

Chapter 5

Fast ForWord to Literacy *Advanced*

This chapter describes each of the Fast ForWord to Literacy *Advanced* exercises and then outlines the administration process. For information on how to install, set up, or run the software, refer to the *How to Use Fast ForWord® Gateway Edition* manual.

For older participants, Fast ForWord to Literacy *Advanced* can be used in place of Fast ForWord Language to Reading.

The Exercises

The Fast ForWord to Literacy *Advanced* product consists of five exercises: one sound exercise and four word exercises. The exercises work together to develop the understanding of basic speech sounds as well as the fundamental skills for reading improvement.

The sound exercise presents tonal sweeps using different frequencies, different sequences of multiple sounds, and different time durations. The following sound exercise is described in this chapter:

- Sky Rider

The word exercises present words either in isolation or within sentences with various levels of linguistic complexity. In some instances, the speech sounds have been digitally altered using patented methods (including selective intensity increases) to provide enhanced learning opportunities. The participant also works on graphemes, the letters that represent phonemes, and on visual tracking to strengthen left-to-right reading patterns. The following four word exercises are described in this chapter:

- Laser Match
- Meteor Ball
- Lunar Leap
- Galaxy Theater

Each of the exercises in Fast ForWord to Literacy *Advanced* begins with an introduction that explains how to work on that exercise. Fast ForWord to Literacy *Advanced* also provides these introductions in Spanish, for an individual participant or a group of participants. To enable the Spanish introductions, refer to “Customizing the Products for Participants” on page 51 in *How to Use Fast ForWord® Gateway Edition*.

Sky Rider

Sky Rider helps improve organization, focus skills, and working memory by presenting sound sweeps using different frequency ranges, different sequences of multiple sounds, and different time durations. The frequencies and durations of the sound sweeps correspond to some of the rapid transitions in the sounds of the English language.

The object of Sky Rider is to ride the sky board as skillfully as possible by correctly repeating sequences of sound sweeps.



Sky Rider

The participant clicks the yellow planet to hear a sequence of sound sweeps. A sound sweep is classified as “up” (a lower to higher frequency) or as “down” (a higher to lower frequency). The participant must click the up arrow or down arrow to repeat the sequence of sounds heard. For example, if the exercise presents an up sweep and then a down sweep, the participant must click the up arrow once, then click the down arrow once. If the exercise presents two down sweeps, the participant must click the down arrow twice. Points are awarded when the sequence is correctly reproduced.

The high score displays the highest score ever achieved by the participant in one session. If the high score is distracting, the participant can hide it by clicking the corresponding display button.

In each session, the sky rider’s skills increase as the participant answers trials correctly. The speedometer and background colors indicate the skill level of the rider. Bonus points are awarded more frequently as the skill level of the rider increases in the session.

At first, Sky Rider presents sequences of two sound sweeps. As the participant progresses in the exercise, Sky Rider presents sequences of three, four and five sound sweeps. The lights above the yellow planet indicate the number of sound sweeps in the current sound sequence (two to five). Bonus points are awarded more frequently as the number of sound sweeps increase in the exercise.

As the participant progresses in the exercise, Sky Rider decreases the duration of the sound sweeps and the length of time between the sound sweeps, challenging the participant to improve his or her rate of processing.

Sky Rider starts with a preparatory stage for each frequency sweep in the exercise. When the participant masters the preparatory stage, the exercise automatically begins.

The participant will continue to work on the exercise until the skills in the exercise are mastered. If Sky Rider is one of the last three exercises mastered, the participant will continue to repeat the content at the shortest durations and highest number of sound sweeps.

TIP	The following keyboard shortcuts are available in Sky Rider:	
	Button	Keyboard shortcut
	Planet (sound button)	Left arrow or space bar
	Up arrow button	Up arrow
	Down arrow button	Down arrow

Laser Match

Laser Match helps improve organization and focus skills, word analysis, phonological awareness, and working memory.

Laser Match displays monitors in groups of four, eight, and sixteen. Each monitor has a word associated with it. The object of Laser Match is to match all the words into pairs using the fewest clicks.



Laser Match

The participant clicks a monitor to hear Laser Match pronounce a word and display that word on the monitor. The participant must click the other monitors on the screen to find the monitor with the matching word. If the participant clicks a new monitor that matches one already clicked, the word is pronounced but not displayed. The participant must then go back and click the first monitor of the pair to confirm the match. The two monitors turn off. Points are awarded for each correct match.

