

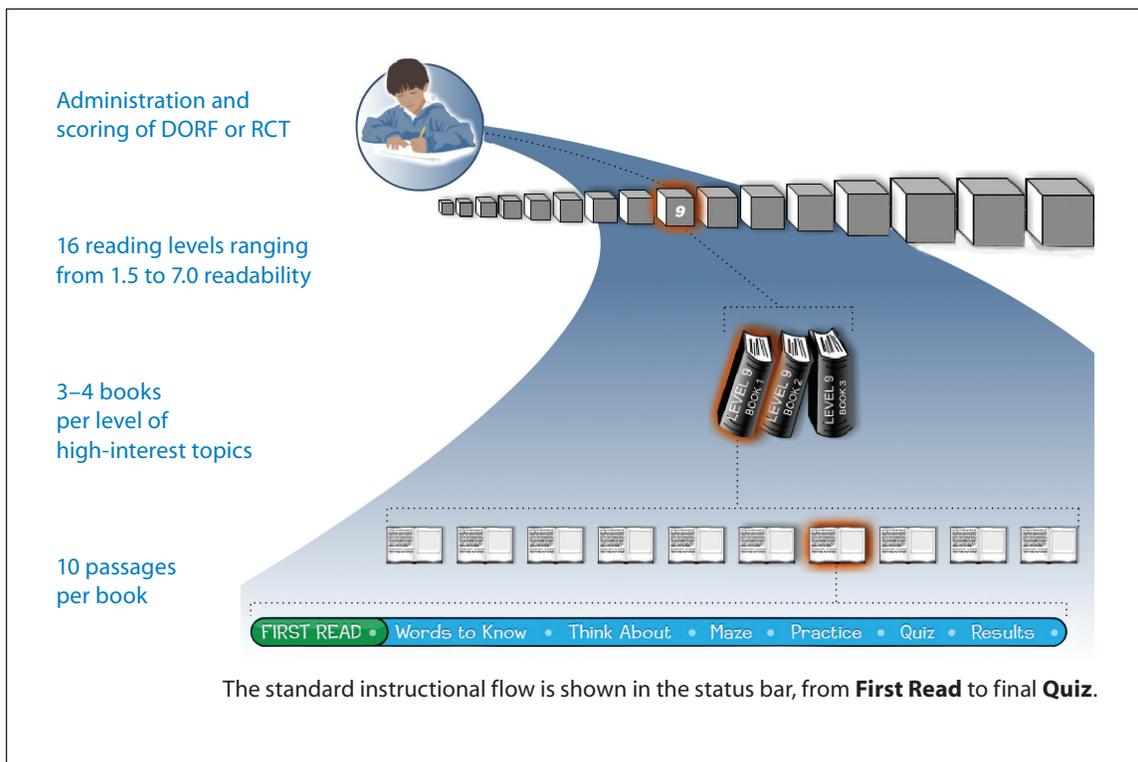


Introduction

Ticket to Read is a student-centered online reading component that provides high-interest reading content to give more time on task for improved reading performance. Available 24 hours a day from any computer with an Internet connection, students practice important reading skills at their own pace.

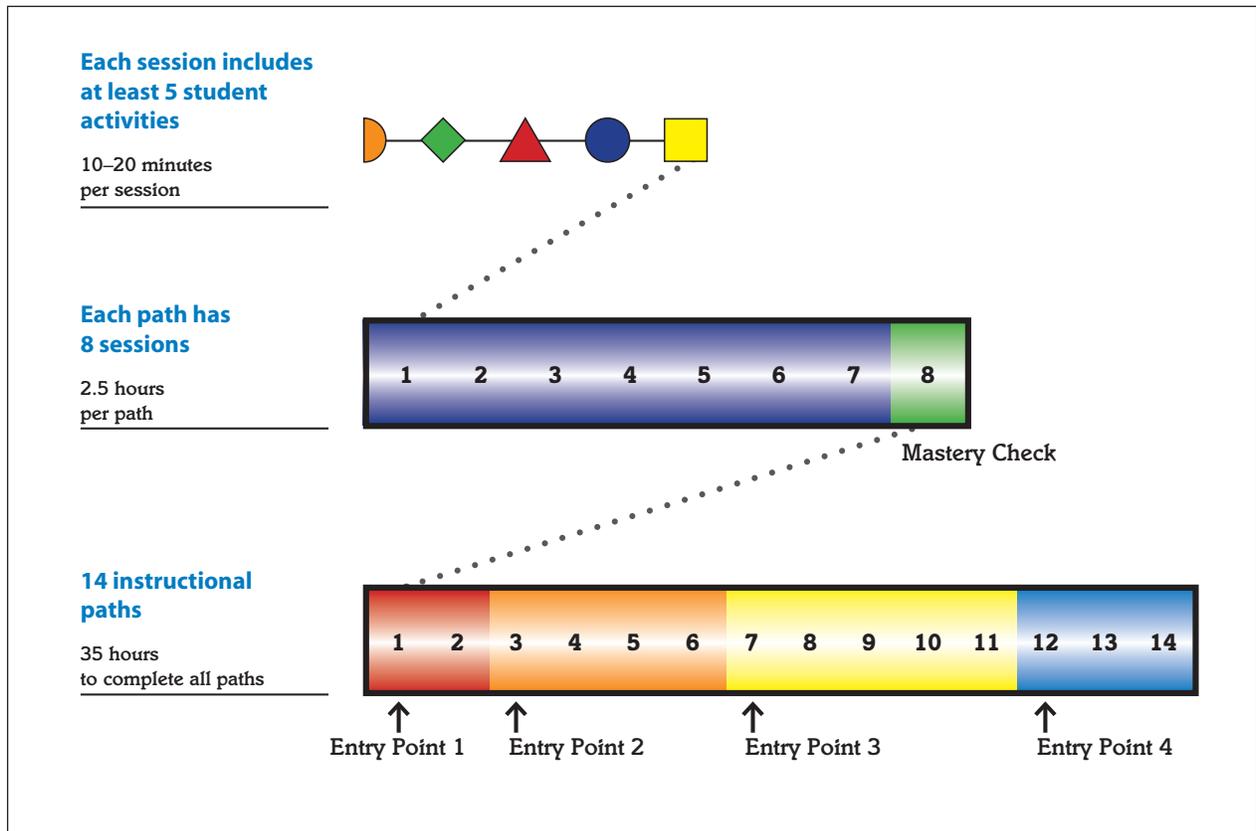
- Self-paced, student-centered learning
- High-interest reading content for engaging and challenging reading experiences
- Motivating rewards system
- Automatic self-correction and quizzes

The **Ticket to Read reading component** provides 16 reading levels that range from the middle of first grade (1.5) to the beginning of seventh grade (7.0). Voyager Passport students are placed in a level based on results from the DIBELS Oral Reading Fluency (DORF) or Reading Connected Text (RCT) fluency measure. For Read Well, teachers place the students in a level of the reading component (see pages 33–38). Within each level, students complete 3 to 4 books of high-interest topics. Each book contains 10 passages. Each session takes about 20–30 minutes to complete, and guides the student from a First Read to a Quiz with several path alternatives depending on the student’s understanding and performance.





The **Ticket to Read phonics component** has 14 instructional paths with four entry points at paths 1, 3, 7, or 12. It is designed for kindergarten through first grade students or struggling students in any grade who read below 44 words per minute on DORF or RCT. Kindergarten students are automatically placed in path 1. First grade students and above complete an online phonics placement test upon the first login to be placed in the proper program path. (Teachers must request the assessment in VPORT to assign the test to students in second grade and above.)





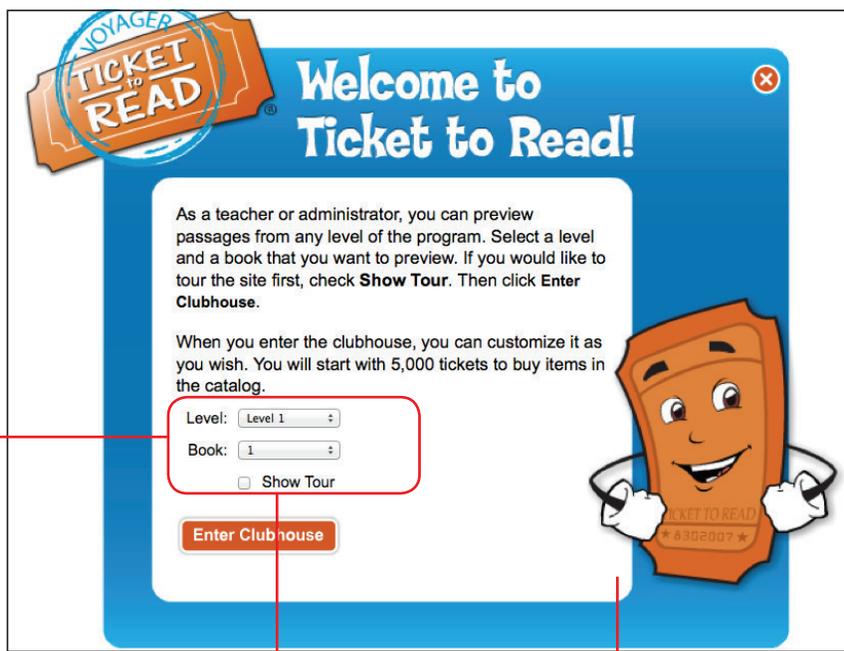
Reading Component

Introduction

Ticket to Read allows students to build reading fluency, strengthen their understanding of vocabulary, and reinforce comprehension skills by engaging in self-directed practice. The reading component includes hundreds of reading passages, more than 1,500 vocabulary words, and more than 2,000 images.

