Quick Reference for Parents
Using the Ticket to Read® Phonics Component
Pinellas County Schools

Student Name: _____

User ID: _____

Password: _____

Introduction

By using the Ticket to Read® phonics component, your child will build important phonics skills that are critical to becoming a good reader. Your child will be rewarded with Tocket Tokens that can be redeemed for toys in Uncle Tocket's Lab. These toys can be played with later in a Toy Shop. Encourage your child to use Ticket to Read 2–3 times a week for 15–20 minutes per session. Check your child's progress by doing the following:

1 Go to **http://portal.pcsb.org**. Enter your child's PCS Portal (R2.D2) Username and Password. Click Login.
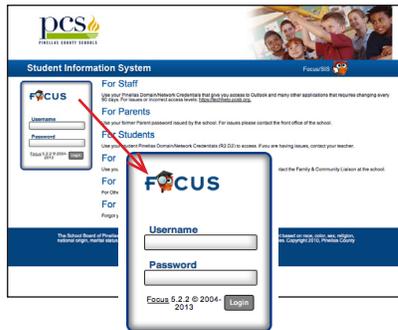
2 On the right side of the next screen, select Ticket to Read under **Student Programs**.

3 Check the toys inside the Toy Shop and the location of the Zogwog characters in Zogwog Land.

Check inside the Toy Shop. Each toy shows that a path has been completed by your child.

If a Zogwog is sleeping in a pod, your child did well on the activities. If a Zogwog is standing, your child needs more practice. Click on the standing Zogwog to return to the activities.
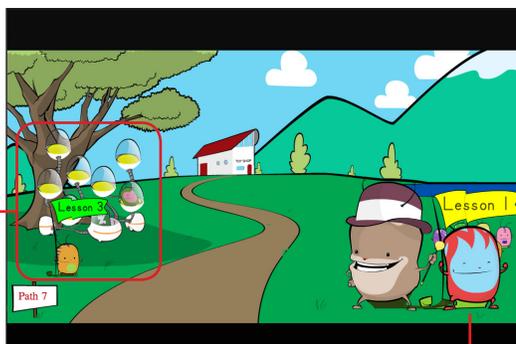
The number of Zogwog characters on the screen's left side indicates how many sessions your child has completed.

To begin activities, your child clicks on the Zogwog character on the right. After completing a session, your child earns Tocket Tokens.

Activities

The phonics component has 8 activity sessions (Zogwog characters) per path, except for the first path which has 7. The types of activities depend on your child's skill level. Follow these steps to review activities and examples:

Click on the red door to enter Zogwog Land.

Click on the Zogwog character on the right to proceed to activities.
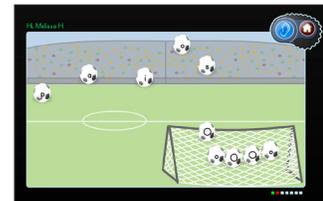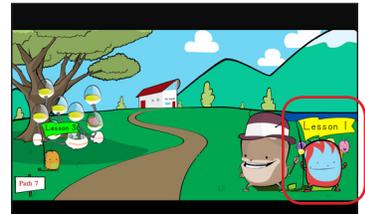
A video introducing a phonic element plays. Then the narrator gives instructions for each activity.
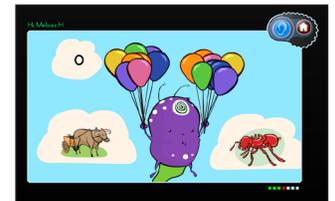
In this example, your child chooses the picture with the correct beginning sound.
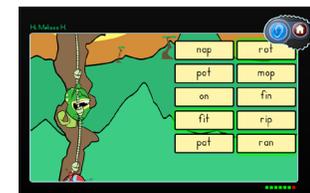
Once all sessions are complete, your child completes a final set of activities given by the Big Zogwog character. In this example, your child must recognize words.

System requirements:

- Monitor resolution 1024 X 768
- Windows XP/Vista/7 and Mac OS 10.5.8+
- Internet Explorer 8.0+, FireFox 5.0+, Safari 5.0+
- Adobe Flash Player 10.3+
- Adobe Acrobat Reader 9.0+
- Cookies, Javascript, and Pop-ups enabled
- Internet connection (broadband preferred)

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Using the Ticket to Read® Reading Component
Pinellas County Schools

First Read • Words to Know • Think About • Maze • Practice • Quiz • RESULTS

http://portal.pcsb.org

Student Name: _____

User ID: _____

Password: _____

Introduction

By using the Ticket to Read® reading component, your child will build fluency, strengthen vocabulary, and reinforce comprehension skills. Your child will be rewarded with tickets that can be redeemed to purchase items in the Clubhouse. Encourage your child to use Ticket to Read 2–3 times a week for 15–30 minutes per session. Check your child's progress by doing the following:

1 Go to **http://portal.pcsb.org**. Enter your child's PCS Portal (R2.D2) Username and Password. Click Login.
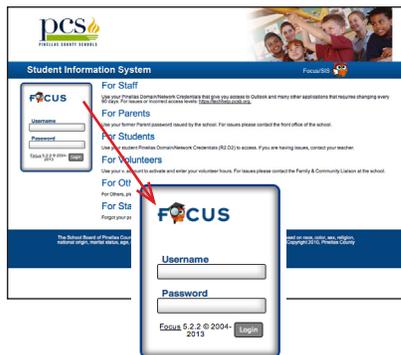
2 On the right side of the next screen, select Ticket to Read under **Student Programs**.

3 Check their **Progress Board**, ribbons, and trophies.

A blue ribbon signifies that all questions were answered correctly on the Quiz. Red ribbons are awarded for 80 percent or better, and white ribbons for below 80 percent.

A silver trophy is earned after a collection of passages is finished. Once a level (30–40 passages) is completed, a gold trophy is earned. These appear in the trophy case.

On the **Progress Board**, you can check what level and book your child is working on, the number of passages completed in the collection, the number of tickets earned in a week, and the words per minute goal.

The **Clubhouse Catalog** is where your child uses tickets to buy items for the Clubhouse.

To begin reading, your child must click on the book.

Instructional Path

Your child will be given a list of 10 passages to read, and after choosing a passage, they will be taken down an instructional path. The navigation bar is highlighted to indicate the current step.

- **First Read:** The child reads the passage cold and can highlight each line of text with the mouse as they read it.

- **Words to Know:** This section displays vocabulary words the child can click on to learn about a word.

- **Think About:** An essential comprehension skill or strategy is explained.

- **Maze:** Children in Level 3 or above of the program fill in words in sentences to complete a story.

- **Practice:** (Optional) High Frequency Word (HFW) Activity—If a child doesn't meet the First Read words per minute (wpm) goal, they complete this before taking the Quiz. The child chooses words as the narrator reads them before time expires.

  Untimed and Timed Read—After the HFW Activity, a child practices reading without being timed and then completes a timed reading. If the wpm goal is reached, the child goes to the Quiz.

  Read Along—A child reads the passage with the narrator when they don't meet the wpm goal after the Timed Read or one attempt to correct all Quiz answers without making an 80%.

- **Quiz:** The child answers questions about the passage. He or she then corrects any incorrect answers.

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- **Adobe Acrobat Reader 9.0+**
- **Cookies, Javascript, and Pop-ups enabled**
- **Internet connection (broadband preferred)**