The laser control in the alien’s hand displays the number of attempts (clicks) available to match all of the words on the screen. Each time a monitor is clicked, this number is reduced by one. However, even when this number reaches zero, the participant can still match words. When all of the words on the screen have been matched, any remaining clicks are awarded as bonus points.

The high score displays the highest score ever achieved by the participant in one session. If the high score is distracting, the participant can hide it by clicking the corresponding display button.

Laser Match first presents words in which the speech sounds have been digitally altered using patented methods (including selective intensity increases) to provide enhanced learning opportunities. As the participant progresses through the exercise, Laser Match decreases this processing, and eventually presents the words using natural speech. The three shapes on the bookshelf represent the speech processing levels in Laser Match. While the participant works in a level, the corresponding shape highlights.

Shape	Processing Level
Triangle (red)	Level 3 (more processed)
Square (blue)	Level 4 (less processed)
Circle (green)	Level 5 (natural speech)

At the highest level, Laser Match also presents “alien” words—nonsense words that use basic English spelling patterns—to encourage accurate decoding for unfamiliar words.

Laser Match begins with a preparatory stage that helps the participant learn how to match the words. When the participant demonstrates proficiency in this task, the preparatory stage automatically ends and the exercise begins.

As the participant progresses through the exercise, Laser Match presents the fluency round.

Laser Match – Fluency Round

In the fluency round, the participant moves the alien across the screen to zap target words.



Laser Match Fluency Round

The participant clicks the yellow planet on the back of the alien’s chair (not shown) to hear a target word pronounced. Words appear on the monitors in the top row, one at a time, from left to right. When the target word appears on a monitor, the participant must move the alien by moving the mouse until the alien is directly below that monitor, and then click the mouse button to zap the word with the laser control. Points are awarded for each correct answer. The participant should respond as quickly as possible, without making mistakes, to earn the most points.

When the participant zaps all the target words on the screen correctly, the participant earns tokens. However, if a monitor with an incorrect word is zapped, or a monitor with a target word is missed, all tokens are lost and the fluency round starts over. At the end of the fluency round, any remaining tokens are awarded as bonus points.

When the fluency round ends, the participant returns to the main exercise.

NOTE Laser Match tracks participant responses during the fluency round, but does not use this information to advance the participant’s standing in the exercise. Instead, the fluency round is an opportunity for the participant to review the material at a faster pace and earn extra points.

TIP The following keyboard shortcuts are available in the Laser Match fluency round:

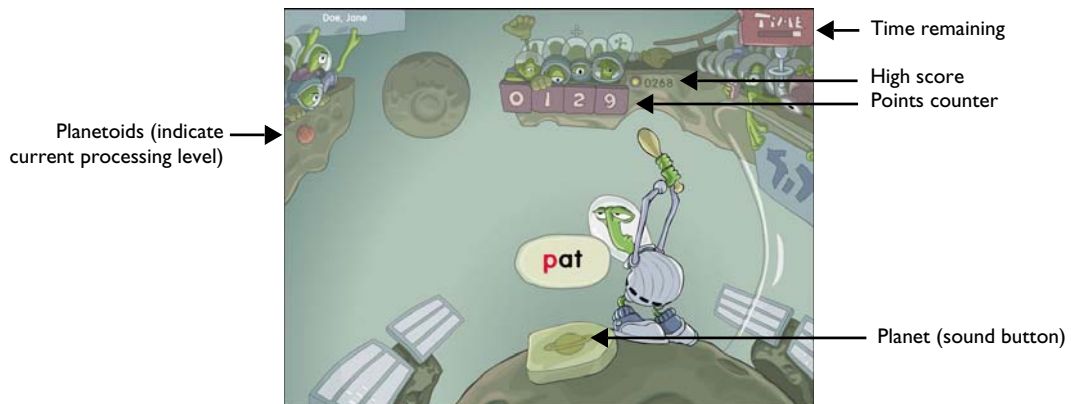
Button or function	Keyboard shortcut
Planet (sound button)	Down arrow or space bar
Move alien left and right	Left and right arrows
Fire laser control	Up arrow

The participant will continue to work on the exercise until the skills in the exercise are mastered. If Laser Match is one of the last three exercises mastered, the participant will continue to repeat the content at the highest levels.