Welcome Page

After logging in, you will be taken to a **Welcome** page for teachers and administrators. From there, you can preview passages from any level, take a tour of the program, or see how to use tickets to decorate a Clubhouse.

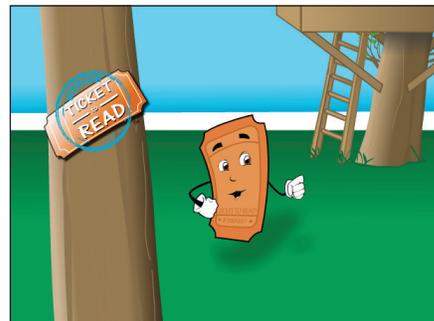


From the drop-down menus, choose the **Level Number** and **Book Number** you want to navigate.

Click in the **Show Tour** check box if you want to take a tour of the program.

T.J. Ticket, the animated host, guides students through each step of the session. He gives instructions on how to approach the reading of a passage, study vocabulary words, and improve reading comprehension. He also provides encouragement for reaching words per minute (wpm) goals, answering quiz questions correctly, and completing passages and levels.

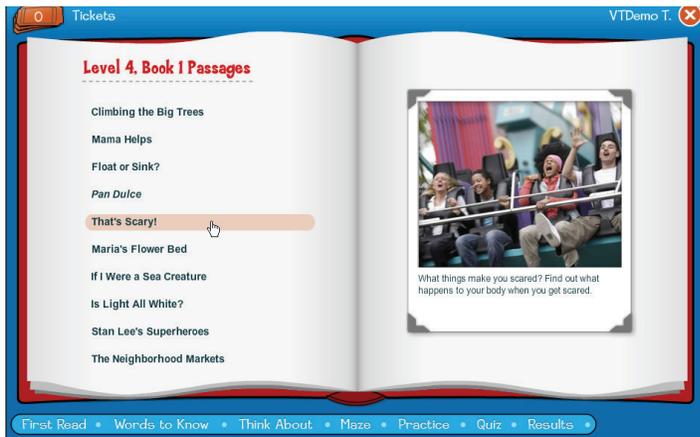
Students are taken on a tour the first time they log in to the Ticket to Read program. T.J. Ticket introduces himself and walks through the steps of the program.





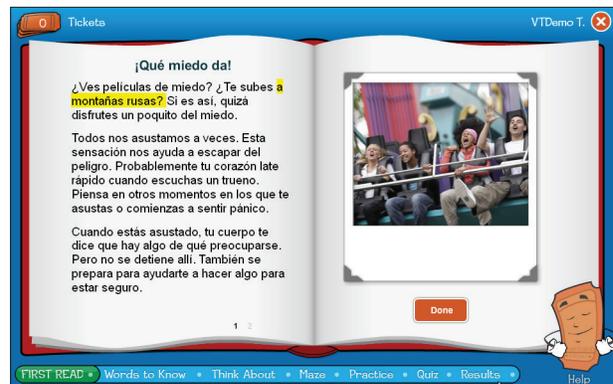
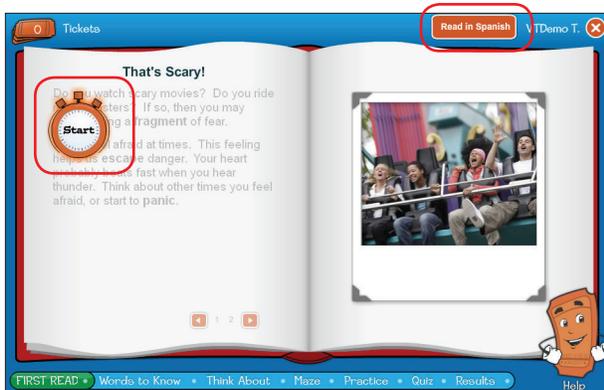
Instructional Path

After you click on the open book in the Clubhouse, a screen with a list of 10 passage titles will appear. Students should review the titles and click one that interests them. They need to complete 8 of 10 passages in this collection to move to the next collection in the level. Within each level are three to four books, and each book has a collection of 10 passages. Passages range in length from 50 to 250 words depending on the students' reading practice level. The levels have a range of difficulty or readability.



Spanish Read Along

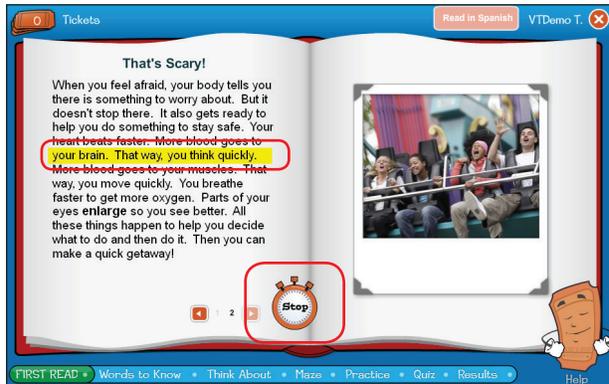
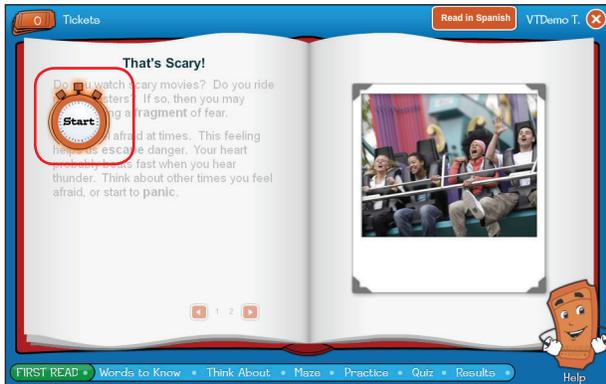
After clicking on a passage, students may choose to read along with the narrator in Spanish. Teachers may also choose to have the student read the passage in Spanish by choosing the setting in VPORT My Class tab, T2R Settings (see page 38). If a student wants to “whisper read” along with the narrator in Spanish, they click on the orange Read in Spanish button. The passage is then displayed in Spanish and words are highlighted as the narrator reads them.



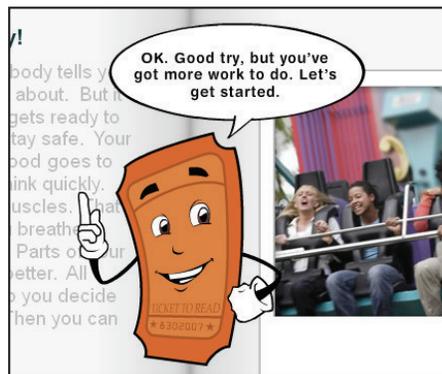


First Read

Students begin by reading the passage cold during the **First Read** (if a student is not reading along in Spanish). The timer begins when the student clicks on Start (the watch icon). Students can track the text as they read it by scrolling the mouse over the lines. The program will highlight the lines as the student reads them. The read ends when a student clicks Stop (the watch icon). If there are multiple pages, a student must click the arrow to “turn” the page. Note: T.J. Ticket provides instructions for how to navigate before a student begins.



Student met the First Read words per minute (wpm) goal.



Student did not meet the First Read wpm goal.

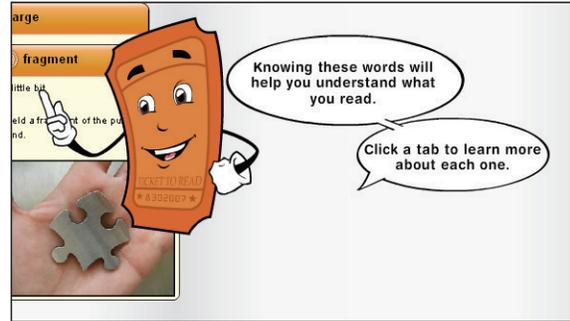
The program also has a “fraud alert.” If a student tries to “beat the system” by clicking Stop too quickly or reads too quickly, a message from T.J. Ticket will appear.



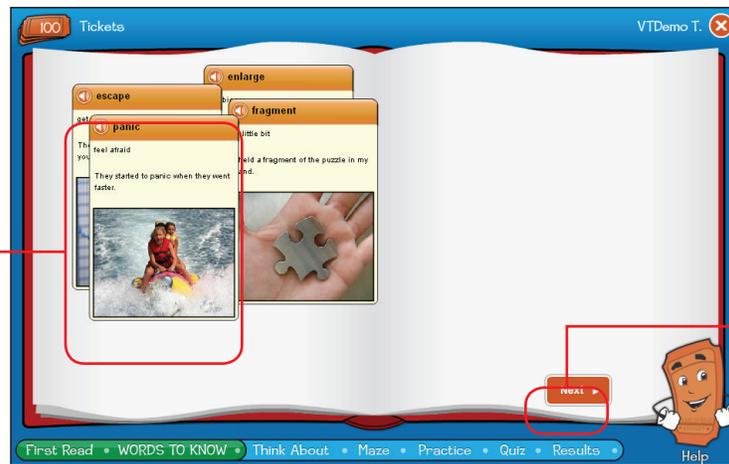


Words to Know

Once a student completes their first reading of the passage, T.J. Ticket provides the instructions for Words to Know. Students study three to seven targeted vocabulary words from each passage depending on their level in the program. A student clicks on a word's card to begin studying.



