

Fast ForWord to Reading 4 Gateway Edition

This section describes each of the Fast ForWord to Reading 4 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 4 product consists of six exercises that continue to help reading fluency, developing decoding, spelling, and sentence and paragraph comprehension skills, among others. The exercises are:

- Hoof Beat
- Jitterbug Jukebox
- Stinky Bill’s Billboard
- Lulu’s Laundry Line
- Book Monkeys: Book Two
- Goat Quotes

Hoof Beat



Hoof Beat helps develop decoding skills, vocabulary, sentence comprehension, and the understanding of semantics (meaning), syntax (part of speech), phonology (sound structure), morphology (word structure), and orthography (spelling and alphabetizing). It also introduces the participant to homophones (words that sound the same) and homographs (words that are spelled the same).

The KPAW Radio reporter is out on the streets of the city, asking questions of the inhabitants. Four lucky citizens do their best to respond to the questions. The participant helps KPAW decide which answers to broadcast by selecting the most accurate response.



Hoof Beat

The participant clicks the yellow **paw** on the giraffe’s microphone to present a word or instruction. The participant must click the response that best corresponds to the word or instruction presented. Points are awarded for each correct answer, and bonus points are awarded after 10 correct answers.



NOTE To hear the word pronounced again for spelling questions, click the yellow paw. This does not affect points or advancement in the exercise.



TIP The following keyboard shortcuts are available in Hoof Beat:

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

Jitterbug Jukebox



Jitterbug Jukebox helps develop spelling, letter-sound correspondences, phonological awareness and vocabulary as the participant spells words that are pronounced.

The folks in the diner want to dance. The participant selects tunes on the diner’s old jukebox by spelling words using the jukebox buttons.



Jitterbug Jukebox

The participant clicks the yellow **paw** on the jukebox to hear a word pronounced. Homophones (words that sound the same but are spelled differently) are presented within a spoken sentence for clarity. The participant must click the available letters to correctly spell the word, and then click the **Done** button. If an incorrect letter is clicked, the trials end and the correct word is displayed. Also, the entire word must be correct before the **Done** button is clicked. When the word is correctly spelled, a small reward animation plays. Points are awarded for each correct answer, and bonus points are awarded after 10 correct answers.



NOTE To hear the target word (or sentence) pronounced again, the participant may click the yellow paw. This does not affect points or advancement in the exercise



TIP The following keyboard shortcuts are available in Jitterbug Jukebox:

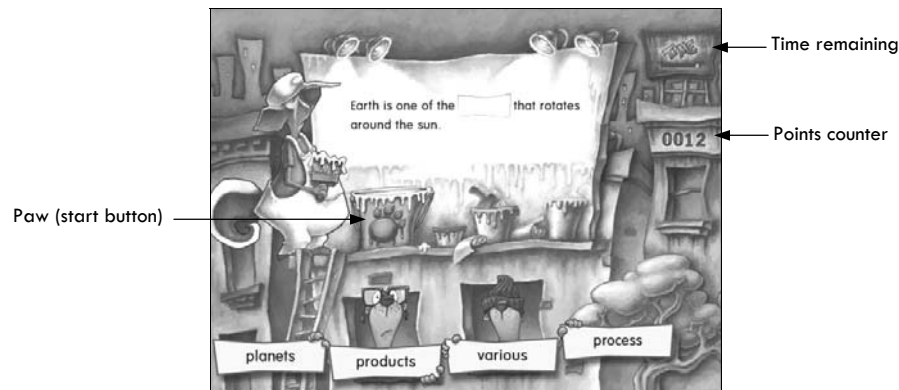
Button	Keyboard shortcut
Paw	Space bar
Letters	Corresponding letters on the keyboard
Done	Enter/Return

Stinky Bill's Billboard



Stinky Bill's Billboard helps develop sentence comprehension while reinforcing the links between word meaning and sentence structure. The exercise also focuses on decoding, which helps build a foundation for further vocabulary growth and a better understanding of word structure.

Stinky Bill keeps dropping important words as he tries to paste them on his billboard. The participant helps him get the missing words back on the billboard where they belong by selecting the correct word to fill in the appropriate blank spaces.



Stinky Bill's Billboard

The participant clicks the yellow **paw** sign to see Stinky Bill paste a sentence on his billboard. A few words fall into the hands of the animals below. The participant must click the word that best completes the sentence. Points are awarded for each correct answer, and bonus points are awarded after 10 correct answers.



