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 our 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 quickest progress toward completion.

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

Coaster

Goal/Task: Build phonemic awareness and letter-sound association skills by selecting the letter that matches the initial sound of a spoken CV syllable.
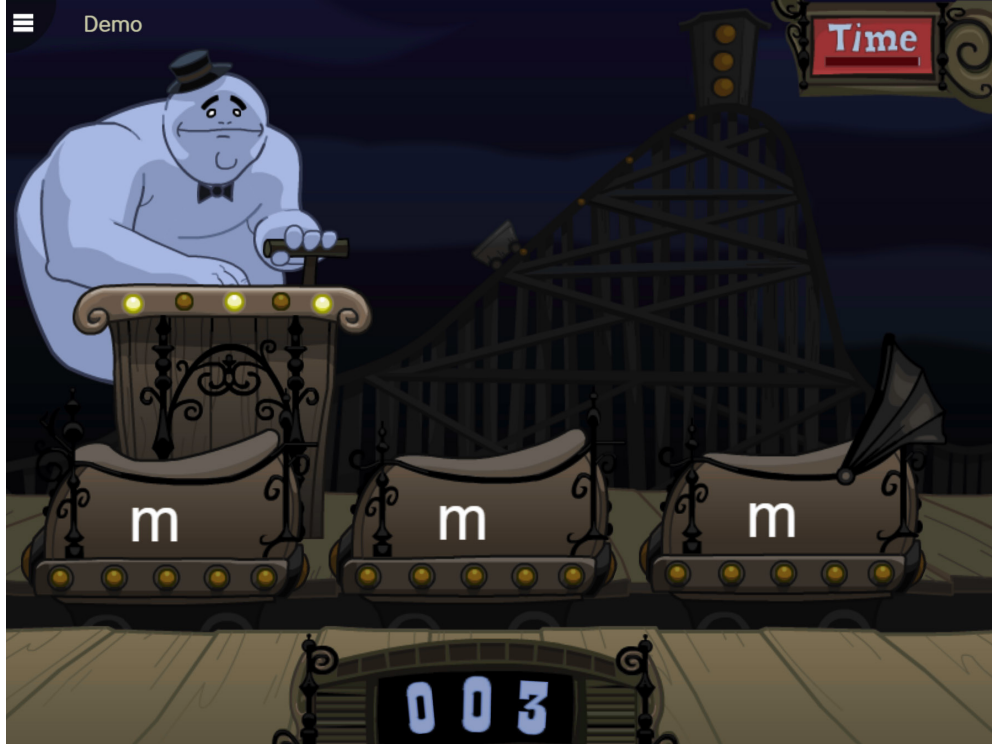
Demo Coaster

1. Say: **Today, we're going to practice matching the sound you hear to the first letter that makes that sound. Together, we'll work on an exercise called Coaster. I'll get us started, and then I'd like for you to try.**

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

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

   - At first, Coaster will show the same letter on all three cars. Later, students will listen for a consonant and then click on the coaster car with the written word that starts with that consonant.

   - Explain that the student must listen for the consonant. For example, say: **If you hear Coaster say /r/,** (draw out the sound) **what letter would you look for at the first of the word? What if Coaster said /s/? What letter would you look for then? That's right, you are going to match the sound you hear to the letter that makes that sound. Listen carefully so you'll hear the sound the first time the coaster operator makes it!**

4. Demo the keyboard shortcuts:

   - Go button (coaster operator) = Space bar
   - Possible answers (left to right) = Number keys 1 - 3

Houndini

Goal/Task: Build phonemic awareness and decoding skills by identifying words with a different initial, medial, or final sound than other words.

Demo Houndini

1. Say: **Today, we're going to practice finding different beginning, middle, and final sounds. Together, we'll work on an exercise called Houndini. I'll get us started, and then I'd like for you to try.**

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

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

   - Explain which card is the best match, and how you ruled out the other options. Say: **Remember that we are listening for the sound that is different from the others. Which card has a different first sound than the other cards?**

   - Click the correct answer.

