

Fast ForWord Language to Reading Gateway Edition

This section describes each of the Fast ForWord Language to Reading Gateway Edition exercises in detail and then outlines the administration process. For information on how to install, set up, or run the software, refer to “Installing Fast ForWord Gateway Edition” on page 95 and “Using Fast ForWord Gateway Edition” on page 99.

The Exercises



The Fast ForWord Language to Reading product consists of one sound exercise and four word exercises. The five exercises work together to develop the understanding of basic speech sounds as well as the fundamental skills for reading improvement.

The sound exercise, Trog Walkers, presents tonal sweeps using different frequencies, different sequences of multiple sounds, and different time durations.

The word exercises present words either in isolation or within sentences with various levels of linguistic complexity. The words and sentences in the exercises have been acoustically modified to emphasize the rapidly changing speech elements within natural speech. Participants also work on graphemes, the letters that represent phonemes, and on visual tracking to strengthen left-to-right reading patterns.

The four word exercises included in the product are:

- Bug Out!
- Polar Cop
- Treasure in the Tomb
- Start-Up Stories

Trog Walkers



Trog Walkers helps improve organization and focus by presenting tonal sweeps using different frequency ranges, different sequences of multiple sounds, and different time durations. The frequencies and durations of the sweep sounds correspond to the some of the rapid transitions in the sounds of the English language.

The object of the exercise is to run the race as quickly as possible by correctly identifying sequences of sweep sounds.



Trog Walkers

To start the exercise, the participant uses the left and right scroll buttons in the left window to select a character (not shown). Then the participant clicks the lightning bolt in the center of the dashboard display. (If the lightning bolt is not clicked within a few seconds, the exercise proceeds with the selected character.)

The participant clicks the **bugle** in the center of the screen. A sequence of two sweeping sounds is presented. A sweep sound 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 repeat the sequence of sounds 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. As the participant progresses in the exercise, Trog Walkers presents sequences of three, four and five sound sweeps.

The on-screen dashboard includes:

- **Map:** shows the position of each runner on the track, along with the other racers
- **Bugle:** click to hear the next set of sound sweeps
- **Gearshift:** indicates the number of tones in the current sound sequence (two to five)
- **Speedometer:** indicates speed of runner (increases with successive correct responses)

When a race is completed, Trog Walkers returns to the character selection screen so a character can be chosen for the next race. After progressing in the exercise, the participant can also select different background scenes for the race. The Prehistoric Age scene is available in the beginning of the exercise. The Jungle Age scene is available when the participant finishes one-third of the exercise, or has participated for 11 days. The Space Age scene is available when the participant finishes two-thirds of the exercise, or has participated for 21 days.

Scene	Availability
Prehistoric Age	Always
Jungle Age	One-third complete or 11 participation days
Space Age	Two-thirds complete or 21 participation days

Trog Walkers first uses sounds with durations longer than those typically found in natural speech. As the participant progresses, Trog Walkers decreases the duration of the sound sweeps, eventually using sounds with durations typically found in natural speech, and also decreases the length of time between sound sweeps.

Once the skills in the exercise are mastered, the participant will continue to repeat the content at the shortest durations.



TIP The following keyboard shortcuts are available in Trog Walkers:

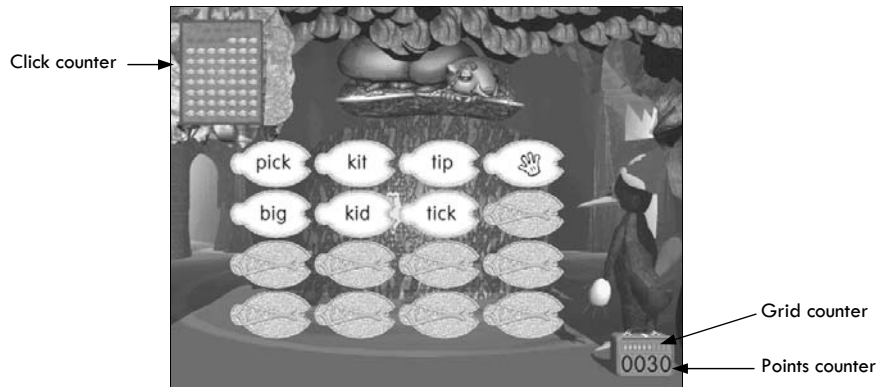
Button	Keyboard shortcut
Bugle (sound button)	Up arrow
Up arrow button	Left arrow
Down arrow button	Right arrow

Bug Out!