TIP The following keyboard shortcuts are available in Stinky Bill's Billboard:

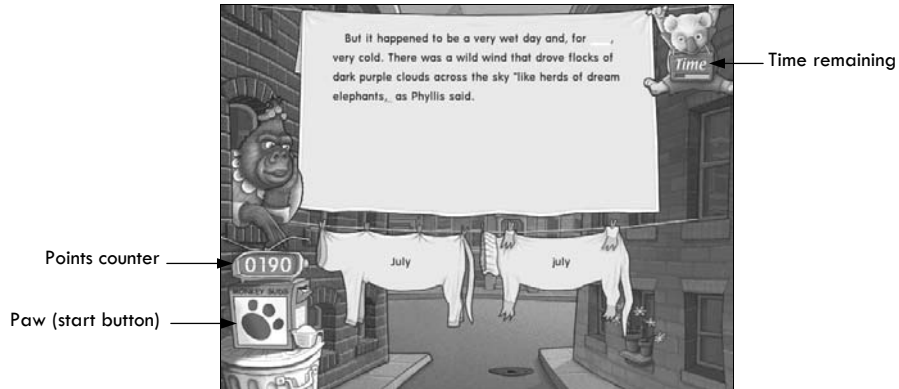
Button	Keyboard shortcut
Paw	Space bar
Responses, left to right	Number keys 1 through 4

Lulu's Laundry Line



Lulu's Laundry Line helps develop capitalization and punctuation skills as participants edit sentences and short paragraphs. This exercise also helps the participant understand the links between words and sentences, and builds a foundation for better sentence and paragraph comprehension.

Lulu and her friends have been busy all day with their washing chores. The participant helps them finish sorting the laundry by correctly selecting the word or punctuation mark that belongs in the displayed paragraph.



Lulu's Laundry Line

The participant clicks the yellow **paw** on the box of soap to see a paragraph displayed. Some of the words and punctuation are missing from the paragraph. Two to four choices for the first missing word or punctuation mark are displayed on Lulu's line of freshly hung laundry. The participant must click the word or punctuation mark 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 and punctuation until the paragraph is complete. 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 Lulu's Laundry Line, go to www.scilearn.com/support.



TIP The following keyboard shortcuts are available in Lulu's Laundry Line:

Button

Paw

Responses, top left to bottom right

Keyboard shortcut

Space bar

Number keys 1 through 4

Book Monkeys: Book Two



Book Monkeys: Book Two helps develop paragraph comprehension, working memory, and vocabulary as participants learn to think logically about what they are reading. It also helps expand the understanding of cause and effect, and exercises the ability to make inferences.

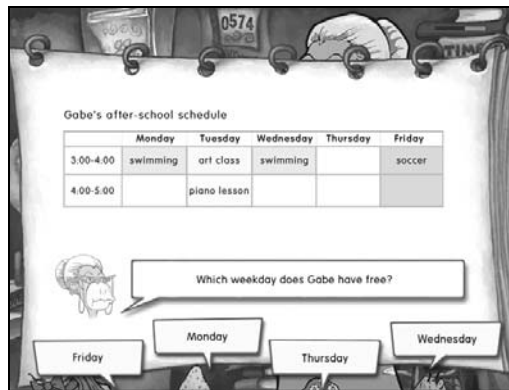
Those monkeys still haven't finished organizing the city library. The participant helps them clean up by correctly answering questions about the paragraphs and schedules presented.



Book Monkeys: Book Two

The participant clicks the yellow **paw** to begin organizing the library. 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. The paragraph disappears and the librarian asks a question. A few monkeys display possible answers on note cards. The participant must click the response that best answers the question.

When all of the paragraphs for that session have been presented, the librarian moves into the Reading Room, where she presents a table or schedule then asks a question.



Book Monkeys: Book Two Reading Room

The participant clicks the yellow **paw** to see the table or schedule. The table or schedule remains on the screen as the librarian asks a question. A few monkeys display possible answers. The participant must click the response that works best in the table or schedule.

In both sections, points are awarded for each correct answer, and bonus points are awarded after 10 correct answers.



