click the Done button. If an incorrect letter is clicked, the trials end and the correct word is displayed. Also, the entire word must be correct before the Done button is clicked. When the word is correctly spelled, a small reward animation plays. Points are awarded for each correct answer, and bonus points are awarded after 10 correct answers.

NOTE To hear the target word (or sentence) pronounced again, the participant can click the yellow 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 Jitterbug Jukebox:

Button	Keyboard shortcut
Paw	Space bar
Letters	Corresponding letters on the keyboard
Done	Enter/Return

Stinky Bill's Billboard

Stinky Bill's Billboard helps develop sentence comprehension while reinforcing the links between word meaning and sentence structure. The exercise also focuses on decoding, which helps build a foundation for further vocabulary growth and a better understanding of word structure.

Stinky Bill keeps dropping important words as he tries to paste them on his billboard. The participant helps him get the missing words back on the billboard where they belong by selecting the correct word to fill in the appropriate blank spaces.



Stinky Bill's Billboard

The participant clicks the yellow paw sign to see Stinky Bill paste a sentence on his billboard. A few words fall into the hands of the animals below. The participant must click the word that best completes the sentence. 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.

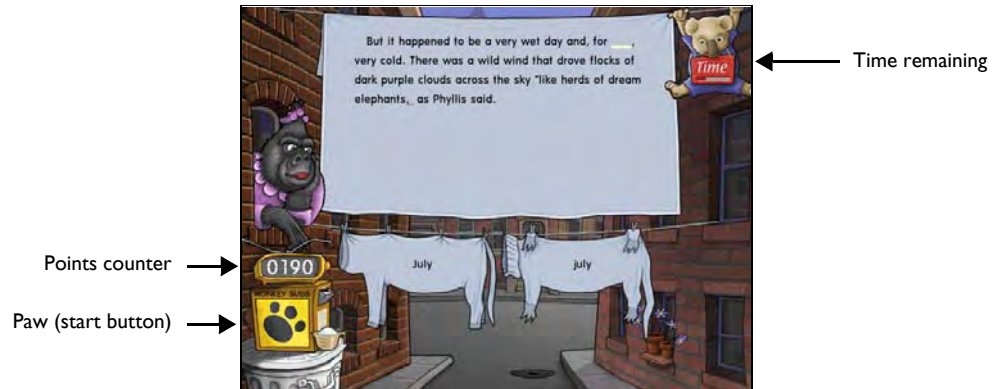
TIP The following keyboard shortcuts are available in Stinky Bill's Billboard:

Button	Keyboard shortcut
Paw	Space bar
Responses, left to right	Number keys 1 through 4

Lulu's Laundry Line

Lulu's Laundry Line helps develop capitalization and punctuation skills as the participant edits sentences and short paragraphs. This exercise also helps the participant understand the links between words and sentences, and builds a foundation for better sentence and paragraph comprehension.

Lulu and her friends have been busy all day with their washing chores. The participant helps them finish sorting the laundry by correctly selecting the word or punctuation mark that belongs in the displayed paragraph.



Lulu's Laundry Line

The participant clicks the yellow paw on the box of soap to see a paragraph displayed. Some of the words and punctuation are missing from the paragraph. Two to four choices for the first missing word or punctuation mark are displayed on Lulu's line of freshly hung laundry. The participant must click the word or punctuation mark 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 and punctuation until the paragraph is complete. 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 Lulu's Laundry Line, 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 Lulu's Laundry Line:
Button	Keyboard shortcut
Paw	Space bar
Responses, top left to bottom right	Number keys 1 through 4

Book Monkeys: Book Two

Book Monkeys: Book Two helps develop paragraph comprehension, working memory, and vocabulary as the participant learns to think logically about what he or she is reading. It also helps expand the understanding of cause and effect, and exercises the ability to make inferences.

Those monkeys still haven't finished organizing the city library. The participant helps them clean up by correctly answering questions about the paragraphs and schedules presented.



Book Monkeys: Book Two

The participant clicks the yellow paw to begin organizing the library. 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. The paragraph disappears and the librarian asks a question. A few monkeys display possible answers on note cards. The participant must click the response that best answers the question.

When all of the paragraphs for that session have been presented, the librarian moves into the Reading Room, where she presents a table or schedule then asks a question.



Book Monkeys: Book Two – Reading Room

The participant clicks the yellow paw to see the table or schedule. The table or schedule remains on the screen as the librarian asks a question. A few monkeys display possible answers. The participant must click the response that works best in the table or schedule.

In both sections, 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.

