

Chapter 4

Fast ForWord Literacy Advanced

This chapter describes each of the Fast ForWord 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 Scientific Learning® Gateway* manual.

Fast ForWord Literacy Advanced is the second product in the secondary education product sequence.

The Exercises

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

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 the Fast ForWord Literacy Advanced product begins with an introduction that explains how to work on that exercise. As an alternative, you can choose to present the introductions in Spanish. To enable the Spanish introductions, refer to “Customizing the Products for Participants” on page 58 in *How to Use Scientific Learning® Gateway*.

Sky Rider

Sky Rider helps improve the ability to distinguish differences between sounds, the ability to accurately identify three or more sounds in a series (advanced listening accuracy), and the ability to recognize and remember the order in which a series of sounds is presented (auditory sequencing).

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



Sky Rider

Working on Sky Rider

To work on 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 then click the up arrow or down arrow to identify the sequence of sound sweeps heard. For example, if the exercise presents an up sweep and then a down sweep, the participant must click the up arrow once, and 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.

Sky Rider starts with a preparatory stage for each frequency sweep in the exercise. When the participant masters the preparatory stage for a frequency, the exercise automatically begins. The preparatory stage will be revisited when a new frequency is encountered for the first time.

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 markers 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.

Rewarding Progress in Sky Rider

To help engage the participant, the sky rider's skills increase as the participant answers trials correctly in a session. 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 within each session.

The percent complete markers above the speedometer indicate the percentage of completed content in the exercise. Each marker represents 10% of the exercise. When all of the markers light up, the exercise is complete.

The high score represents 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.

Using Help in Sky Rider

If the participant needs assistance identifying the sound sweeps, the participant can click the Help (?) button below the yellow planet to see the different sequences of sound sweeps presented for the current frequency (Hz), duration (length of each sound sweep), and ISI (time between sound sweeps).



Sky Rider Help

When the help screen opens, the participant can click the yellow planet to hear the current sequence of sound sweeps. To change the pattern of sound sweeps to another pattern, for example, to change *two up sweeps* to *one up sweep and one down sweep*, the participant can click the Change Pattern button.

To see the response buttons highlight as the sound sweeps play, the participant can click the corresponding radio button at the bottom of the screen.

NOTE Using help does not affect the participant's standing in Sky Rider.

Understanding the Science in Sky Rider

Sky Rider presents sound sweeps using different frequency ranges, different sequences of 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.

Sky Rider presents sound sweeps in the following frequency ranges:

Frequency Ranges
High (2000 Hz)
Middle (1000 Hz)
Low (500 Hz)

As the participant progresses in a frequency, 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 auditory processing. For example, an 80 ms duration represents a sound sweep that lasts for 80 milliseconds.

Sky Rider presents the following durations in each frequency range:

Durations
80 ms
30 ms

The lowest level in Sky Rider presents two sound sweeps at an 80 ms duration separated by a 500 ms ISI. The highest level presents five sound sweeps at a 30 ms duration separated by a 20 ms ISI. By increasing the number of sound sweeps presented, from two to three, three to four, and four to five, Sky Rider helps improve advanced listening accuracy and auditory sequencing skills.

Mastering Sky Rider

The participant will continue to work on the exercise until the skills in the exercise are mastered. If Sky Rider is revisited, the participant will continue to repeat the content at the shortest durations. For more information on revisiting exercises, see “Completing the Product” on page 101.

TIP The following keyboard shortcuts are available in Sky Rider:

Button	Keyboard shortcut
Planet (start button)	Left arrow or space bar
Up arrow button	Up arrow
Down arrow button	Down arrow

Laser Match

Laser Match helps improve the ability to recognize words, the ability to identify multi-syllabic words, the ability to recognize the relationship between letters and sounds, and the ability to understand letter patterns (word analysis). It also helps improve the ability to make correct distinctions based on individual phonemes (phonological accuracy).

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

Working on Laser Match

To work on Laser Match, the participant clicks a monitor on the screen. The exercise pronounces a word and displays 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.

Laser Match presents words that differ by initial consonant, final consonant, onset, or vowel. For example, the words *bit* and *pit* differ by initial consonant. 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.