TIP The following keyboard shortcuts are available in Book Monkeys: Book Two:

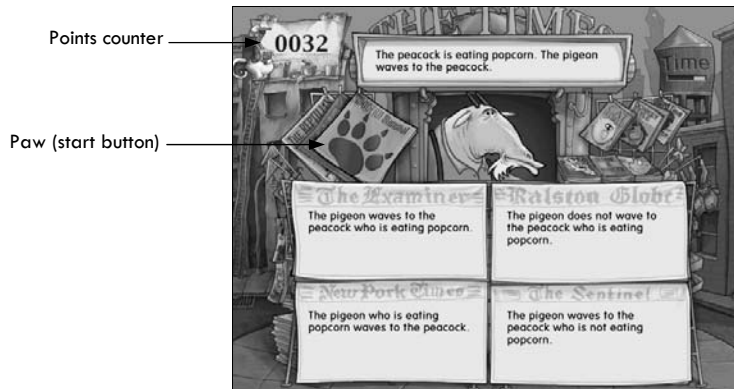
Button	Keyboard shortcut
Paw	Space bar
Done Reading	Space bar
Responses, top to bottom	Number keys 1 through 4

Goat Quotes



Goat Quotes helps develop sentence and paragraph comprehension as participants learn to paraphrase short paragraphs. Working memory, logical reasoning, decoding, syntax (grammar), and vocabulary are also strengthened in this exercise.

Mr. Goat can be very picky; he only likes to eat papers with sentences that match his newsstand headlines. The participant helps choose the most appropriate paper for him to munch on.



Goat Quotes

The participant clicks the yellow **paw** to see a headline displayed on the sign above the newsstand. The four newspapers below attempt to paraphrase the headline, but only one is correct. The participant must click the sentence that best matches the headline. Points are awarded for each correct answer, and bonus points are awarded after 10 correct answers.



TIP The following keyboard shortcuts are available in Goat Quotes:

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

Administering the Exercises

Use the following information to help administer the Fast ForWord to Reading 4 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 Hoof Beat 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, Hoof Beat 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 4 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 performance in an exercise or return to the Points screen

	Last Day	Total
Hoof Beat	270	604
Jitterbug Jukebox	232	590
Stinky Bill's Billboard	202	670
Lulu's Laundry Line	212	634
Book Monkeys: Book Two	224	714
Goat Quotes	203	695
Last Day's Total	743	Grand Total 3907

Success Viewer Points screen

To see an overview of participant progress in each exercise, click the exercise icon to the left of the exercise name.

Hoof Beat and Jitterbug Jukebox give an overview of a participant's progress by displaying the levels a participant has completed with a check mark and the levels are currently being worked on with a half-filled box. (An example of Jitterbug Jukebox is shown.)

Current group

Completed group

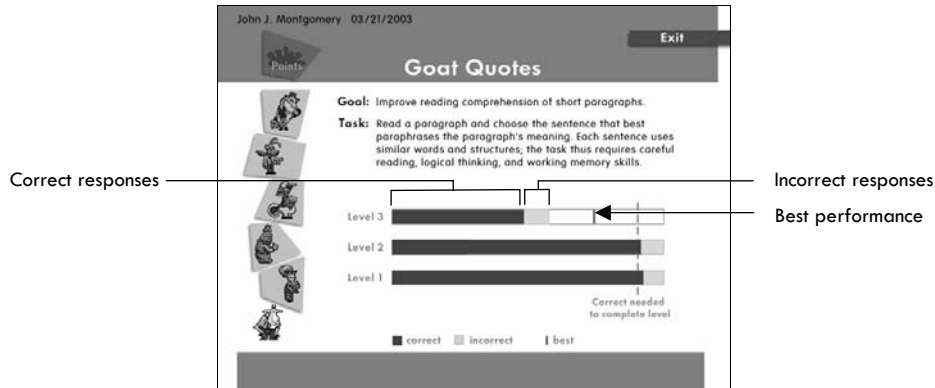
Goal: Improve spelling and knowledge of letter-sound correspondences.
 Task: Spell a spoken word by choosing from the presented letters.

Level	Transparent Rule Governed Words	Deep Rule Governed Words (Common Rules)	High Frequency Words
Level 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Level 2	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Level 1	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Legend: current completed

Success Viewer Exercise screen - Jitterbug Jukebox

Lulu's Laundry Line, Goat Quotes, Stinky Bill's Billboard, and Book Monkeys: Book Two display participant progress through the different skill levels with bar graphs. (An example of Goat Quotes is shown.)



Success Viewer Exercise screen – Goat Quotes



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 4 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 4 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.