

FOUNDATIONS II DEMO DAY TIPS



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.

Cosmic Reader

Goal/Task: Develop English grammar, following directions, vocabulary, and listening comprehension skills by listening to a story and answering questions and following instructions related to the story.



Demo Cosmic Reader:

1. **Say:** Today, we're going to listen to a chapter of a story and then find the picture that best answers a question about the story. Then we will find the picture that best matches a statement or answers a question. Finally, we will practice listening to and then following directions to carry out specific actions. Together, we'll work on an exercise called Cosmic Reader. I'll get us started, and then I'd like for you to try.
2. Project the "Introduction - English or Spanish demo" for Cosmic Reader.
3. Follow along with the demo, which explains how the exercise works.
 - Describe the details you see in the pictures.
 - 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 "yellow highlight"
 - Incorrect answer: a "thunk" sound effect plays, and the correct answer is highlighted
4. Demo the keyboard shortcuts:
 - Go button = Space bar
 - Possible answers (left to right - start in top row) = Number keys 1 - 4
 - There are no keyboard shortcuts for the following directions task.

Jumper Gym

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



Demo Jumper Gym:

1. Say: **Today, we're going to practice listening to sounds, and then repeating them again in the same order. Together, we'll work on an exercise called Jumper Gym. I'll get us started, and then I'd like for you to try.**
2. Project the "Introduction - English or Spanish demo" for Jumper Gym.
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

Paint Match

Goal/Task: Develop phonological awareness and sound-letter correspondence skills by matching words into pairs using the fewest attempts.



Demo Paint Match:

1. Say: **Today, we're going to practice matching pairs of words together to clear the screen. Together, we'll work on an exercise called Paint Match. I'll get us started, and then I'd like for you to try.**
2. Project the "Introduction - English or Spanish demo" for Paint Match.
3. Follow along with the demo, which explains how the exercise works.
 - Correct answer: a "ding" sound effect plays, and the pair of paint tubes disappear from the screen
 - Incorrect answer: the paint tubes remain on the screen, and the click counter number decreases by one
4. Demo the keyboard shortcuts:
 - Answer (Speed Round) = Down arrow

Polar Planet

Goal/Task: Develop phonological awareness, word analysis and sound-letter correspondence skills by identifying a target word when presented within a series of words.



Demo Polar Planet:

1. Say: **Today, we're going to practice identifying a target word within a series of similar words. Together, we'll work on an exercise called Polar Planet. I'll get us started, and then I'd like for you to try.**
2. Project the "Introduction - English or Spanish demo" for Polar Planet.
3. Follow along with the demo, which explains how the exercise works.
 - Choose an answer.
 - Correct answer: a "ding" sound effect plays
 - Incorrect answer: a "thunk" sound plays
4. Demo the keyboard shortcuts:
 - Go button = Space bar
 - Answer = Down arrow
 - Answer (Speed Round) = Down arrow

Tomb Trek

Goal/Task: Develop phonological awareness and sound-letter correspondence skills by identifying a target word when presented within a sequence of two words.



Demo Tomb Trek:

1. Say: **Today, we're going to practice listening to a target word and then identifying the target word in a sequence of two words. Together, we'll work on an exercise called Tomb Trek. I'll get us started, and then I'd like for you to try.**
2. Project the "Introduction - English or Spanish demo" for Tomb Trek.
3. Follow along with the demo, which explains how the exercise works.
 - Choose an answer.
 - Correct answer: a "ding" sound effect plays
 - Incorrect answer: a "thunk" sound effect plays
4. Demo the keyboard shortcuts:
 - Go button = Space bar
 - Left answer = Left arrow
 - Right answer = Right arrow
 - Answers (Speed Round) = Number keys 1 - 5