4. Demo the keyboard shortcuts:

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

Hungry Tummy

Goal/Task: Build skills in following directions and basic vocabulary by identifying objects of various colors, shapes, and sizes, in response to verbal instructions.
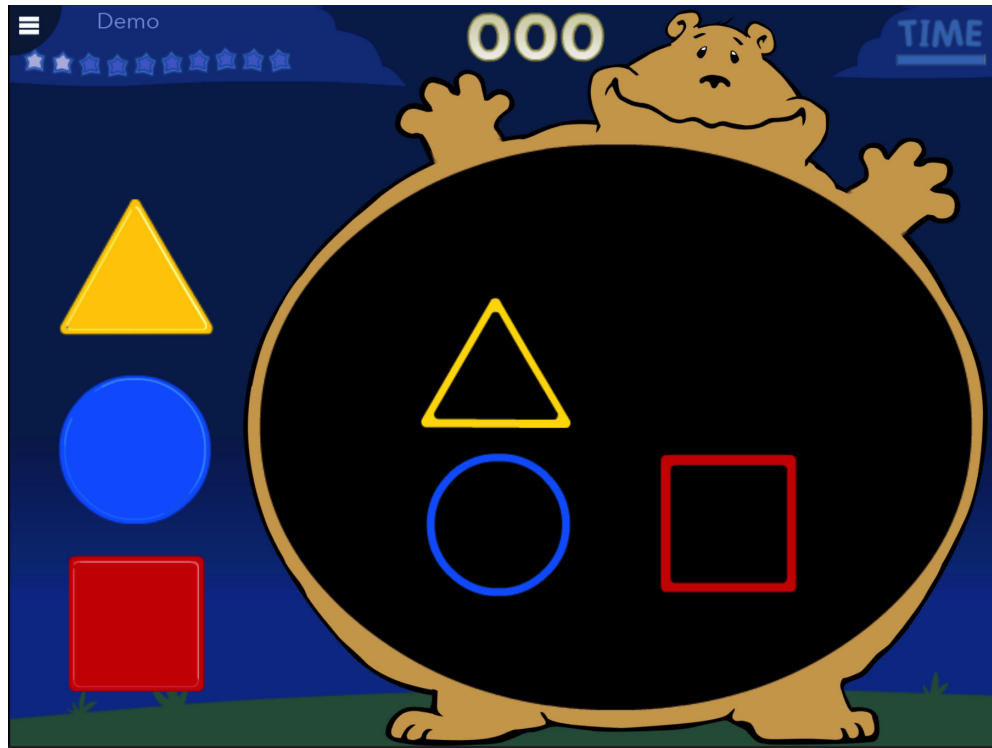

Demo Hungry Tummy

1. Say: **Today, we're going to practice finding different colors, shapes, and sizes. Together, we'll work on an exercise called Hungry Tummy. I'll get us started, and then I'd like for you to try.**

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

3. Follow along with the demo, which explains how the exercise works.
   - Say: **First we will feed the bear a piece of candy. He wants us to drag the candy and drop it into his mouth. It will take practice, but you can do it!**
   - Demonstrate how to drag and drop the candy. Also show what happens if you let go too soon so they understand that they will need to try again to get it into the bear's mouth.
     - On a computer, say: **Click the candy and hold down the mouse button. Then drag the candy into his mouth and let the button go.**
     - On iPad, say: **Put your finger on the candy and hold it down. Then drag the candy into his mouth and let go.**
   - When you finish with the candy, demonstrate how to choose a shape and drag it into the matching outline in the bear's mouth. Say: **Be careful and keep holding onto the shape until it fits just inside the matching outline. Keep practicing and you'll see how good you can get at this!**

4. This exercise does not include any keyboard shortcuts.

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Inside the Tummy

Goal/Task: Build fine motor skills and hand-eye coordination by matching objects by shape and/or color.

Demo Inside the Tummy

1. Say: **Today, we're going to practice matching colors, shapes, and sizes. Together, we'll work on an exercise called Inside the Tummy. I'll get us started, and then I'd like for you to try.**

2. Project the "Introduction—English or Spanish demo" for Inside the Tummy.

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

    *   Demonstrate how to drag and drop the shape into the outline. Also show what happens when you let go too soon so they understand that they will need to try again to get it into the bear's tummy

        ○ On a computer, say: **Click the shape and hold down the mouse button. Then drag the shape into its outline and let the button go.**

        ○ On iPad, say: **Put your finger on the shape and hold it down. Then drag the shape into its outline and let go.**

    *   When you get to more than one shape, explain how to choose the matching shape. Say: **Remember, you have to find the matching shape first. Then hold that shape, drag it into the outline, and let go.**