Meteor Ball

Meteor Ball helps improve organization and focus skills, word analysis, and working memory. The participant also works on phonological awareness and visual tracking to strengthen left-to-right reading behavior.

The object of Meteor Ball is to identify a pronounced target word when presented in a series of pronounced and written words.



Meteor Ball

The participant clicks the yellow planet to hear a target word pronounced. A series of words are pronounced and displayed on meteor balls that move across the screen, from left to right. The participant must click the meteor ball that presents the target word. Points are awarded for each correct answer.

The high score displays the highest score ever achieved by the participant in one session. If the high score is distracting, the participant can hide it by clicking the corresponding display button.

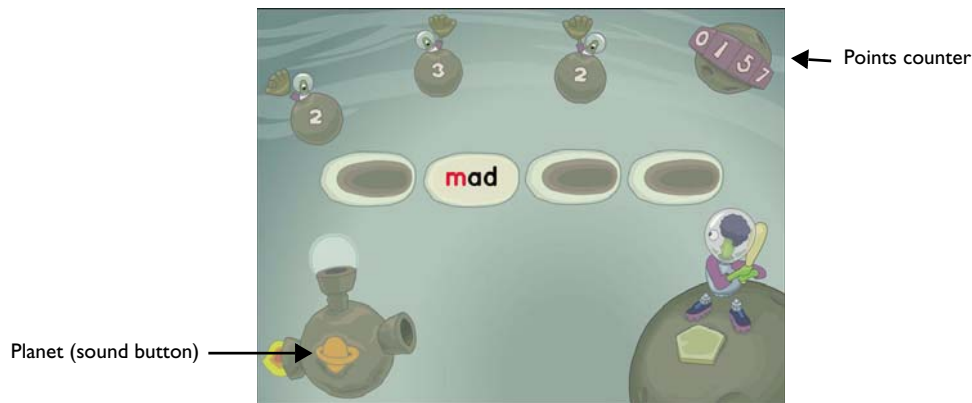
Meteor Ball first presents words in which the speech sounds have been digitally altered using patented methods (including selective intensity increases) to provide enhanced learning opportunities. As the participant progresses through the exercise, this processing is decreased, until the words are presented using natural speech. The three planetoids on the upper left grandstand represent the speech processing levels in Meteor Ball. While the participant works in a level, the corresponding planetoid highlights.

Planetoid	Processing Level
Lava (red)	Level 3 (more processed)
Water (blue)	Level 4 (less processed)
Grass (green)	Level 5 (natural speech)

As the participant progresses through the exercise, Meteor Ball presents the fluency round.

Meteor Ball – Fluency Round

In the fluency round, the participant has three chances to hit meteor balls into space by correctly identifying target words.



Meteor Ball Fluency Round

The participant clicks the yellow planet to hear a target word pronounced. A series of words are pronounced and displayed on meteors, one at a time, from left to right. The participant must identify and click the meteor that presents the target word. For each target word identified, the fluency round awards points, and the participant receives one chance to hit a meteor ball into the sky and earn bonus points. The participant should respond as quickly as possible, without making mistakes, to earn the most points.

If the last trial in the fluency round is answered correctly, the participant is allowed to hit the meteor balls; if not, the round ends.

When the fluency round ends, the participant returns to the main exercise.

NOTE Meteor Ball tracks participant responses during the fluency round, but does not use this information to advance the participant's standing in the exercise. Instead, the fluency round is an opportunity for the participant to review the material at a faster pace and earn extra points.

The participant will continue to work on the exercise until the skills in the exercise are mastered. If Meteor Ball is one of the last three exercises mastered, the participant will continue to repeat the content at the highest level.

TIP The following keyboard shortcuts are available in Meteor Ball:

Button	Keyboard shortcut
Planet (sound button)	Down arrow or space bar
Target word	Up arrow

Lunar Leap

Lunar Leap helps improve organization and focus skills, and word analysis. It also helps improve phonological awareness and working memory.

The object of Lunar Leap is to identify a pronounced target word when presented in a sequence of two pronounced and written words.



Lunar Leap

The participant clicks the yellow planet to hear a target word. A bungee-jumping alien pronounces two words. As each word is pronounced, it is briefly displayed on one of the alien's two helmets. One presents the target word, while the other presents a phonologically contrasting word. The participant must click the helmet that presents the target word. Points are awarded for each correct answer.