Rewarding Progress in Laser Match

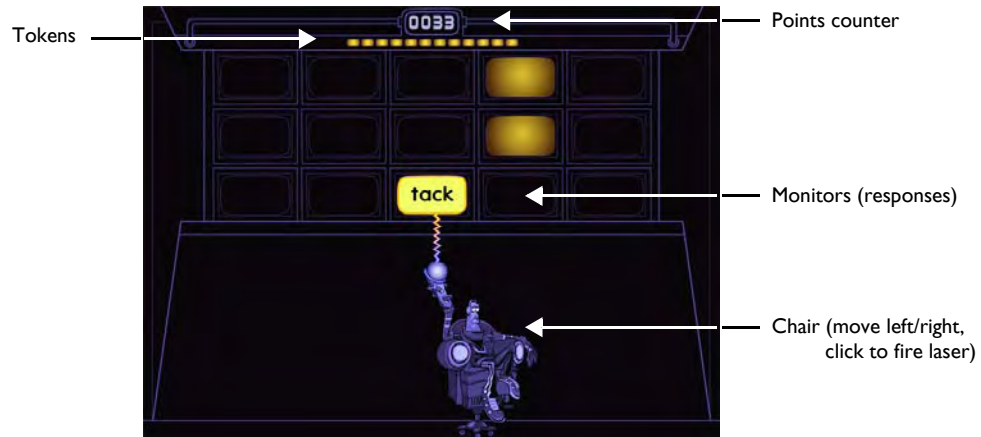
The laser control in the alien’s hand displays the number of attempts (clicks) available to match all of the words on the screen. Each time a monitor is clicked, this number is reduced by one. However, even when this number reaches zero, the participant can still match words. When all of the words on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

The percent complete markers below the participant name indicate the percentage of completed content in the exercise. Each marker represents 10% of the exercise. When all of the markers light up, the exercise is complete.

The high score represents 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.

Working on the Fluency Round in Laser Match

As the participant progresses in the exercise, Laser Match presents the fluency round. In the fluency round, the participant moves the alien across the screen to zap target words.



Laser Match Fluency Round

To work on the 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 (start button)	Down arrow or space bar
Move alien left and right	Left and right arrows
Fire laser control	Up arrow

Understanding the Science in Laser Match

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. Initially, the consonant sounds in each word have been enhanced relative to the vowel sound. For example, the word *bit* is initially presented with acoustically modified versions of the /b/ and /t/ sounds.

As the participant progresses through the exercise, Laser Match decreases this processing, and eventually presents the words using natural speech.

The three processing level markers (shapes) in the bookshelf represent the different speech processing levels in Laser Match. While the participant works in a level, the corresponding marker lights up.

When the participant completes a level, bonus points are awarded and the next marker lights up. When all three markers light up, the participant is working in the highest level.

Mastering Laser Match

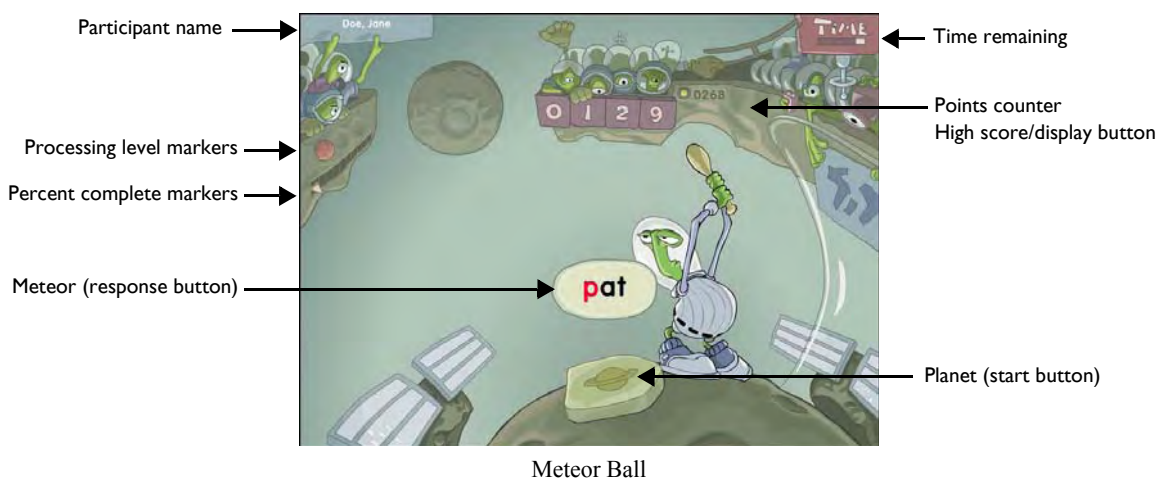
The participant will continue to work on the exercise until the skills in the exercise are mastered. If Laser Match is revisited, the participant will continue to repeat the content at the highest levels with the largest size grids. For more information on revisiting exercises, see “Completing the Product” on page 101.

