

Chapter 7

Fast ForWord to Reading 1

This chapter describes each of the Fast ForWord to Reading 1 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.

The Exercises

The Fast ForWord to Reading 1 product consists of six exercises. These exercises focus on skills that correlate to national reading standards that should be acquired by students at the end of grade 1. The following sections in this chapter describe each exercise:

- 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 can 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 can click the speaker next to each lunch bag to hear the category description again; however, the participant can save time and sort more words by remembering the category instead of clicking the speaker.

Bear Bags – Fluency Round

When the paw turns into a timer, the fluency round (or *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, without making mistakes, to earn the most points. Bonus points are not displayed until the fluency round ends. The fluency round ends when the timer runs out.

NOTE Bear Bags 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.

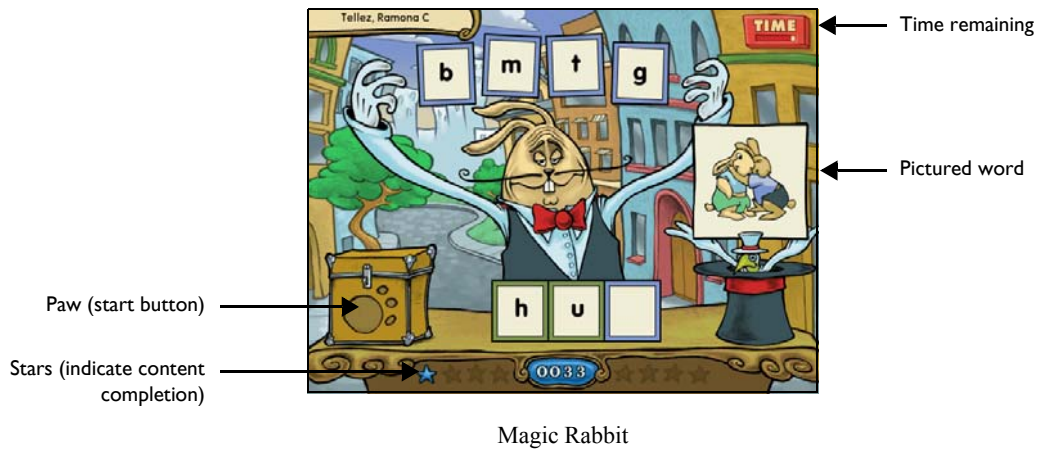
Bear Bags encourages the participant to continue working by displaying stars on the screen as the participant masters the content within the exercise. The participant will continue to work on the exercise until the skills in the exercise are mastered.

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.



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 nine 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. The participant will continue to work on the exercise until the skills in the exercise are mastered.

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 the participant recognizes and selects target words within a series of other words. The participant also works 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.

Flying Fish – Fluency Round

When the paw turns into a timer, the fluency round (or *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, without making mistakes, to earn the most points. Bonus points are not displayed until the fluency round ends. The round ends when the timer runs out.

NOTE Flying Fish 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.

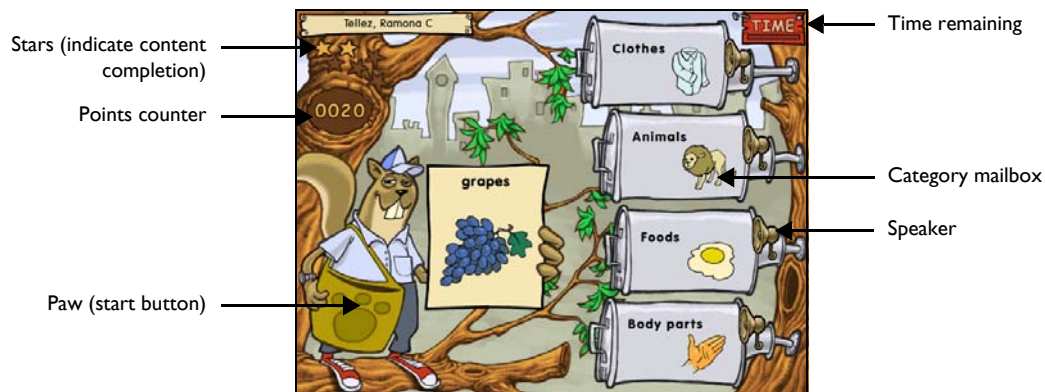
Flying Fish encourages the participant to continue working on the exercise by displaying stars on the screen as the participant masters the content within the exercise. The participant will continue to work on the exercise until the skills in the exercise are mastered.