The high score displays the highest score ever achieved by the participant in one session. If the high score is distracting, the participant can hide it by clicking the corresponding display button.

Lunar Leap first presents words in which the speech sounds have been digitally altered using patented methods (including selective intensity increases) to provide enhanced learning opportunities. As the participant progresses through the exercise, Lunar Leap decreases this processing, and eventually presents the words using natural speech. The three rings represent the different speech processing levels in Lunar Leap. While the participant works in a level, the corresponding ring highlights.

Ring	Processing Level
Low (orange)	Level 3 (more processed)
Middle (blue)	Level 4 (less processed)
High (green)	Level 5 (natural speech)

In each session, the progress marker on the bungee machine indicates the trials that have been answered correctly. When the participant answers ten correct trials, the bungee machine launches the alien toward the next moon, and the progress marker is reset.

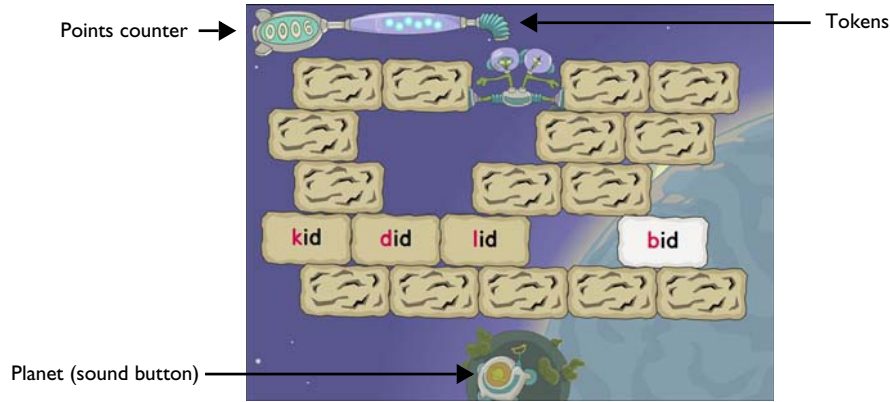
TIP The following keyboard shortcuts are available in Lunar Leap:

Button	Keyboard shortcut
Planet (sound button)	Down arrow or space bar
Left helmet	Left arrow
Right helmet	Right arrow

As the participant progresses through the exercise, Lunar Leap presents the fluency round.

Lunar Leap – Fluency Round

In the fluency round, the participant identifies target words displayed on space blocks.



Lunar Leap Fluency Round

The participant clicks the yellow planet to hear a target word pronounced. The top row of blocks highlights and each block displays a word. The participant must click all of the blocks that display the target word. When a block with a target word is clicked, it disappears. For each correct answer, one point is awarded and one token is earned. Tokens appear in the counter at the top of the screen. The participant should respond as quickly as possible, without making mistakes, to earn the most points.

When the entire row is cleared of target words, the remaining words on the blocks disappear. The next row of blocks highlights and each block in that row displays a word. The participant must continue clicking blocks with the same target word.

The fluency round screen displays five rows of blocks. If the last row of blocks is successfully cleared before the fluency round ends, the second row highlights again and the fluency round continues as before. However, if a block with an incorrect word is clicked, or a block with a target word is missed, all tokens are lost and the fluency round starts over. At the end of the round, any remaining tokens are awarded as bonus points. When the fluency round ends, the participant returns to the main exercise.

NOTE Lunar Leap tracks participant responses during the fluency round, but does not use this information to advance the participant's standing in the exercise. Instead, the fluency round is an opportunity for the participant to review the material at a faster pace and earn extra points.

TIP The following keyboard shortcuts are available in the Lunar Leap fluency round:

Button	Keyboard shortcut
Planet (sound button)	Down arrow or space bar
Blocks, left to right	Number keys 1 through 5

The participant will continue to work on the exercise until the skills in the exercise are mastered. If Lunar Leap is one of the last three exercises mastered, the participant will continue to repeat the content at the highest level.

Galaxy Theater

Galaxy Theater helps improve listening comprehension skills, organization and focus skills, and English language conventions.

The object of Galaxy Theater is to listen to a story, and then answer questions and follow instructions related to the story.



