

Fast ForWord to Reading 2 Gateway Edition

This section describes each of the Fast ForWord to Reading 2 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 to Reading 2 product consists of six exercises. These exercises focus on skills that correlate directly to national reading standards that should be acquired by students at the end of grade 2. The exercises are:

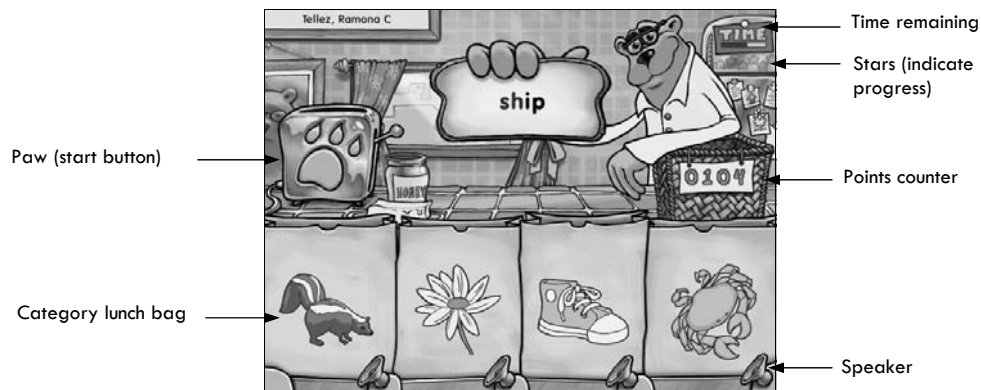
- Bear Bags: More Lunch
- Magic Bird
- Fish Frenzy
- Leaping Lizards
- Ant Antics
- Dog Bone

Bear Bags: More Lunch



Bear Bags uses categorization to help improve phonemic awareness, understanding of the alphabetic principle, and decoding skills.

The participant helps Papa Bear make more lunch by sorting the words into the appropriate phoneme-based categories.



Bear Bags: More Lunch

The participant clicks the yellow **paw** on the toaster to start making lunch. A word with a target sound (or sounds) is pronounced and presented on a piece of toast. One of the lunch bags displays a picture of an item that includes the same sound. The participant must click the lunch bag with the same target sound as the word on the toast to sort the toast into the proper category. Points are awarded for each correct answer, and bonus points are awarded after 24 correct answers.

To hear a word pronounced again, the participant may click the **paw**. However, the participant receives fewer points for a correct answer, and the trial will not advance their standing in the exercise.

When a category is first seen, the exercise presents an aural description of that category. The participant may click the **speaker** next to each lunch bag to hear the category description again; however, the participant can save time and sort more words if they remember the category instead of clicking the speaker.

Speed Round

When the paw turns into a timer, the speed round begins. The participant must work on the exercise as before, but faster; they only have a few seconds to sort each word. The participant should sort the words as quickly as possible to earn the most points. The speed round ends when the timer runs out.



NOTE Bear Bags: More Lunch tracks responses during the speed round, but the round does not affect a participant's standing in the exercise. Instead, this is a fun opportunity for the participant to review words and earn extra points.

Bear Bags: More Lunch encourages the participant to continue working on the exercise by displaying **stars** on the screen as the participant masters the content within the exercise.



TIP The following keyboard shortcuts are available in Bear Bags: More Lunch

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

Magic Bird



Magic Bird uses word building to help improve spelling and to help develop sensitivity to letter-sound correspondences.

The participant helps the magician change one word into another by choosing the correct letters to spell the word.



Magic Bird

The participant clicks the yellow **paw** on the magic box to start. Magic Bird visually displays a word on the table. In most cases, the word is also pronounced. Part of the word on the table disappears, and several new letter combinations appear at the top of the screen (see above).

A target word, similar to the first word, is then pronounced. The participant must click the correct letter combination to spell the target word. Points are awarded for each correct answer, and bonus points are awarded after 12 correct answers.

To hear a word pronounced again, the participant may click the **paw**. This does not cost points and does not affect their standing in the exercise.

Words that are spelled correctly on the first try are worth more points; words spelled correctly on the second or third try are worth fewer points. After the third attempt to spell the word, the exercise displays the correct spelling, and no points are awarded. For the trial to be counted as a correct answer, the participant must spell the word correctly on the first attempt.

