

Motivational Activities

Fast ForWord product studies show that by maximizing the Student Success Formula, CAPS (Completion, Attendance, Participation, Sequence of Products), students reach the greatest academic gains. You'll want to encourage your students to complete the content, attend regularly, participate according to the protocol, and follow the recommended product sequence (2 products per year).

The exercises, while fun, are also hard work. Motivational activities, including rewards and prizes, may be used to encourage participants during their Fast ForWord product sessions. An effective and age-appropriate program can motivate participants to stay on task with the Fast ForWord products to achieve their learning goals. Your motivational program should address the components of CAPS.

Meaningful Rewards and Reinforcement

All Fast ForWord products are uniquely designed with several built-in positive reinforcements:

- Points are awarded for every correct response
- Fun animations are displayed as a visual reward throughout exercises
- Success Viewer displays content complete

Teachers and coaches can supplement these built-in motivators with their own reward system. By finding rewards that are meaningful to your students as both individuals and groups, you can create a fun, productive, learning environment.

Extrinsic rewards such as posters, pens, candy, and pizza parties are favorite reward items with many schools and participants. Education-related items such as an exciting paperback book, dictionaries, thesaurus, and calculators are meaningful items to many participants. Parent groups and community donations can assist with providing prizes.

Age-appropriate rewards are very important. Check with participants as to what type of reward is meaningful to them. Suggested prizes under \$10 are pencils and pens with the Fast ForWord product logo, shirts and hats with logos, paperback books, small stuffed animals, free movie passes, gift certificates to book or video stores, fast food or ice cream store gift certificates. An announcement in the newsletter or other forms of recognition from peers, parents, or teachers can mean a lot to students of any age.

Intrinsic Rewards are a popular alternative to extrinsic reward systems. Challenging participants to set goals for themselves, track their progress, review their reports and share their achievements can be part of an intrinsic reward system, and integrated into the overall school program.

Motivational Activities

Customized motivational activities such as contests, token economies, bulletin board displays, and recognition ceremonies can keep the interest level high to ensure consistent participation and positive results.

Bulletin Board Ideas

High Score Board: participant's name, screen shots of Fast ForWord exercises, highest points score card, spotlight the participants who beat their own points or who get highest points overall

Wall of Fame: participants' names are placed on the Wall of Fame when they maintain a participation level greater than 95%.

Progress Board (Points or Exercise % Complete): Participants can use Fast ForWord product-specific charts to track Points and/or Exercise % Complete, then use colorful stickers or crayons to track their progress. Charts are available at: www.scientificlearning.com/gateway/support.

Exercise-Specific Displays: Create colorful displays using the specific Fast ForWord product characters. Characters and screenshots are available on the Professional Development Resource CD received in training.

Setting up a Token Economy

Whether you are using points or exercise percent complete, students will enjoy shopping at the Fast ForWord store. Set up a small store with age-appropriate prizes and assign a point or dollar value to each item. Once a week, the students who have earned enough points or reached a targeted level of completion may shop for a prize. Keep in mind that some students will like to earn small prizes more frequently, while others may prefer to save their points for a larger prize.

Suggested Prizes for Elementary School Students (all under \$10): stickers, pencils, play-doh, hair clips, yo-yos, bubbles, erasers, checkers, books, friendship bracelets, wrist bands, beanie babies, jump ropes, small trinket boxes, bag of marbles, etc.

Suggested Prizes for Middle & High School Students (all under \$10): pencils and pens with Fast ForWord logos or school name, shirts and hats with logos, paperback books, small stuffed animals, movie passes, gift certificates to bookstores, video stores, or fast food restaurants.

Suggested Group Rewards

- additional recess time
- pizza party at the end of a Fast ForWord session

Group Motivational Activities

- Involve the students in developing a point system based on what they want. Would they rather work for something big as a group or smaller things as individuals? What (within reasonable limits) would they like to work towards?
- Create a challenging, yet attainable group goal. Whether this goal is a total number of points or reaching a certain completion level, they can all be tracked on a bulletin board. These points can be used for something big at the end of the Fast ForWord session (i.e. a pizza or make your own sundae party). You can add or subtract points based on adherence to the protocol and behavior.
- Divide the class in to two groups. The group that meets or exceeds the goal (such as total number of points, completion level) after a specified period of time earns a prize (i.e. a party size subway sandwich party).
- For exercises that are especially challenging, or during days where students' motivation seems to be waning, you can award extra points (i.e. have a "Double Points for Stories Day").
- If the teachers in the school agree, students can earn points towards a free homework pass or for more internet time.
- Draw a Fast ForWord exercise name out of a hat at the end of the day. The student who improves his/her score the most in that exercise gets a prize.
- If students need to earn community service hours, have them earn their hours with their time working on the Fast ForWord exercises.

