

Fast ForWord Language Basics Gateway Edition

This section describes each of the Fast ForWord Language Basics 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 115 and “Using Fast ForWord Gateway Edition” on page 119.



The Exercises

The Fast ForWord Language Basics product consists of three exercises. These exercises work together to help develop four primary skill areas, including:

- Memory – holding sounds in working memory to compare them or identify changes
- Attention – maintaining sustained visual and auditory attention
- Processing – performing visual and auditory processing
- Sequencing – identifying and reproducing the order of sound sequences

These critical early learning and pre-reading tasks help build the foundation for learning to read. And, by exercising fine motor skills and hand-eye coordination in combination with these tasks, the Language Basics exercises provide an experience that can translate to larger improvements in the classroom. These improvements include improved thinking and focus skills, better visual attention, and improved organization.

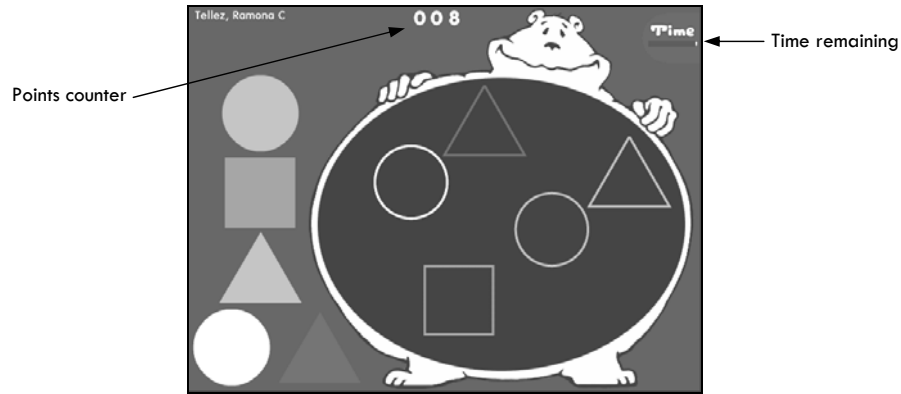
The first exercise, *Inside the Tummy*, introduces the basic skills that help prepare the younger participant for successful learning in the classroom. These skills include recognizing patterns with basic shapes and primary colors, and then learning to manipulate those shapes using a computer mouse.

The sound exercises, *Flying Saucer* and *Drag Racer*, help develop the Learning MAPs by requiring sustained audio attention while slowly reducing reaction time windows for responses. In some instances, the sounds in these exercises have been digitally altered using patented methods to provide enhanced learning opportunities.

Inside the Tummy

Inside the Tummy helps develop precise visual attention skills while helping improve fine motor skills and hand-eye coordination.

The participant feeds the hungry bear by placing the correct colored shapes into the corresponding outlines inside the bear’s tummy.



Inside the Tummy

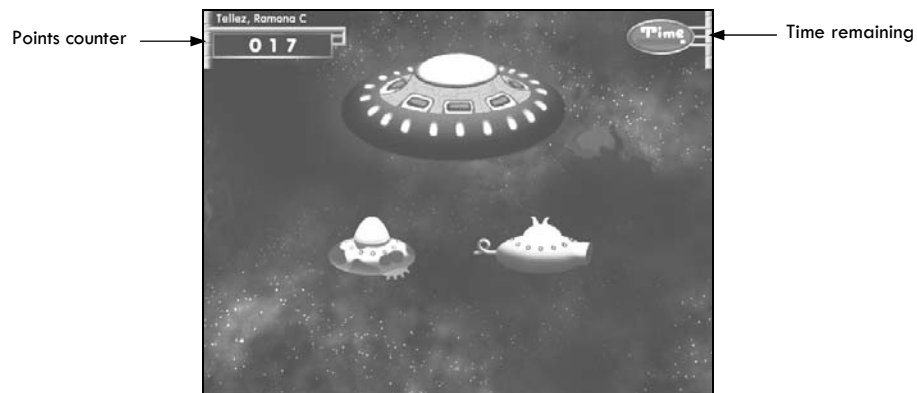
A bear appears on the screen. Colored shapes are arranged outside the bear's tummy and corresponding shape outlines appear inside the bear's tummy. The participant must click and drag a colored shape to match its outlined shape within the bear's giant stomach. Each time the participant correctly places an object, the bear announces the shape and color, reinforcing the participant's knowledge of these items. The exercise awards points for each correct answer. Bonus points are awarded after all shapes are placed.