Galaxy Theater – Narration

Galaxy Theater consists of three stories:

- Devon and the Sarcastic Remarks
- The New Dreamer
- Justin and His Friend, Buddy

Galaxy Theater presents the first story in which the speech sounds have been digitally altered using patented methods (including selective intensity increases) to provide enhanced learning opportunities. As the participant progresses through the stories, Galaxy Theater decreases this processing, eventually presenting the last story using natural speech. The lights on the left side of the screen indicate the current story and processing level in the exercise. The bottom light represents level 3; the middle and highest lights represent levels 4 and 5, respectively.

Story	Processing Level
Devon and the Sarcastic Remarks	Level 3 (more processed)
The New Dreamer	Level 4 (less processed)
Justin and His Friend, Buddy	Level 5 (natural speech)

Each story presents four chapters. The chapter number at the bottom of the screen indicates the current chapter in the story. Each chapter includes the following three activities:

- **Narration and story comprehension** – Presents a chapter of the story, then presents questions that test the comprehension of the story
- **Sentence comprehension** – Presents questions that test the comprehension of sentences
- **Following directions** – Presents activities that test the ability to comprehend and follow directions

When the participant completes all three activities in a chapter, Galaxy Theater presents the next chapter in the current story. This continues until all four chapters for the current story are completed.

Galaxy Theater – Narration and Story Comprehension

During the narration, the exercise aurally presents a chapter of the story with accompanying illustrations. The participant clicks the yellow planet to start the narration for the current chapter. Icons at the bottom of the screen indicate the number of pages in the chapter. As a page is presented, the corresponding icon highlights, indicating the location in the chapter.

The story comprehension activity presents questions that relate to the current chapter of the story. When the narration ends, the participant clicks the yellow planet to hear a question. The participant must click the picture that illustrates the correct answer. Points are awarded for each correct answer.



Galaxy Theater – Story Comprehension

Galaxy Theater – Sentence Comprehension

The sentence comprehension activity presents a sentence and four pictures that are possible representations of the sentence. The participant clicks the yellow planet to hear a sentence. Then the participant must click the picture that is the most accurate representation of the sentence. Points are awarded for each correct answer.



Galaxy Theater – Sentence Comprehension

The sentence comprehension activity develops the understanding of language structures by teaching the participant to understand spoken sentences in order to identify visual representations of each sentence. These questions and sentences include grammatical structures with a range of difficulty. For example:

- “Which one is emptier?” (easier)
- “The bass player follows the drummer that the keyboard player is signaling.” (harder)

TIP The following keyboard shortcuts are available for the story/sentence comprehension activities:

Button	Keyboard shortcut
Planet (sound button)	Down arrow or space bar
Responses, top left to bottom right	Number keys 1 through 4

Galaxy Theater – Following Directions

The following directions activity presents sentences that instruct the participant to manipulate one or more objects. The participant clicks the yellow planet to hear an instruction. The participant must use the mouse to follow that instruction. To move an object, the participant must click and hold the mouse, drag the object to the new location, then release the mouse button. Points are awarded for each correct answer. If an incorrect object is clicked, or an object is moved to an incorrect location, the trial ends and the correct response is demonstrated.



Galaxy Theater – Following Directions

In the following directions activity, as the participant progresses, the exercise presents increasingly complex directions that the participant must understand in order to follow and execute them. These instructions include a range of difficulty. For example:

- “Touch the purple pillow and the green bed.” (easier)
- “Put the small yellow balloon between the purple pillow and the green bed.” (harder)

Throughout Galaxy Theater, the high score displays the highest score ever achieved by the participant in one session. If the high score is distracting, the participant can hide it by clicking the corresponding display button.

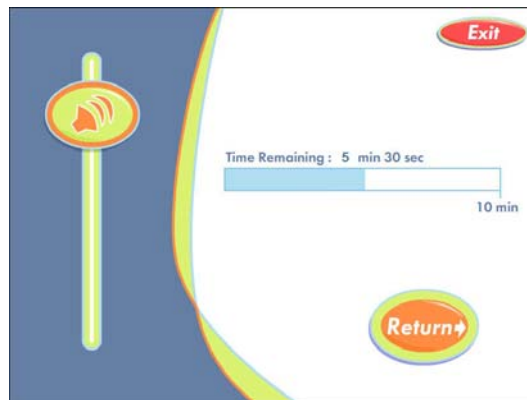
The participant will continue to work on the exercise until the skills in the exercise are mastered. If Galaxy Theater is one of the last three exercises mastered, the participant will continue to repeat the last story at the highest level.

