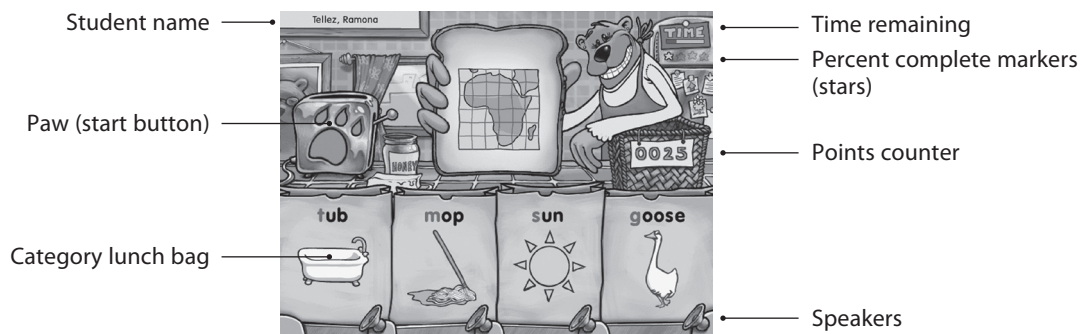


Fast ForWord® READING Level 1

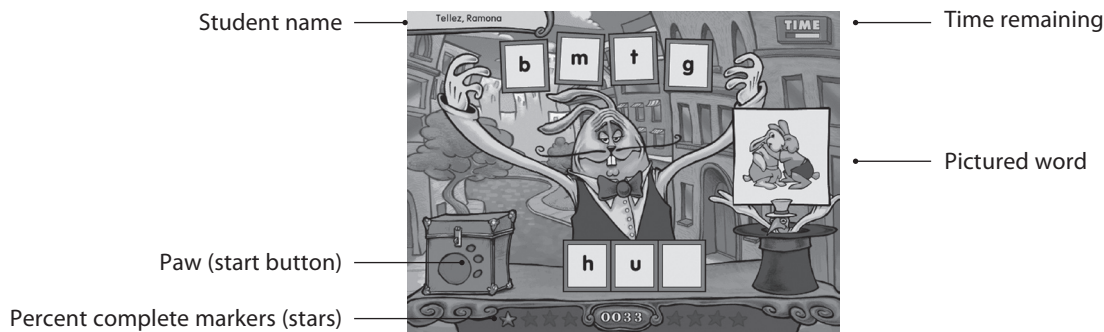
Fast ForWord Reading Level 1 builds critical reading skills with a focus on phonemic awareness, early decoding skills, appreciation of print, and motivation for reading. The exercises within this product use exclusive patented technology to help students build the cognitive skills of memory, attention, processing, and sequencing within the context of reading exercises aligned with expected early reading levels.

BEAR BAGS



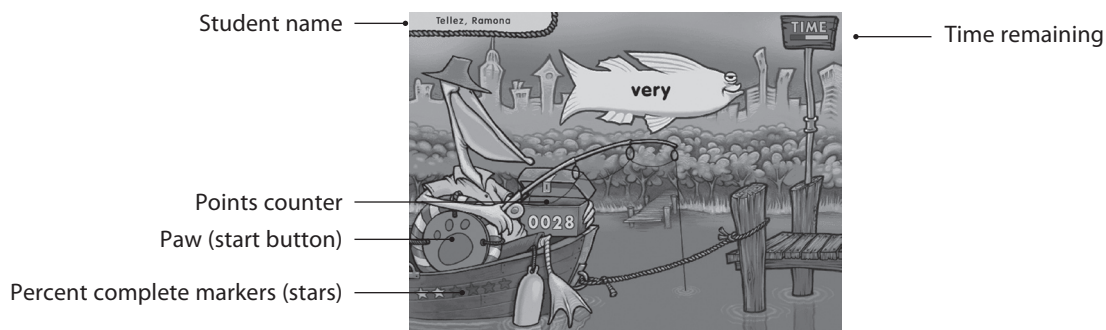
Object	The student helps Mama Bear make lunch by sorting the pictures or words into the appropriate phoneme-based categories.
Task	The student clicks the start button on the toaster to start making lunch. A word with a target sound is pronounced, and that word (or a picture of that word) is displayed on a piece of toast. One of the lunch bags displays a word or picture with the same sound. The student must click the lunch bag with the same sound as the word on the toast to sort the toast into the proper category. To hear a word pronounced again, the student can click the yellow paw.
Fluency Round	When the paw turns into a timer, the fluency round (or speed round) begins. The student must work on the exercise as before, but faster. The student should sort each word as quickly as possible, without making mistakes, to earn the most points.
Keyboard Shortcuts	Start button – space bar Lunch bags – number keys 1, 2, 3, 4

