

Spelling Buzz

Spelling has never been more fun.

Compete against Buzz, the bee, in these interactive spelling bee activities. In Spelling Bee, points are earned for correct spellings, and the player with the highest score at the end of ten words is the winner. Do you want the contest to be easy, a little hard, or a real challenge? In an easy game, Buzz will be slow on his buzzer; for a real challenge, Buzz will be quick to buzz. You can even set the game for two players and compete against your fellow classmates.

Series Features

- There are 20 lessons per grade in levels K-2, and 30 lessons per grade in levels 3-6
- Each list is characterized by words that share a spelling rule, letter, or sound pattern
- Teachers can add their own words, sentences, and voicings that they record
- Superb graphics and interactivity motivate students to learn

Series Applications

- Target each student's specific spelling needs
- Organize spelling bee contests that group students with similar strengths and weaknesses
- Use as a year-long resource for remediation and enrichment

Series Management

- Creates spelling lists to match your school's specific reading curriculum

	Enrichment				Core				Remedial			
Beginning	K	1	2	3	4	5	6	7	8	9	10	11
Intermediate												

MEET THE WORDS



Students first see the words they'll be spelling. The computer tells them which rule applies to this lesson (e.g. the short "a" sound), then gives two examples.

SPELLING THEATER



When students hear a word, they either type it or click the hint button for help. Watch the characters celebrate when words are spelled correctly!

SPELLING SCRAMBLE



Students unscramble words as graphic clues are slowly revealed on the drive-in movie screen.

SPELLING BEE



Compete against Buzz, the bee, or go head-to-head against classmates.



Language Concepts K-2

Learn language basics with this interactive program.

A helpful dog named Shakespeare guides students through a variety of interesting outdoor activities that are full of animation, music, and voice. Students focus on defined reading and writing skills, as they work through each phase including "Learn" where students receive instruction on the concepts before moving to the "Do" where they practice for themselves. Many concepts also have an "Explore" mode where students can further expand their skills.

Series Features

- Language Concepts K-2 emphasizes the writing process and focuses on the development of writing skills
- The program is multimedia with audio instructions, graphics, animation, and music
- Includes interactive activities and accommodates different reading levels

Series Applications

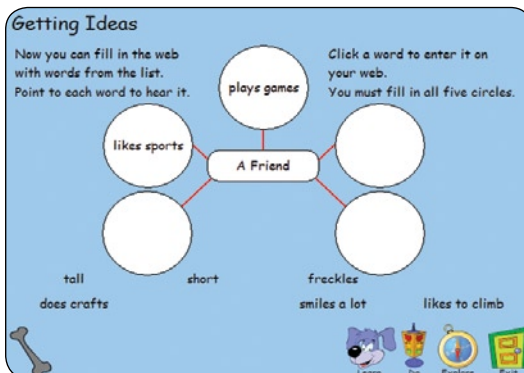
- Skill-appropriate activities can be used for whole class instruction, review, or independent learning

Series Management

- Language Concepts K-2 includes robust support materials
- The tracking system reports both activity and achievement

	Enrichment				Core				Remedial				
	K	1	2	3	4	5	6	7	8	9	10	11	12
PreWriting													
Letters, Sounds, & Words													
Parts of Speech & Sentences													
Punctuation													
Writing & Editing													

PREWRITING



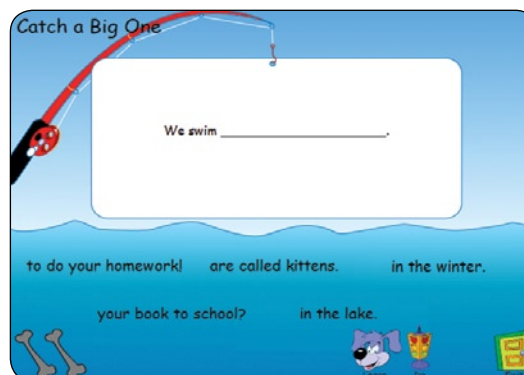
Students explore organization of writing through the use of graphic organizers and prompts.

