

Fast ForWord to Reading I Gateway Edition

This section describes each of the Fast ForWord to Reading 1 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 1 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 1. The exercises are:

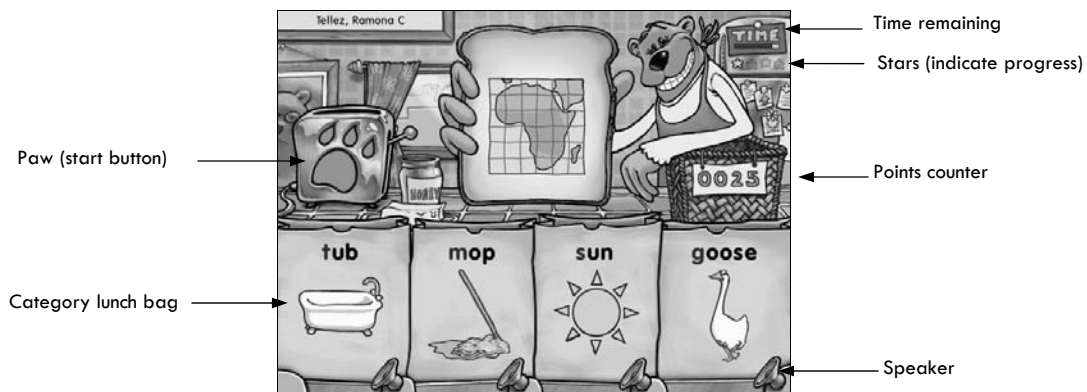
- Bear Bags
- Magic Rabbit
- Flying Fish
- Quail Mail
- Bedtime Beasties
- Buzz Fly

Bear Bags



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

The participant helps Mama Bear make lunch by sorting the pictures or words into the appropriate phoneme-based categories.



Bear Bags

The participant clicks the yellow **paw** on the toaster to start making lunch. A word with a target sound is pronounced, and that word (or a picture of that word) is displayed on a piece of toast. One of the lunch bags displays a word or picture with the same sound. The participant must click the lunch bag with the same 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 11 correct answers.

To hear a word pronounced again, the participant may click the yellow **paw**. This does not cost points and does not affect the participant's 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 each word as quickly as possible to earn the most points. The speed round ends when the timer runs out.



NOTE Bear Bags 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 encourages the participant to continue working 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:

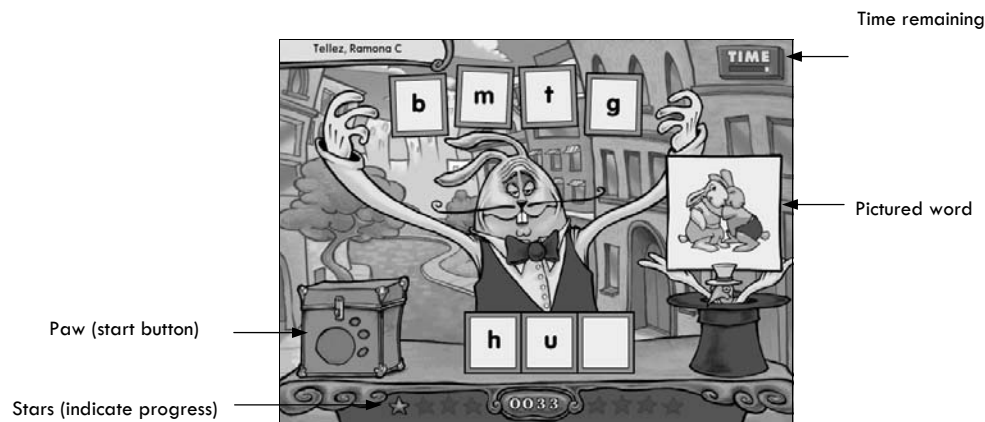
Button	Keyboard shortcut
Paw	Space bar
Category bags, left to right	Number keys 1 through 4

Magic Rabbit



Magic Rabbit uses spelling and word building to help increase sensitivity to letter-sound correspondences.

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



Magic Rabbit

The participant clicks the yellow **paw** on the magic box to start. Magic Rabbit pronounces a word aloud, and then displays the word on the table. One of the letters in the word disappears, and several new letters appear over the magician’s head (see above). A target word, similar to the first word, is then pronounced. One of the letters above the magician’s head completes the target word. The participant must drag and drop that letter into its correct place to spell the word. Points are awarded for each correct answer.



