

Fast ForWord to Reading 3 Gateway Edition

This section describes each of the Fast ForWord to Reading 3 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 3 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 3. The exercises are:

- Scrap Cat
- Canine Crew
- Twisted Pictures
- Chicken Dog
- Book Monkeys
- Hog Hat Zone

Scrap Cat



Scrap Cat uses categorization to help develop decoding skills, vocabulary, automatic word recognition, and an understanding of semantics (meaning), syntax (part of speech), phonology (sound structure), morphology (word structure), and conceptual relationships.

The participant helps Scrap Cat recycle the bottles and cans by sorting the words into their appropriate categories.



Scrap Cat

The participant clicks the yellow **paw** on Scrap Cat’s T-shirt to start recycling. A bottle or can rolls down the recycling chute and displays a word. The participant must click the bin that is labeled with the category that best corresponds to the target word, and the can or bottle is vacuumed by the sorting machine and launched into the chosen bin. Points are awarded for each correct answer. When the participant answers 10 trials correctly, bonus points are awarded and a reward animation plays.

The participant may click the **speaker** next to each category bin to hear the category read aloud. Examples or additional information about the category are also presented aloud.

A Little Help

For assistance identifying the meaning of the displayed word, the participant may click the Help (?) button at the bottom of the recycling chute. The number of syllables in that word and a short definition of the word appear.



NOTE If the participant uses the Help button, the participant will only receive one point for the correctly answered trial. In addition, bonus points will not be earned, and the trial will not count for advancement in the exercise.



TIP The following keyboard shortcuts are available in Scrap Cat:

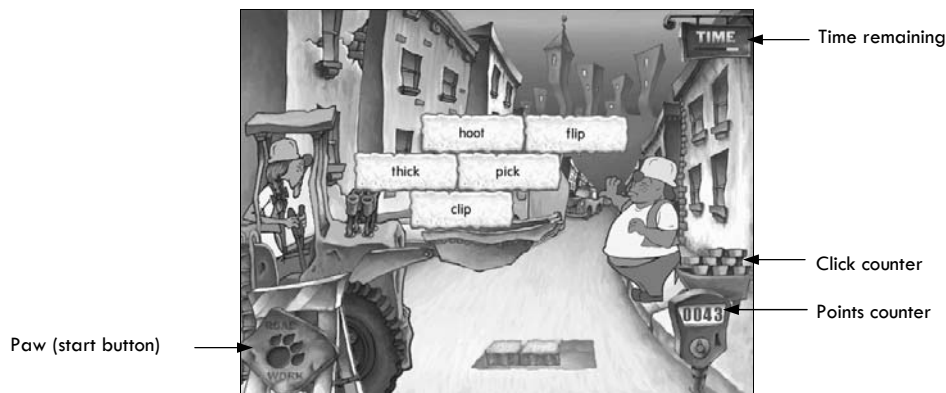
Button	Keyboard shortcut
Paw	Space bar
Category bins, top to bottom	Number keys 1 through 4

Canine Crew



Canine Crew uses word pairing to help develop decoding skills, vocabulary, automatic word recognition, and understanding of semantics (meanings), phonology (sound structure), and conceptual relationships.

The participant helps the crew pave the streets and get traffic moving again by matching the bricks into pairs using the fewest number of clicks.



Canine Crew

The participant clicks the yellow **paw** sign to display the bricks with words written on them. Depending on the instructions given, the object is to match synonyms (words that have the same meaning), antonyms (words that have the opposite meaning), rhymes (words that end in the same sound), or homophones (words that sound the same but have different meanings).

Once the bricks are displayed, the participant clicks on a word. The participant must find and click the matching word. If the participant clicks two matching bricks in succession, the two bricks disappear. There is one brick that doesn't have a match. Participants must avoid that brick to save a click. Points are awarded for each correct answer, and bonus points are awarded when the participant answers ten trials correctly.

The **click counter**, in the lower right corner, displays the number of attempts the participant has left to clear the current grid of bricks and still earn points. Each time a brick with a word is clicked, one token brick in the wheelbarrow disappears. When there are no more bricks in the wheelbarrow, the participant can still click the matching bricks until the grid is cleared, they just don't earn any points. When the entire grid is cleared of matching bricks, a bonus point is awarded for each token brick that remains in the wheelbarrow. Bricks that are matched correctly on the first try are worth five points, bricks on the second try are worth one point.



NOTE To repeat the instructions on what type of words to match, press and hold Control (or the command key) and then press H. This does not affect points or advancement in the exercise.



TIP The following keyboard shortcut is available in Canine Crew:

Button
Paw

Keyboard shortcut
Space bar

Chicken Dog



Chicken Dog helps develop spelling, letter-sound correspondences, and phonological (sound structure) awareness as participants spell out and finish the incomplete words.

