Introduction

Say: **Our bodies and brains both need to exercise to be strong and in shape. We must exercise in order to see the difference, and we must work hard. This will help us to listen better and to do better work in school. We will exercise our brains with Fast ForWord.**

**Let's talk about our rules for Fast ForWord time:**

1. **We need a quiet environment.**
2. **We must respect our peers and our equipment.**
3. **Only take breaks between exercises.**
4. **Raise your hand if you need help or have a question.**

Most important, accuracy—getting answers correct—is the key to progressing quickly. Listen carefully and think before answering. Listening and focus are very important. Wrong guesses count against you. Always aim for getting as many correct responses in a row for the quickest progress toward completion.

Now, let's learn how to do our Fast ForWord exercises so that you understand the goal of each exercise and how each exercise works.

AI Assistant

Goal/Task: Develop English grammar and vocabulary skills by identifying the picture that best represents a sentence or answers a question.
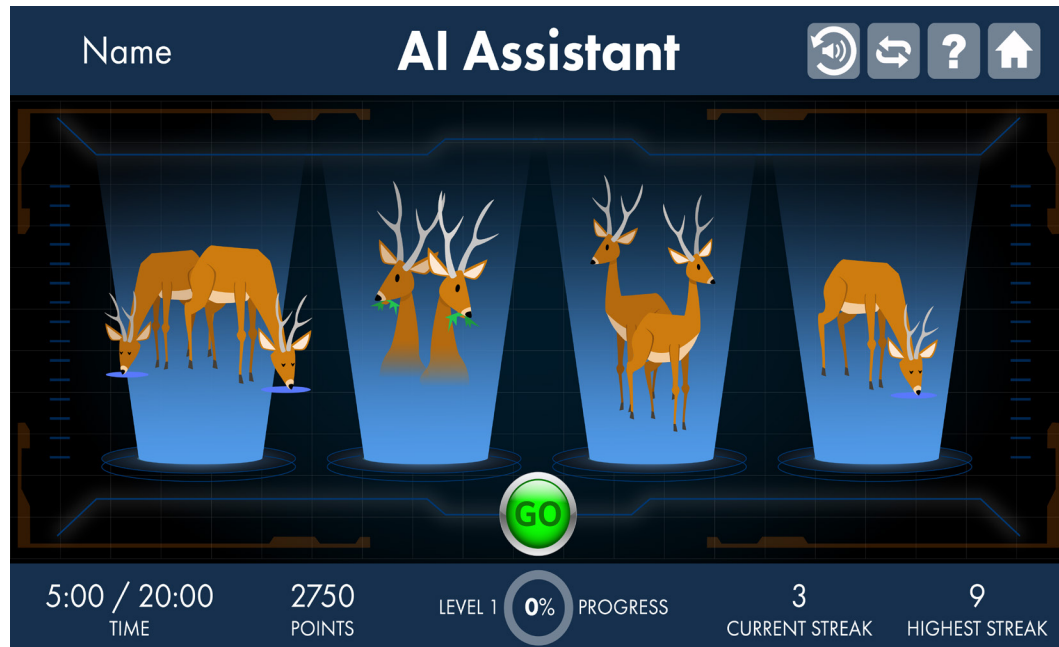

Demo AI Assistant:

1. Say: **Today, we're going to practice identifying the picture that best matches a sentence or answers a question. Together, we'll work on an exercise called AI Assistant. I'll get us started, and then I'd like for you to try.**

2. Project the "Introduction – English or Spanish demo" for AI Assistant.

3. Follow along with the demo, which explains how the exercise works.

   - Describe the details you see in the picture.
   - Explain which one is the best match and how you ruled out the other options.
   - Choose an answer.
     - Correct answer: a "ding" sound effect plays, and the rollover light is replaced by a "golden glow"
     - Incorrect answer: a "thunk" sound effect plays, the correct answer is highlighted, and the incorrect answers are darkened

4. Demo the keyboard shortcuts:

   - Go button = Space bar
   - Possible answers (left to right) = Number keys 1 - 4

