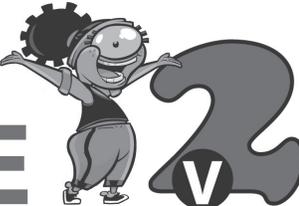


Fast ForWord® LANGUAGE



Fast ForWord Language v2 consists of seven exercises, that provide practice with basic speech sounds as well as the essential skills for learning to read.

The sound exercises present complex auditory information in a pre-word format, such as frequency sweeps, phonemes, and digitally enhanced speech sounds. The word exercises present words either in isolation or within sentences with various levels of linguistic complexity. The words and sentences have been acoustically modified to stretch and emphasize the rapidly changing phonetic elements within natural speech.

SKY GYM



Object	Help Gymbo, the athlete, train and generate power for the gym by correctly identifying a sequence of two sound sweeps.
Task	Click the start button to hear a sequence of 2 sound sweeps. Then, click the up and down arrows to match the sequence of sounds you just heard.
Coach Tips	<ol style="list-style-type: none"> 1. Answer AFTER the tones are presented. Two tones = Two clicks. 2. At 50% complete, Cogger the dog joins in to help power the gym. 3. Gymbo acquires specialized leg extensions to help train harder and generate more power as the exercises get more difficult.
Keyboard Shortcuts	<p>Start button – space bar</p> <p>Up and down arrow buttons – up and down arrow keys</p>

MOON RANCH

Sound



Object	Correctly identify when a new syllable interrupts a repeated syllable to get all the animals over the fence and on the hills.
Task	Click the start button to hear the sound repeated several times. When the sound changes, click on the animal.
Coach Tips	<ol style="list-style-type: none"> 1. Try working with closed eyes. 2. The sound may be difficult to identify at Processing Level 1 (very slow), so remind the student that his task is to DIFFERENTIATE the sound – click when there is a change. 3. At 50% complete, the rocket lights up. 4. Watch for the animal to be transported over the fence and onto the hill.
Keyboard Shortcuts	Start button – space bar or down arrow Select animal – up arrow key

HOOP NUT

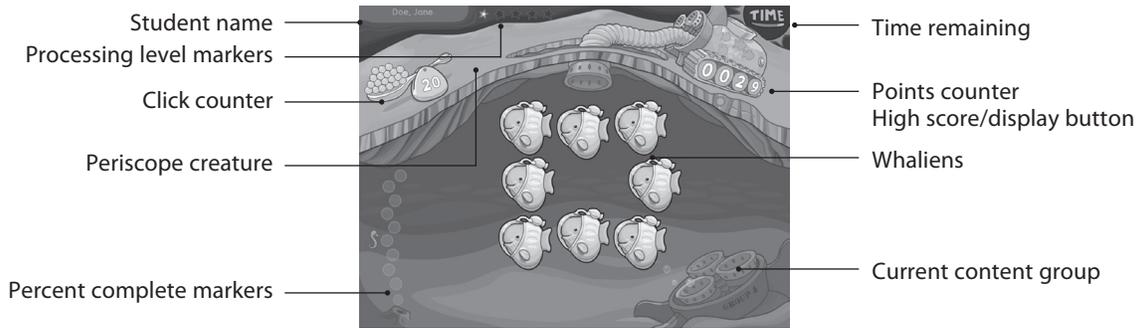
Sound



Object	Identify a target syllable when presented in a sequence of two syllables to fill the tree ship with acorns and blast it off into orbit.
Task	Click the start button to hear the target syllable. Listen carefully to the next two sounds. Click the brown acorn associated with the target sound.
Coach Tips	<ol style="list-style-type: none"> 1. Work with eyes closed. Repeat the target syllable silently. 2. The sound may be difficult to identify at Processing Level 1 (very slow), so remind the student that his task is to MATCH the sound rather than know what it is. 3. At 50% complete, Hoop Drive provides more fun ways to shoot hoops. 4. As more consecutive trials are answered correctly, more and more tree ships can be seen orbiting the planet.
Keyboard Shortcuts	Start button – space bar or down arrow Select brown acorn – left or right arrow key

WHALIEN MATCH

Word



Object	Match all the syllables and words into pairs using the fewest clicks.
Task	Click a whalien and listen to the word, then click the other whaliens to find the match. Confirm the match by clicking the target whalien again.
Coach Tips	<ol style="list-style-type: none"> 1. Compare this exercise to the game, Concentration. 2. Hidden behind each whalien is a word or sound. Find the matching word or sound in the fewest clicks. 3. Teach students to work in a pattern: left to right, top to bottom. 4. Remind students that the fewer clicks, the more points will be earned. 5. At times, it will be necessary to click three times to match two whaliens. 6. When all the matches have been made, the remaining tokens are awarded as bonus points.

