

Exercise Description: Inside the Tummy

In Inside the Tummy the participant uses the computer mouse to click and drag objects into matching outlined shapes inside a bear's tummy.

Skills Strengthened by Inside the Tummy

Inside the Tummy helps the participant improve in the following ways:

- The participant will improve fine motor skills, eye-hand coordination, and skill at manipulating computer graphic objects using a mouse.
- The participant will be able to match objects of similar shapes.
- The participant will be better prepared to build language and reading skills with other exercises in the Fast ForWord family of products.

In addition, Inside the Tummy builds cognitive skills as follows:

- **Attention**—precise visual attention
- **Processing**—visual processing for matching shapes and sensory-motor integration for using the mouse to position shapes

How Participants Work on Inside the Tummy

In this exercise, the participant is presented with one or more colored shapes outside a bear's tummy and a pattern of outlines of colored shapes inside a bear's tummy. The participant clicks and drags the colored shapes into the matching outlines. When a shape is moved into the correct location, the name of the color and shape is pronounced. Once all shapes in the pattern have been matched correctly, the participant sees a picture that uses the pattern and shapes.

How Participants Progress through Inside the Tummy

In Inside the Tummy the participant progresses through 5 levels of difficulty. In each level the shapes become smaller, the patterns become more complex, and the placement requirements become more precise.

How Participants Advance in Inside the Tummy

Each level includes 3 outline patterns. The participant must correctly complete the pattern, by correctly placing all shapes, before advancing to the next pattern. When all patterns in the level have been completed, the participant advances to the next level.

Reentering Inside the Tummy

If a participant exits or times out while working on a pattern, the participant returns to the beginning of that pattern upon reentering the exercise.

Points Awarded in Inside the Tummy

Inside the Tummy awards points to the participant based on the following conditions:

- **Correct answers:** The participant earns 2 points for each shape that is placed correctly.
- **Bonus points:** After the participant completes all the shapes in a pattern, Inside the Tummy rewards the participant's performance with 5 bonus points.

Exercise Description: Flying Saucer

In Flying Saucer the participant clicks on flying saucers that are associated with a sound. The flying saucers must be clicked in the order in which the sounds are presented.

Skills Strengthened by Flying Saucer

Flying Saucer helps the participant improve in the following ways:

- The participant will be able to discriminate among several different sounds (animal, environmental, tonal and frequency-modulated sweeps) and associate each sound with a different computer graphic.
- The participant will be able to identify the temporal order of presentation for sequences of sounds.
- The participant will improve auditory working memory abilities and auditory discrimination skills.
- The participant will be better prepared to build more advanced listening skills with one or more of the following exercises:
 - Circus Sequence (Fast ForWord Language)
 - Trog Walkers (Fast ForWord Language to Reading)
 - Sweeps (Fast ForWord Middle & High School)

In addition, Flying Saucer builds cognitive skills as follows:

- **Memory**—hold a sequence of sounds in working memory while identifying their order
- **Attention**—sustained attention
- **Processing**—auditory processing
- **sequencing**—identifying and reproducing the order of a two-sound sequence

How Participants Work on Flying Saucer

In this exercise, first the participant clicks the Mother Ship to release a smaller flying saucer which plays a sound. The participant clicks the smaller ship and it moves off the screen. As the exercise progresses, the Mother Ship releases 2 smaller ships and the participant must listen carefully to determine which sound is associated with which flying saucer. The participant clicks the ships in the order in which the sounds were presented in order to move them off the screen.

How Participants Progress through Flying Saucer

In Flying Saucer, the participant begins with environmental sounds, advances to steady tones and finally transitions to ascending and descending tones. Three levels are devoted to learning the mechanics of the task. Visual cues are provided throughout these preparatory levels. The remaining 6 levels consist of 2 display phases. Phase 1 highlights each ship as its sound is played. Phase 2 presents the stimulus sequence without visual cues.

How Participants Advance in Flying Saucer

- In the preparatory levels (Levels 1 through 3), no incorrect response is possible; the participant advances to the next level after completing all trials in the level.
- In the remaining levels, Levels 4 through 9, the participant must answer 2 trials correctly in the initial, "visual cue" phase, before advancing to the standard phase. In that phase, the participant will advance to the next level after answering 7 out of 8 trials correctly.