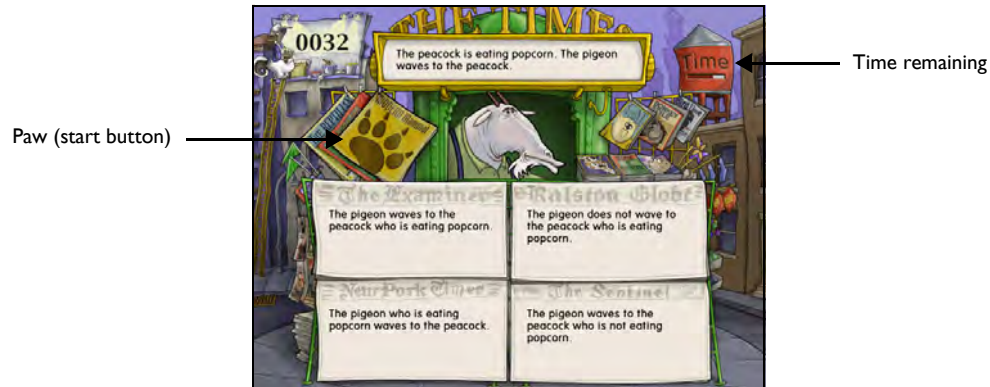
TIP The following keyboard shortcuts are available in Book Monkeys: Book Two:

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

Goat Quotes

Goat Quotes helps develop sentence and paragraph comprehension as the participant learns to paraphrase short paragraphs. Working memory, logical reasoning, decoding, syntax (grammar), and vocabulary are also strengthened in this exercise.

Mr. Goat can be very picky; he only likes to eat papers with sentences that match his newsstand headlines. The participant helps choose the most appropriate paper for him to munch on.



Goat Quotes

The participant clicks the yellow paw to see a headline displayed on the sign above the newsstand. The four newspapers below attempt to paraphrase the headline, but only one is correct. The participant must click the sentence that best matches the headline. 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 Goat Quotes:

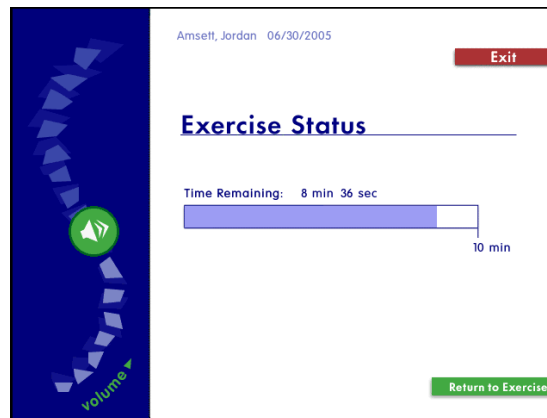
Button	Keyboard shortcut
Paw	Space bar
Responses, top to bottom	Number keys 1 through 4

Administering the Exercises

Use the following information to help administer the Fast ForWord to Reading 4 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 Hoof Beat 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, Hoof Beat 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.

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

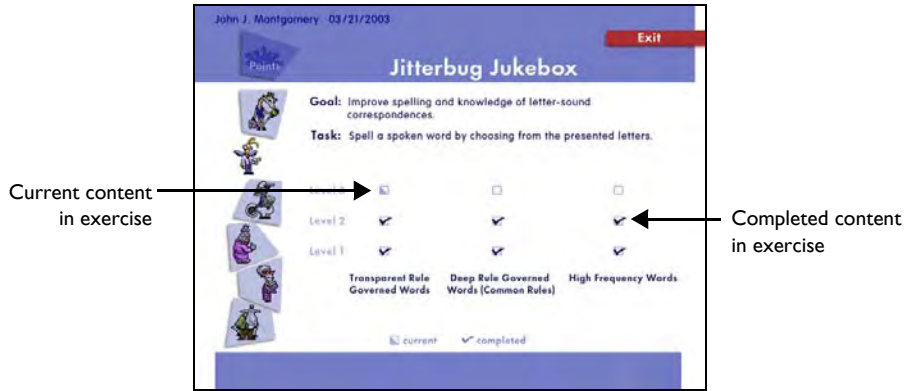
	Points	Last Day	Total
Hoof Beat		270	604
Jitterbug Jukebox		232	590
Stinky Bill's Billboard		202	670
Lulu's Laundry Line		212	634
Book Monkeys: Book Two		224	714
Goat Quotes		203	695
Last Day's Total		743	Grand Total 3907

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 Hoof Beat and Jitterbug Jukebox provide an overview of a participant’s performance by displaying the levels a participant has completed with a check mark and the levels are currently being worked on with a half-filled box.



Success Viewer – Jitterbug Jukebox

The screens for Lulu’s Laundry Line, Goat Quotes, Stinky Bill’s Billboard, and Book Monkeys: Book Two display participant progress through the different skill levels with bar graphs.



Success Viewer – Goat Quotes

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 4 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 4 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.