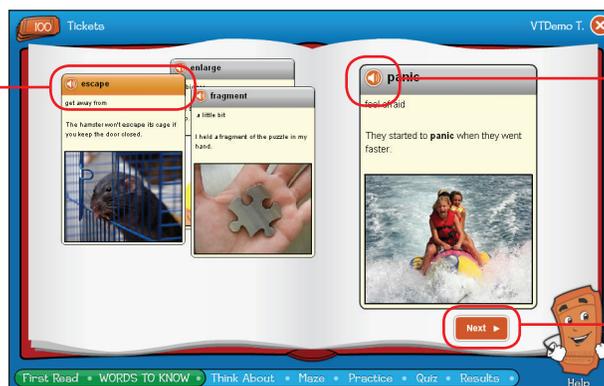
Click on a word card to begin.



Students should not click Next until they are finished studying the word cards.

Click on any of the tabs to hear the pronunciation of a vocabulary word and view a student-friendly definition of the word and a sentence that presents the word in context with an image for each.

Scroll over any word tab and click on it to read and hear about the word.



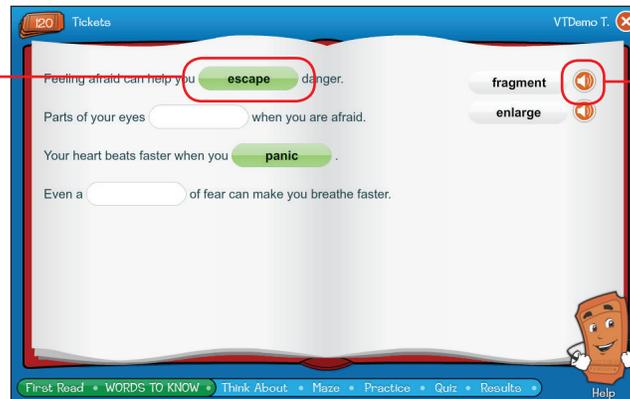
Click on the speaker button to hear the narrator pronounce the word again and read it in context.

Click Next to move on to the Words to Know Match activity.

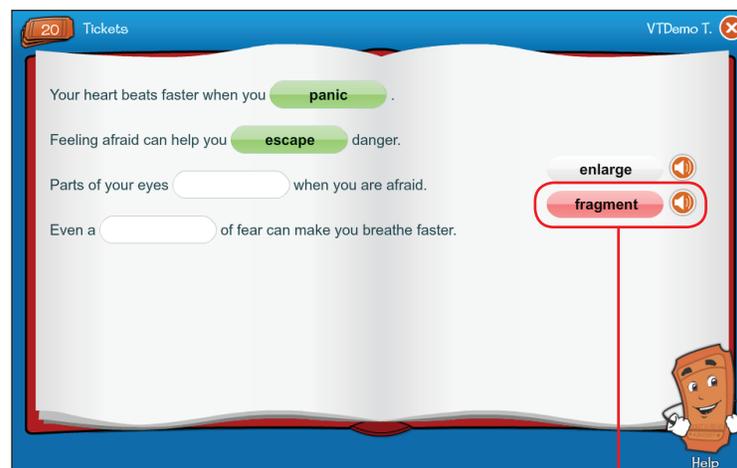


After studying the word cards, a student clicks Next to move on to the **Words to Know Match** activity. T.J. Ticket gives instructions on how to complete the activity, and then the student begins the activity. The student reads each sentence and then clicks and drags the appropriate word from the list on the right to fill in the blank in each sentence.

If the student chooses the correct word, the word turns green and the narrator reads the completed sentence to the student.



To hear the word, a student clicks on the speaker.

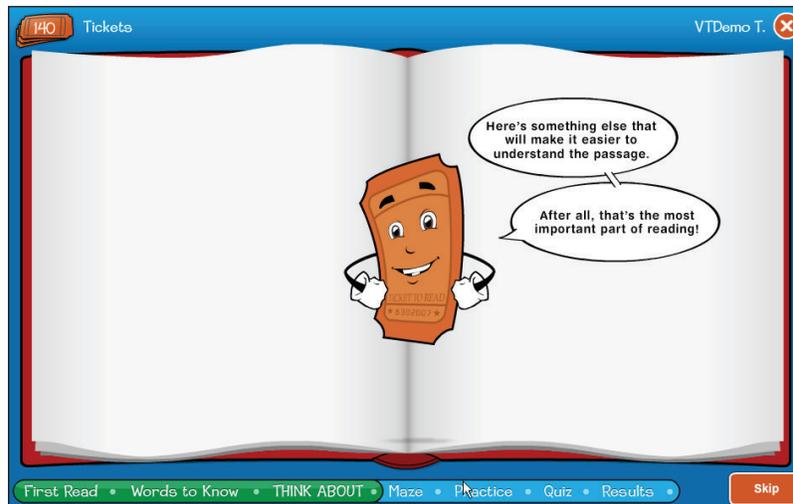


If a student places the incorrect word in a sentence, the word turns red and moves back to the list on the right-hand side. The student then does not earn tickets for that word even if they choose correctly on a subsequent attempt.

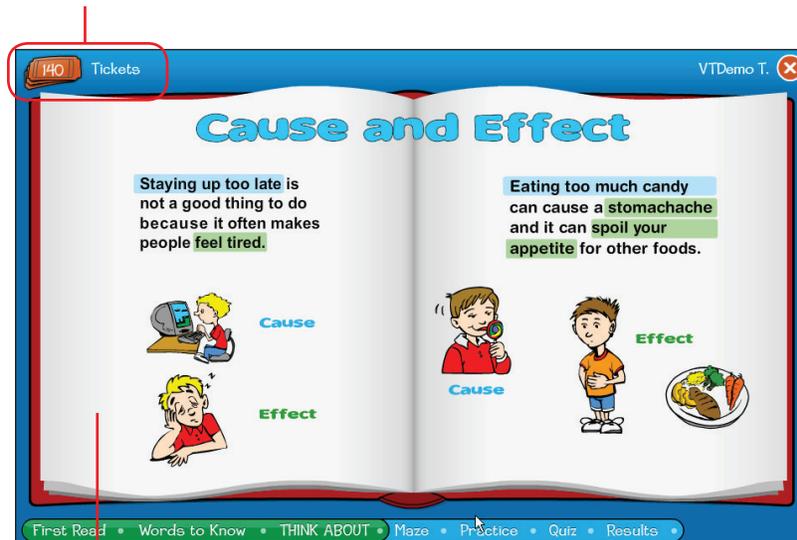


Think About

In this section, a brief presentation provides information on a comprehension skill or strategy that is essential for the text the student is reading. Some of the comprehension strategies in this section include Main Idea, Compare and Contrast, Cause and Effect, and Inference. This section prepares students for questions that will be on the Quiz.



The screen displays the number of tickets earned in the session.

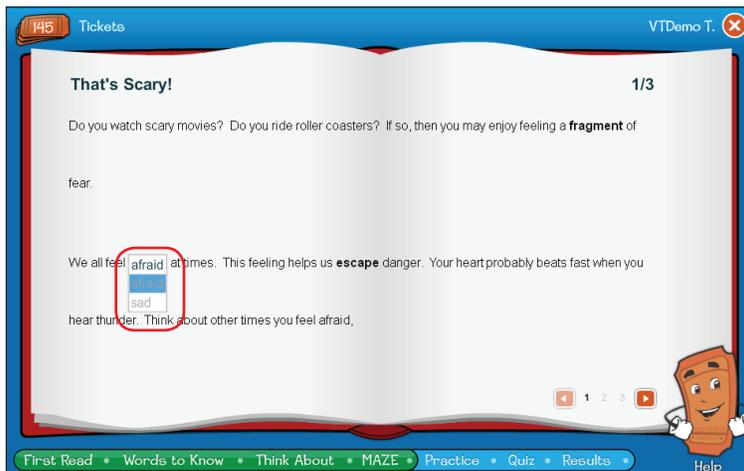
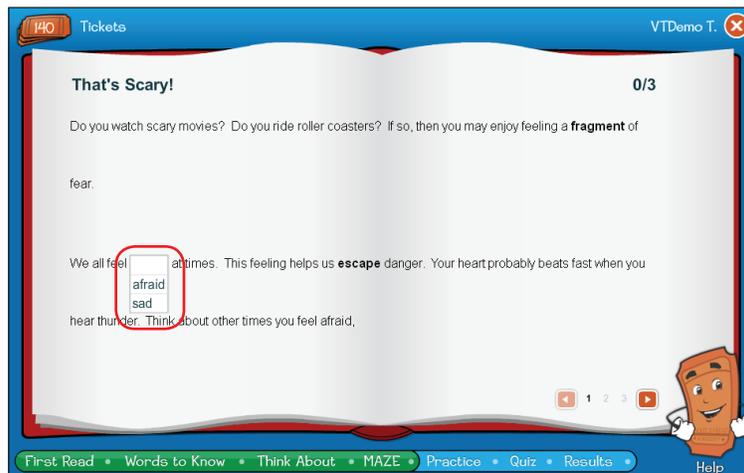


A presentation plays for the student to watch and listen to.



Maze

If a student is in Level 3 or above in the program, they complete the Maze activity after finishing the Think About. (If they are in Level 2 or below, students move on to either the Quiz if they met their First Read goal or the High Frequency Word activity if they did not meet the First Read goal.) For the Maze activity, the student reads a story and at various points in the story, words must be filled in to complete the sentence. Students choose the correct word to complete the sentence by clicking on it from the list. These words are not the vocabulary words studied in Words to Know. To choose the correct word, the student must use the context of the story.