LETTERS, SOUNDS, & WORDS



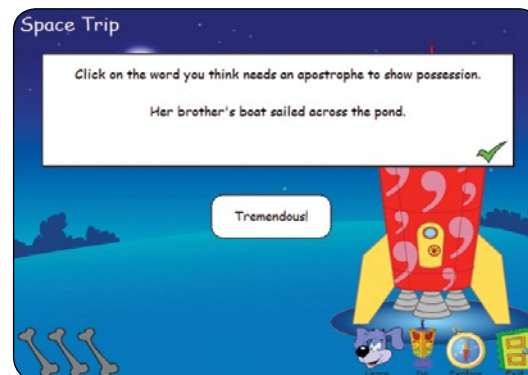
In this activity, students learn the letters of the alphabet and explore sound patterns (beginning, middle, and final).

PARTS OF SPEECH & SENTENCES



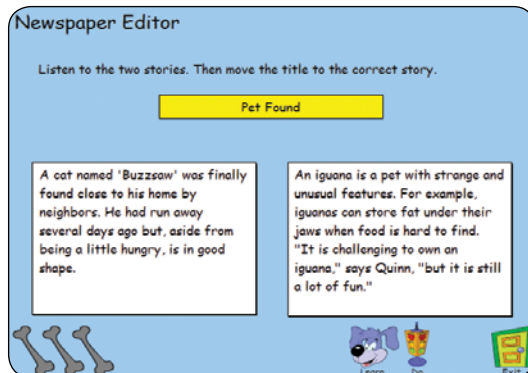
Sentence structure and style are the focus of these activities, incorporating word patterns and sentence types.

PUNCTUATION



In these activities, students learn about various types of punctuation such as periods, commas, apostrophes, and much more.

WRITING & EDITING



Students identify the topic and main idea, then compose and edit sentences and stories using grammar, usage, and mechanical conventions.

Writing Process Series

A unique program designed to develop better writers

This comprehensive and thorough program provides prompted instruction in all phases of the writing process. It guides students through readiness, brainstorming, pre-writing, drafting, revising, editing, and proofreading as they compose more convincing papers and essays. If you are looking for a research-based program designed to turn your reluctant writers into motivated and fluent writers, you must take a look at this successful series.

Series Features

- Uses innovative writing techniques such as Note Cards, Story Webs, and Peer Reviews
- Includes step-by-step guides to help students write better
- Checklists help students review writing by others and can be accessed later by the writer as well as the teacher

Series Applications

- Use for single day/skill lessons, mini-writing assignments, or full-semester writing project workshops
- Ideal for reluctant and strong writers

Series Management

- Students can return to previously completed work
- Teachers can view students' finished work

	Enrichment	Core	Remedial
K			
1			
2			
3			
4			
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8			
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10			
11			
12			

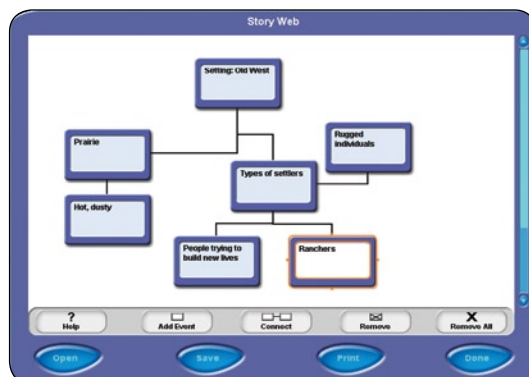
PERSUASIVE WRITING

In Persuasive Writing, students express their opinions and try to persuade the reader to agree with their view on an issue.

Topics:

- What motivates people?
- Developing an argument
- Brainstorming
- Choosing words
- Writing a business letter

NARRATIVE WRITING



The Narrative Writing program helps the writer tell a story that makes a specific point. Students proceed along individually prescribed paths, using the program to create a series of stories.

Topics:

- Selecting a topic
- Visualizing a scene
- Dramatic progression
- Character development
- Elements common to fiction and nonfiction writing

EXPOSITORY WRITING

Students learn to explain, describe, give information, and inform utilizing an embedded word processor and assisted by a "guide on the side." The guide provides chains – or collections of steps – to improve organization, a key element of expository writing.

