

ELEMENTS 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:

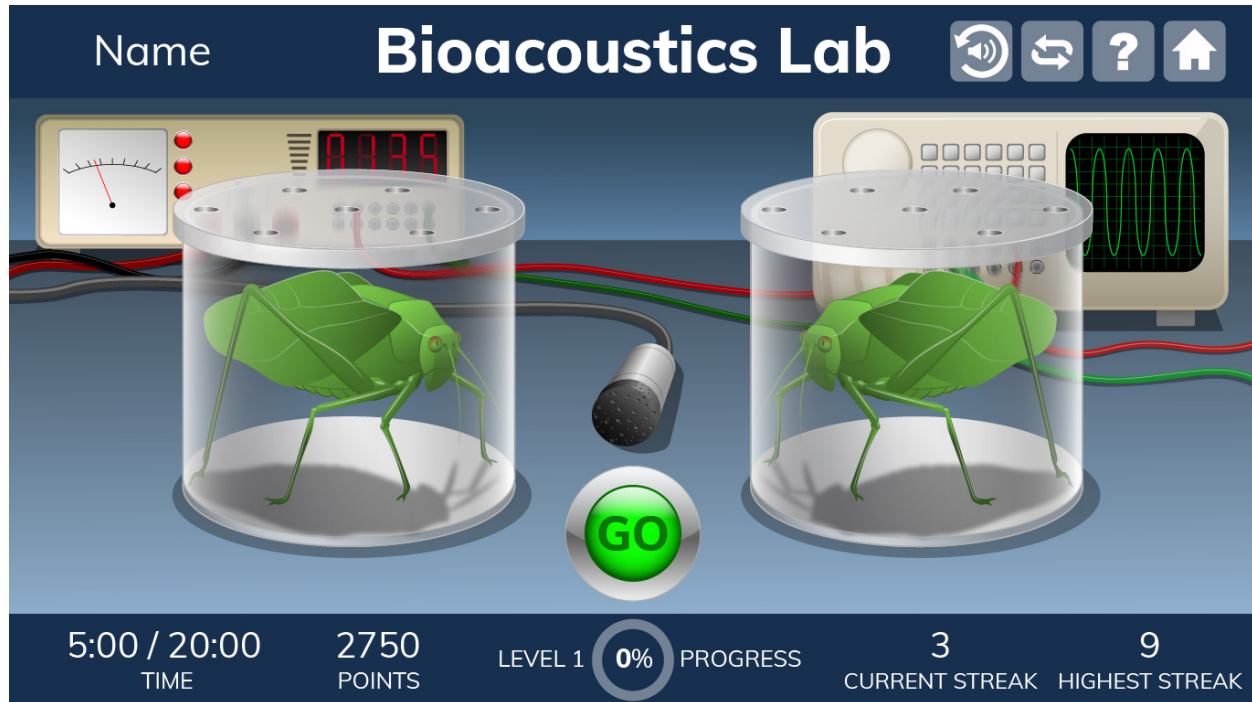
1. We need a quiet environment.
2. We must respect our peers and our equipment.
3. Only take breaks between exercises.
4. Raise your hand if you need help or have a question.

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.

Bioacoustics Lab

Goal/Task: Develop listening accuracy and phonological awareness skills by selecting a target syllable from a sequence of two syllables.

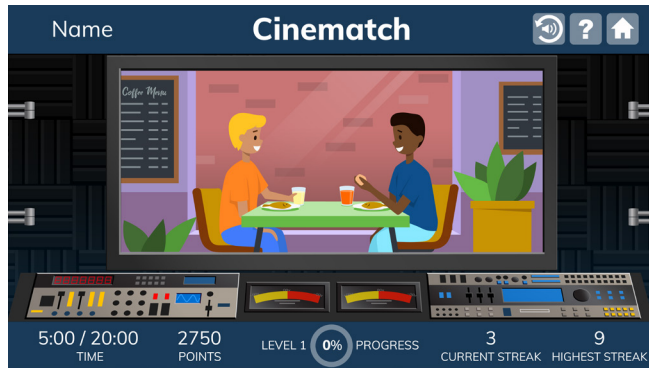


Demo Bioacoustics Lab:

1. **Say:** Today, we're going to practice identifying the syllable that matches a target syllable. Together, we'll work on an exercise called Bioacoustics Lab. I'll get us started, then I'd like for you to try.
2. Project the "Introduction - English or Spanish demo" for Bioacoustics Lab.
3. Follow along with the demo, which explains how the exercise works.
 - One way to help students identify the different syllables is to have them close their eyes while they listen. Have them say, "First" or "Second" each time they hear first or second syllables.
 - Choose an answer.
 - Correct answer: a "ding" sound effect plays and the bug hops up and down
 - Incorrect answer: a "thunk" sound effect plays
4. Demo the keyboard shortcuts:
 - Go button = Space bar
 - Left answer = Left arrow
 - Right answer = Right arrow

Cinematch

Goal/Task: Develop listening comprehension skills by listening to stories and answering questions.