If the student did not reach the First Read goal, the program moves them on to the Practice section and the High Frequency Word Activity (see the next page). If the student did reach the First Read goal, the program moves them on to the Quiz (see page 18).



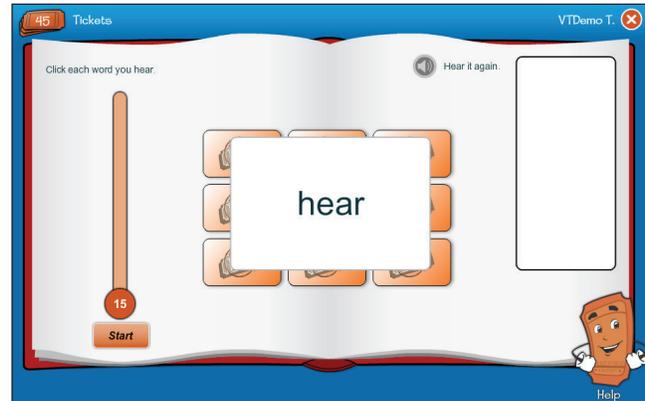
Practice (Optional)

Students are taken to complete the activities in the Practice section only if they did not reach the First Read wpm goal.

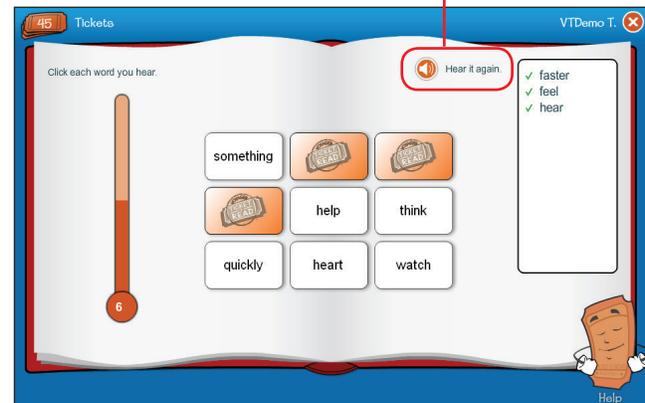
High Frequency Word Activity

If a student did not meet the First Read goal of words read per minute, after the Maze activity (or Think About it in Level 2 or below), the student must complete the High Frequency Word Activity.

Once T.J. Ticket completes the instructions, the student hears the narrator read a list of words while each word is displayed one at a time on the screen.

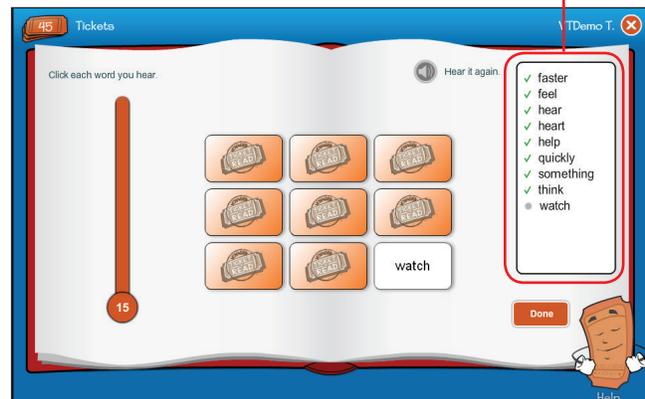


Click Hear it again to repeat the word.



Then, to complete the activity, the timer starts, and the student clicks on the words as the narrator reads them.

View results.

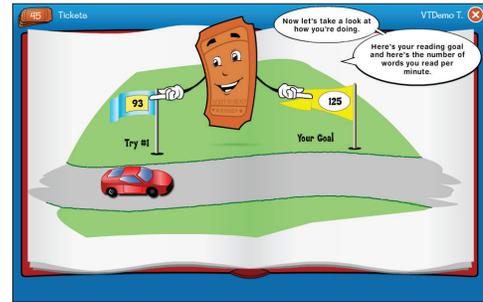


When the activity is complete, the program reads the list of words again and shows the student any words they missed.

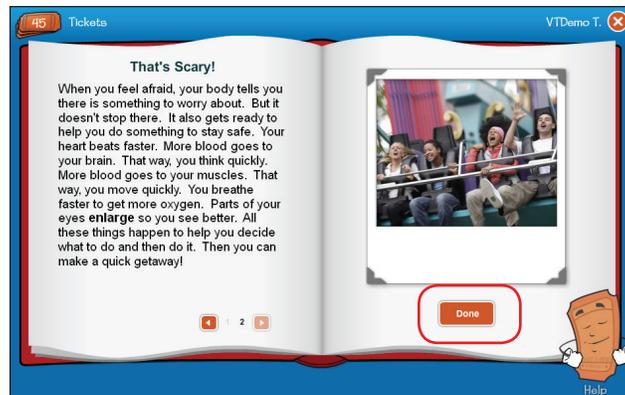


Untimed and Timed Read

Once the student completes the High Frequency Word Activity, a screen comes up where T.J. Ticket explains the student's words per minute score on the First Read and its relation to the passage goal.



The student first gets the opportunity to read the passage without being timed and can take as long as they need to do so. When the student is ready to read while being timed, they click Done.



After listening to T.J.'s instructions, click the Start timer. Note that the Timed Read mirrors the First Read. The student clicks Stop when finished.

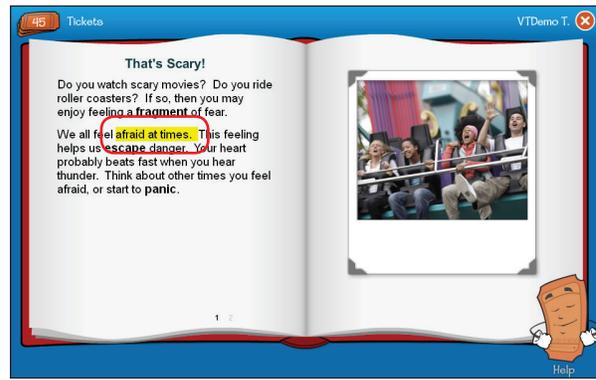
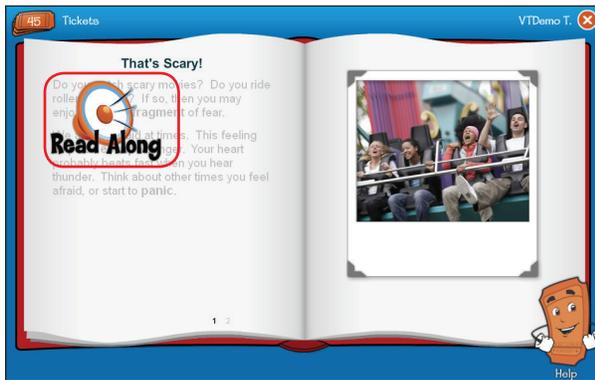


If the student meets the words per minute goal, the program takes the student to the Quiz. If not, the student is taken to the Read Along (see the next page) and then back to the Untimed Read and Timed Read. After two attempts at the Untimed Read and Timed Read, if the student is still unable to reach the words per minute goal, the program tells the student that it is alerting the teacher and suggests a new passage for the student to read (see page 19).

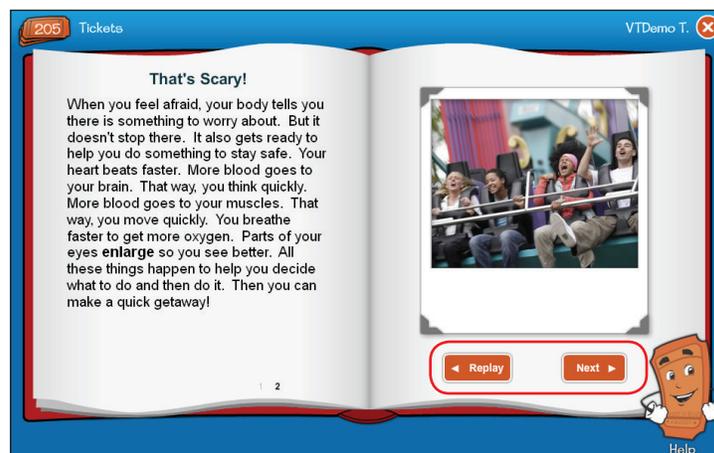


Read Along

If a student does not meet the words per minute (reading) goal for their Ticket to Read level after the first Timed Read, they are taken to Read Along to practice more. (Note: Students are also taken to the Read Along if they do not make 80% or better on the Quiz after an attempt to correct their answers. See pages 18 and 19 for information on the Quiz.) After an introduction by T.J. Ticket, the Read Along section begins when the student clicks Read Along (the speaker icon). Students should whisper read along with the narrator as it reads the story. This feature models prosodic reading for students demonstrating appropriate phrasing, intonation, and expression. Words are shaded yellow as the narrator reads them so students can follow along.



