

Intervention:

- When appropriate, change student's assigned computer; check headphones.
- Using Y-adapter, listen as student works.
- Explain exercise/practice in Demo Mode.
- Use manipulatives to teach exercises such as Start Up Stories: Following Directions.
- Show student Success Viewer; for next day, challenge him/her to work on my difficult exercise "second."
- Print short summary report (5 days) for each student; weekly share with students & classroom teachers.
- Print and share error reports with students and/or classroom teachers.

Motivation:

- After first two weeks, offer incentives/reward program.
- Vary the routine: Monday: Work in Socks Tuesday: Double Points in One Exercise Wednesday: Dim Lights Thursday: Prize for Increase Points Friday: Color/Create Percent Complete Chart
- Completion Certificate: Print; cut into 4ths; award $\frac{1}{4}$ as students qualify; glue in Fast ForWord folders.
- Highlight first students progressing from one product to another with a photo poster in the lab!

Trog Walkers



Directions: Click the sound button to hear a sequence of sound sweeps. Click the up and down arrows to match the sequence of sounds you just heard.

- Teach students to close eyes and use the keyboard short cuts:
Up Arrow= Target Sound Left Arrow=Up Sweep
Right Arrow=Down Sweep
- Remind students: 10 consecutive correct answers required for progress toward completion.
- Answer AFTER tones are presented. Two tones = two clicks. Five tones = five clicks.
- If the student misses and hears a "clunk", direct him to complete the sequence by clicking all the tones. Then pause and begin again.
- Practice: Language Basics - Flying Saucer

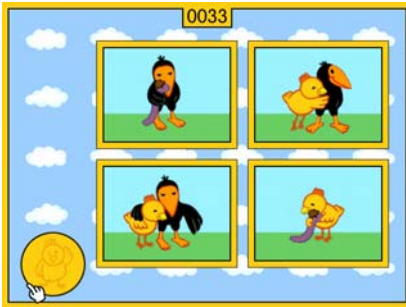
Bug Out



Directions: Click a tile and listen to the word associated with the tile. Click the other tiles to find the match. Confirm the match by clicking the target tile again.

- Compare this exercise to the game, *Concentration*: "Hidden behind each tile is a word. Find the matching word in the fewest clicks."
- Teach students to work in a pattern: Left to Right
- Remind students that the fewer clicks (trials), the more points will be earned. Note: An icon disappears with each click.
- At times, it will be necessary to click three times to match two tiles.
- Bonus Round: Use the mouse to move the frog; click to identify target word.

Start Up Stories



Directions Story Comprehension: Click the button to hear a story. Click the sound button to hear a question about the story. Click the picture that answers the question.

Directions Sentence Comprehension: Click the sound button. Click the picture that best represents the sentence you heard.

Directions Follow Directions: Click the sound button to hear instructions. Click or move objects on a grid according to the instructions given.

- Encourage students to listen then repeat the command silently. Then students should move the cursor to the correct box and click.
- Some students (ESL, Special Ed, etc.) will need extra help with vocabulary words. Share word lists (Professional CD) with classroom teachers and/or parents.

Treasure in the Tomb



Directions: Click the sound button to hear the target word. Click the character that repeats the target word.

- Teach keyboard shortcuts: Up Arrow=Target Sound
Left Arrow=Left Character Right Arrow=Right Character
- Work with eyes closed; repeat the target syllable silently.
- The sound may be difficult to identify at Processing Level 1 (very slow) but remind the student that his task is to MATCH the sound.
- In the bonus round, click the button for the target word. Then click each of the target words on the board.

Polar Cop



Directions: Click the picture of Chief Dog to hear the target word. Click the matching word when it appears.

- Teach students to use the keyboard shortcuts:
Up Arrow=Sound button Down Arrow=Selects Current Word
- Repeat the target word each time the distracter word is given.
- Bonus Round One: Click the Polar Bear in the trench coat. Listen to the target word. Listen as the words are repeated; click the window when the target word is heard.
- Bonus Round Two: Click the sound button; with the cursor, follow the seal's cart and click when the target sound is repeated.
- Bonus Round Three: When the target word is presented, click the car.