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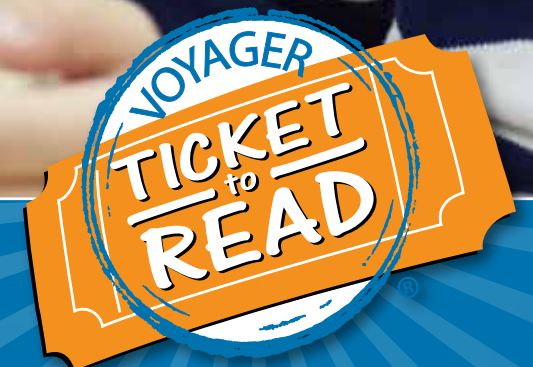


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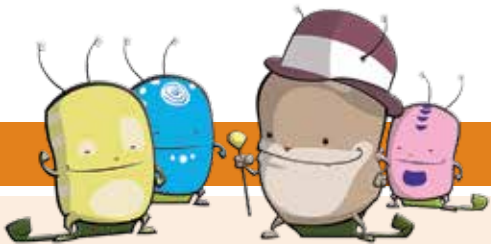
**A SELF-PACED, STUDENT-CENTERED
ONLINE READING PROGRAM
FOR K-6 STUDENTS**

MOTIVATING HUNDREDS OF THOUSANDS OF STUDENTS TO BECOME BETTER READERS WITH FUN, PURPOSEFUL ONLINE READING PRACTICE

Ticket to Read® is a self-paced, student-centered online program that results in improved reading performance. As students complete tasks in the areas of foundational skills, fluency, vocabulary, and comprehension, they earn points that can be used to decorate their personal clubhouse or stock their toy store. An easy-to-use data-management system enables teachers to monitor performance, track progress, and run reports anytime, anywhere.

Key Features of Ticket to Read include:

- Hundreds of high-interest reading passages and games
- Entry points based on students' reading levels
- Interactive activities supported by audio and animation
- Support for English language learners
- Automated quizzes and self-correcting guidance
- Motivating rewards system to keep students engaged and on task



TICKET TO READ HAS TWO KEY COMPONENTS

Phonics Component Develops Foundational Skills

- Taught in the exciting context of an online toy shop
- Animated characters provide instruction, guidance, and encouragement
- Activities focus on phonics elements including letter names, letter sounds, high-utility blends, high-frequency words, word building, and spelling



Engaging Passages Build Fluency, Vocabulary, and Comprehension

- Appropriately leveled reading passages
- Combination of narrative and expository (varies from a 70 to 30 percent mix at Level 1 to a 10 to 90 percent mix in the upper levels)
- Supports content-area reading and building domain-specific vocabulary
- 16 levels, 30–40 titles at each level, reading levels range from grade 1 to 7
- Focus is placed on specific comprehension strategies to build strategic readers:

Main Idea	Sequencing	Summarization
Cause & Effect	Author's Purpose	Compare & Contrast
Story Elements	Problem & Solution	Facts & Details
Inferences	Asking & Answering Questions	Making Predictions

Clubhouse



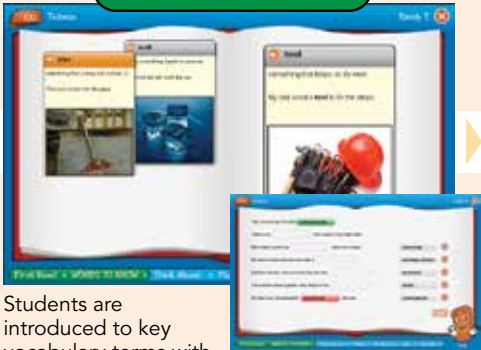
Students return to their clubhouse to select another passage or spend the tickets they earned to decorate their clubhouse, play games, and collect virtual toys.

First Read



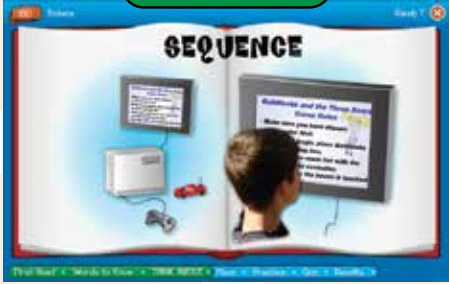
Students complete a cold read of the passage to get a word-per-minute reading goal.

Words to Know



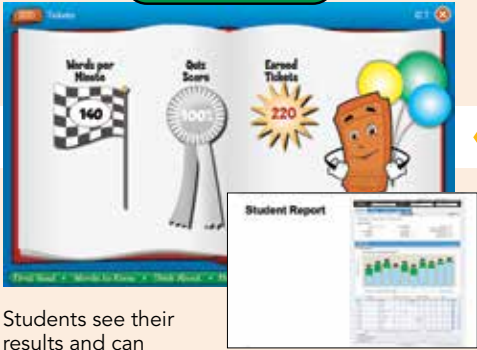
Students are introduced to key vocabulary terms with definitions, sentence context, pictures, and sound effects, and then given opportunities to show understanding of newly introduced words.

Think About



Students are introduced to a target comprehension skill or strategy with each passage.

Results



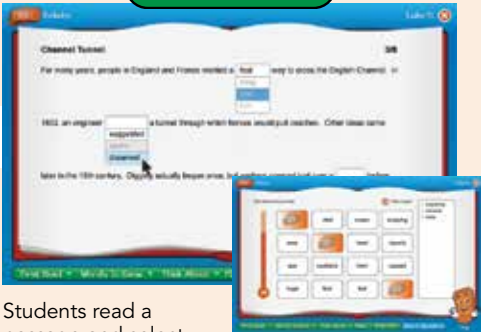
Students see their results and can spend earned tickets in their clubhouse.

Quiz



Students listen, then read along, as fluency is modeled.

Maze



Students read a passage and select words that complete sentences as they build comprehension.