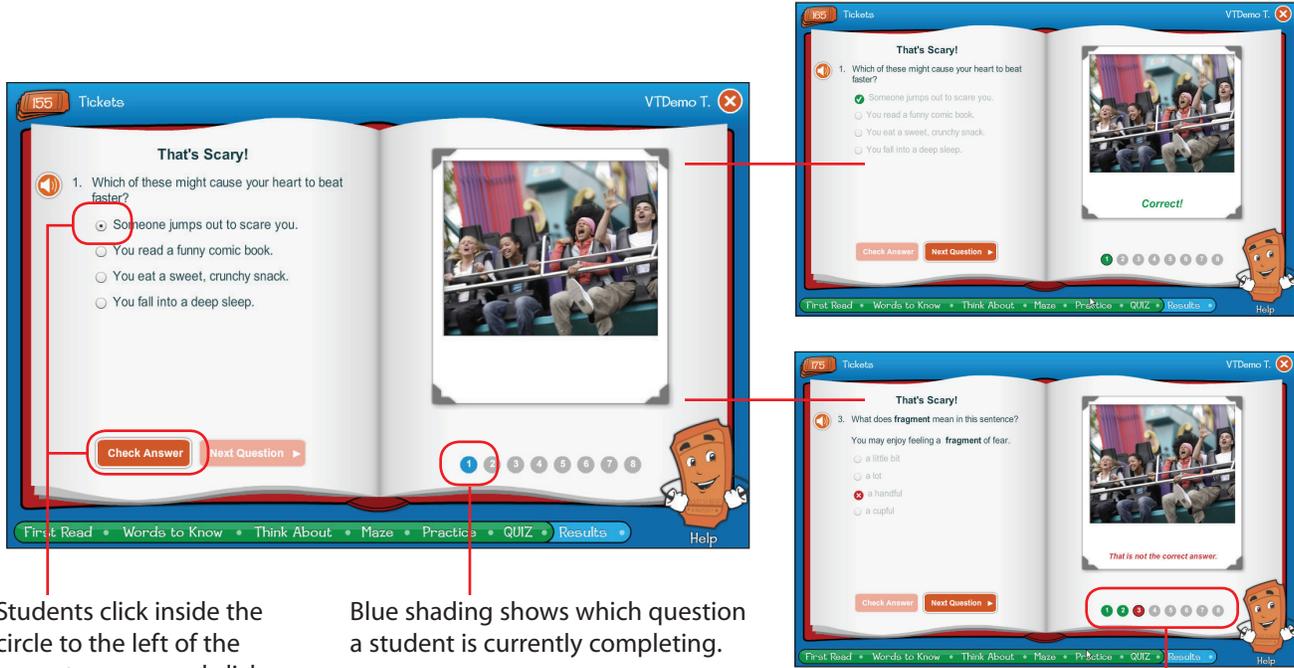
To repeat the Read Along again, students click the Replay arrow. To move on to correct their Quiz answers again or back to complete a second Untimed and Timed Read, students click the Next arrow.





Quiz

The **Quiz** includes questions that allow students to demonstrate understanding of vocabulary and various comprehension skills. Students earn 10 tickets for each correct answer on the Quiz. They will have the opportunity at the end of the Quiz to correct any incorrect answers if their score was below 100%.

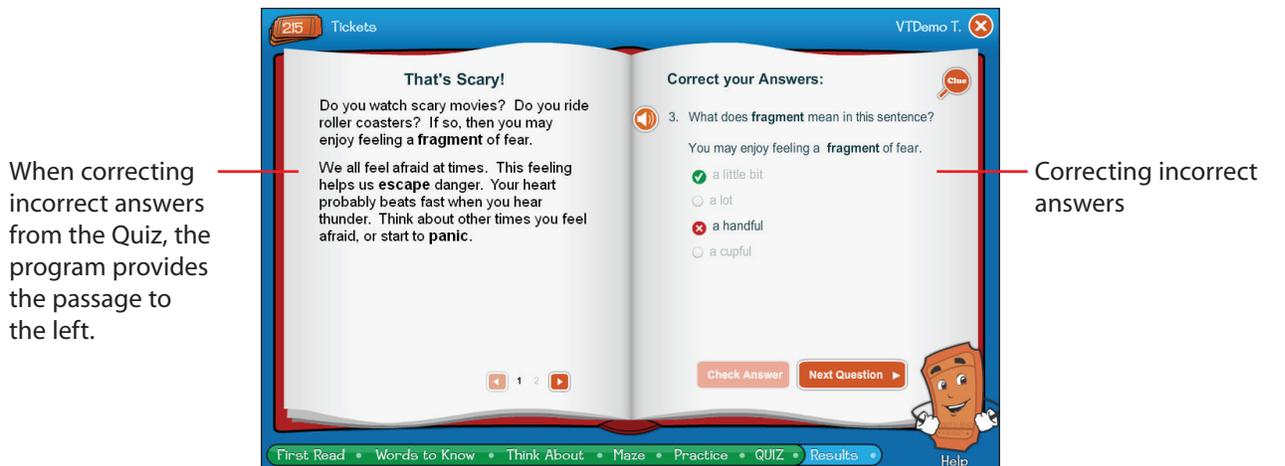


Students click inside the circle to the left of the correct answer and click Check Answer to answer each question.

Blue shading shows which question a student is currently completing.

The question numbers at the bottom of the page will turn green for questions answered correctly and red for questions answered incorrectly.

The program shows a green check for corrected answers and a red x for incorrect answers. If after attempting to correct the answers, the student's score is below 80%, the student must do a Read Along before attempting to correct the answers a second time (see page 17).



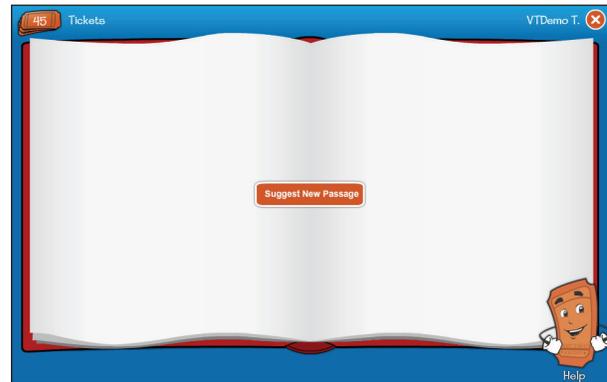
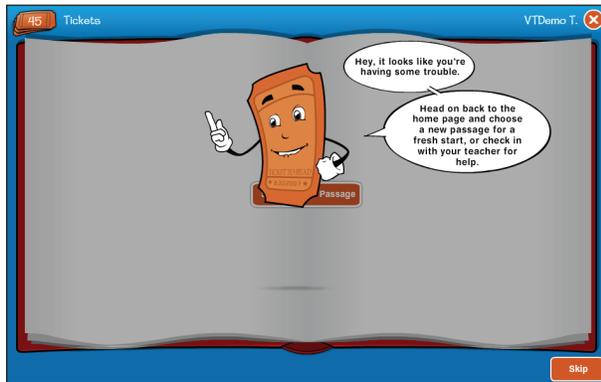
When correcting incorrect answers from the Quiz, the program provides the passage to the left.

Correcting incorrect answers



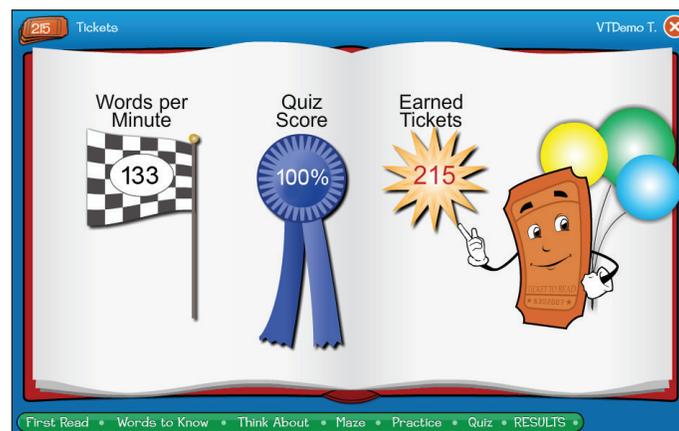
Teacher Alert and New Passage

After a student's second attempt to correct the Quiz, if they do not score 80% or better, a screen with T.J. Ticket appears where he explains that the teacher will be alerted. He moves the student on to try another passage. (Note: Students will also receive the alert and new passage suggestion if they do not meet the words per minute reading goal after two attempts at the Untimed and Timed Read, if they are required to complete that section based on their First Read results. See page 16.)



Results

Following successful completion of the Quiz, the Passage Results screen shows the words per minute reading goal achieved by the student, the student's Quiz score, and tickets earned. Students receive the Passage Results message only if they answer all of the Quiz questions correctly on their first round of taking the Quiz or successfully correct all of their incorrect answers on one of the two possible attempts provided to correct Quiz answers. Otherwise, they receive the teacher alert and new passage suggestion detailed above.

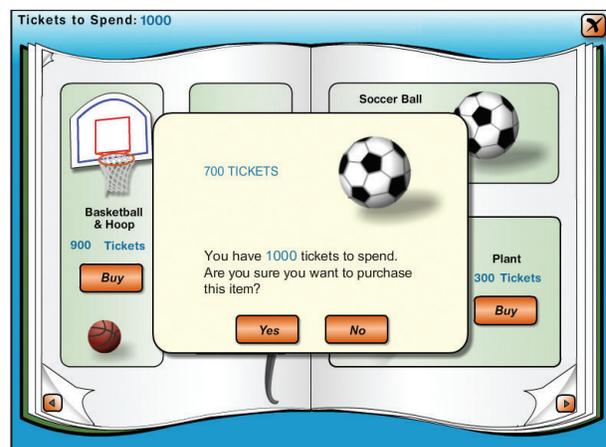
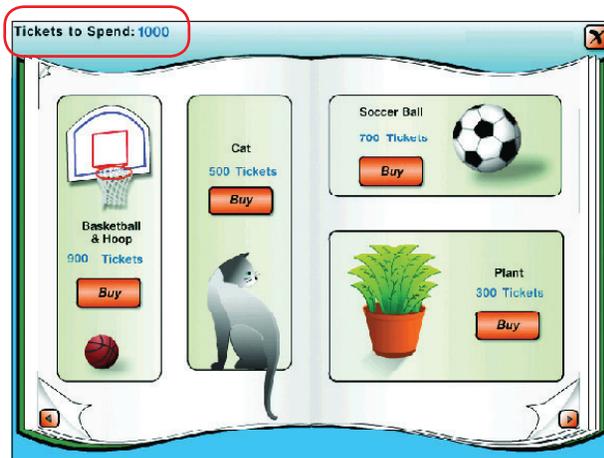




After receiving their Passage Results, students are taken back to their Clubhouse where their new ribbon will appear and the Tickets to Spend total is updated on the Progress Board (see red circle below).