Administering the Exercises

Use the following information to help administer the Fast ForWord to Literacy *Advanced* session. For details on how to start the exercises, please refer to Chapter 3, “Using the Fast ForWord Products” in *How to Use Fast ForWord® Gateway Edition*.

Checking the Exercise Status

While the participant is 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

To access the Exercise Status screen while a participant is working on an exercise:

- **Windows** – Press and hold the Control key, then press =
- **Macintosh** – Press and hold the Command key, then press =

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 quit the exercise, click Exit.



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

When the participant completes an exercise for the day, the product presents the Select an Exercise screen.

To continue working, the participant must click another exercise. To take a short break, the participant should remain at the Select an Exercise screen. When the participant is ready to work again, the participant can select the next available exercise.

Completed exercises appear grayed out on the Select an Exercise screen and cannot be selected.

NOTE Exercises also appear grayed out on the Select an Exercise screen when the exercise is closed because the content in the exercise has been mastered. See “Completing the Product” on page 84 for details.

Exiting an Exercise Early

If the participant exits an exercise early, that exercise will appear grayed out on the Select an Exercise screen for the rest of the session. To complete the exercise, the participant must start a new session. The following example illustrates this process:

- A participant works on Sky Rider for 5 minutes in the morning and uses the Exercise Status screen to exit the exercise before the required 10 minutes is complete. That exercise appears 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, Sky Rider is available and only requires 5 more minutes of work to complete the exercise for that day.

The participant should continue working on all available exercises until the exercises are completed and the protocol for the day is met.

Completing the Session

When the participant completes all of the exercises scheduled for that day, participation bonus points are awarded and the Success Viewer appears.

NOTE A participant can return to the exercises and continue working after the session is completed. This will not affect the next day's protocol.

Exiting the Session Early

If the participant exits the session early, the Success Viewer appears. However, the participant should start another session that day and continue working until all of the exercises are completed and the protocol for the day is met.

The Success Viewer

At the end of each session, the product calculates the results for that participant and displays those results in 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 Chapter 5, “Reviewing Results” in *How to Use Fast ForWord® Gateway Edition* for more information about this feature.

TIP For the most detailed performance review, including extensive historical reports, Scientific Learning provides Fast ForWord Progress Tracker. For more information on this powerful product, visit our Web site at www.scientificlearning.com/products.

The Success Viewer Screens

When the Success Viewer opens, it displays the Points screen. The Points screen shows the points earned on the last participation day (the current day if the participant has just finished working), and the total points earned for each exercise. The Points screen also displays the last day’s total points and the grand total points for all exercises.

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.

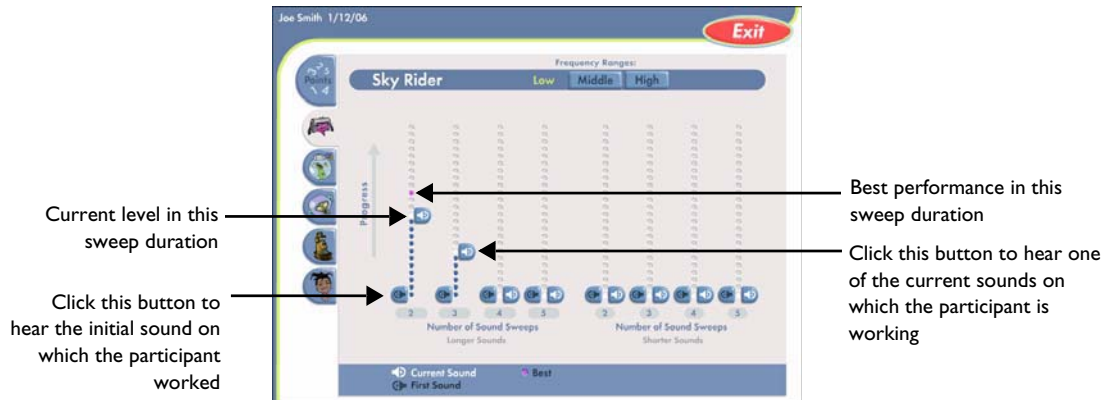
The Points screen displays a clock next to an exercise when the participant works on the exercise for the required number of minutes that day. When the protocol for the day is met, a clock appears next to all of the exercises, and the screen displays the participation bonus points.