Ocean Explorer

Goal/Task: Develop listening accuracy and auditory sequencing skills by reproducing a sequence of two sound sweeps.
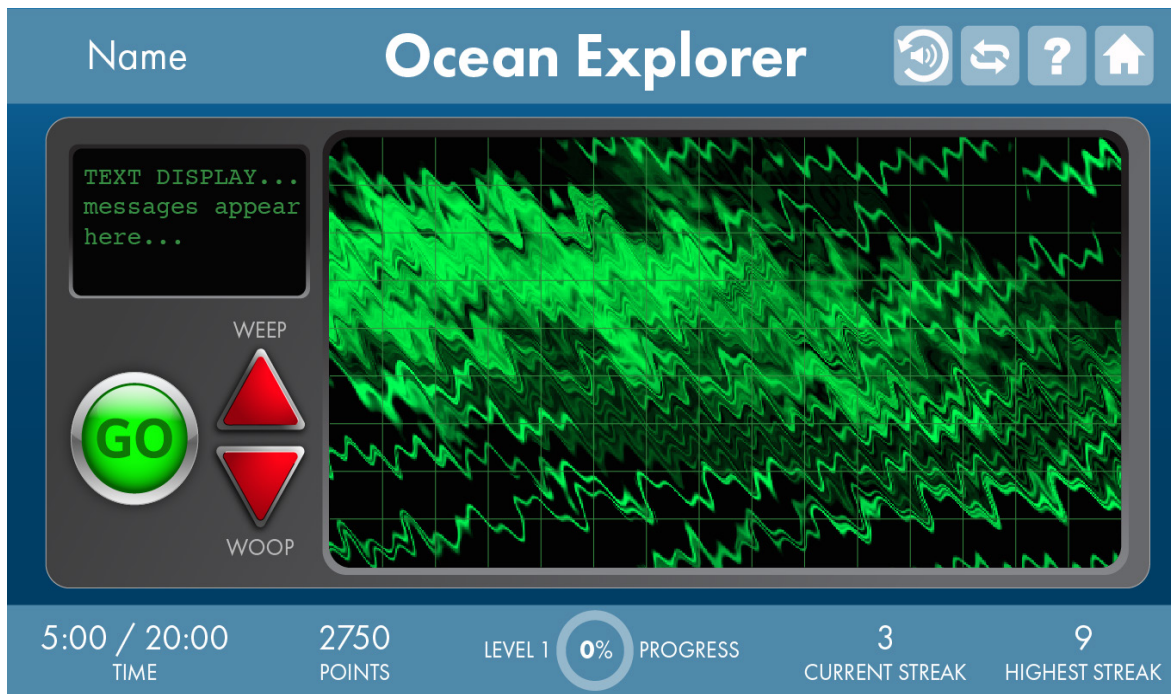

Demo Ocean Explorer:

1. Say: **Today, we're going to practice matching the sound or sequence of sounds presented to you. Together, we'll work on an exercise called Ocean Explorer. I'll get us started, and then I'd like for you to try.**

2. Project the "Introduction – English or Spanish demo" for Ocean Explorer.

3. Follow along with the demo, which explains how the exercise works.

   - Encourage oral response or hand-raising.

     - Ask those who can hear the difference to share their strategies (for example, closing their eyes, humming to themselves, assigning an environmental sound to the sweeps for a memory association).

     - Have students encourage each other by seeing who can get the most correct answers in a row.

4. Demo the keyboard shortcuts:

   - Go button = Space bar
   - "Weep" answer = Up arrow
   - "Woop" answer = Down arrow

SonoLab

Goal/Task: Develop listening accuracy skills by detecting when a new syllable interrupts a repeated syllable.
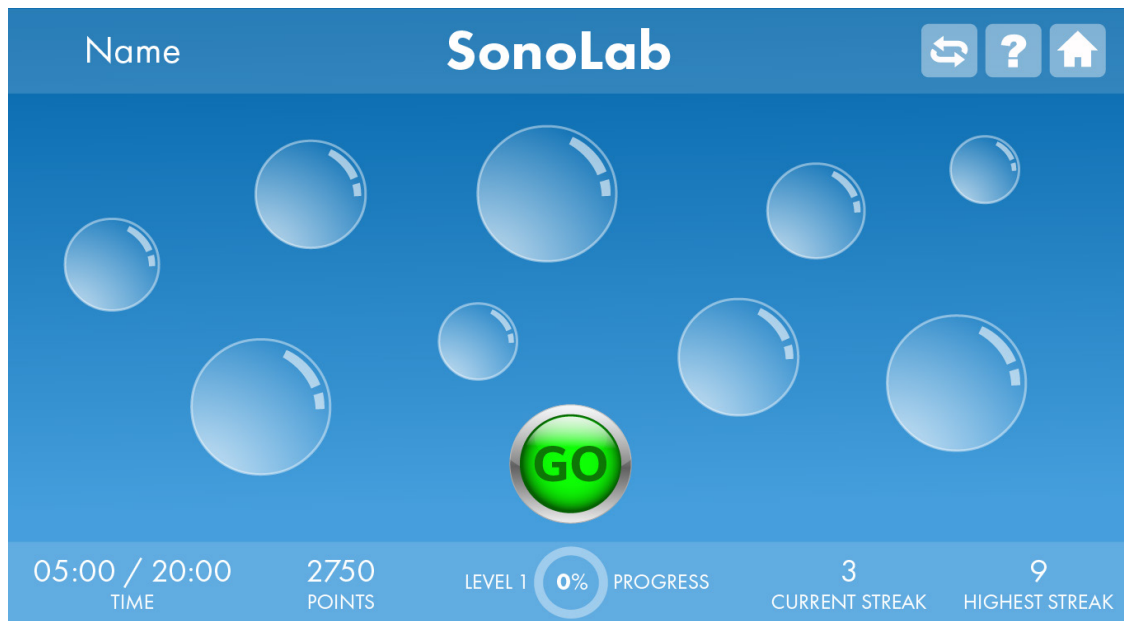