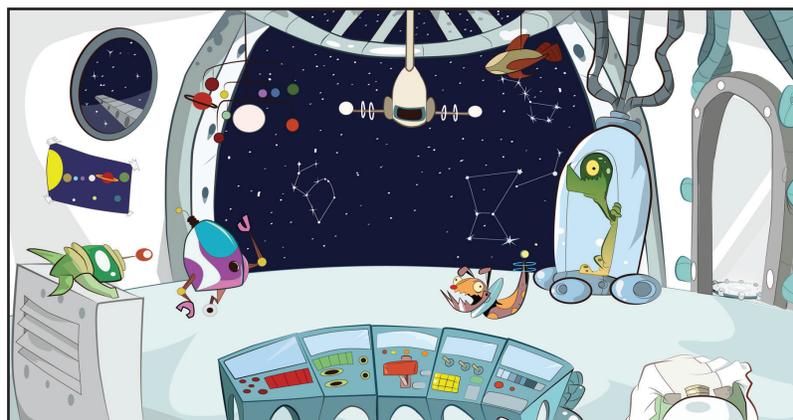
By clicking on the **Clubhouse Catalog**, students can use their tickets to decorate the Clubhouse or play games.



Note: Teachers may use the Ticket to Read Settings page in VPORT, My Class tab, T2R Settings subtab, to set a limit on the amount of time students can play in the Clubhouse. A timer will appear for students' reference.

Additional Clubhouse Areas

The Clubhouse also has three additional areas for students to access, explore, decorate, and play in—the Searoom, Dungeon room, and Space room. Students must purchase access to these three areas from the Clubhouse Catalog. Once accessed, each area has its own catalog.





Ticket to Read® Games

In addition to the Ticket to Read passages, students may choose to play vocabulary and comprehension games for extra practice. (Note: Other games may be created in addition to those described here.)

Sunken Treasure

In Sunken Treasure, the student is a crab trying to make its way across the ocean floor and catch a ride on a sea turtle to collect a coin from a sunken treasure chest. Only one coin, of several offered, has the correct answer to the clue provided. Each clue item—definition, context sentence, or synonym/ antonym—is derived from the student's current Ticket to Read level. Students earn tickets for getting a bonus item, selecting the correct word, and keeping all three lives in a round.



To access **Sunken Treasure**, click on the computer tower in the Clubhouse and choose it from the game menu.



Click on **How to Play** for the full list of rules.





Catchin' Air

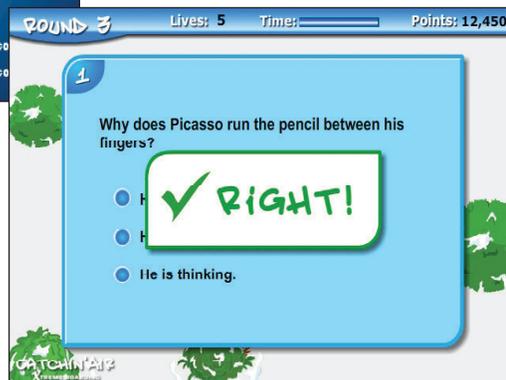
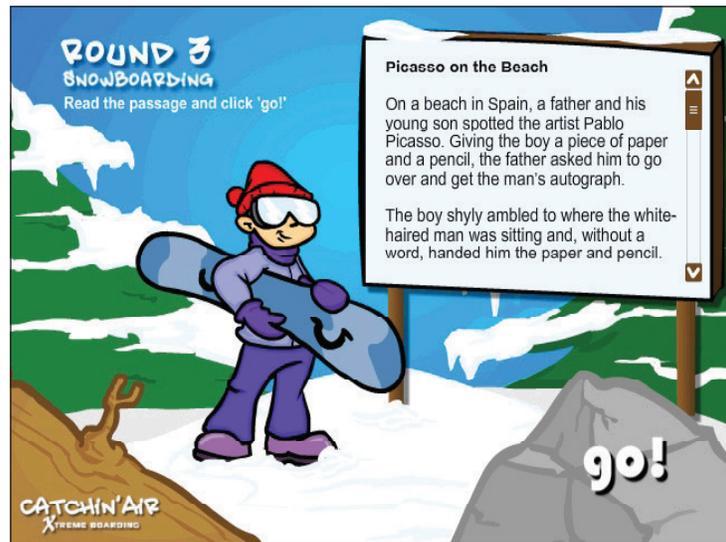
Catchin' Air is a game in which the player goes through 3 board sport courses—wakeboarding, skateboarding, and snowboarding—while avoiding obstacles and redeeming points. Each course is a round. Each round provides a different environment to navigate (lake, city park, mountain slope).

At the beginning of each round, students are presented with a passage to read that corresponds to students' Ticket to Read level. While navigating through the obstacle course, students must correctly answer 4 questions that test their comprehension of the passage. Students can earn tickets for performing tricks on the ramps and answering questions correctly.



Catchin' Air is also accessed by clicking on the computer tower in the Clubhouse.

Click on **How to Play** for the full list of rules.





Phonics Component

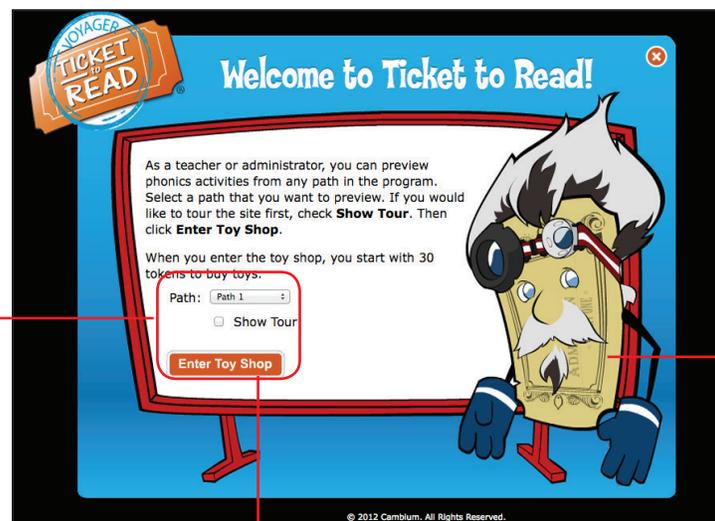
Introduction

The Ticket to Read phonics component is designed primarily for kindergarten and first-grade students, but may be used by struggling students at any level who score below 44 words per minute on the Reading Connected Text (RCT) measure or students whose readability level places below second grade on the Spache Readability Scale. The phonics component helps students build phonics and basic reading skills. This component of the program includes scaffolded instruction organized into 14 paths or units of practice.

Go to www.tickettoread.com and enter your **User ID** and **Password** in the spaces provided. Refer to page 5 for more details on logging in.

Welcome Page

As a teacher or administrator, you will be taken to a welcome page to choose the path you want to preview. To access the tour, choose the path number that you want to navigate. Click the box next to Show Tour and click on Launch.



From the drop-down menu, choose the **Path Number** you want to work with.

This is Uncle Tocket. Uncle Tocket provides instructions and guides students in the Toy Shop.

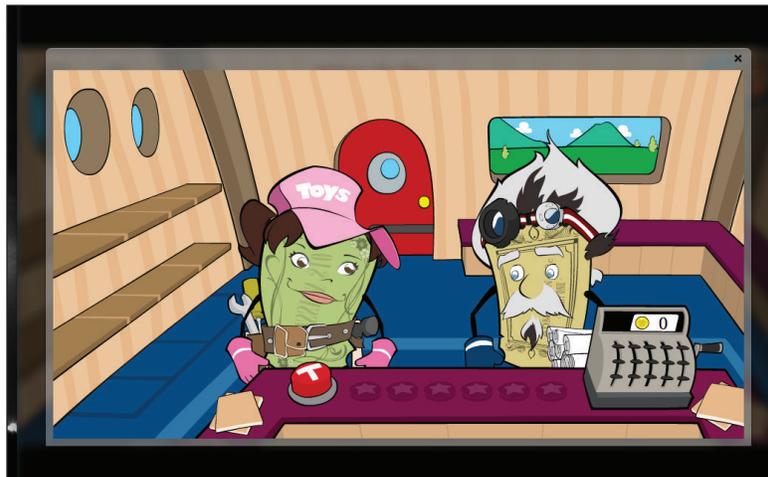
Click in the **Show Tour** check box if you want to take the tour of the program.