Meteor Ball

Meteor Ball helps improve the ability to recognize words, the ability to identify multi-syllabic words, the ability to recognize the relationship between letters and sounds, and the ability to understand letter patterns (word analysis).

Additionally, Meteor Ball helps improve the ability to identify and manipulate speech sounds in a quick and efficient manner (phonological fluency), and the ability to remain focused on a given task while ignoring distractions and refraining from impulsive behavior (sustained attention). The participant also works on 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.



Working on Meteor Ball

To work on 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.

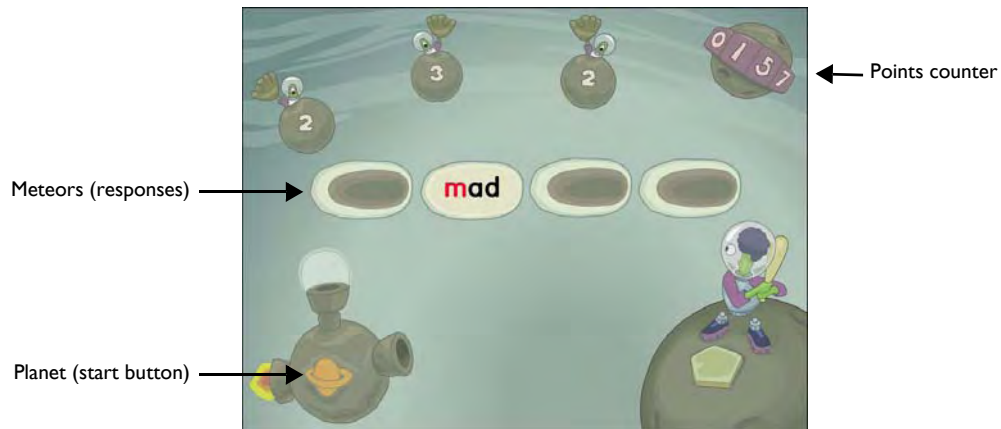
Rewarding Progress in Meteor Ball

The percent complete markers on the upper left bandstand indicate the percentage of completed content in the exercise. Each marker represents 10% of the exercise. When all of the markers appear, the exercise is complete.

The high score represents 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.

Working on the Fluency Round in Meteor Ball

As the participant progresses through the exercise, Meteor Ball presents the 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

To work on the 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. 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. The participant should respond as accurately as possible to earn the most points.

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 and earn extra points.

Understanding the Science in Meteor Ball

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. Initially, the consonant sounds in each word have been enhanced relative to the vowel sound. For example, the word *bid* is initially presented with acoustically modified versions of the /b/ and /d/ sounds.

As the participant progresses through the exercise, Meteor Ball decreases this processing, and eventually presents the words using natural speech.

The three processing level markers (planetoids) at the top of the screen represent the different speech processing levels in Meteor Ball. While the participant works in a level, the corresponding marker appears. When the participant completes a level, the next marker lights up. When all three markers appear, the participant is working in the highest level.

Mastering Meteor Ball

The participant will continue to work on the exercise until the skills in the exercise are mastered. If Meteor Ball is revisited, the participant will continue to repeat the content at the highest level. For more information on revisiting exercises, see “Completing the Product” on page 101.