Once these skills are mastered, the exercise presents a new spelling challenge. A partially spelled word is displayed on the table. Then, Magic Bird displays various letter combinations above the table. The participant must click the letter combinations that form actual words with the letters on the table to receive points for each correctly spelled word. Once the participant spells all of the possible words or selects an incorrect response, the round ends. To master this round, the participant must spell all the possible words correctly on the first attempt.

Magic Bird encourages the participant to continue working on the exercise by displaying **stars** on the screen as the participant masters the content within the exercise.



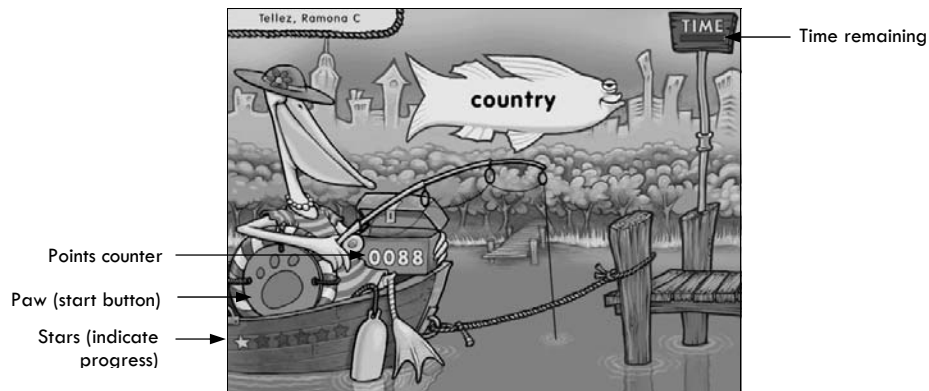
TIP The following keyboard shortcuts are available in Magic Bird:

Button	Keyboard shortcut
Paw	Space bar
Responses, left to right/top to bottom	Number keys 1 through 9

Fish Frenzy



Fish Frenzy helps develop decoding skills, auditory memory, and the visual identification of words as participants recognize and select target words within a series of other words. Participants also work on visual tracking to strengthen left-to-right reading patterns.



Fish Frenzy

The participant clicks the yellow paw on the life preserver to start. A target word is presented by the fishing pelican. Then, a series of fish with words displayed on them fly across the screen. The participant must click the fish with the word that matches the target word. Points are awarded for each correct answer, and bonus points are awarded after 12 correct answers.

At first, the words in Fish Frenzy are both visually displayed and pronounced, and the fish fly slowly across the screen. After some practice, only the target word is pronounced, only the responses are visually displayed, and the fish fly faster across the screen.

Speed Round

When the paw turns into a timer, the speed round begins. The participant must work on the exercise as before, but faster; they only have a few seconds to find the target word. The participant should respond as quickly as possible to earn the most points. The speed round ends when the timer runs out.



NOTE Fish Frenzy tracks participant responses during the speed round, but the round does not affect a participant's standing in the exercise. Instead, this is a fun opportunity for the participant to review words and earn extra points.

Fish Frenzy encourages the participant to continue working on the exercise by displaying stars on the screen as the participant masters the content within the exercise.



TIP The following keyboard shortcuts are available in Fish Frenzy:

Button

Paw
Response

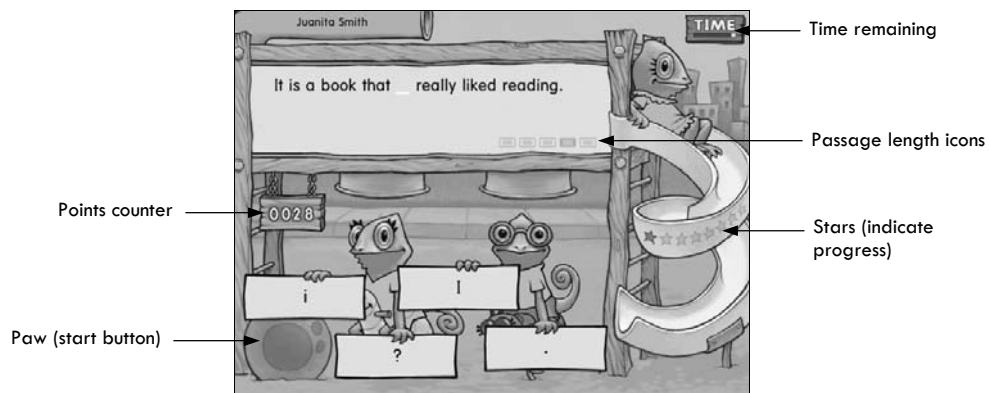
Keyboard shortcut

Space bar
Down arrow

Leaping Lizards



Leaping Lizards helps improve sentence comprehension and vocabulary skills as the participant selects the correct response to fill in the blank and complete the sentence.