Student Program Entry Points

Students log in using the **USER IDs** and **PASSWORDS** assigned in VPORT. Students in grade 1 and students who score below 44 words per minute on the DIBELS Oral Reading Fluency (DORF) or Reading Connected Text (RCT) measure or place below second grade on the Spache Readability Scale enter the program and complete an online placement test (see section below) before beginning the tour and participating in activities. (First-grade students receive the test automatically, if enrolled. Teachers must request the test in VPORT for students in second grade and above.) The test determines which of three entry points (paths 1, 7, or 12) should be the first path for students. Teachers cannot view the test results as it is for determining entry points only.

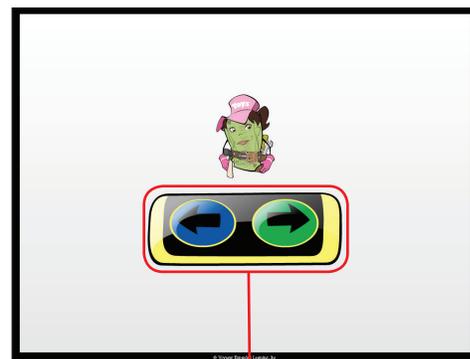
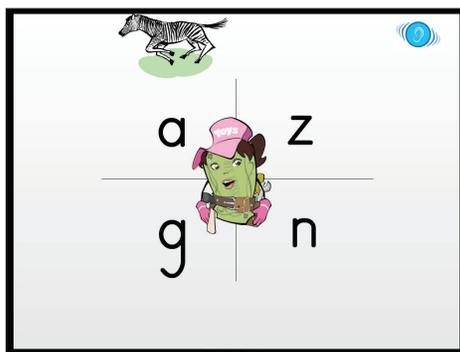
Kindergarten students do not take the placement test. They will log in and take the tour, and are placed automatically in path 1, the most basic of the 14 paths.



Students take the tour the first time they log in. During the tour, K.T. Ticket and Uncle Tocket tell the premise of the program and provide instructions for using the program's features.

Online Placement Test

To get students started in the online placement test, K.T. Ticket guides them through the test's steps and then introduces a practice question. The program narrator provides instructions for the practice question. Students answer the practice question and have the choice of practicing more or moving on to the formal test.



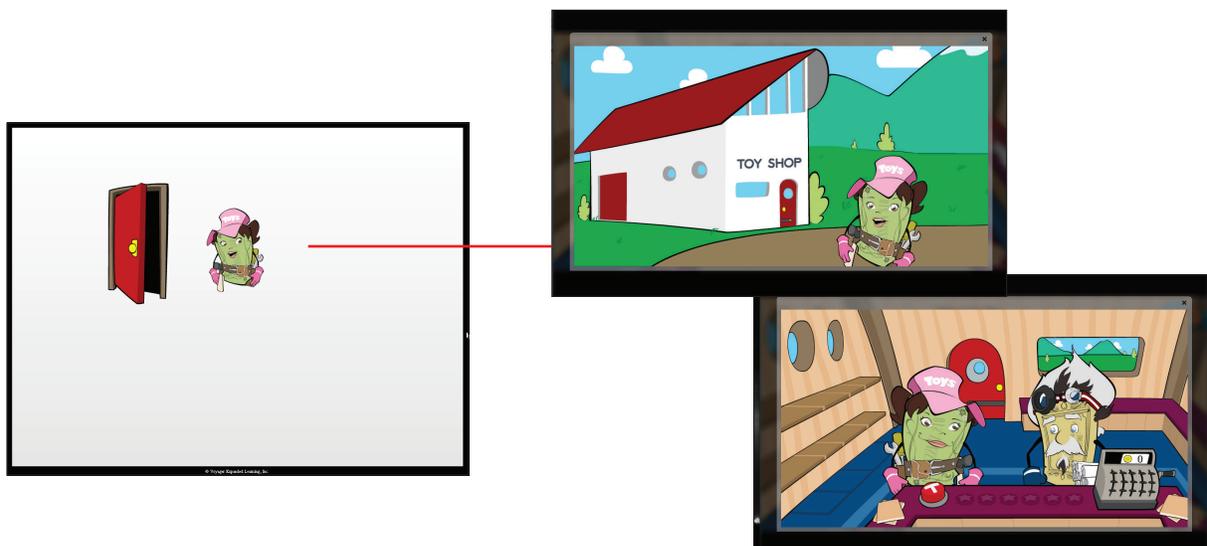
Click the blue arrow for more practice or the green arrow to start the test.



The placement test has seven sections beginning at the phoneme level and scaffolding to the word recognition level. The number of correct and incorrect responses determines whether students continue on with additional, more complex questions. Students choose answers by clicking on the correct letter or word pronounced by the narrator.

Click the blue ear icon to repeat instructions.

If students answer several questions in a row incorrectly, the test ends, and the program determines the entry point for students. If students answer most of the questions correctly, they enter at path 12 and can participate in both the phonics and reading component. When the test is completed, the program takes students through the tour.

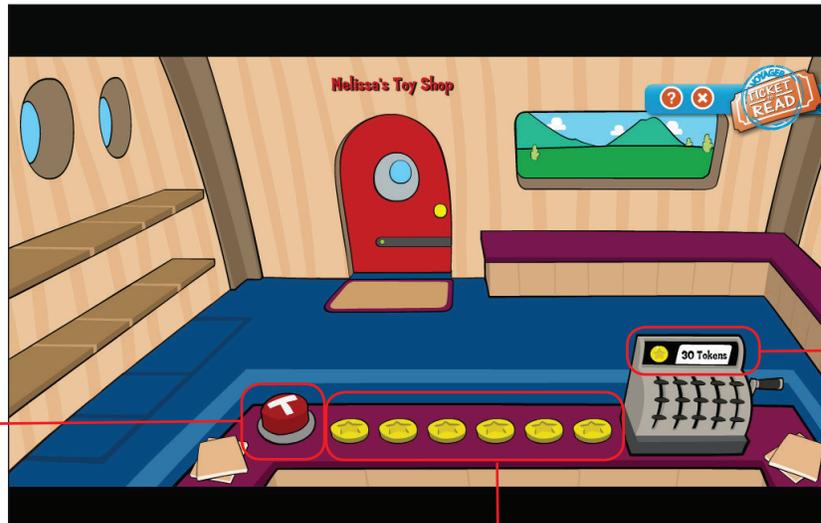




Navigating the Toy Shop

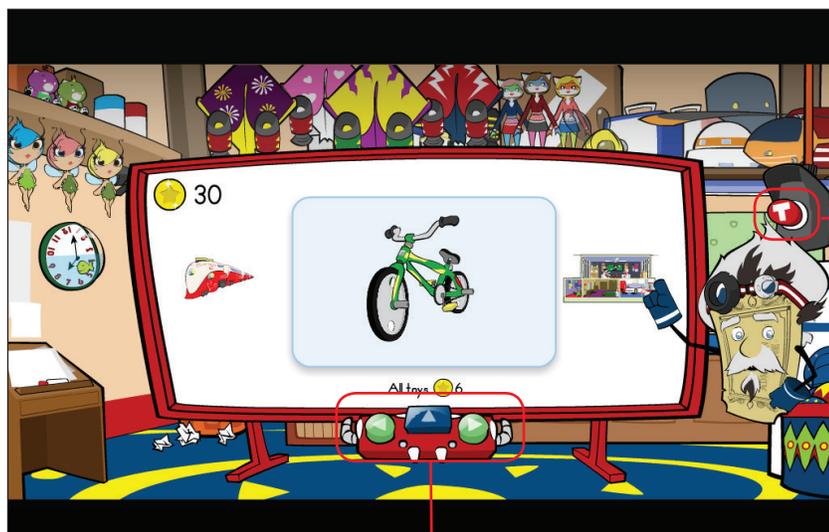
After completing the tour, students earn Tocket Tokens by completing activities with the Zogwogs. Students earn 2 Tocket Tokens by completing an activity or 3 Tocket Tokens for completing and mastering that activity.

Click here to activate the Tocket Launcher and enter Uncle Tocket's Lab.



Students can check here to see how many tokens they have earned.

It takes 6 Tocket Tokens to power Uncle Tocket's Toy Maker Machine and purchase a toy.



Click here anytime you want to return to the Toy Shop.

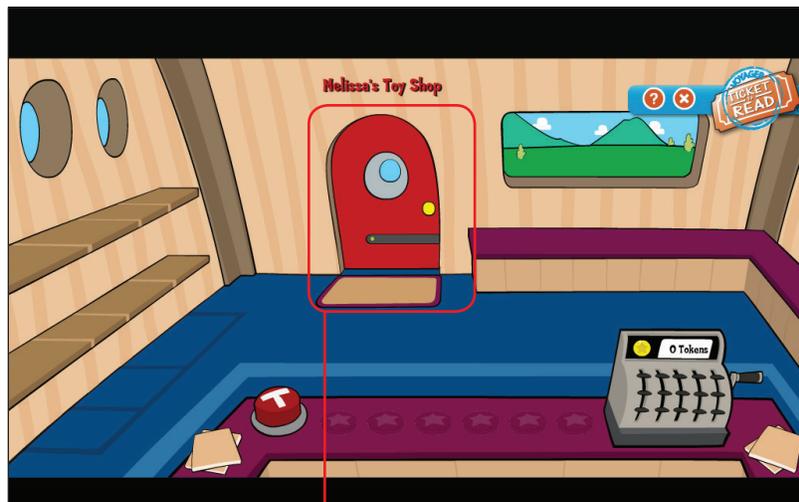
Scroll through the offering of toys by using the green left and right arrows. To pick a toy, choose the blue button in the middle.



Instructional Path

After clicking on the red door, students enter Zogwog Land to begin activities.