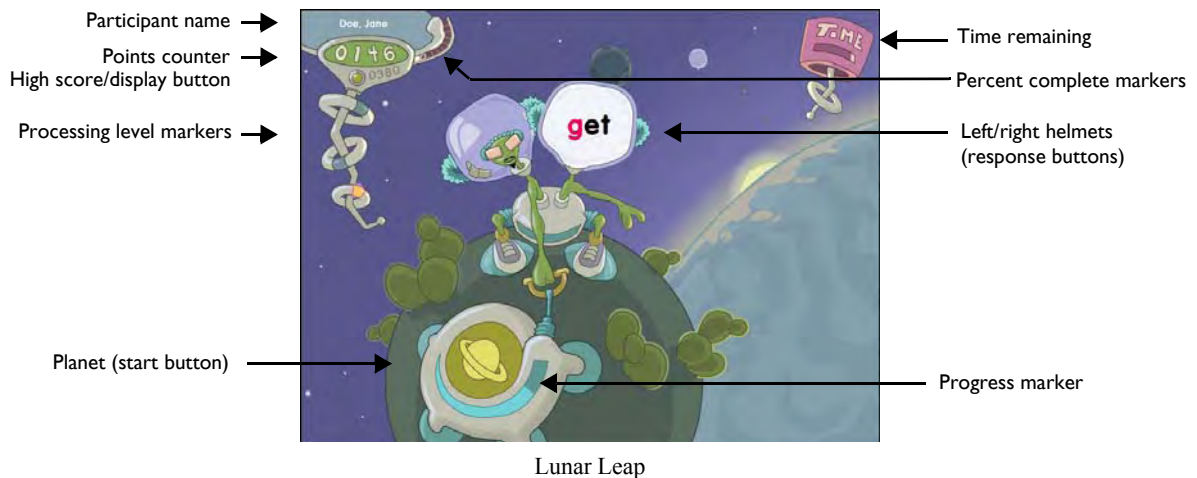
TIP The following keyboard shortcuts are available in Meteor Ball:

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

Lunar Leap

Lunar Leap helps improve the ability to recognize words, the ability to identify multi-syllabic words, the ability to recognize the relationship between letters and sounds, and the ability to understand letter patterns (word analysis). Lunar Leap also helps improve the ability to make correct distinctions based on individual phonemes (phonological accuracy), and the capacity for holding speech sounds in memory (phonological memory).

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



Working on Lunar Leap

To work on 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.

Rewarding Progress in Lunar Leap

To help motivate the participant, the progress marker on the bungee machine indicates the trials that have been answered correctly in a session. When the participant answers ten correct trials, the bungee machine launches the alien toward the next moon, and the progress marker resets.

The percent complete markers on the points counter indicate the percentage of completed content in the exercise. Each marker represents 10% of the exercise. When all of the markers light up, the exercise is complete.

The high score represents 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.

Working on the Fluency Round in Lunar Leap

As the participant progresses through the exercise, Lunar Leap presents the fluency round. In the fluency round, the participant identifies target words displayed on space blocks.



Lunar Leap Fluency Round

To work on the 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 (start button)	Down arrow or space bar
Blocks, left to right	Number keys 1 through 5

Understanding the Science in Lunar Leap

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. Initially, the consonant sounds in each word have been enhanced relative to the vowel sound. For example, the word *bid* is initially presented with acoustically modified versions of the /b/ and /d/ sounds.

As the participant progresses through the exercise, Lunar Leap decreases this processing, and eventually presents the words using natural speech.

The three processing level markers (rings) at the top of the screen represent the different speech processing levels in Lunar Leap. While the participant works in a level, the corresponding marker lights up. When the participant completes a level, the next marker lights up. When all three markers light up, the participant is working in the highest level.

Mastering Lunar Leap

The participant will continue to work on the exercise until the skills in the exercise are mastered. If Lunar Leap is revisited, the participant will continue to repeat the content at the highest level. For more information on revisiting exercises, see “Completing the Product” on page 101.

