

## INDIVIDUAL PRACTICE TO BUILD HIGH-FREQUENCY, ACADEMIC, AND CONTENT-AREA VOCABULARY

*VocabJourney* is an online, activity-based program designed to boost students' vocabulary and comprehension skills.

Visit [www.voyagersopris.com/vocabjourney](http://www.voyagersopris.com/vocabjourney)  
for a complimentary trial!







**Vocab Journey™**  
LEARN · PLAY · MASTER

**ONLINE ADAPTIVE PLAY**  
TO BUILD ACADEMIC VOCABULARY



VOYAGER SOPRIS  
LEARNING™

# VOCABULARY REINFORCEMENT TO PREPARE STUDENTS

*VocabJourney* offers an engaging way for students to recognize, understand, and make connections among words. With its gaming format—**Learn, Play, Master**—students acquire new vocabulary, including **academic and domain-specific words**. These words help students comprehend text **across all content areas** and understand oral directions and classroom instructional dialogue.

Students study new words, play word games, and take a mastery test to move to the next level. Key components include:

- **Student goal setting** (the more difficult the goal, the more bonus points can be earned)
- **Adaptive engine** to customize each student's learning experience
- **Student and teacher dashboard** to monitor progress

## THE VALUE

### Teachers Can:

- Deliver adaptive, individualized instruction
- Have a real-time view of student progress
- Motivate students with choice, incentives, and remote access
- Assign additional practice through *Sortegories*, a basic word-building component

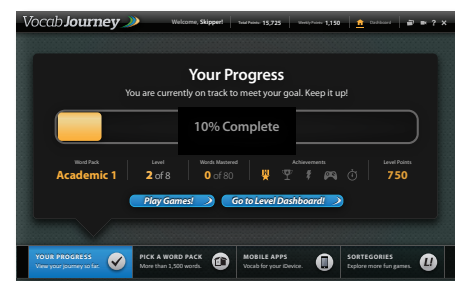
### Students Can:

- Control pacing and level of difficulty
- Choose their games
- Get incentives and recognition
- Practice in a technology-rich environment

## THE PATHWAYS

There is a choice of three different *VocabJourney* Pathways. Each Pathway offers a combination of Word Packs that vary in level of difficulty based on Lexile® levels. Pathways help customize instruction based on students' needs—from basic to academic vocabulary.

The words in each of the Word Packs are critical to understanding grade-level concepts and content encountered in complex texts and on high-stakes assessments.



# TS FOR COLLEGE AND CAREER

## Learn!

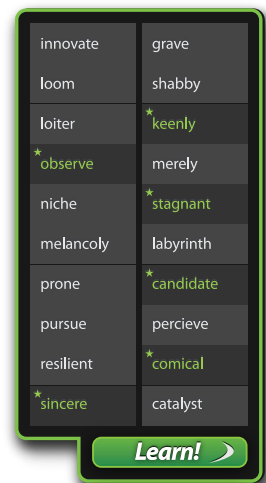
- Students test their knowledge of a word set through a variety of activities
- "Word Card" sequences thoroughly teach words identified incorrectly
- Comprehension is checked with a narrated story and multiple-choice questions
- Completed word sets move into the "Play Tray"

## Play!

- Two word sets in the "Play Tray" signal game time!
- Four casual game choices offer varying levels of difficulty
- Games focus on word retention and mastery
- Response tracking adapts questions to challenge students appropriately
- Words are shaded from light to dark to show progress and moved into the "Mastered Tray"

## Master!

- When words move into the "Mastered Tray," students can see the end goal
- A follow-up test confirms mastery, awards bonus points, and presents achievements
- Students with top scores are recognized on the "National Leaderboard"
- The next level awaits, and the journey continues!



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