NOTE When a word in Magic Rabbit can be represented by a picture, that picture is displayed on the screen. In the example above, a picture of the target word “hug” is displayed above the magic hat.

Later, the exercise presents a new task. A word is pronounced. Then, the exercise displays all of the letters that belong in the word over the magician’s head. The participant unscrambles the letters to correctly spell the target word by placing the letters in the correct order on the table. Then, one of the letters on the table disappears. The participant continues to spell new target words as they did earlier in the exercise. Points are awarded for each correct answer.

In Magic Rabbit, 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 evaluated as correct, the participant must spell the word correctly on the first attempt. Bonus points are awarded after 9 correct answers.

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



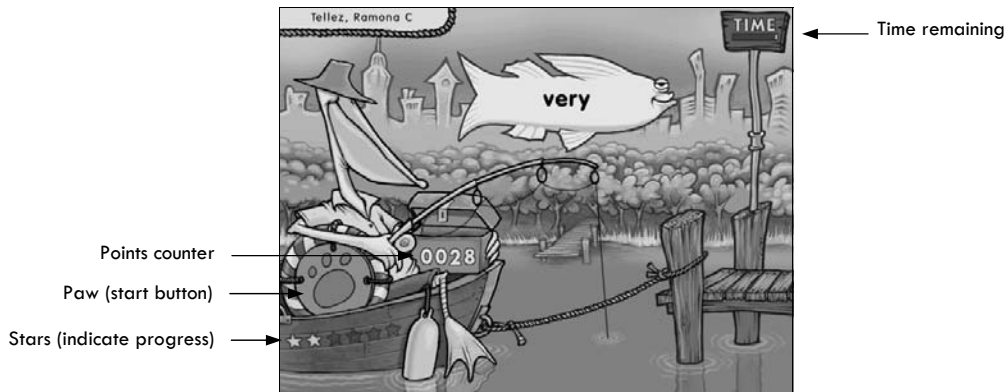
TIP The following keyboard shortcut is available in Magic Rabbit:

Button	Keyboard shortcut
Paw	Space bar

Flying Fish



Flying Fish 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.



Flying Fish

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, Flying Fish pronounces and displays all the words in the exercise. After some practice, the exercise only pronounces the target words, and only displays the responses. Also, 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 Flying Fish 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.

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



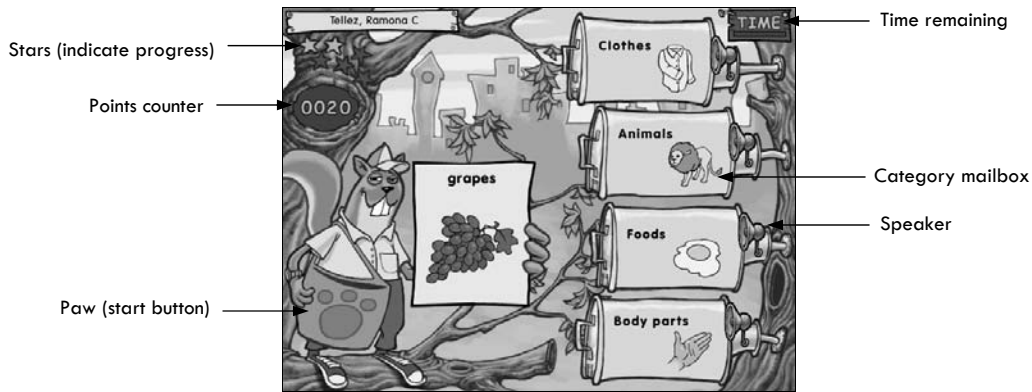
TIP The following keyboard shortcuts are available in Flying Fish:

Button	Keyboard shortcut
Paw	Space bar
Response	Down arrow

Quail Mail



Quail Mail improves vocabulary and encourages flexibility during reading as participants sort words into their appropriate semantic and linguistic categories.



Quail Mail

The participant clicks the yellow **paw** on the mailbag to start delivering the mail. The mail carrier displays a piece of mail with a picture and/or word on it. When the mail includes a written word, that word is also pronounced. The participant must click the mailbox with the category that includes the item, and the mail is sorted into that mailbox. Points are awarded for each correct answer, and bonus points are awarded after 13 correct answers.