After the participant successfully places all of the objects inside the bear's tummy, the exercise displays a colorful graphic that incorporates the newly placed shapes. As the exercise continues, it requires more precise fine motor control and hand-eye coordination as the designs inside the bear's tummy become progressively more complicated and the shapes become progressively smaller.

Flying Saucer

Flying Saucer helps develop the ability to identify the order of a sequence of sounds, and helps improve auditory working memory and auditory discrimination skills.

The participant listens to sounds, then clicks flying saucers that are associated with sounds in the same order that the sounds are presented.



Flying Saucer

The participant clicks the Mother Ship to release smaller ships, and then listens to the sounds presented. At first, clicking the Mother Ship simply releases a smaller ship, which automatically zooms off the screen. After several rounds, the smaller ship stays on screen until clicked. Eventually, two ships fly from the Mother Ship. The participant must listen carefully to the sounds associated with each ship, and then identify the order of the sounds by clicking the ships in the same order that the sounds were presented. Points are awarded when the sequence is correctly reproduced, and bonus points are awarded after 10 correct answers.

As the participant’s understanding improves, Flying Saucer gradually increases the difficulty of the sound recognition tasks. This activity introduces the process of learning to discriminate rapid, successive sounds, helping participants better hear and comprehend the rapid sound changes that make up spoken language. These skills build a foundation from which the participant can eventually learn to master more advanced language skills.

The following chart illustrates the different ships and associated sounds representing the difficulty levels in Flying Saucer:

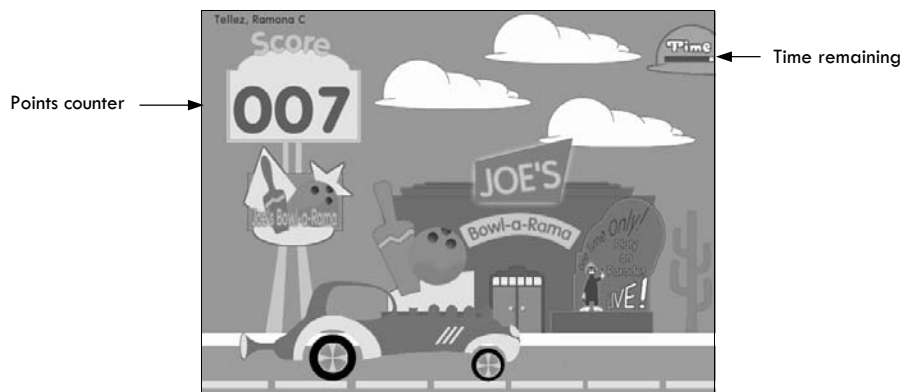
Levels	Ships	Sounds
1 to 4	Cow/pig	Moo/oink
5	Duck/sheep	Quack/baa
6	Telephone/bell	Phone ring/doorbell
7	Red/blue	Nonsense words
8	Up/down arrows	High/low tones
9	Up/down arrows	Up/down sound sweeps

Drag Racer



Drag Racer helps improve sustained auditory attention and auditory discrimination skills.

The participant clicks and holds the drag racer to hear a repeated sound, then releases it when the sound changes to send the drag racer zooming off the screen.



Drag Racer

The participant clicks and holds the mouse button on the race car to start. This action fills the car with gas. If the participant releases the mouse too soon, the fueling stops. This reinforces the relationship between clicking and holding the mouse and the resulting action on the screen. While the participant performs this task, the participant sees and hears the car fill with gas. When the tank is full, the sound changes. The participant learns to release the mouse when the sound changes and, through repetition of the task, develops attention to sounds and the ability to discriminate sound differences. If the mouse is released too soon or too late, the trial will be counted as incorrect. Points are awarded for each correct answer, and bonus points are awarded after 10 correct answers.

This activity helps build the skills necessary for the participant to understand speech in a wide range of listening conditions as well as speech of different styles (for example, fast or slow speech). As the participant progresses in Drag Racer, the exercise increases the length of the sustained auditory attention as well as reduces the reaction time required to correctly respond to the sound change.

The following chart illustrates the difficulty levels in Drag Racer using different types of cars and sounds:

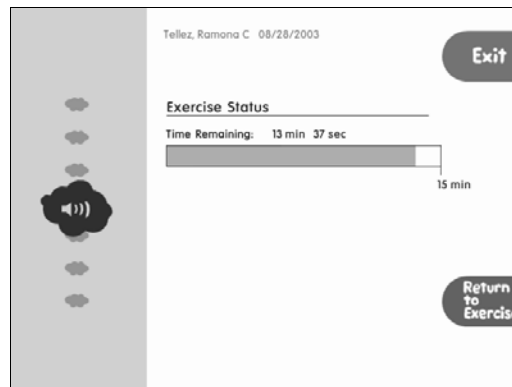
Levels	Cars	Sounds
1	Car/gas can	Engine
2	Car	Engine
3	Moving car	Engine
4	Hover car	Engine
5	Hover car	Environmental
6	Hover car	Words

Administering the Exercises

Use the following information to help administer the Fast ForWord Language Basics session. For details on how to start the exercises, please refer to “Using the Fast ForWord Gateway Edition Exercises” on page 153.