Leaping Lizards

The participant clicks the yellow **paw** to start. An incomplete sentence is displayed. In the beginning, the sentence is also spoken aloud. Then, the lizards display four possible responses. The participant must click the word, letter, or punctuation mark that best fills in the blank and completes the sentence. Points are awarded for each correct answer, and bonus points are awarded after 8 correct answers.

Leaping Lizards presents sentences alone or in sequence—creating brief fiction or nonfiction passages. Icons below the sentence indicate the number of sentences in the current passage. As a sentence is presented, the corresponding icon highlights, indicating the location in the passage. If the participant exits the exercise before completing a passage, Leaping Lizards presents the entire passage the next time the participant enters the exercise.

Leaping Lizards encourages the participant to continue working on the exercise by displaying **stars** on the screen as the participant masters the content within the exercise.



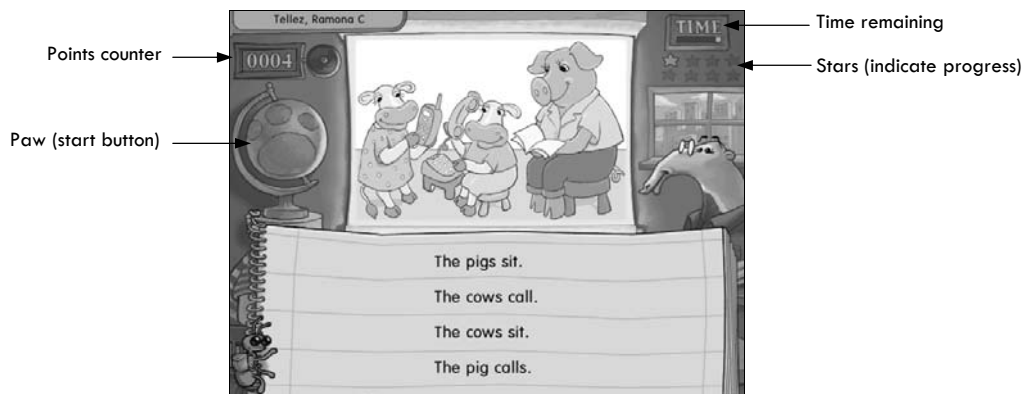
TIP The following keyboard shortcuts are available in Leaping Lizards:

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

Ant Antics



Ant Antics helps develop critical reading and sentence comprehension as the participant matches the pictures to their descriptive titles.



Ant Antics

The participant clicks the yellow **paw** on the globe to see a picture projected on the classroom wall. Then, four sentences or phrases are displayed on the notebook below. The participant must click the sentence or phrase that best describes what is happening in the picture. For each correct answer, points are awarded, and the ant on the notebook climbs a little higher, reaching the top of the notebook after 10 correct answers. Bonus points are then awarded and a reward animation plays.

Ant Antics encourages the participant to continue working on the exercise by displaying **stars** on the screen as the participant masters the content within the exercise.



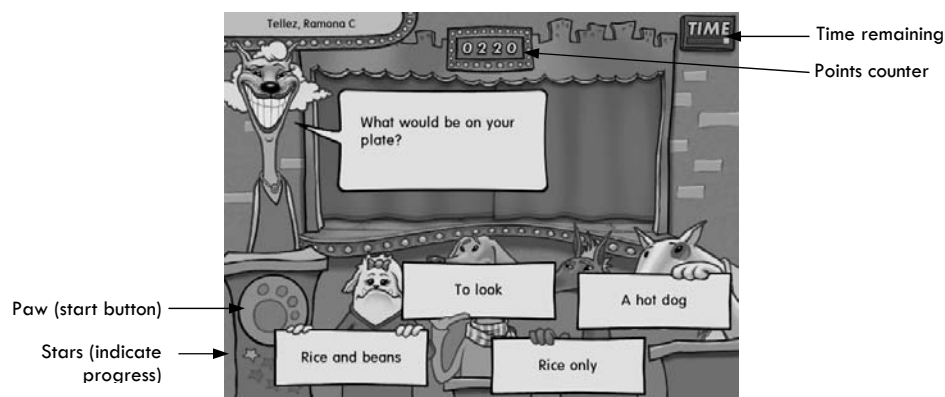
TIP The following keyboard shortcuts are available in Ant Antics:

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

Dog Bone



Dog Bone helps improve listening comprehension, reading skills, and working memory as the participant listens to passages while reading along, independently re-reads passages, and answers multiple-choice questions.



