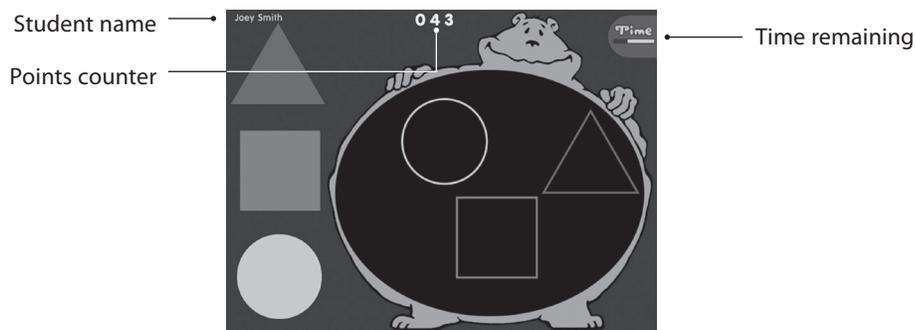# *Fast ForWord* ®
READING Readiness

Fast ForWord Reading Readiness is the first product in the Fast ForWord Reading series. This product consists of six exercises that work together to develop the foundational cognitive skills in the context of essential pre-reading skills.

The pre-reading skills covered in Fast ForWord Reading Readiness include letter recognition and naming, phonemic awareness, understanding of the alphabetic principle, and knowledge of letter-sound associations. Individual progress is evaluated and reported in MySciLEARN Results.

INSIDE THE TUMMY

Student name
Points counter
Time remaining
Joey Smith
0 4 3
Time

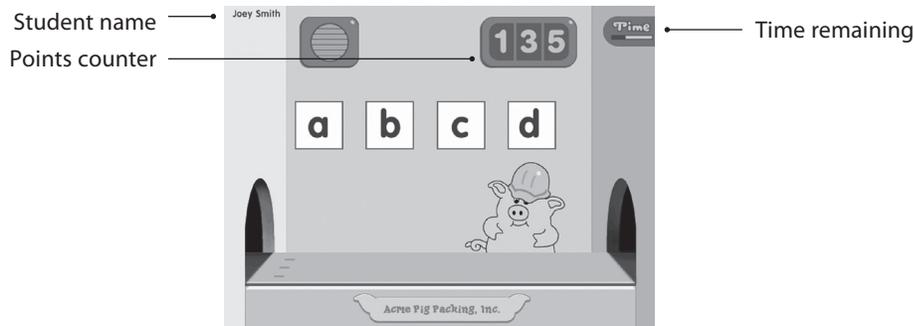|	
Object	The student feeds the hungry bear by placing the correct colored shapes into the corresponding outlines inside the bear's tummy.
Task	A bear appears on the screen. Colored shapes are arranged outside the bear's tummy and corresponding shape outlines appear inside the bear's tummy. The student must click and drag a colored shape to match its outlined shape within the bear's giant stomach.

HUNGRY TUMMY

Student name
Points counter
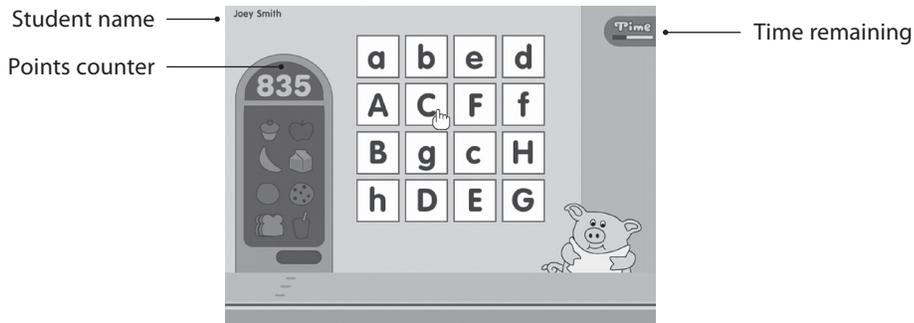Time remaining

Object	The student follows instructions to identify shapes of various colors and sizes and then feeds those shapes to the bear.
Task	The student clicks a piece of candy displayed on the screen. The bear grabs the candy and eats it. As the exercise progresses, other objects are displayed on the screen. The student must listen as the bear asks for objects of various colors, shapes, and sizes that he wants to eat, and then click and drag the requested pieces into the bear's mouth to feed his hungry tummy.

PACKING PIG GOES TO WORK

Student name
Points counter
Time remaining

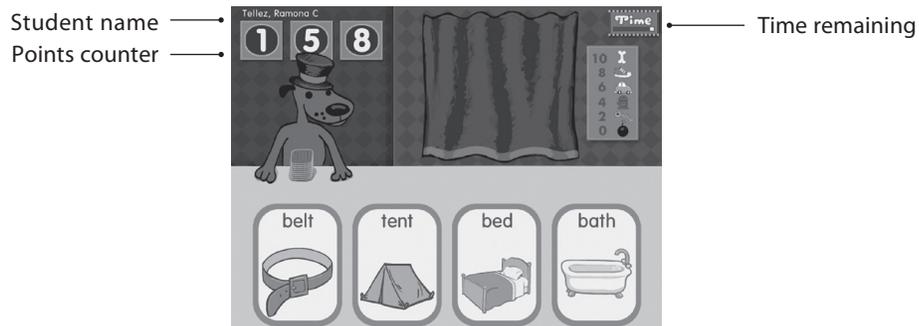|	
Object	The student helps Packing Pig work by listening for the name of a letter and then clicking the matching written letter.
Task	The student clicks the loudspeaker to hear a letter name and see that letter displayed on the screen. The letter falls onto the conveyor belt, and the pig wraps it. After a few rounds, the exercise suspends the letter in the air until the student clicks the flashing letter. Eventually, the exercise announces a target letter and displays a choice of letters. The student must click the target letter. When the student clicks the correct letter, Packing Pig wraps it up and sends it on its way.
Keyboard Shortcuts	Start button – space bar Letter on the screen – corresponding letters on the keyboard

PACKING PIG HAS LUNCH

Student name — Joey Smith

Points counter — 835

Time remaining

Object	The student feeds Packing Pig his lunch by matching the letters to clear the grid of boxes.
Task	The student clicks a letter to hear that letter's name. Then, the student must click the corresponding uppercase or lowercase letter. As the exercise progresses the student must click the gift boxes to reveal the letters. When the student reveals a letter that matches the visible corresponding uppercase or lowercase letter, the student must click the corresponding letter and the pair of boxes disappears.

COASTER

Student name — Joey Smith

Time remaining

Points counter — 011

Object	The student listens for a consonant, and then clicks the coaster car with the written word that starts with that consonant.
Task	The student clicks the coaster operator at his podium to hear a consonant pronounced. The consonant appears on all three coaster cars. The student must click a coaster to see and hear a word that begins with the consonant.
Keyboard Shortcuts	Start button – space bar Coasters, left to right –number keys 1, 2, 3

HOUNDINI

Student name
Points counter
Time remaining

Tellez, Ramona C

Object	The student helps the magic dog perform magic card tricks by identifying the card that is different from the others.
Task	The student clicks the magic dog to start the exercise. Houndini presents four cards and asks the student to click the card that has a different first sound, middle sound or last sound than the other three cards. As the student progresses in the exercise, the level of difficulty increases. In the first stage, the cards display pictures that represent the spoken words. In the second stage, the cards display pictures and written words. In the third stage, the cards display written words only.
Keyboard Shortcuts	Start button – space bar Cards, left to right – number keys 1, 2, 3, 4