Bug Out! helps improve word analysis and organization and focus skills. Using both auditory and visual clues, the participant pairs up matching words. The words in the exercises have been digitally processed to emphasize the rapidly changing elements within natural speech.

Bug Out! presents two by two, three by three, and four by four grids of bugs (tiles). Each tile has a word associated with it. The object of Bug Out! is to match all the words into pairs using the fewest number of clicks.



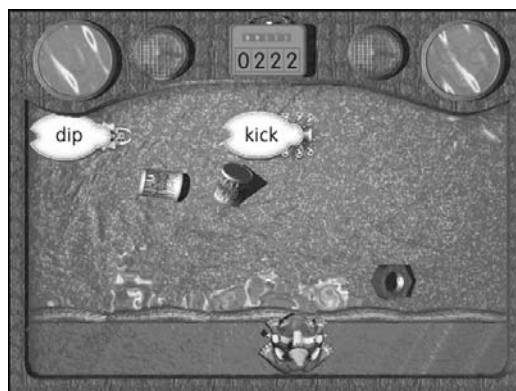
Bug Out!

The participant clicks a tile (bug). Bug Out! pronounces a word and displays that word on the tile. To find the tile's match, the participant must click the other tiles on the grid. If the participant clicks a new tile that matches one already clicked, the word is heard but not displayed. The participant must go back and click the first tile of the pair to confirm the match. The two tiles disappear. Points are awarded for each correct match.

The **click counter** in the upper left corner displays the number of attempts available to clear the current grid. Each time a tile is clicked, one token disappears. However, even when these tokens are gone, the participant can still click tiles until the grid is cleared; they just don't earn the extra points. When the entire grid is cleared of tiles, one bonus point is awarded for each token that remains.

The **grid counter** displays the number of completed grids by adding a light to the lunchbox. After the tenth grid has been completed, Bug Out! presents the bonus exercise.

Bonus Exercise



Bug Out! Bonus Exercise

The bonus exercise is presented each time ten grids have been successfully cleared. In the bonus exercise, the participant moves a frog across the screen, avoiding obstacles to catch bugs.

When the bonus exercise begins, a target word is pronounced. Then, bugs with words on them move across the screen. When a bug with the target word appears, the participant must move the frog by moving the mouse until the frog is directly below the bug with the correct word. The participant must watch out for obstacles that block the frog's tongue. Then the participant must click the mouse button to stick out the frog's tongue and catch a bug. As many as eight bugs may crawl across the screen, but only one or two bugs match the target word.

In the bonus exercise, the lunchbox displays the current score and a light for each bonus point currently available. Participants must correctly identify the bugs that match the target word to receive a bonus point for each remaining light. However, each time a bug is caught that doesn't match, or a matching bug is missed, one available bonus point is lost.

The participant returns to the regular Bug Out! exercise after five incorrect responses or ninety seconds.



NOTE The product tracks participant responses during the bonus exercise, but does not use the data to advance the participant's progress in the exercise. Instead, the bonus exercise is a fun opportunity for the participant to review the material learned and earn extra points.

Once the skills in the exercise are mastered, the participant will continue to repeat the content at the highest level.

Polar Cop



Polar Cop helps improve word analysis and organization, working memory, and focus skills. Participants also work on phonological awareness and visual tracking to strengthen left-to-right reading behavior. Using auditory clues, the participant must remember a spoken word while waiting for the matching word to be presented.

The object of Polar Cop is to recognize and select the target word within a series of other words.



Polar Cop

The participant clicks the **Chief Dog** sound button on the top center of the screen to start the exercise. A word is pronounced. Then, a series of words are pronounced and displayed as penguins pass across the screen. The participant must click the written word when it matches the original word pronounced. Points are awarded for each correct answer.

Polar Cop takes place in following three scenes:

- Penguin Procession: penguin burglars escape on foot with the stolen words
- Car Chase: penguins flee in a getaway car with the police in hot pursuit
- Line-up: guilty penguins line up for identification and present the evidence



TIP The following keyboard shortcuts are available in Polar Cop:

Button	Keyboard shortcut
Chief Dog (sound button)	Up arrow
Target word	Down arrow

Bonus Exercise



Polar Cop Bonus Exercise

Polar Cop includes a bonus exercise within the following scenes:

- Igloo (shown above)
- Road Block
- Polar Word Bank

In the bonus exercise, a mascot (polar bear informant, helicopter, or seal) appears in the lower left corner of the screen and presents a target word. The goal is to match the original target word with words that the bonus exercise presents. To hear and view the target word, the participant clicks the mascot. Then, as the exercise presents words, the participant must click the match to the target word.