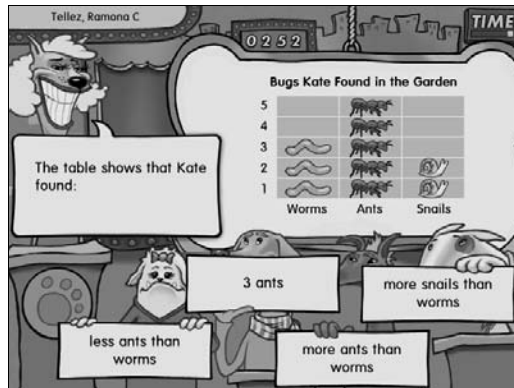
Dog Bone

The participant clicks the yellow **paw** on the podium to start. A page of text from a fiction or nonfiction passage is presented. The exercise poses a question about the text, and the dogs below present four possible responses. The participant must click the response that correctly answers the question. Points are awarded for each correct answer, and bonus points are awarded after 6 correct answers.

At first, the pages and questions are read aloud, as well as displayed on the screen. Each line of text in a page is highlighted as it is read aloud. If the participant successfully completes a passage, the exercise presents the passage again, but without audio, so the participant can read the pages on their own. The exercise presents the same passages to provide practice in re-reading, but asks new questions to provide a challenge. When the participant finishes reading a page that has not been read aloud, they must click the **Done Reading** button (not shown).

Dog Bone presents the pages of text from long passages and presents them in sequence to strengthen listening and reading comprehension. Icons at the bottom of the screen indicate the number of pages in the current passage (not shown). As a page is presented, the corresponding icon highlights, indicating the location in the passage. If a question is answered incorrectly, that page will be presented again. If the participant exits the exercise before completing a passage, Dog Bone presents the entire passage the next time the participant enters the exercise.

At the highest level in the exercise, Dog Bone presents tables, charts, or graphs instead of passages.



Dog Bone: Chart

The participant clicks the yellow **paw** to start. A table, chart, or graph is displayed on the screen. At this level, none of the material is read aloud. Then, Dog Bone displays a question. The dogs present four possible answers. The participant must click the response that correctly answers the question.

Dog Bone encourages the participant to continue working on the exercise by displaying **stars** on the screen as the participant masters the content within the exercise.



TIP The following keyboard shortcuts are available in Dog Bone:

Button

Paw,
Done Reading
Responses, left to right

Keyboard shortcut

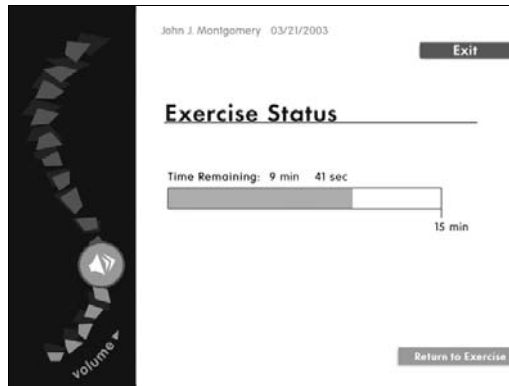
Space bar
Space bar
Number keys 1 through 4

Administering the Exercises

Use the following information to help administer the Fast ForWord to Reading 2 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 Dog Bone for 10 minutes in the morning and uses the Exercise Status screen to exit the exercise before the required 15 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, Dog Bone will be available and only require 5 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.

Completing the Session

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 to Reading 2 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.