TIP The following keyboard shortcuts are available in Lunar Leap:

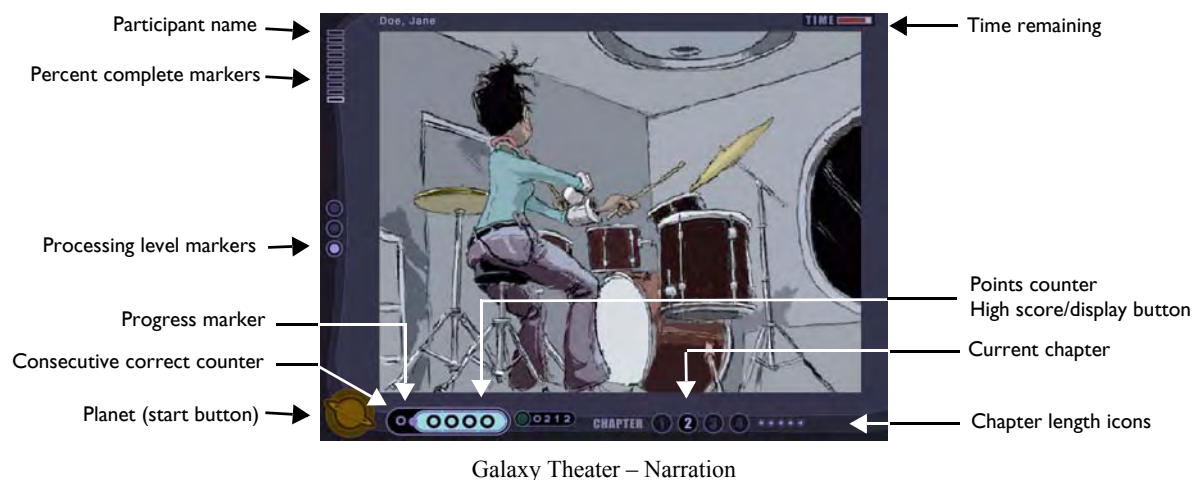
Button	Keyboard shortcut
Planet (start button)	Down arrow or space bar
Left helmet	Left arrow
Right helmet	Right arrow

Galaxy Theater

Galaxy Theater helps improve the ability to understand successive sentences and derive meaning from a story (listening comprehension). It helps improve the ability to listen to spoken directions of increasing length and complexity, to comprehend the directions, and to hold them in memory long enough to plan and carry out the required action (following directions).

Galaxy Theater also helps build an understanding of the elements of the English language, including proper word order, syntax, prefixes and suffixes, plurals, and subject-verb agreement (English language conventions), and helps build knowledge of the phonological structure and meaning of words (vocabulary).

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



Working on Galaxy Theater

Galaxy Theater consists of three stories: *Devon and the Sarcastic Remarks*, *The New Dreamer*, and *Justin and His Friend Buddy*. Each story presents four chapters, and each chapter includes three activities:

- **Narration and listening comprehension** – Presents a chapter of the story, then presents questions that test the comprehension of the story
- **Language 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 in the current story are completed.

The activities in each chapter are detailed as follows.

Working on Narration and Listening Comprehension in Galaxy Theater

Galaxy Theater begins each chapter with the narration and listening comprehension activity.



Galaxy Theater – Narration

To work on the narration and listening comprehension activity, the participant clicks the yellow planet to start the narration. The exercise aurally presents a chapter of the story along with illustrations. The current chapter is indicated at the bottom of the screen. The chapter length icons next to the current chapter indicate the number of pages in that chapter. As the exercise presents each page, the corresponding icon highlights, indicating the location in the chapter.



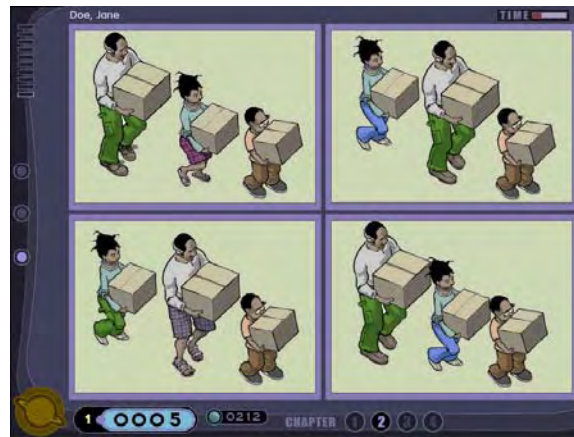
Galaxy Theater – Listening Comprehension

When the narration ends, the participant clicks the yellow planet to hear a question related to the story. The participant must click the picture that illustrates the correct answer. Points are awarded for each correct answer.