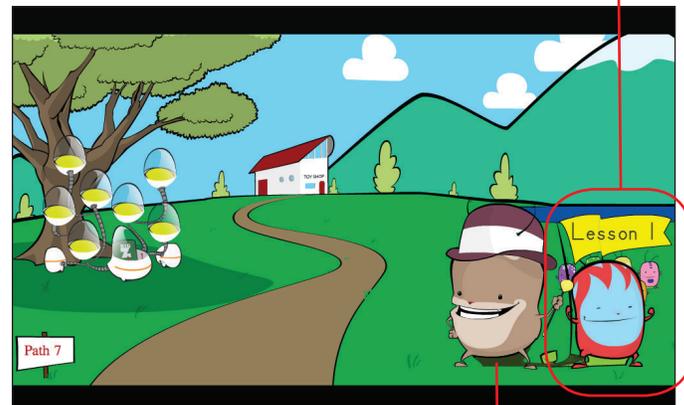
Big Zogwog introduces students to his friends—smaller Zogwogs. Each Zogwog represents one of the sessions in the path. The number and type of activities in each session varies from path to path.



Click on the Zogwog on the right to begin activities.



When beginning a path, all of the Zogwog characters will be standing on the right-hand side of the screen. Each Zogwog represents a session of activities.



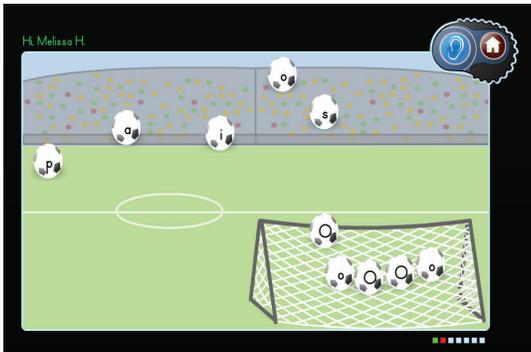
Big Zogwog presents students with one of the Zogwogs, i.e., a new session of activities.



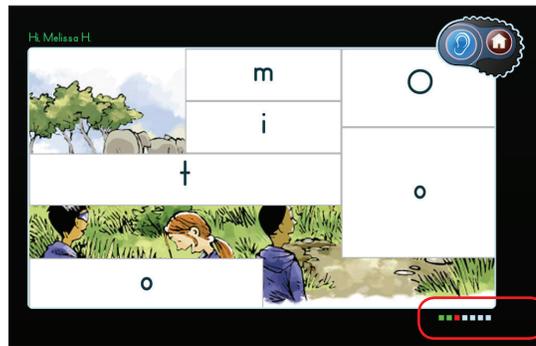
Activity Session

Before each activity, a video teaches students a skill that they then use to complete the activity. The program guides students from each activity to a new video and so on. If students do not answer a satisfactory number of questions correctly, the Big Zogwog character directs the student to do the session again before answering the questions in the mastery session.

There are more than 1,000 activities in the program. The activities in each session vary in both number and type. The following is an example of one session of activities.

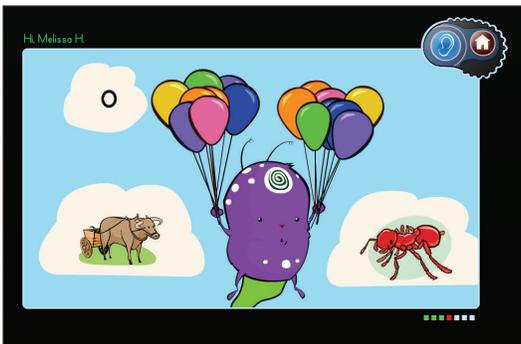


Students must match the letter to the letter sound given by the narrator by clicking on the appropriate soccer ball.

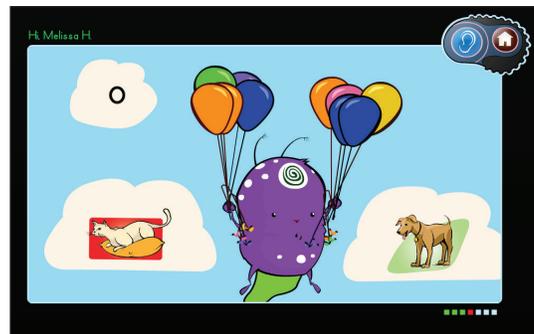


This is a cumulative review in which students click on a letter for the sound the narrator gives. Successful completion reveals an image.

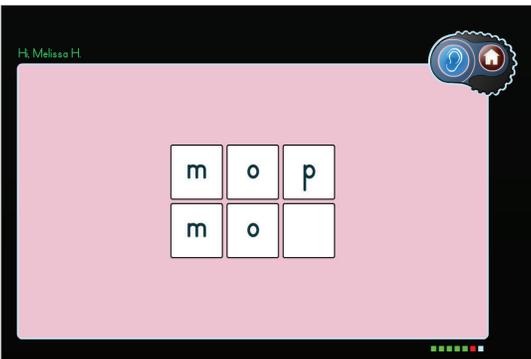
The squares at the bottom right on the screen indicate progress in the session. Green shading indicates successful completion of an activity. Red shading indicates the current activity, and white shading means incomplete.



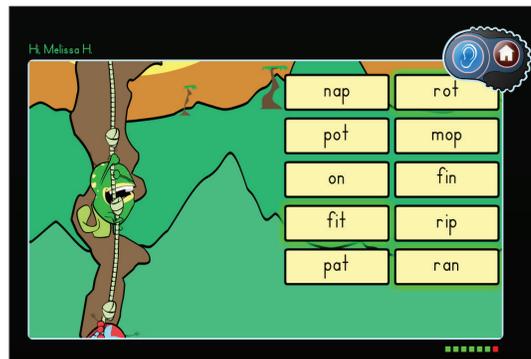
Students must match the initial sound given by the narrator by clicking on the picture.



Students must click on the image that matches the sound found in the middle of each word given by the narrator.



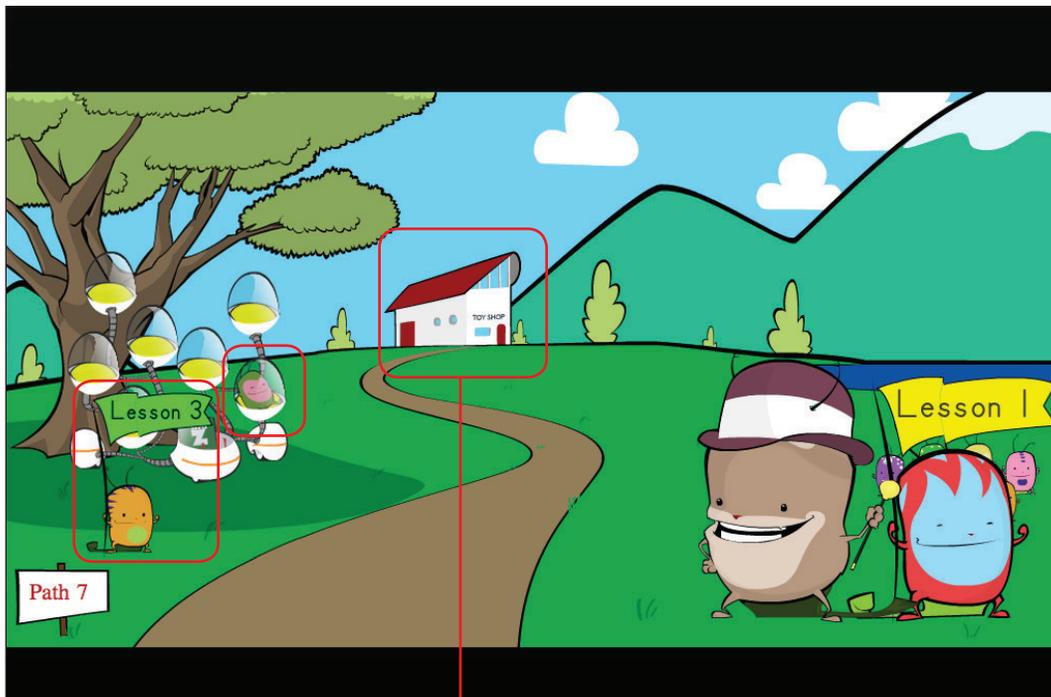
Students click and drag the letter for each sound pronounced by the narrator.



Students click on each word pronounced by the narrator.



Students' level of performance in a session is indicated by the location of the Zogwog characters in Zogwog Land. If students completed a session with a high success rate, the Zogwog is sleeping in a pod on the left-hand side of the screen. If students completed a session with several incorrect answers, the Zogwog is standing on the left-hand side, and students are reminded by Big Zogwog that they may benefit from more practice. Students may click on either sleeping or standing Zogwogs to repeat the activities.



Click here to return to the Toy Shop and redeem your Tocket Tokens.



Path Mastery Session

When students have completed all of the sessions in a path, the Big Zogwog presents a more challenging, comprehensive set of activities that are cumulative of all the activities in the path. If students have not completed all of the sessions at a high success rate, Big Zogwog suggests that they go back and practice more. Students can go back or begin the path mastery activities.



Click on Big Zogwog to begin the mastery set of activities.

Students earn 2 Tocket Tokens by completing an activity or 3 Tocket Tokens for completing and mastering that activity. The student may redeem their tokens in Uncle Tocket's Lab. Once a toy is purchased, Tocket's Toy Maker retrieves the toy and places it in the Toy Shop. The student can click on any toy in the Toy Shop to view a video of that toy.