Chicken Dog is a hot dog stand that makes its customers spell words for their food. The participant helps sell hot dogs as they complete word spellings.



Chicken Dog

The participant clicks the yellow **paw** on the cash register. A hot dog is presented with an incomplete target word displayed on it. The target word is then pronounced. The participant must click the **condiment container** displaying the correct missing letters. Points are awarded for each correct answer, and bonus points are awarded after 10 correct answers.



NOTE To hear the target word pronounced again, the participant must click the paw. This does not affect points or advancement in the exercise.



TIP The following keyboard shortcuts are available in Chicken Dog:

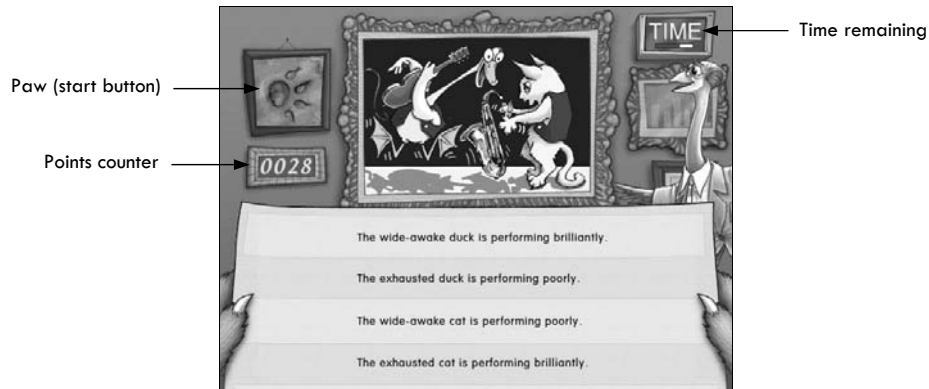
Button	Keyboard shortcut
Paw	Space bar
Condiments, left to right/top to bottom	Number keys 1 through 5

Twisted Pictures



Twisted Pictures helps develop sentence comprehension, syntax (part of speech), working memory, logical reasoning, and vocabulary as the participant matches the pictures to their descriptive titles.

The participant helps the museum get things organized by matching the correct descriptive sentences to their corresponding paintings.



Twisted Pictures

The participant clicks the painting of the yellow **paw** to see a painting and four sentences. The participant must click the sentence that best describes what is happening in the painting. Points are awarded for each correct answer, and bonus points are awarded after 10 correct answers.



TIP The following keyboard shortcuts are available in Twisted Pictures:

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

Book Monkeys



Book Monkeys helps develop paragraph comprehension, the understanding of cause and effect, the ability to make inferences, working memory, and vocabulary as participants read paragraphs and answer related questions.

Monkeying around in the library and not putting the books where they belong has left the library in a big mess. The participant helps the librarian get the library back in order.



Book Monkeys

The participant clicks the yellow **paw** to start. 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 and the librarian asks a question. Other monkeys display possible answers on note cards. The participant must click the response that best answers the question. Points are awarded for each correct answer, and bonus points are awarded when the participant answers 10 trials correctly.



TIP The following keyboard shortcuts are available in Book Monkeys:

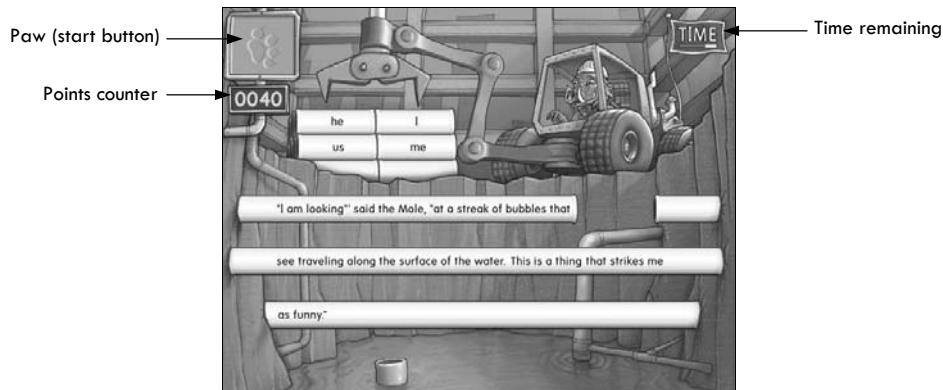
Button	Keyboard shortcut
Paw	Space bar
Done Reading	Space bar
Responses, top to bottom	Number keys 1 through 4

Hog Hat Zone



Hog Hat Zone helps develop paragraph comprehension as well as an understanding of pronouns, auxiliary verbs, prefixes, and suffixes. Hog Hat Zone also helps the participant make the links between words and sentences, and helps build a foundation for further vocabulary growth.