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 once set, 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, the participant selects 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 clicks the next exercise.

Completed exercises for that session appear “grayed out” on the Select an Exercise screen. (When an exercise is grayed out, it cannot be selected.) Also, exercises that are not available on that day will remain grayed out.

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. 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 Inside the Tummy for 5 minutes in the morning and uses the Exercise Status screen to exit the exercise before the required 10 minutes are 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, Inside the Tummy will be available and only require 5 more minutes of work to complete the exercise for the day.

The participant should continue working on all unfinished exercises until all of the exercises are completed for that day.

Completing the Session

After the participant meets the protocol for that day, the Success Viewer appears.

NOTE A participant may return to an exercise after completing the session. 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, the product calculates the results for that participant and the Success Viewer is displayed. 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 171 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 191.

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 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.

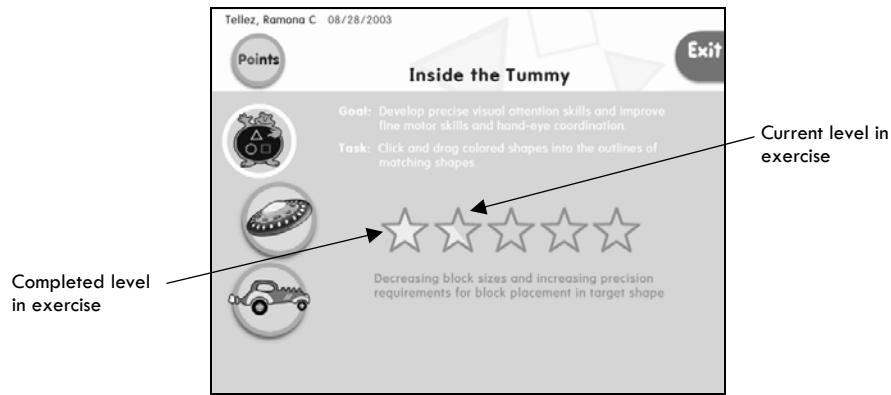
Click a tab to view performance in an exercise or return to the Points screen

	Last Day	Total
Inside the Tummy	26	26
Flying Saucer	18	18
Drag Racer	7	7
Last Day's Total	51	Grand Total 51

Success Viewer Points screen

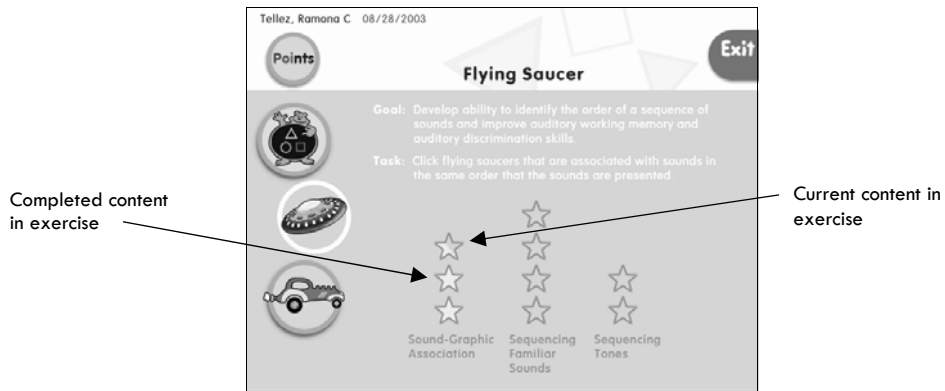
To view details about the participant’s performance in each individual exercise, click the corresponding tab on the left side of the Success Viewer screen.

The screen for Inside the Tummy displays stars for each level in the exercise.



Success Viewer Exercise screen

The screens for Flying Saucer and Drag Racer show a column of stars for each sound type (an example of Flying Saucer is shown).



Success Viewer Exercise screen

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

The Default Protocol

By default, Fast ForWord Language Basics is configured to present three exercises, for a total of 30 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 Fast ForWord Language Basics five days a week, for an estimated 3 to 6 weeks.

Keep in mind that 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.