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 the participant sorts 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 can 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 can click the speaker next to each mailbox to hear the category description again; however, the participant can save time and sort more words by remembering the category instead of clicking the speaker.

Quail Mail – Fluency Round

When the paw turns into a timer, the fluency round (or *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, without making mistakes, to earn the most points. Bonus points are not displayed until the fluency round ends. The fluency round ends when the timer runs out.

NOTE Quail Mail 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.

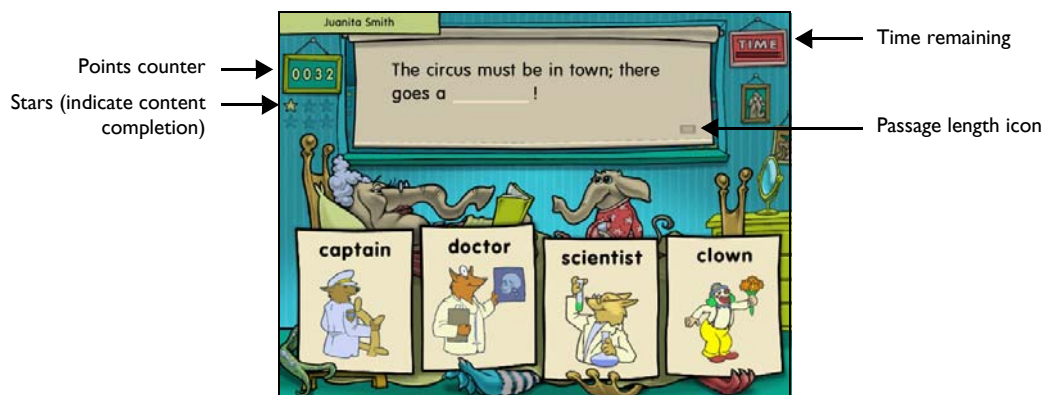
Quail Mail encourages the participant to continue working on the exercise by displaying stars on the screen as the participant masters the content within the exercise. The participant will continue to work on the exercise until the skills in the exercise are mastered.

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 the participant completes 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. The participant will continue to work on the exercise until the skills in the exercise are mastered.

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 the participant listens 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. The participant will continue to work on the exercise until the skills in the exercise are mastered.

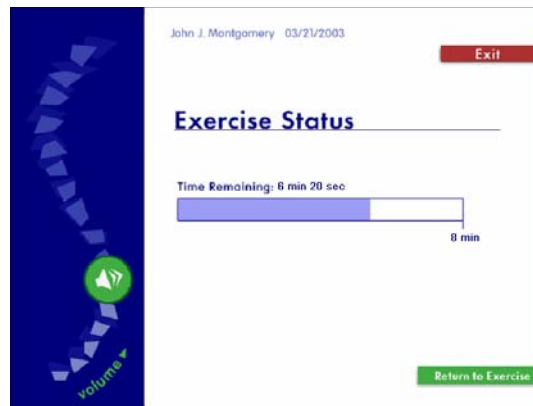
TIP	The following keyboard shortcuts are available in Buzz Fly:	
Button	Button	Keyboard shortcut
Paw	Responses, top left to bottom right	Space bar Number keys 1 through 4

Administering the Exercises

Use the following information to help administer the Fast ForWord to Reading 1 product 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 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.



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 product returns 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.

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 content in the exercise has been mastered.

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 Flying Fish for 5 minutes in the morning and uses the Exercise Status screen to exit the exercise before the required 8 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, Flying Fish is available and only requires 3 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, an animation signals the end of the session, 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 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 also displays the stars awarded by each exercise as the participant masters the exercise content. The progress markers encourage the participant to continue working on an exercise. When an exercise has been completely mastered, all of its stars are displayed.

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

Points	Last Day	Total
Bear Bags	104	1322
Quail Mail	95	1040
Flying Fish	91	982
Magic Rabbit	109	1109
Bedtime Beasties	89	1203
Buzz Fly	73	902

Stars (indicate content completion)

Last Day's Total: 561 Grand Total: 6558

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.

For each exercise, goal and task information appear at the top of the screen. Below that, results for each section of the exercise are indicated with graphs that reflect current and completed content.

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



Success Viewer – Buzz Fly

The screens for the rest of the exercises provide 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 – Bear Bags

The Default Protocol

By default, the Fast ForWord to Reading 1 product presents 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 the participant work on the Fast ForWord to Reading 1 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 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.