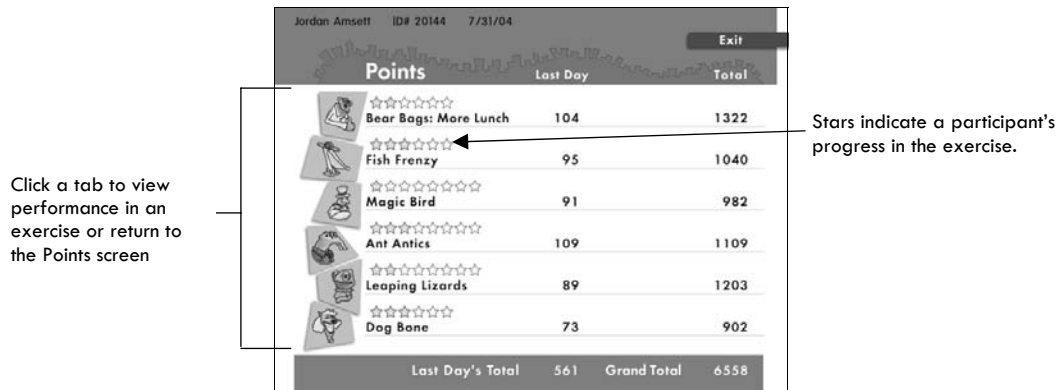
The Success Viewer Screens

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.



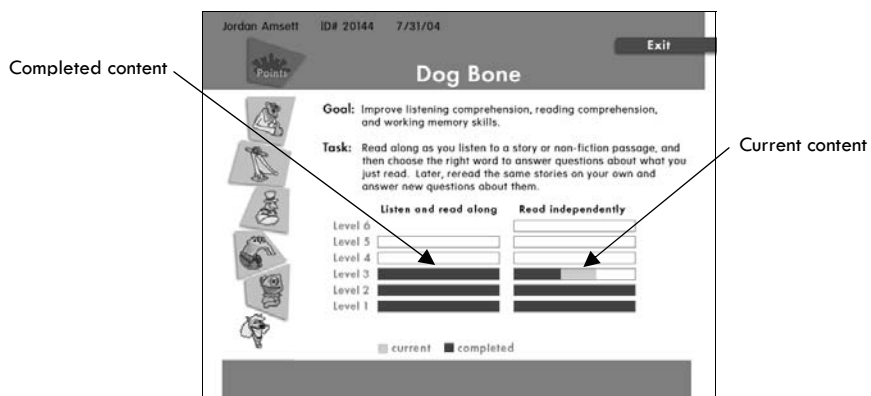
NOTE The number of points earned in an exercise does not always reflect the participant's performance in that exercise; points are used only as a reward for correct answers, and to encourage the participant to continue working on the products.

The Points screen also displays the **stars** awarded by each exercise as participants master the exercise content. The stars encourage participants to continue working on the exercises. When an exercise has been completely mastered, all of its stars will be displayed.



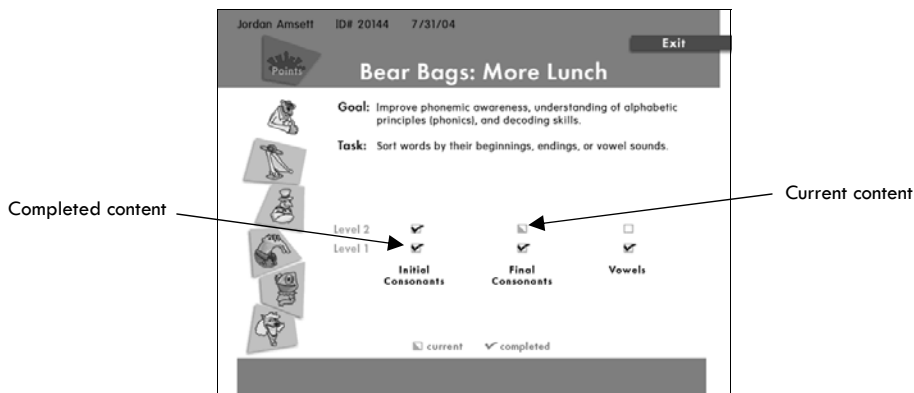
Success Viewer Points screen

Dog Bone displays participant performance through the different skill levels with bar graphs.



Success Viewer Exercise screen – Dog Bone

The rest of the exercises give an overview of a participant's performance by marking the levels a participant has completed with a check mark, and by marking the levels that are currently being worked on or that will be repeated with a half-filled box. (An example of Bear Bags: More Lunch is shown.)



Success Viewer Exercise screen – Bear Bags: More Lunch

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

The Default Protocol

By default, Fast ForWord to Reading 2 is configured to present six exercises, for a total of 48 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 to Reading 2 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.