To hear a word pronounced again, the participant may click the paw. This does not cost points and does not affect the participant's 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 mailbox 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 Quail Mail 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.

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



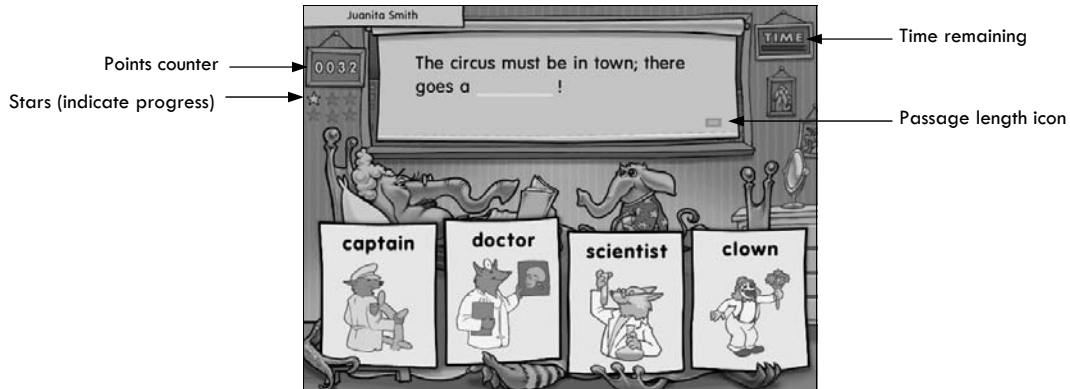
TIP The following keyboard shortcuts are available in Quail Mail:

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

Bedtime Beasties



Bedtime Beasties improves sentence comprehension and vocabulary skills as participants complete sentences by selecting the most appropriate response to fill in the blank.



Bedtime Beasties

The participant clicks the yellow **paw** on the nightstand to start reading the bedtime stories (not shown). An incomplete sentence is displayed on the window shade. In the beginning, the sentence is also spoken aloud. Then, the beasties under the bed display four possible responses. The participant must click the picture, 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.

Bedtime Beasties presents sentences alone or in sequence—creating brief fiction or nonfiction passages. Icons at the bottom of the window shade 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, Bedtime Beasties presents the entire passage the next time the participant enters the exercise.

Bedtime Beasties 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 Bedtime Beasties:

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

Buzz Fly



Buzz Fly helps develop listening comprehension and working memory as participants listen to passages while reading along, and then answer multiple-choice questions.



Buzz Fly

The participant clicks the yellow **paw** on the filing cabinet to start. A page of text from a fiction or nonfiction passage is displayed on the screen and read aloud. Each line of text is highlighted as it is read. Once that page is complete, the exercise presents a question about the text and reads that question aloud. Then, the flies display four pictures as possible responses. The participant must click the picture that best answers the question. Points are awarded for each correct answer, and bonus points are awarded after 4 correct answers.

Buzz Fly presents pages of text from long passages, and presents those pages in sequence to strengthen listening comprehension. Icons at the bottom of the screen indicate the number of pages in the passage. As a page is presented, the corresponding icon highlights, indicating the current location in the passage. If a question is answered incorrectly, that page is immediately presented again, and the participant has up to two more chances to answer correctly.

If the exercise ends before a passage is completed, Buzz Fly presents the entire passage in the next session.

Buzz Fly 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 Buzz Fly:

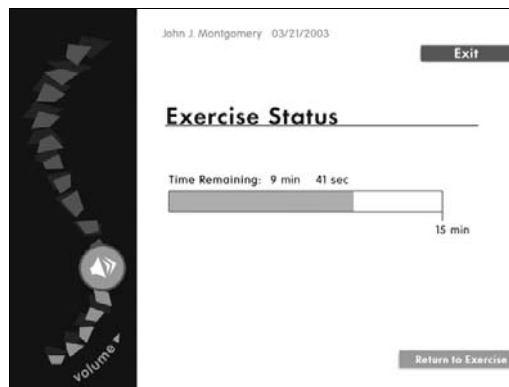
Button	Keyboard shortcut
Paw	Space bar
Responses, top left to bottom right	Number keys 1 through 4

Administering the Exercises

Use the following information to help administer the Fast ForWord to Reading 1 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 Flying Fish 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, Flying Fish 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 1 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.