ROBO DOG

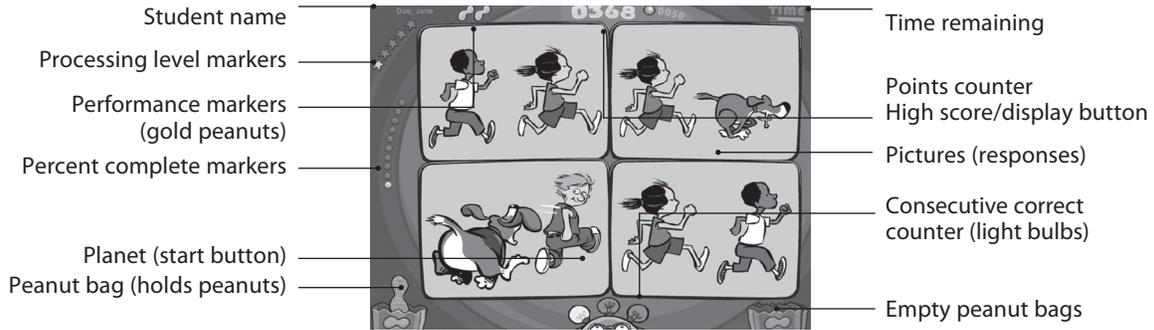
Word



Object	Identify the picture that represents the pronounced target word.
Task	Click the start button and listen to the word presented. Click the picture that you were instructed to identify.
Coach Tips	<ol style="list-style-type: none"> 1. Encourage students to listen, then repeat the word silently before making a selection. 2. Some students may need extra help with vocabulary words. Share word lists (available on Customer Connect) with teachers and/or parents. 3. Trials under Help mode will not be counted as correct responses. 4. Student must get 90% correct to advance or they will repeat the content at the current processing level.
Keyboard Shortcuts	Start button - up arrow key Pictures, top left to bottom right – number keys 1, 2, 3, 4

ELE-BOT

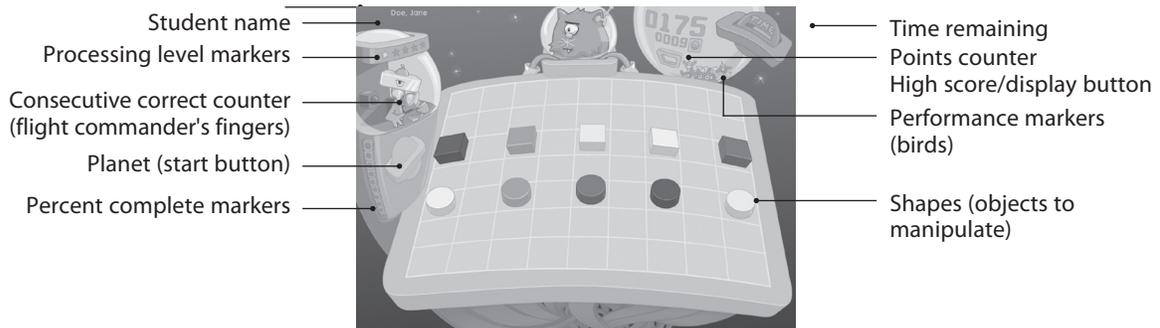
Word



Object	Identify the picture that best represents the sentence or answers a question to earn gold peanuts.
Task	Click the start button to hear a sentence pronounced. Click the picture that best represents the sentence.
Coach Tips	1. Encourage students to repeat to themselves the sentence they heard. 2. Student must get 90% correct to advance or they will repeat the content at the current processing level.
Keyboard Shortcuts	Start button – space bar Pictures, top left to bottom right – number keys 1, 2, 3, 4

SPACE COMMANDER

Word



Object	Fill the globe with birds by correctly identifying or manipulating shapes according to the instructions presented.
Task	Click the start button and listen to the instructions. Click or move objects on the flight deck. To touch a shape, click it. To move a shape, click and hold the mouse, drag the shape to the new location, then release the mouse.
Coach Tips	1. Encourage students to listen, then repeat the command silently. 2. Some students may need extra help with vocabulary words. 3. Repeated consecutive trials results in more and more birds filling the globe.
Keyboard Shortcuts	Start button – space bar