Demo SonoLab:

1. Say: **Today, we're going to practice listening for small changes in sounds and identify when the sound changes. Together, we'll work on an exercise called SonoLab. I'll get us started, and then I'd like for you to try.**

2. Project the "Introduction – English or Spanish demo" for SonoLab.

3. Follow along with the demo, which explains how the exercise works.

    - Correct answer: the bubble pops and disappears
    - Incorrect answer: a "thunk" sound effect plays, and the bubble remains on the screen

4. Demo the keyboard shortcuts:

    - Go button = Space bar

    - Answer = Down arrow

FAST FORWORD®
Scientific Learning®

Space Salvage

Goal/Task: Develop auditory word recognition and phonological awareness skills by matching pairs of syllables and words.
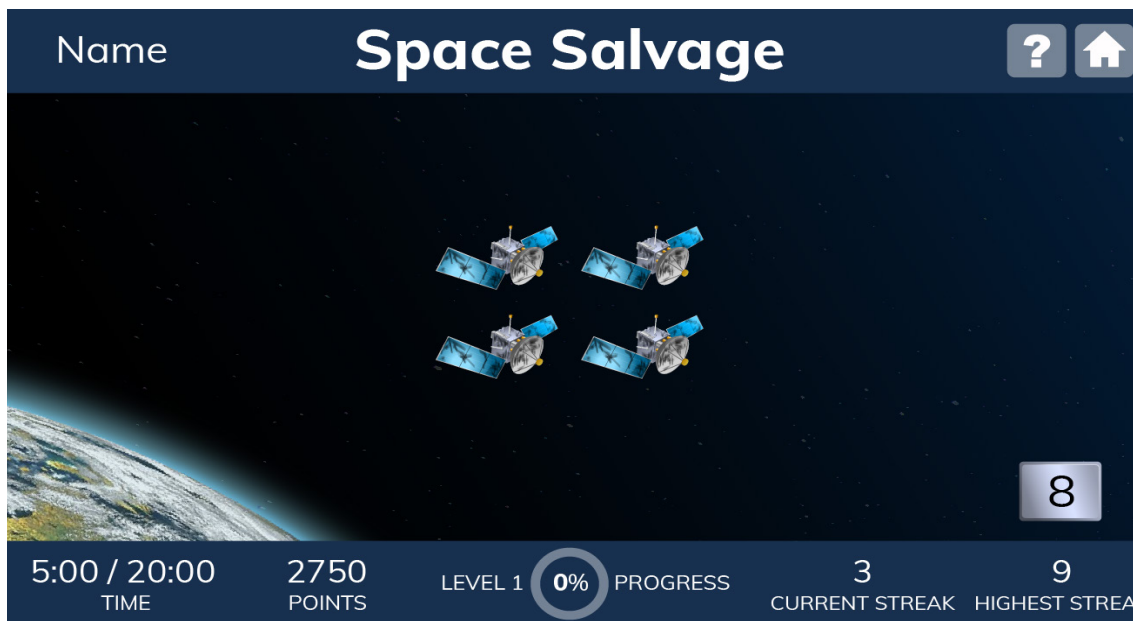
Demo Space Salvage:

1. Say: **Today, we're going to practice matching pairs of syllables and words together to clear a grid. Together, we'll work on an exercise called Space Salvage. I'll get us started, and then I'd like for you to try.**

2. Project the "Introduction – English or Spanish demo" for Space Salvage.

3. Follow along with the demo, which explains how the exercise works.

   - Correct answer: a "ding" sound effect plays, and a pair of nets drag the matching objects off the screen

   - Incorrect answer: the object remains on the screen, and the click counter number decreases by one

4. This exercise does not include keyboard shortcuts.