Topics:

- The Five-Paragraph model
- Observing and reporting
- Doing research
- Comparison/contrast essays
- Evaluations

Peer Reviews

Upon completing a writing assignment, the student invites a peer to answer questions about it using a checklist tool. Comments may then be reviewed by the writer, as well as the teacher. The peer reviewer answers 10 questions, which the writer and teacher can read.

"If you teach writing – this is a little like finding the key to Fort Knox."

— Robert H. Miller, Teacher
San Jose, CA

Grammar Explorations with Questie

Your search is over for fun grammar instruction.

Grammar Explorations with Questie features a comical, engaging character who gets confused and relies on the student to help solve grammatical problems. Each activity is based on a simple story, contains groups of sentences that exemplify grammar conventions, and ends in the solution of Questie's problem. Includes lots of student interaction, which consists of clicking choices and objects, dragging text and objects, typing in text, and editing text. You won't find a more humorous, interactive, and effective grammar program.

Series Features

- All sentences focus on correcting common language mistakes
- An integrated assessment activity, featuring an interactive game combines topics from the previous activities
- Helping Questie solve its humorous problems is motivational for all students
- Each activity culminates in the editing and improving of a writing piece

Series Applications

- Excellent supplement to language instruction
- Includes comments from a student's grammar log in each student's portfolio
- Students also learn about punctuation and effective writing
- Incorporates learning by teaching approach

Series Management

- Tracks and bookmarks students' progress

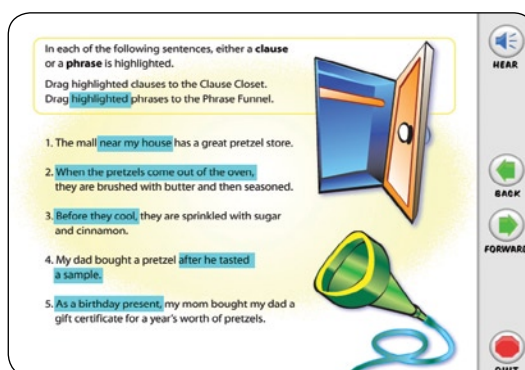
Enrichment	Core	Remedial
K	1	2
3	4	5
6	7	8
9	10	11
12		



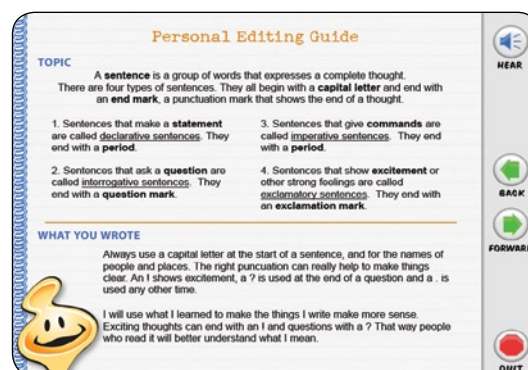
Here is a Questie dilemma that only correct punctuation can solve.



Concepts instruction helps students solve Questie's problems.



Students get the opportunity to practice on non-scored exercises before being assessed and scored on concepts.



The student compiles a "Personal Editing Guide" across the program's activities.

SENTENCES

Key Features include:

- Simple sentences, sentence parts
- Clauses and phrases
- Sentence variety

NOUNS & PRONOUNS

Key Features include:

- Singular, plural, possessive, common and proper nouns
- Possessive, indefinite, subject, and object pronouns
- Pronoun and antecedent agreement

VERBS

Key Features include:

- Action, helping, and linking verbs
- Principle parts of verbs
- Verb tense, and verb agreement

ADJECTIVES & ADVERBS

Key Features include:

- Common and proper adjectives
- Adverb and adjectives
- Vivid and specific verbs

CONJUNCTIONS & PREPOSITIONS

Key Features include:

- Coordinating and subordinating conjunctions
- Prepositions
- Point of view

Reading Comprehension & Critical Thinking (RCCT)

Engage students in learning reading comprehension strategies and critical thinking skills. Reading strategies and thought-provoking exercises guide students through the process of developing the skills they need to become better readers. In addition, age-relevant stories, video introductions, and voice options are sure to motivate even the most reluctant readers.