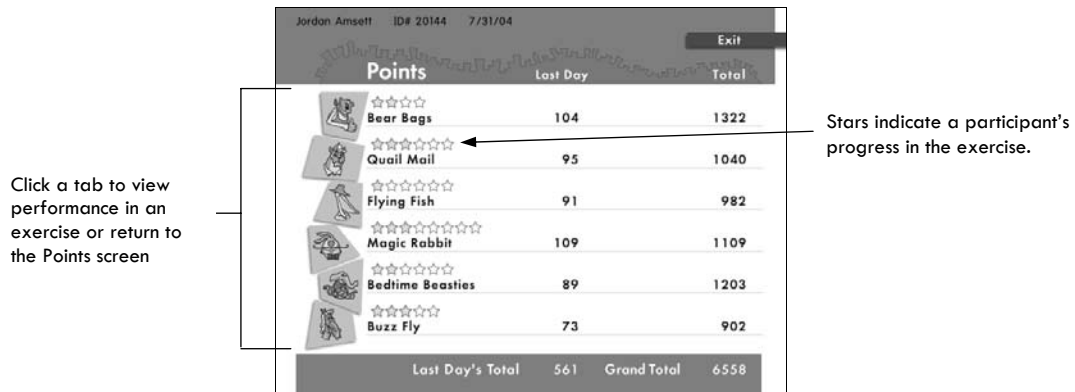
The Success Viewer Screens

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.



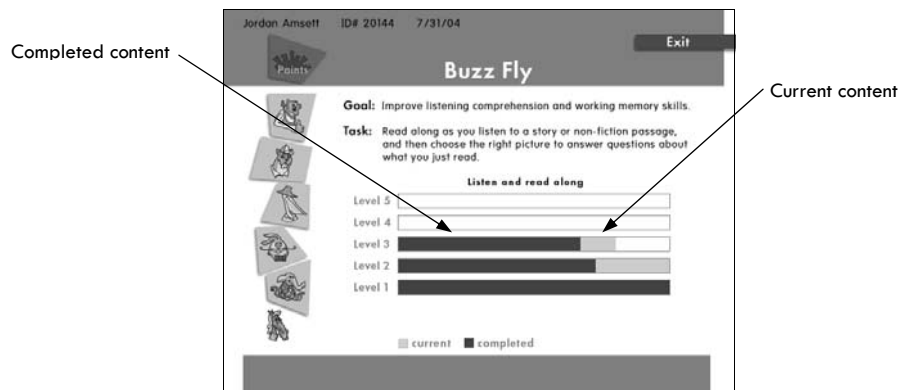
NOTE The number of points earned in an exercise does not always reflect the participant's performance in that exercise; points are used only as a reward for correct answers, and to encourage the participant to continue working on the products.

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.



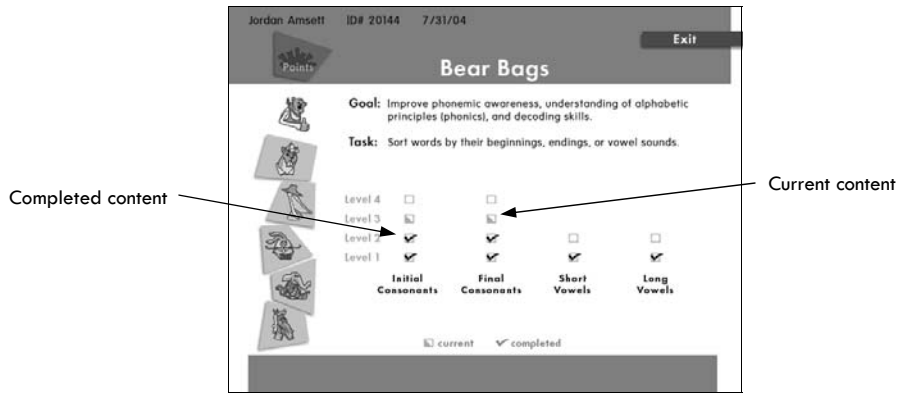
Success Viewer Points screen

Buzz Fly displays participant progress through the different skill levels with bar graphs.



Success Viewer Exercise screen – Buzz Fly

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 is shown.)



Success Viewer Exercise screen – Bear Bags

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

The Default Protocol

By default, Fast ForWord to Reading 1 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 1 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.