The participant returns to the regular Polar Cop exercise once the trials in the bonus exercise are completed. The Igloo scene has three trials; the Road Block and Polar Word Bank scenes each have one trial.



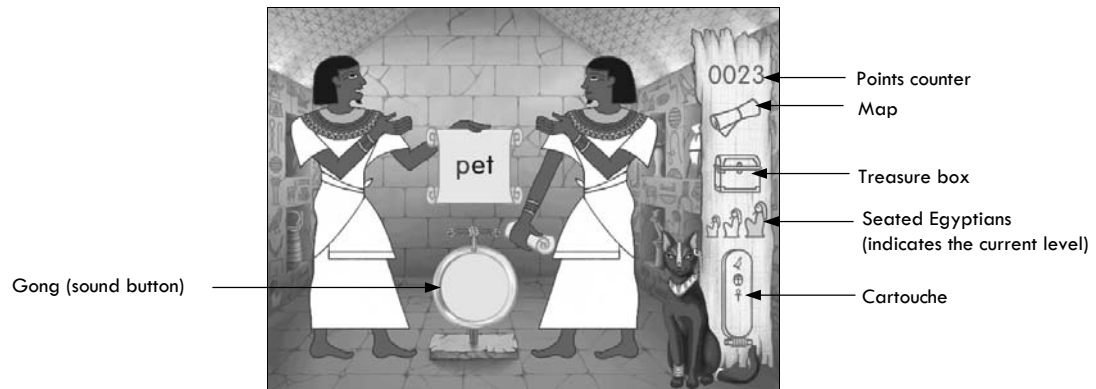
NOTE The product tracks participant responses during the bonus exercise, but does not use the data to advance the participant's standing in the exercise. Instead, the bonus exercise is a fun opportunity for the participant to review the material learned and earn extra points.

Treasure in the Tomb



Treasure in the Tomb helps improve word analysis, organization, and focus skills. It also helps improve phonological awareness and working memory.

The object of the exercise is to match a pronounced target word when presented in a sequence of two pronounced and written words.



Treasure in the Tomb

The participant clicks the gong to hear the target word. Then the participant must listen carefully as each Egyptian character displays and reads two different words. One of the characters presents the target word, while the other presents a phonologically contrasting word. The participant must click the character that presents the target word. Points are awarded for each correct answer.

Treasure in the Tomb takes place in the following scenes:

- **The Desert:** dig through the sand to uncover the temple entrance
- **The Temple Entrance Hall:** remove a wall blocking the way
- **The Maze of Rooms:** open doors and explore various rooms throughout the temple
- **The Hall of Gifts:** turn stones on a wall to reveal the Treasure Room

A papyrus on the right side of each screen tracks progress. It displays the following:

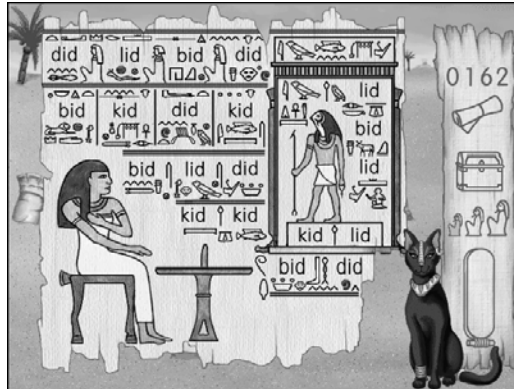
- **Points counter:** displays the points earned in the current session
- **Map:** displays the site where the tomb is located. The map becomes active in the last few minutes of the exercise. The participant clicks the map to unfurl it.
- **Treasure box:** contains the treasures gathered throughout all sessions. The treasure box becomes active in the last few minutes of the exercise. The participant clicks the treasure box to open it.
- **Three seated Egyptians:** represent the different speech modification levels, from level 1, the most processed (smallest Egyptian) to level 3, natural speech (largest Egyptian).
- **Cartouche:** displays the keys collected (one key is collected for each scene completed). At the end of the exercise, the keys unlock Pharaoh Phoneme's treasure.



