



Scholastic Interactive Phonics Booster Books™ Product Overview

**SCHOLASTIC
OFFICE OF
EDUCATIONAL
ASSISTANCE**

The *Scholastic Interactive Phonics Booster Books* program features short, sound-controlled readers on CD-ROM and interactive practice activities that help second- and third-grade students develop reading skills and achieve success. Components include:

- Interactive, age-appropriate stories with audio support for decoding words
- Interactive practice activities designed to improve phonemic awareness, phonics, and spelling skills
- A built-in software management system that helps teachers differentiate instruction, monitor student performance, and report progress

Instructional Content

The *Interactive Phonics Booster Books* program, which aligns with the *No Child Left Behind Act of 2001*, helps children build essential reading skills. Children also develop spelling and speaking skills.

Phonemic Awareness

- Children practice phonological awareness skills on the computer by breaking apart picture names by sound and by putting sounds together to make picture names. Students can click on pictures to hear the name read aloud.
- For students who need additional support, teachers model oral blending, oral segmentation, and phonemic manipulation; children practice and receive constructive feedback.

Phonics

- The program emphasizes high-utility vowels, consonants, and phonograms.
- Each book focuses on a new phonic element and incorporates elements and words that have been previously introduced.
- When students click on words, the software highlights, reads aloud, and continuously blends sound-spellings and phonograms. Multisyllabic words are highlighted and read syllable-by-syllable.
- Children complete interactive segmentation and blending exercises.

Fluency

- Students build fluency by listening to a narrator read a story while they read along.
- Children click on the speaker button to hear the text on each page of the current book read as many times as they would like.
- Students make a page-by-page audio recording that can be played back.

Vocabulary

- Each of the *Interactive Phonics Booster Books* presents and reviews high-frequency words. Students click on these words and hear them read aloud.
- Each book presents new story words that help children develop their vocabulary in context. Students hear a word pronounced when they click on it.

Comprehension

- The interactive books expose children to a variety of genres and subject matter.

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Instructional Design

Because they systematically introduce and review sounds/letters, ***Interactive Phonics Booster Books*** and corresponding lessons can be used as independent reading materials and instruction to supplement any comprehensive reading program or as a separate phonics course of instruction. The course is implemented in the following sequence:

1. Students read a book on the computer. They have the option of reading it by themselves or listening to a narrator read it as they follow along.
2. Students may record themselves reading the story page by page, play back their recording, or rerecord.
3. Children complete a set of computerized practice activities that reinforce the skills that were introduced in the current book. There are three rounds of activities for phonemic awareness, three for phonics, and three for dictation/spelling. Practice activities include specific instruction, direction, and feedback.
4. Students take a computerized test that measures their acquisition of phonic skills and high-frequency words.
5. Students assemble the black-and-white paper versions of the books covered during the week and take them home for additional practice.

Assessments

The ***Interactive Phonics Booster Books*** software provides a computerized assessment, the timed Word Challenge, that students take after a book and its practice activities are completed. The Word Challenge tests the student's understanding of phonics skills and high-frequency words presented in the current book and in previously read books. It also tests whether children can transfer the phonics skills to unfamiliar decodable words.

Screening

The Teacher's Guide provides three placement assessments that a child takes in sequence until he or she receives less than 80% mastery. The child begins instruction in the corresponding set of ***Interactive Phonics Booster Books***. The software is designed for all students to begin the program by reading Book 1. However, teachers are able to override the default and manually change the student's reading placement.

Diagnostic

The software's management system measures and reports the child's performance on the Word Challenge tests. Separate scores are given for the percentage of total correct words, the number of correct decodable words, and the number of correct high-frequency words. Teachers use the scores to decide whether a student needs additional support. If the child passes the Word Challenge test by correctly answering 73% or more of the questions, the computer will allow him/her to proceed to the next book. If not, the student rereads the book and tries again to achieve mastery. Teachers also listen to student audio recordings to assess reading and decoding skills. The Teacher's Guide contains three formal decoding tests to evaluate children's overall progress.

Progress Monitoring

Teachers can access a student's performance history on the Word Challenge tests or listen to student audio recordings at any time using the Teacher Management System in the software.

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Motivation and Engagement

The interactive format, high-interest stories, and age-appropriate themes captivate children. Text-related, colorful illustrations help students identify words, and playful practice activities keep their interest during skill reinforcement. Because audio decoding support helps them read successfully, children enjoy reading more and build confidence.

Intervention Strategies

The Word Challenge tests report the percentage of words students can read accurately and whether students are having trouble with decodable or high-frequency words. Non-mastery scores are highlighted in red so that teachers can spot them easily and use them to help guide intervention instruction. The Teacher's Guide provides instructional methods that teachers use to give students additional support in the areas of phonological awareness, the sound-spelling connection, vocabulary development, and decoding text.

The program accommodates children with different learning styles by providing practice through visual and auditory means on the computer and through optional book sets. Software settings allow teachers to make adjustments for children with disabilities. Teachers may disable button and sound effects, if they are distracting, and enable the large text feature for visually impaired students. Children acquiring English benefit from strong visual clues provided in the illustrations and the slow, steady introduction of new vocabulary.

Home-School Connection

Each *Interactive Phonics Booster Book* has an associated black-and-white paper version that students bring home to share with their families. Parents and caregivers receive a letter that explains the take-home books' purpose and suggestions for their use. For example, parents can read the books aloud while encouraging their child to identify key words in the story. Teachers can also share assessment results during conference times.

Professional Development

The *Interactive Phonics Booster Books* Teacher's Guide presents specific instructional strategies to help students develop their phonological awareness, connect sounds with spelling, review high-frequency words, and read decodable text. It also offers dictation exercises, writing options, and assessment approaches.

The program is supported by the *Scholastic Red* facilitated online course, "Putting Reading First in Your Classroom." The course lessons cover strategies for teaching the five essential elements of reading: phonemic awareness, phonics, fluency, vocabulary, and comprehension. This professional development solution provides:

- Instant access to research and theory
- Video modeling of research-based practices
- Interactive simulations that allow for practice of skills and strategies
- Structured feedback, collaboration, and ongoing support
- Materials that can be immediately used in the classroom