The Hog boss and her construction crew can't seem to put the piping and girders together correctly. The participant helps them fill in the missing pieces by selecting the most appropriate words to fill in the blanks.



Hog Hat Zone

The participant clicks the yellow **paw** sign to see a paragraph displayed on the underground pipes or framework girders. Some of the words are missing from the paragraph. Three to four choices for the first missing word are displayed on pipes or girders at the top of the screen. The participant must click the word 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 until paragraph is complete. When the last paragraph blank is correctly filled, a crane lowers the correct pipe or girder into place to complete the paragraph. 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 Hog Hat Zone, go to www.scilearn.com/support.



TIP The following keyboard shortcuts are available in Hog Hat Zone:

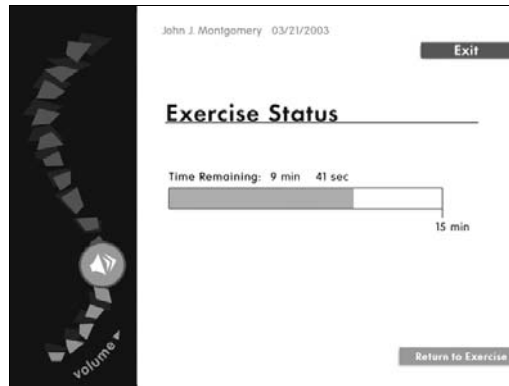
Button	Keyboard shortcut
Paw	Space bar
Responses, top left to bottom right	Number keys 1 through 4

Administering the Exercises

Use the following information to help administer the Fast ForWord to Reading 3 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 Chicken Dog 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, Chicken Dog 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 3 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.

John J. Montgomery 03/21/2003 Exit

Points	Last Day	Total
Scrap Cat	270	604
Canine Crew	232	590
Chicken Dog	202	670
Twisted Pictures	212	634
Book Monkeys	224	714
Hog Hat Zone	203	695
Last Day's Total		1343
Grand Total		3907

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

Success Viewer Points screen

Scrap Cat, Canine Crew, and Chicken Dog give an overview of a participant's performance by displaying which levels or groups a participant has completed with a check mark and which levels or groups are currently being worked on with a half-filled box. (An example of Canine Crew is shown.)

John J. Montgomery 03/21/2003 Exit

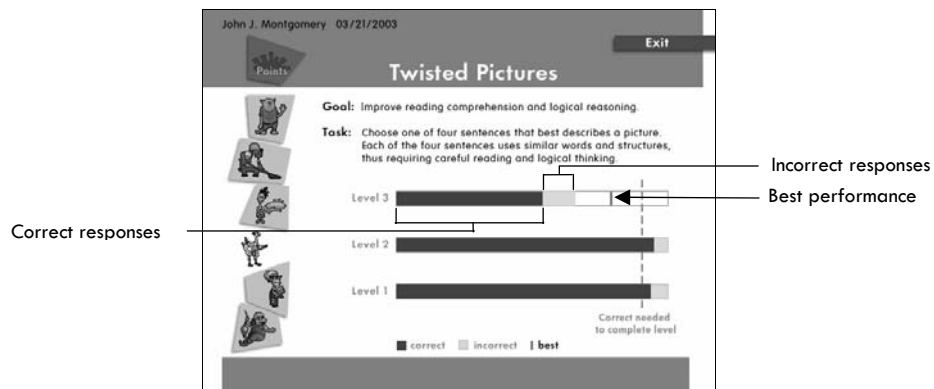
Canine Crew	
Goal: Improve decoding skills and knowledge of rhymes, synonyms, antonyms, and homophones.	
Task: Pair words according to semantic (meaning) and phonological (sound) principles.	
Level 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Level 2	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Level 1	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	Rhymes Synonyms Antonyms Homophones
	<input type="checkbox"/> current <input checked="" type="checkbox"/> completed

Completed group

Current group

Success Viewer Exercise screen – Canine Crew

Twisted Pictures, Hog Hat Zone, and Book Monkeys display participant progress through the different skill levels with bar graphs. (An example of Twisted Pictures is shown.)



Correct responses

Incorrect responses

Best performance

Success Viewer Exercise screen – Twisted Pictures



NOTE If the bar representing correct answers does not reach the dashed line labeled “Correct needed to advance,” the participant must repeat all of the questions at the level, and the graphical representations for the level are reset.

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

The Default Protocol

By default, Fast ForWord to Reading 3 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 3 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.
