

### Intervention:

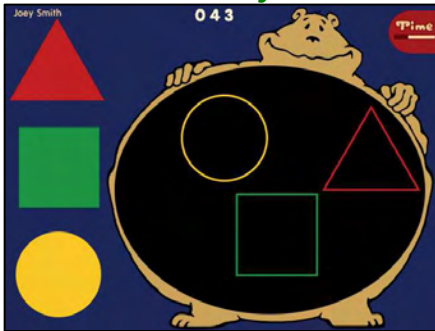
- When appropriate, change student's assigned computer; check headphones.
- Using Y-adaptor, listen as student works.
- Explain exercise/practice in Demo Mode.
- Show student Success Viewer; for next day, challenge him/her to work on my difficult exercise "second."
- Print summary report (5 days) for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

### Motivation:

- Teach students the success indicators on the screen for each exercise.
- Have students count their "stars" each day and strive to gain at least one per day.
- After first two weeks, offer incentives/reward program.
- Vary the routine: Monday: Work in Socks Tuesday: Double Points in One Exercise Wednesday: Dim Lights Thursday: Prize for Increased Points Friday: Color/Create Percent Complete Chart
- Completion Certificate: Print; cut into 4ths; award ¼ as students qualify; glue in Fast ForWord folders.
- Highlight first students progressing from one product to another with a photo poster in the lab!

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### Inside the Tummy

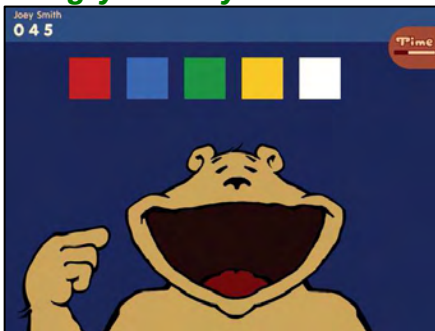


**Directions:** Click and hold a shape outside the bear's tummy; Drag the shape over the matching outline inside the bear's tummy and release it.

- Each time the participant correctly places an object, the bear announces the shape and color, reinforcing the participant's knowledge of these items.
- Points are awarded for each correct answer.
- Bonus points are awarded after all shapes are placed.

Inside the Tummy introduces basic skills that include recognizing similar patterns using basic shapes and primary colors, and then learning to move shapes using a computer mouse.

### Hungry Tummy



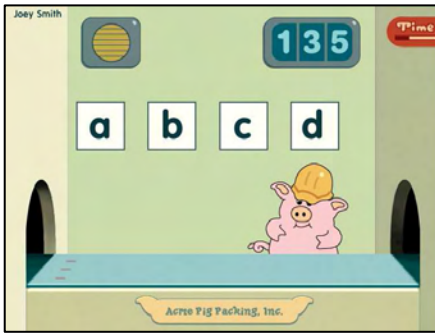
**Directions:** Click and hold the shape that matches the bear's request; Drag and release it into the bear's mouth.

- The participant must listen carefully as the bear asks for objects of various colors, shapes, and sizes that he wants to eat. For example, when the participant clicks the piece of candy, the bear grabs it and eats it.
- Points are awarded for each correct answer.

Hungry Tummy helps develop the ability to follow verbal directions, and helps improve listening comprehension and working memory skills.



**Packing Pig Goes to Work**

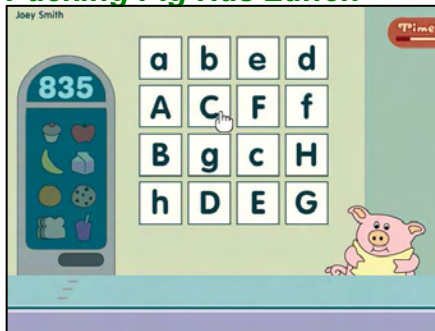


**Directions:** Click the loudspeaker to hear the letter; Click the letter that matches the target letter.

- The participant can click Packing Pig to hear the song again, or click a letter to hear Packing Pig pronounce the letter.
- When the participant clicks the correct letter, Packing Pig wraps it up and sends it on its way.
- Points are awarded for each correct answer, and bonus points are awarded after 10 correct answers.

Packing Pig Goes to Work helps develop letter-name association skills for uppercase and lowercase letters.

**Packing Pig Has Lunch**



**Directions:** Click a letter to hear the letter pronounced; Click the corresponding uppercase or lowercase letter that matches the first letter.

- The participant clicks A, he or she must then click a to complete the match. The boxes disappear.
- Points are awarded for each correct answer, and bonus points are awarded after each cleared grid.

Packing Pig Has Lunch helps develop letter-name association skills for uppercase and lowercase letters, and helps improve auditory working memory and visual-spatial memory abilities.

**Houndini**



**Directions:** Click the magic dog to see four cards with pictures and/or words displayed; Click the card that represents a different sound from the other three cards presented.

- The participant must listen carefully
- Points are awarded for each correct answer, and bonus points are awarded after 10 correct answers.
- In the second stage, the cards display pictures and written words. The participant sees the written words that correspond with the pictures.

Houndini helps improve phonemic awareness and basic decoding skills.

**Coaster**



**Directions:** Click the coaster operator at his podium to hear the target letter sound; Click the coaster showing the matching written consonant.

- Each group begins with this warm-up stage to introduce different consonant sounds paired with the same vowel.
- Points are awarded after each correct answer, and bonus points are awarded after 10 correct answers.

Coaster helps develop phonemic awareness and letter-sound associations skills, while building an initial understanding of the alphabetic principle.