Reentering Flying Saucer

If a participant exits or times out, upon reentering the exercise the participant is always returned to the level and stimulus set where they left off. However, the set will be started from the beginning with visual cues presented before the standard trials.

Points Awarded in Flying Saucer

Flying Saucer awards points to the participant based on the following conditions:

- **Correct answers:** The participant earns 1 point for each trial that is answered correctly.
- **Bonus points:** After the participant completes 10 trials correctly, Flying Saucer rewards the participant's performance with 5 bonus points.

Exercise Description: Drag Racer

By requiring the participant to hold down the mouse on a race car until a sound changes, Drag Racer helps the participant learn the relationship between clicking the mouse and an action on the screen, and develops the ability to discriminate between sound differences.

Skills Strengthened by Drag Racer

Drag Racer helps the participant improve in the following ways:

- The participant will improve in their sustained auditory attention skills and will improve on their auditory discrimination abilities.
- The participant will develop the ability to withhold a response until an auditory cue is presented.
- The participant will also show improvements in eye-hand coordination associated with mouse manipulation.
- The participant will be better prepared to build more advanced listening skills with one or more of the following exercises:
 - - Old MacDonald's Flying Farm (Fast ForWord Language)
 - Streams (Fast ForWord Middle & High School)

In addition, Drag Racer builds cognitive skills as follows:

- **Memory**—hold a pair of sounds in working memory while comparing them
- **Attention**—sustained auditory attention to respond quickly when the stimulus changes
- **Processing**—auditory processing

How Participants Work on Drag Racer

In this exercise, first the participant fills a race car with gas by clicking and holding the mouse down on a gas can. When the tank is full, the sound changes; the participant releases the mouse and the race car moves off the screen. As the exercise progresses, the participant clicks and holds the mouse down on the race car, releasing the mouse when the sound changes. If the mouse is released at the correct time, the car moves off the screen.

How Participants Progress through Drag Racer

In Drag Racer, the participant progresses through 6 levels of difficulty. Initially, the participant holds the mouse down on a stationary object and then transitions to a moving object; the sounds progress from environmental sounds to aurally presented words. Within each level, the exercise progresses by requiring the participant to hold the mouse for a longer time, and decreasing the amount of time given to release the mouse after the sound changes. In the final level, the length of time between the repeated sounds is gradually decreased.

- Level 1: Stationary car with gas can. Sound changes from an idling engine to a revving engine.

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Language Basics

- Level 2: Stationary car without gas can. Sound changes from an idling engine to a revving engine.
- Level 3: Car moving back and forth. Sound changes from an idling engine to a revving engine.
- Level 4: Car hovering. Sound changes from an idling engine to a revving engine.
- Level 5: Car hovering. Environmental sounds: horns, sirens, engines.
- Level 6: Car hovering. Words: stop/go, red/green, car/truck, slow/fast, wheel/tire. Length of time between words decreases as the level progresses.

How Participants Advance in Drag Racer

- In Level 1, the participant advances to the next level after 3 correct trials. If a trial is not correct, the trial is repeated.
- Levels 2 through 4 each present one pair of sounds at 3 stages of difficulty; the participant must respond to 2 trials correctly before advancing to the next stage. An incorrect response will move the participant back to the previous stage within the level.
- Level 5 presents 3 pairs of sounds at 3 stages of difficulty; the participant must respond to 3 trials correctly before advancing to the next stage for the current sound pair, or if all stages are completed, to the first stage for the next sound pair. An incorrect response will move the participant back to the previous stage for the current sound pair.
- Level 6 has 5 word pairs at 5 stages of difficulty; the participant must respond to 3 trials correctly before advancing to the next stage for the current word pair. An incorrect response will move the participant back to the previous stage for the current word pair.

Reentering Drag Racer

If a participant exits or times out, upon reentering the exercise the participant is always returned to the beginning of the stage from which the participant exited.

Points Awarded in Drag Racer

Drag Racer awards points to the participant based on the following conditions:

- **Correct answers:** The participant earns 1 point for each trial that is answered correctly.
- **Bonus points:** After the participant completes 10 trials correctly, Drag Racer rewards the participant's performance with 5 bonus points.