TIP The following keyboard shortcuts are available in Treasure in the Tomb:

Button	Keyboard shortcut
Gong (sound button)	Up arrow
Left character	Left arrow
Right character	Right arrow

Bonus Exercise



Treasure in the Tomb Bonus Exercise

The Papyrus is a bonus exercise that is opened as the participant passes certain milestones in the exercise, and for the last few minutes of each session. It features an ancient hieroglyphic papyrus with words displayed on it.

A target word is pronounced. The object is for the participant to find the target words displayed on the papyrus and click them. When all the target words on the papyrus are found, a new target word is presented. After three incorrect answers, after all target words have been presented, or after two minutes, the bonus exercise ends.



NOTE The product tracks participant responses during the bonus exercise, but does not use the data to advance the participant's standing in the exercise. Instead, the bonus exercise is a fun opportunity for the participant to review words and earn extra points.

Start-Up Stories



Start-Up Stories helps improve listening comprehension skills, organization and focus skills, and English language conventions. The exercise first presents a story, then asks questions or gives instructions related to the story.

The object of Start-Up Stories is to successfully answer the questions and follow the directions presented.



Start-Up Stories consists of three stories:

- Chicken Licken
- Big Bad Pigs
- Little Red and the Wolf

The first story, *Chicken Licken*, uses digitally processed speech. Once the first story has been successfully completed, the participant continues on to the second story, *Big Bad Pigs*, which uses less digitally processed speech. As the participant progresses in the exercise, a third story is presented, *Little Red and the Wolf*, which uses natural speech. Once *Little Red and the Wolf* is successfully completed, the participant can choose from any of the three stories using natural speech.

Each story consists of four installments, and each installment includes the following four sections:

- **Narration:** presents a portion of the story
- **Story comprehension:** presents questions that test comprehension of the portion of the story just presented
- **Sentence comprehension:** presents questions that test comprehension of individual sentences
- **Following directions:** presents activities that test ability to comprehend and follow directions

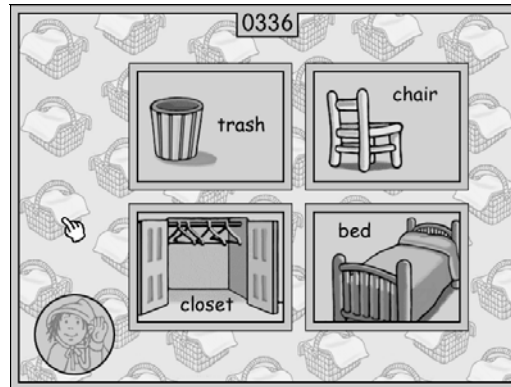
When four sections of an installment are successfully completed, Start-Up Stories presents the next installment until all four installments for the current story are finished.

Narration

During the **narration**, the exercise presents a portion of the story with accompanying illustrations (see above). To start the narration, the participant clicks the **story mascot** in the lower-left corner of the screen.

Story Comprehension

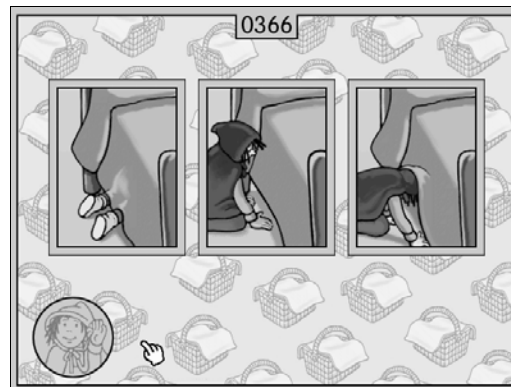
During the **story comprehension** activity, the exercise presents questions that relate to the current installment of the story (the narration just presented). To hear a question, the participant clicks the story mascot in the lower left corner of the screen. To answer the question, the participant must click the picture that displays the correct answer. Points are awarded for each correct answer.



Story Comprehension screen

Sentence Comprehension

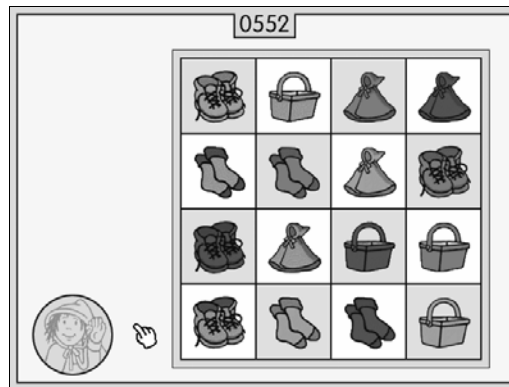
The **sentence comprehension** activity presents a sentence and two to four pictures that are possible representations of the sentence. To hear a sentence, the participant clicks the story mascot in the lower left corner of the screen. Then the participant must click the picture that is the most accurate representation of the sentence. Points are awarded for each correct answer.