Keeping Track of the Motivational System

- Success Viewer - displays content completion and points earned in each exercise for current day and grand total.
- Calendar - track adherence to the product protocol; award a sticker or a colored mark for each completed exercise on a daily basis.
- Web Resources - available on the Scientific Learning Web site:
www.scientificlearning.com/gateway/support

How Points are awarded

Each Fast ForWord exercise awards points as positive reinforcement for correct responses to exercise stimuli. Progress points supplement the reward animations to help keep students focused and engaged while working on the exercises.

Fast ForWord products are adaptive, so students at a lower level in an exercise should be able to achieve an equivalent amount of points to a student at a higher level, as long as they are working hard to get correct answers. For example, a student who is at 80% complete and a student who is at 20% complete may both be getting 3 of 4 correct responses, and therefore the same amount of daily points. The tables below show how points are allocated for each Fast ForWord exercise (per protocol). Note most reading exercises will award bonus points for completing the daily protocol or number of correct trials responses in a row.

Fast ForWord Language

Exercise	Points Per Correct Response	Average Daily Points (50-Minute Protocol)	Average Daily Points (75-Minute Protocol)	Average Daily Points (100-Minute Protocol)
Circus Sequence	2	375	475	600
Phoneme Identification	3	275	450	575
Old McDonald's Flying Farm	4	225	325	425
Phonic Words	5	275	400	500
Phonic Match	2	275	325	400
Block Commander	6	275	325	400
Language Comprehension Builder	6	475	575	750

Fast ForWord Middle & High School

Exercise	Points Per Correct Response	Average Daily Points (48-Minute Protocol)	Average Daily Points (90-Minute Protocol)
Sweeps	4	525	900
IDs	8	525	900
Streams	10	600	1000
Cards	4	700	1150
Matches	6	450	750
Stories	15	525	950

Fast ForWord Language to Reading

Exercise	Points Per Correct Response	Average Daily Points (48-Minute Protocol)	Average Daily Points (90-Minute Protocol)
Trog Walkers	2	275	450
Treasure in the Tomb	2	250	375
Polar Cop	4	150	250
Bug Out!	1	375	600
Start-Up Stories	6	275	450

Fast ForWord to Reading 1

Exercise	Points Per Correct Response	Average Daily Points (48-Minute Protocol)	Average Daily Points (90-Minute Protocol)
Bear Bags	1	125	225
Flying Fish	3	125	225
Magic Rabbit	3	150	250
Quail Mail	1	150	250
Bedtime Beasties	4	125	225
Buzz Fly	6	125	225

Fast ForWord to Reading 2

Exercise	Points Per Correct Response	Average Daily Points (48-Minute Protocol)	Average Daily Points (90-Minute Protocol)
Bear Bags: More Lunch	2	200	350
Fish Frenzy	4	150	275
Magic Bird	4	175	325
Ant Antics	5	150	275
Leaping Lizards	5	175	325
Dog Bone	8	125	250

Fast ForWord to Reading 3

Exercise	Points Per Correct Response	Average Daily Points (48-Minute Protocol)	Average Daily Points (90-Minute Protocol)
Scrap Cat	4	200	275
Canine Crew	5	250	375
Chicken Dog	7	300	450
Twisted Pictures	7	200	325
Book Monkeys	12	225	400
Hog Hat Zone	8	225	375

Fast ForWord to Reading 4

Exercise	Points Per Correct Response	Avg Daily Pts (48-Minute Protocol)	Average Daily Points (90-Minute Protocol)
Hoof Beat	4	225	300
Jitterbug Jukebox	4	150	225
Stinky Bill's Billboard	4	150	200
Lulu's Laundry	2	125	200
Book Monkeys Two	4	150	250
Goat Quotes	4	150	250

Fast ForWord to Reading 5

Exercise	Points per Correct Response	Average Daily Points (50-Minute Protocol)	Average Daily Points (90-Minute Protocol)
Wood Works	3	319	574
Gator Jam	5	359	646
Lana's Lanes	8	345	622
Toad Loader	3	360	648
Quack Splash	6	384	691