Points	Last Day	Total
Sky Rider	112	986
Meteor Ball	8	868
Lunar Leap	84	640
Laser Match	116	759
Galaxy Theater	82	582
Participation Bonus	100	700
Last Day's Total		502
Grand Total		4535

Success Viewer – Points

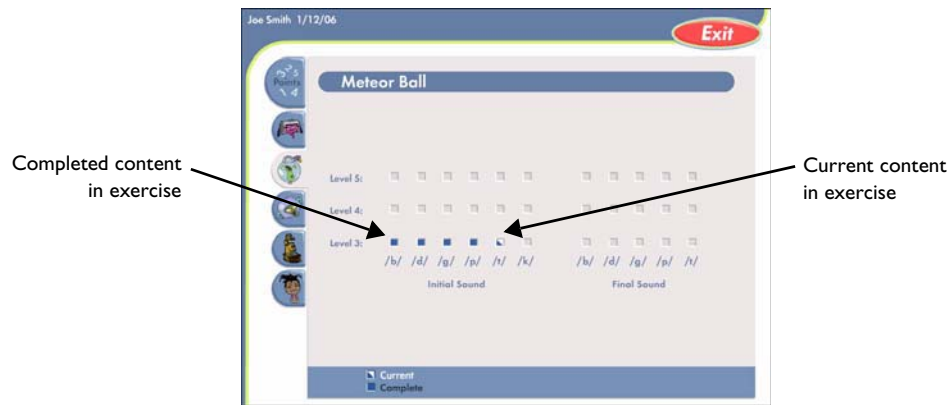
To view details about the participant’s performance in each individual exercise, or to return to the Points screen, click the corresponding tab on the left side of the screen. To exit the Success Viewer from any screen, click Exit.

The screen for Sky Rider displays a vertical graph for each sweep duration.



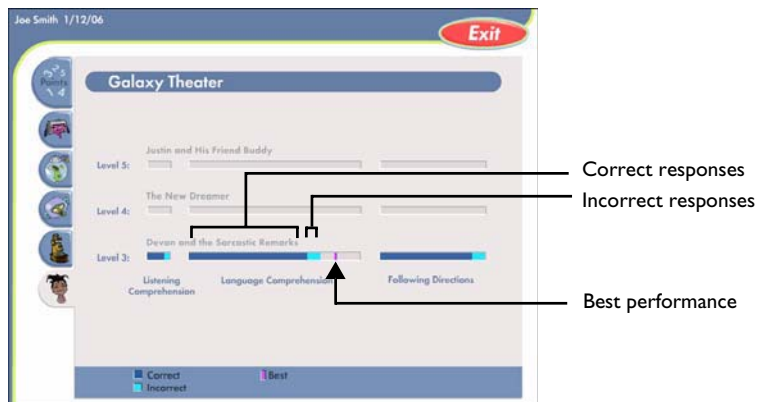
Success Viewer – Sky Rider

The screens for Laser Match, Meteor Ball, and Lunar Leap display boxes for the content in the exercises. (An example of Meteor Ball is shown.)



Success Viewer – Meteor Ball

The screen for Galaxy Theater displays horizontal bar graphs for each story.



Success Viewer – Galaxy Theater

The Default Protocol

By default, Fast ForWord to Literacy *Advanced* is configured to present five exercises, for a total of 50 minutes each day. Each day's participation time can be divided into multiple sessions.

Using this protocol, Scientific Learning recommends that the participant work on Fast ForWord to Literacy *Advanced* five days a week, for an estimated 8 to 12 weeks.

A consistent daily routine that allows for intense repetition will maximize the benefits of the exercises. The participant may take breaks between exercises, but not while an exercise is open.



Alternate protocols are available to meet different participant requirements. Please refer to "Selecting an Alternate Protocol" on page 51 in *How to Use Fast ForWord® Gateway Edition* for more information. For details on all available protocols, refer to the *Fast ForWord Best Practices Implementation Workbook*, available online at www.scientificlearning.com/gateway/bestpractices.

Completing the Product

In Fast ForWord to Literacy *Advanced*, the first two exercises that a participant masters will be closed as each exercise is mastered. The remaining three exercises will remain open, allowing the participant to continue working on the skills in these exercises. The protocol will adjust so that the participant continues working on these exercises for the total number of minutes in the protocol.

When the participant masters the last of the remaining exercises, all three exercises are closed, and the product is complete.