MAGIC RABBIT



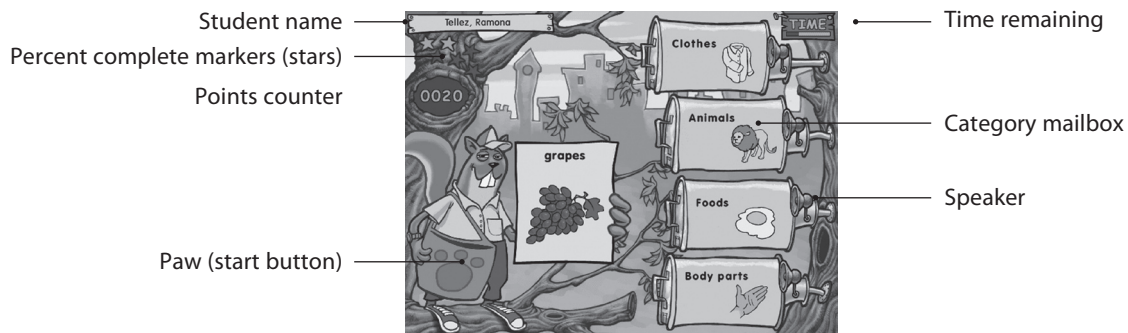
Object	The student helps the magician change one word into another by choosing the correct letter to spell the word.
Tasks	<p>1. Click the yellow paw on the magic box to start. Magic Rabbit pronounces a word aloud, and then displays the word on the table. One of the letters in the word disappears, and several new letters appear over the magician's head. A target word, similar to the first word, is then pronounced. One of the letters above completes the target word. Drag and drop that letter into its correct place to spell the word.</p> <p>2. A word is pronounced. Then, all of the letters that belong in the word display over the magician's head. Unscramble 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 student continues to spell new target words as they did earlier in the exercise.</p>
Keyboard Shortcuts	Start button – space bar

FLYING FISH



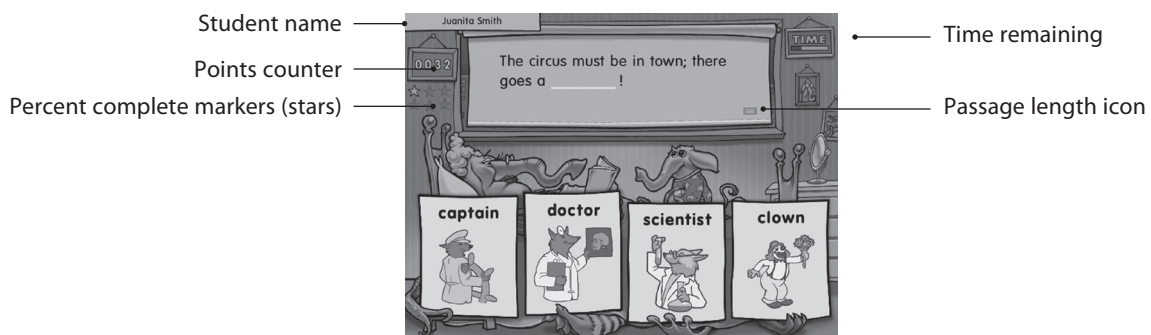
Object	The student helps the pelican find his fish by clicking on the fish with the word that matches the word spoken by the pelican.
Task	The student clicks the yellow paw on the life preserver to start. A target word is presented by the pelican. Then, a series of fish with words displayed on them flies across the screen. The student must click the fish with the word that matches the target word. 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.
Fluency Round	When the paw turns into a timer, the fluency round (or speed round) begins. The student must work on the exercise as before, but faster. The student should respond as quickly as possible, without making mistakes, to earn the most points.
Keyboard Shortcuts	Start button – space bar Response – down arrow

QUAIL MAIL



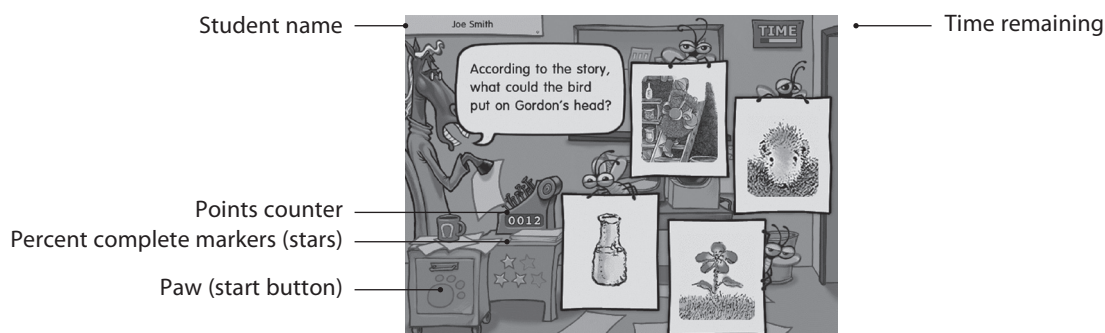
Object	The mail carrier has too much mail to sort! The student helps him deliver the mail by putting each picture or word into the right mailbox category.
Task	The student clicks the yellow paw on the mailbag to start delivering the mail. The mail carrier displays a piece of mail with a picture and/or word on it. When the mail includes a written word, that word is also pronounced. The student must click the mailbox with the category that includes the item, and the mail is sorted into that mailbox.
Fluency Round	When the paw turns into a timer, the fluency round (or speed round) begins. The student must work on the exercise as before, but faster. The student should sort the words as quickly as possible, without making mistakes, to earn the most points.
Keyboard Shortcuts	Start button – space bar Mail boxes, top to bottom – number keys 1, 2, 3, 4

BEDTIME BEASTIES



Object	Baby Elephant needs to help Mama finish the story. The student helps Baby Elephant complete the sentences by clicking on the correct response.
Task	The student clicks the yellow paw on the night stand to start reading the bedtime stories. 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 student must click the picture, word, letter, or punctuation mark that best fills in the blank and completes the sentence.
Keyboard Shortcuts	Start button – space bar Responses, left to right – number keys 1, 2, 3, 4

BUZZ FLY



Object	The student helps the reporter in the newsroom by listening to a passage and answering comprehension questions relating to the passage.
Task	The student 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 student must click the picture that best answers the question.
Keyboard Shortcuts	Start button – space bar Responses, top left to bottom right – number keys 1, 2, 3, 4