The narration and listening comprehension activity challenges the participant to answer questions that are specifically designed to build comprehension and memory for details, main ideas, and relationships within the story.

Working on Language Comprehension in Galaxy Theater

The second task in the chapter is the language comprehension activity.



Galaxy Theater – Language Comprehension

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

The language comprehension activity helps develop the understanding of language structures by challenging the participant to understand spoken sentences and then 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 listening/language comprehension activities:

Button

Planet (start button)

Responses, top left to bottom right

Keyboard shortcut

Down arrow or space bar

Number keys 1 through 4

Working on Following Directions in Galaxy Theater

The final task in the chapter is the following directions activity.



Galaxy Theater – Following Directions

To work on the following directions activity, 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.

The following directions activity 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)

When the participant completes all three activities in a chapter, the next chapter begins. This continues until all four chapters in the story are mastered; then, the next level opens and a new story begins.

Rewarding Progress in Galaxy Theater

Throughout Galaxy Theater, the consecutive correct counter indicates the number of consecutive correct responses. When the participant answers three consecutive trials correctly, the session progress marker above the score advances and the counter is reset to zero (0). Bonus points are awarded when the progress marker completes one rotation around the score.

The percent complete markers in the upper left corner indicate the percentage of completed content in the exercise. Each marker represents 10% of the exercise. When all of the markers light up, the exercise is complete.

The high score represents 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.

Understanding the Science in Galaxy Theater

Galaxy Theater presents the first story with the speech sounds digitally altered using patented methods (including selective intensity increases) to provide enhanced learning opportunities. The consonant sounds in each word have been enhanced relative to the vowel sound. For example, the word *cat* is initially presented with acoustically modified versions of the /k/ and /t/ sounds.

As the participant progresses through the stories, Galaxy Theater decreases this processing, and eventually presents the last story using natural speech.

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)

The three processing level markers (lights) above the planet represent the different speech processing levels in Galaxy Theater. While the participant works in a level, the corresponding marker lights up. When the participant completes a level, the next marker lights up. When all three markers light up, the participant is working in the highest level.

Mastering Galaxy Theater

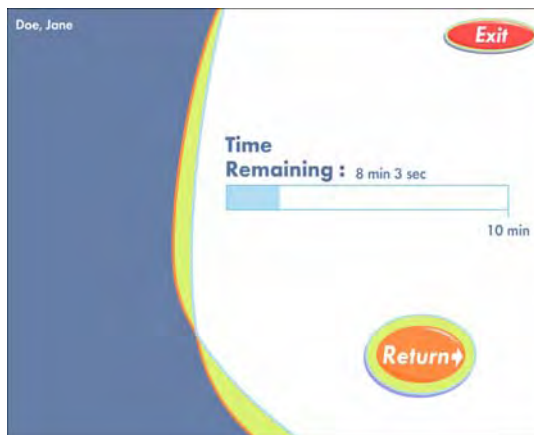
The participant will continue to work on the exercise until the skills in the exercise are mastered. If Galaxy Theater is revisited, the participant will continue to repeat the last story at the highest level. For more information on revisiting exercises, see “Completing the Product” on page 101.

Administering the Exercises

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

Checking the Exercise Status

While the participant is working on an exercise, use the Exercise Status screen to 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, press and hold the Control key, then press the equal sign key (=).

NOTE The Exercise Status screen cannot be accessed during a reward animation or during a trial.

When the Exercise Status screen is open:

- 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, allow the participant to take the break after the exercise ends.

Completing an Exercise

When the participant completes an exercise for the day, the exercise exits and returns the participant to 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.

Exercises that have been completed for the day appear grayed out on the Select an Exercise screen. These exercises cannot be selected until the next work day.

NOTE Exercises also appear grayed out on the Select an Exercise screen when the exercise is not scheduled for the day, or when the exercise is closed because the content in the exercise has been mastered. For more information on mastering the exercises, see “Completing the Product” on page 101.

Exiting an Exercise Early

If the participant exits an exercise early, that exercise will remain available on the Select an Exercise screen for the rest of the session. The participant will be able to access the exercise until the daily time requirement is met; then, that exercise will no longer be available and will appear grayed out on the Select an Exercise screen.