4. This exercise does not include any keyboard shortcuts.

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Packing Pig Goes to Work

Goal/Task: Build letter recognition and naming skills for uppercase and lowercase letters by identifying uppercase and lowercase letters.
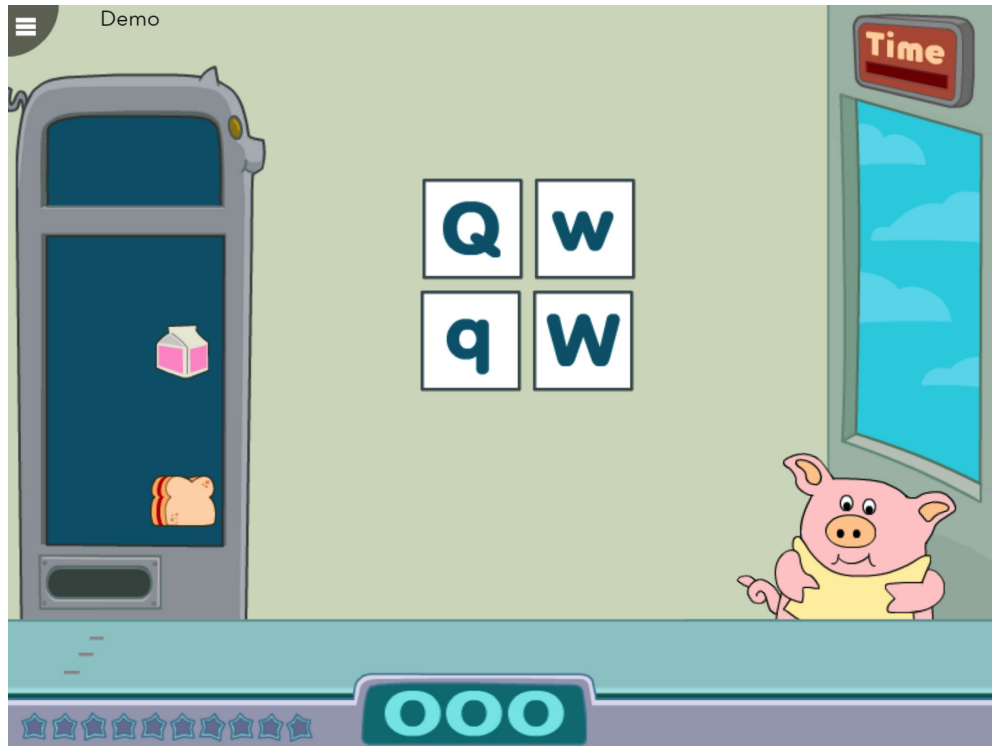

Demo Packing Pig Goes to Work

1. Say: **Today, we're going to practice identifying upper and lowercase letters. Together, we'll work on an exercise called Packing Pig Goes to Work. I'll get us started, and then I'd like for you to try.**

2. Project the "Early Levels demo" for Packing Pig Goes to Work.

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

   - Click the loudspeaker to hear a letter name and see that letter on the screen. The first few times, the letter will fall automatically onto the conveyor belt to be wrapped. Then the letter will flash and wait for you to click it to get wrapped.

   - After clicking the letter a few times, the speaker will announce a letter name and present a choice of letters. Explain how to identify and click the correct letter.

4. Demo the keyboard shortcuts:

   - Go button (loudspeaker) = Space bar
   - Possible answers (letters on the screen) = Corresponding letter keys

Packing Pig Has Lunch

Goal/Task: Build letter recognition and naming skills for uppercase and lowercase letters by identifying and selecting matching pairs of uppercase and lowercase letters in a grid.

Demo Packing Pig Has Lunch

1. Say: **Today, we're going to practice identifying upper and lowercase letters. Together, we'll work on an exercise called Packing Pig Has Lunch. I'll get us started, and then I'd like for you to try.**

2. Project the "Early Levels demo" for Packing Pig Has Lunch.

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

   - Say: **Have you ever played a game called *Memory* or *Concentration*, where you turn over cards to find a match? This exercise is like that game. We will match letters to clear the boxes and feed Packing Pig some lunch. Let's practice to see how it works.**

   - Click a letter to hear that letter's name. Then click the matching uppercase or lowercase letter to feed Packing Pig some lunch. As the exercise gets harder, the letters will be hidden until the boxes are clicked.

4. This exercise does not include any keyboard shortcuts.