Sentence Comprehension screen

Following Directions

The **following directions** activity presents sentences that instruct the participant to manipulate one or more objects. To hear the sentences, the participant clicks the story mascot in the lower left corner of the screen. Then the participant must use the mouse to follow the instructions presented. To move a shape, the participant must click and hold the mouse, drag the shape to the new location, then release the mouse button. Points are awarded for each correct answer. If an incorrect move is made, the trial ends and the correct move is demonstrated.



Following Directions screen

Both the listening comprehension and the following directions activities help develop working memory and the understanding of language structures by teaching the participant to hold many components of a story or instruction in mind while either answering a question or following the instruction. In the following directions activity, as the participant progresses, the exercise presents increasingly complex directions that the participant must understand in order to follow and execute them.

For example, the following directions activity presents a range of instructions, from “Touch the yellow house and the red chicken” to more complex instructions that require the participant to hold more complex information in memory, such as “Put the small purple leaf between the blue chicken and the yellow fox.”

The language comprehension activity develops the understanding of language structures by teaching the participant to understand spoken sentences in order to identify visual representations of each sentence. These questions and sentences range from grammar level 2 to level 8; these levels roughly correspond to the age at which the grammar concepts in each group are typically mastered, such as:

- “The chicken sees the clouds in the sky.” (level 3)
- “The fish that the hen is watching is blowing bubbles.” (level 8)

The sentence comprehension activity is the only portion of Start-Up Stories that is counted when evaluating a participant’s performance.

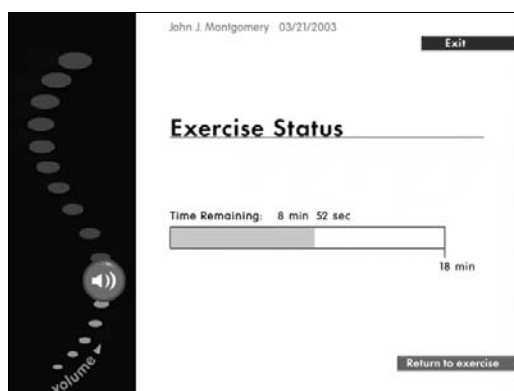
Once the skills in the exercise are mastered, the participant will continue to repeat the selected stories at the highest level.

Administering the Exercises

Use the following information to help administer the Fast ForWord Language to Reading session. For details on how to start the exercises, please refer to “Using the Fast ForWord Gateway Edition Exercises” on page 133.

Checking the Exercise Status

While participants are 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 screen

To access the Exercise Status screen while a participant is working on an exercise:

- **Windows:** Press and hold **Ctrl**, then press =
- **Macintosh:** Press and hold **Command** (apple key), then press =

Please note that 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.



IMPORTANT The exercise clock does not pause while the Exercise Status screen is displayed. If the participant needs to take a break, do not take the break when the Exercise Status screen is displayed. Instead, take the break after the exercise ends.

Completing an Exercise

At the end of each exercise, the participant is congratulated on a successful exercise and the points earned during that exercise are displayed. The product then presents the Select an Exercise screen.

To continue working, select another exercise. To take a short break, remain at the Select an Exercise screen; when the participant is ready to work again, click the next exercise.

The exercises that the participant has already completed that session will appear “grayed out” on the Select an Exercise screen. (When an exercise is grayed out, it cannot be selected.) However, if the participant has worked on an exercise but has not spent the total number of minutes required in the exercise, that exercise will also appear grayed out in that session.

To revisit an incomplete exercise, the participant must return to the Exercises screen in Fast ForWord Gateway Edition and reenter the product. The following example illustrates this process:

- A participant works on Trog Walkers for 10 minutes in the morning and uses the Exercise Status screen to exit the exercise before the required 18 minutes is complete. That exercise will appear 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, Trog Walkers will be available and only require 8 more minutes of work to complete the exercise for that day.

The participant should continue working on all unfinished exercises until all of the exercises are completed for that day. Bonus points are awarded when the protocol is met for that day.

Completing the Session

After the participant meets the protocol for that day, an animation moves across the screen, signaling the end of the session, and bonus points are awarded. Then the Success Viewer appears.