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 Gateway Results screen. Please refer to Chapter 6, “Reviewing Results” in *How to Use Scientific Learning® Gateway* for more information about this feature.

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

The Success Viewer Screens

When the Success Viewer appears, 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.

Participant name → Joe Smith 1/12/06

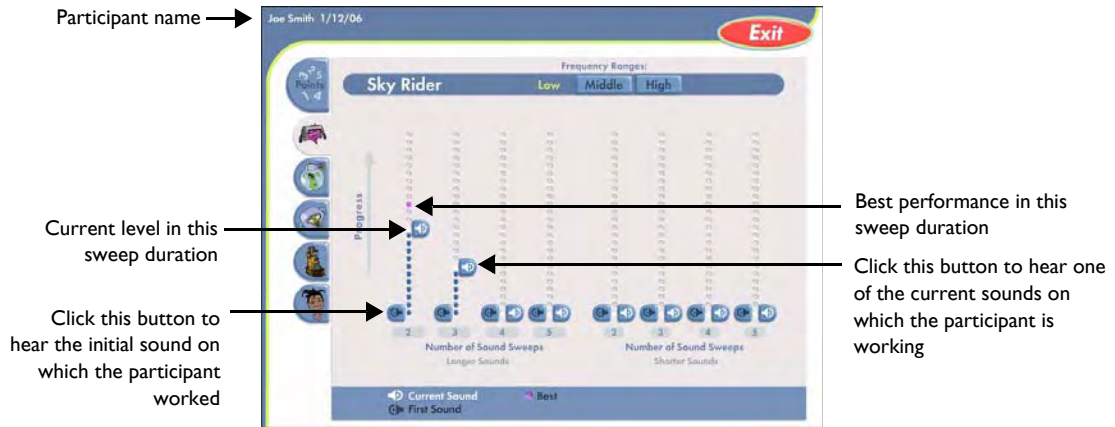
Click a tab to view performance in an exercise or return to the Points screen

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.



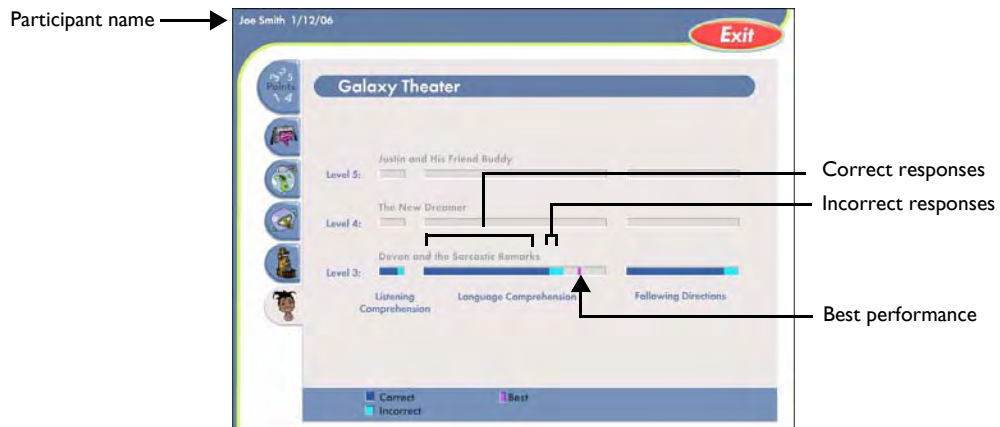
Success Viewer – Sky Rider

The screens for Laser Match, Meteor Ball, and Lunar Leap display boxes for the exercise content.



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, the Fast ForWord Literacy Advanced product presents 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 the Fast ForWord Literacy Advanced product 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 58 in *How to Use Scientific Learning® Gateway* 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

As the participant masters an exercise in the Fast ForWord Literacy Advanced product, that exercise is closed. However, as more exercises are closed by the participant, a closed exercise may reopen at the highest levels so that the participant can continue working on the most important skills in the product. As the participant continues to master exercises, the protocol adjusts the time spent in each exercise so that the participant always works on the open exercises for the total number of minutes in the protocol.

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