Demo Cinematch:

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. Together, we'll work on an exercise called Cinematch. I'll get us started, and then I'd like for you to try.**
2. Project the "Introduction - English or Spanish demo" for Cinematch.
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 other options.
 - Choose an answer.
 - Correct answer: a "ding" sound effect plays, and the correct answer is highlighted
 - Incorrect answer: a "thunk" sound effect plays
4. Demo the keyboard shortcuts:
 - Go button = Space bar
 - Possible answers (left to right - start in top row) = Number keys 1 - 4

Illuminator

Goal/Task: Develop auditory word recognition and academic vocabulary skills by discriminating among related math and science terms.



Demo Illuminator:

1. Say: **Today, we're going to practice finding the picture that best represents a word presented. Together, we'll work on an exercise called Illuminator. I'll get us started, and then I'd like for you to try.**
2. Project the "Introduction - English or Spanish demo" for Illuminator.
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 other options.
 - Choose an answer.
 - Correct answer: a "ding" sound effect plays, the answer is highlighted, and the word appears below the picture
 - Incorrect answer: a "thunk" sound plays, the correct answer is highlighted with the correct word below, and the incorrect answers are dimmed
4. Demo the keyboard shortcuts:
 - Go button = Space bar
 - Possible answers (left to right) = Number keys 1 - 4

Mission Control

Goal/Task: Develop the skill of following directions by identifying or manipulating shapes according to spoken instructions.

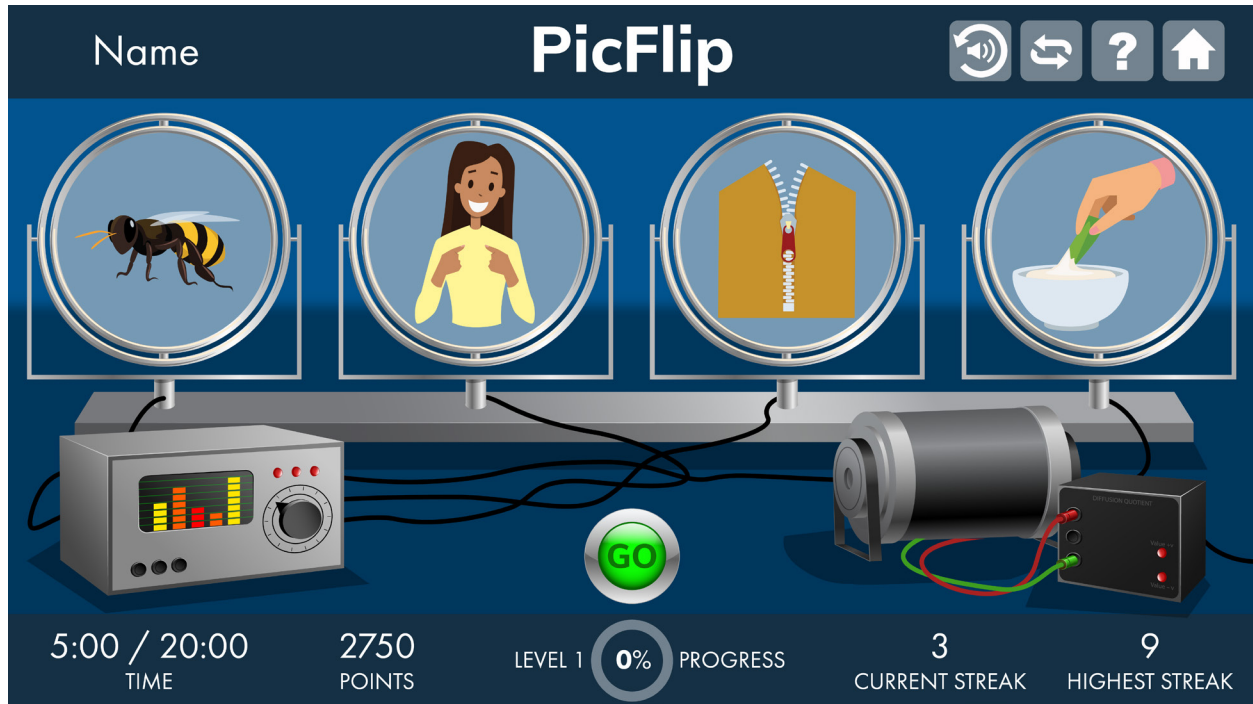


Demo Mission Control:

1. Say: **Today, we're going to practice listening to direction and then following the instructions to carry out the actions. Together, we'll work on an exercise called Mission Control. I'll get us started, and then I'd like for you to try.**
2. Project the "Introduction - English or Spanish demo" for Mission Control.
3. Follow along with the demo, which explains how the exercise works.
 - Correct answer: a "ding" sound effect plays
 - Incorrect answer: a "thunk" sound effect plays, the direction is repeated, and the correct answer is highlighted.
4. Demo the keyboard shortcuts:
 - Go button = Space bar

PicFlip

Goal/Task: Develop auditory word recognition, phonological awareness, and vocabulary skills by distinguishing between similar-sounding words.



Demo PicFlip:

1. Say: **Today, we're going to practice finding the picture that best represents a word presented. Together, we'll work on an exercise called PicFlip. I'll get us started, and then I'd like for you to try.**
2. Project the "Introduction - English or Spanish demo" for PicFlip.
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, the answer is highlighted, and the word appears below the picture
 - Incorrect answer: a "thunk" sound effect plays, the correct answer is highlighted with the word below, and the incorrect answers are dimmed
4. Demo the keyboard shortcuts:
 - Go button = Space bar
 - Possible answers (left to right) = Number keys 1 - 4