Series Features

- Students are engaged by a variety of stories and video clips
- Pre-Reading, While Reading, and After Reading strategies appear alongside stories at appropriate times
- Coaching is available for each reading comprehension question

Series Applications

- Coordinate with class discussions on peer pressure, bullying, shoplifting and a variety of other real-life issues
- Motivate your reluctant readers to read for meaning

Series Management

- Teachers can make voicing available to struggling students
- Stories and activities can be toggled on and off
- Tracks activity usage, comprehension scores, and stores written work in portfolio

	<div>■ Enrichment ■ Core ■ Remedial</div>												
	K	1	2	3	4	5	6	7	8	9	10	11	12
RC&CT-1				■	■	■	■	■	■				
RC&CT-2							■	■	■	■	■	■	

Key Concepts include:

- Pre-reading, during reading, and after reading strategies
- Skimming
- Identifying important information
- Making inferences
- Vocabulary development
- Translating thoughts into writing

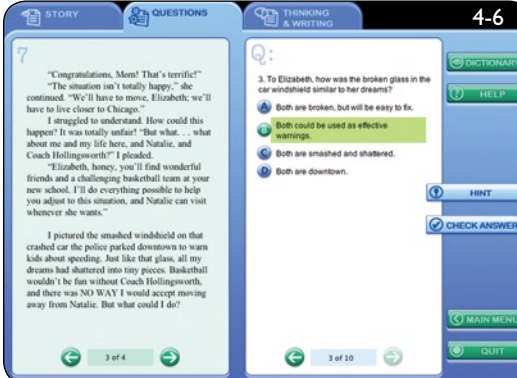
RCCT – Grades 4-6:

- Stories range from approximately 430-575 words long.
- Each story includes 8-10 corresponding comprehension questions.
- 30% of the comprehension questions require inference.
- Three thinking and writing exercises accompany the stories

RCCT – Grades 7-9:

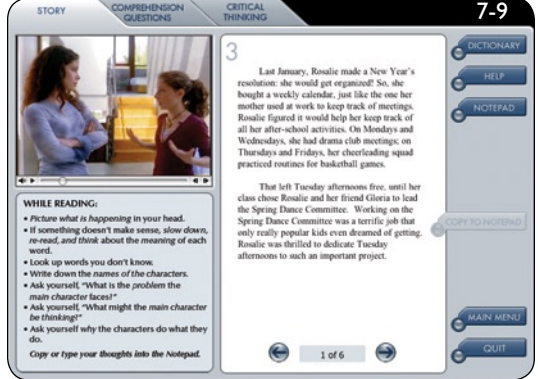
- Stories are approximately 750 words long.
- Each story includes 10 corresponding comprehension questions.
- 50-60% of the comprehension questions require inference.
- Four critical thinking exercises accompany the stories.

COMPREHENSION QUESTIONS



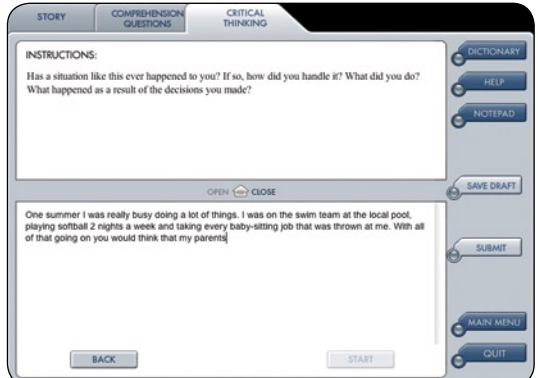
Students focus on answering questions about direct and implied information from the stories. Understanding of vocabulary and ability to make inferences is necessary to answer questions. Hints that guide students through the relevant text are available.

READING COMPREHENSION



Short videos introduce students to the stories. Students then have the ability to use all of the tools and features in the program (story text, comprehension questions, critical thinking, exercises, reading strategies, hints, dictionary, and notepad in 7-9) at anytime before, during, and after reading.

CRITICAL THINKING



The goal of the critical thinking component is to encourage students to think through choices and consequences. The students will translate their thoughts into writing in order to document and explain their critical thinking.