NOTE A participant may return to an exercise after completing the session, if desired. Working on a scheduled exercise at this point will not affect the next day’s protocol.

The Success Viewer

At the end of the day’s session, Fast ForWord Language to Reading calculates the results for that participant and displays 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 Fast ForWord Gateway Edition Results screen. Please refer to “Reviewing Results” on page 149 for more information on this feature.



TIP For the most detailed performance review, including extensive historical reports, Scientific Learning provides Fast ForWord Progress Tracker. For more information on what this product offers, see “Fast ForWord Progress Tracker” on page 167.

The Success Viewer Screens

The Success Viewer opens with the **Points** screen as the selected tab. The points for the last participation day (the current day if the participant has just finished working) as well as the total accumulated points are displayed.



NOTE The number of points earned in an exercise does not always reflect the participant's progress 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 an exercise or return to the Points screen

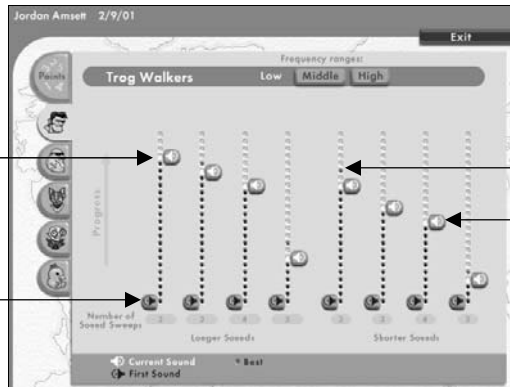
Points	Last Day	Total
Trog Walkers	112	986
Polar Cop	88	868
Treasure in the Tomb	84	640
Bug Out!	116	759
Start-Up Stories	82	582
Participation Bonus	10	70
Last Day's Total		492
Grand Total		3905

Success Viewer Points screen

To view details about the participant's progress in each individual exercise, click the corresponding tab on the left side of the Success Viewer screen. The screen for Trog Walkers displays a vertical graph for each sweep duration.

Current level in this duration

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

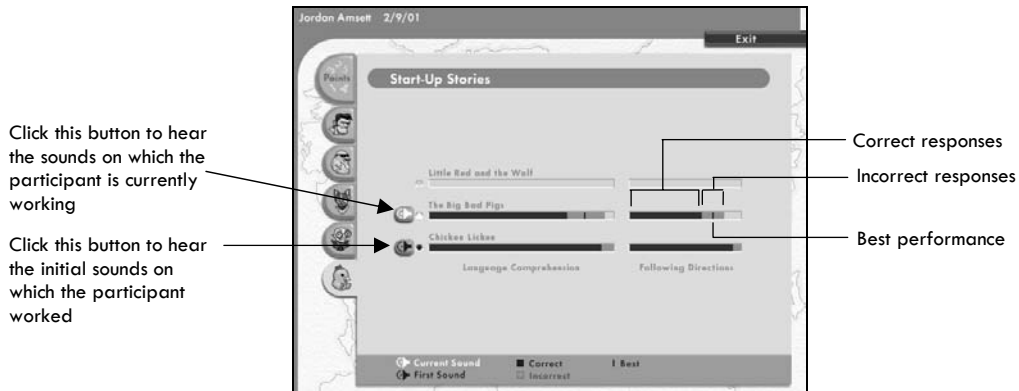


Best performance in this duration

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

Success Viewer Exercise screen - Trog Walkers

The screen for Polar Cop, Treasure in the Tomb, Bug Out! and Start-Up Stories display horizontal bar graphs. (An example of Start-Up Stories is shown.)



Success Viewer Exercise screen – Start-Up Stories

To exit the Success Viewer, click **Exit**.

The Default Protocol

By default, Fast ForWord Language to Reading is configured to present five exercises, for a total of 50 minutes each day. Each day's participation time can be divided into multiple sessions.

Using this protocol, Scientific Learning recommends that participants work on Fast ForWord Language to Reading five days a week, for an estimated 8 to 12 weeks.

Keep in mind that a consistent daily routine that allows for intense repetition will maximize the benefits of the exercises. Participants may take breaks between exercises, but not while an exercise is open.



IMPORTANT Alternate protocols are available to meet different participant requirements. Please refer to "Selecting an Alternate Protocol" on page 126 for more information. For details on all available protocols, refer to the *Fast ForWord Best Practices Implementation Guide*, available online at www.scientificlearning.com/gateway/bestpractices.