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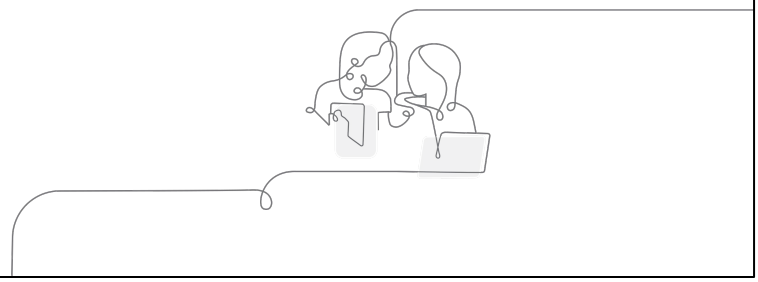
Boost

Practice App



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Hi, my name is Lauren and I'm a product manager at Amplify.

I'm here to tell you about a new program called Boost that comes with your purchase of mCLASS.

Agenda:

Learn how to increase the **automaticity** of your K-2 students decoding skills by providing your students **spaced practice** via Boost

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Specifically, I want to show you how to increase the **automaticity** of your students' decoding skills by providing your students with **spaced practice** via Boost.

Automaticity in Reading

*"The **accurate** and **effortless recognition of words** at the **speed of natural oral language**"*

Automaticity is a precursor to reading with expression and fluency.

It comes about as a result of practice. Some students need 55+ attempts to achieve automaticity on a specific task.

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Automaticity in reading is defined as "the accurate and effortless recognition of words at the speed of natural oral language".

Early elementary readers need to be able to accurately decode at the speed at which language is typically spoken so they can then learn how to do so with expression.

Automaticity comes with a great deal of reading practice. The amount of practice varies by student and skill.

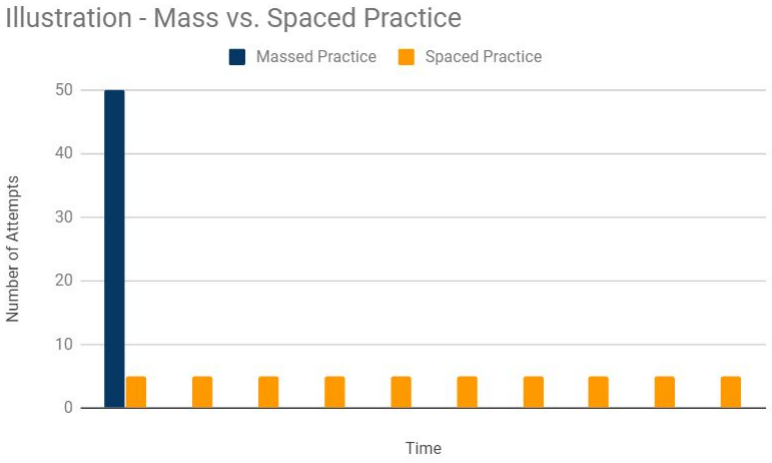
For example, isolating and pronouncing medial sounds require more attempts to reach automaticity than isolating and pronouncing first or last sounds

Some studies show that some students need at least 55 attempts to achieve automaticity on a specific task.

Spaced Practice Defined

Practicing skills over time in shorter, more distributed practice sessions.

Example: Using transition time to practice oral blends.



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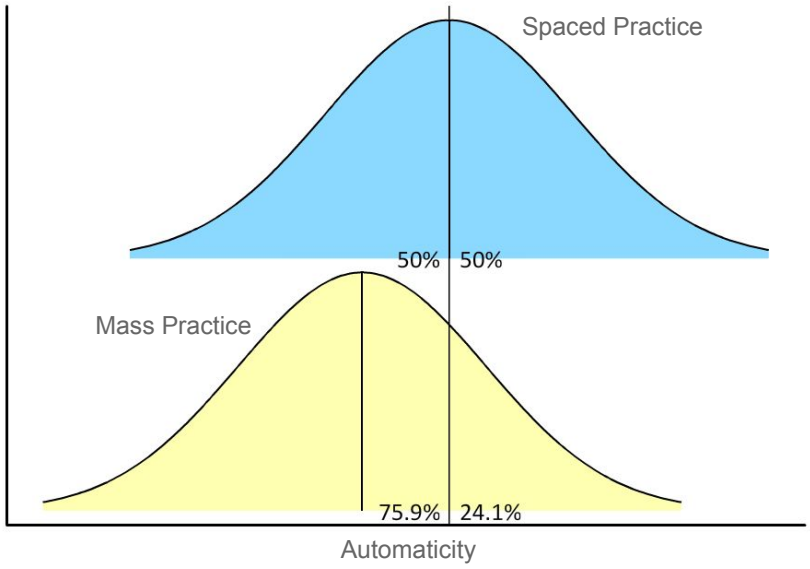
Many studies have shown it is best to spread **attempts** out over time. This is called spaced or distributed practice.

An illustrative example of this is - instead of doing 50 attempts in one session, doing 10 sessions with 5 attempts each.

You likely do this already. For example if you use transition time to practice skills such as oral blends, you are spacing students' practice.

Spaced Practice is very, very effective.



- Proven effective in many studies
- Has one of the highest effect sizes of any literacy instructional technique (0.71)

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Metastudies have shown spaced practice to be one of the most effective strategies you can use for reading - with effect sizes as high as 0.71.

In plain language, that means that 76% of students **without spaced practice** fall below the average student with spaced practice.

In education, we are pleased with effect sizes of 0.4 so that is a pretty significant impact.

Spaced Practice is challenging to expand.

- Set aside multiple times in the week to practice
- Weekly Planning and Preparation
  - Determine the skills each student needs to practice
  - Find resources aligned with those needs

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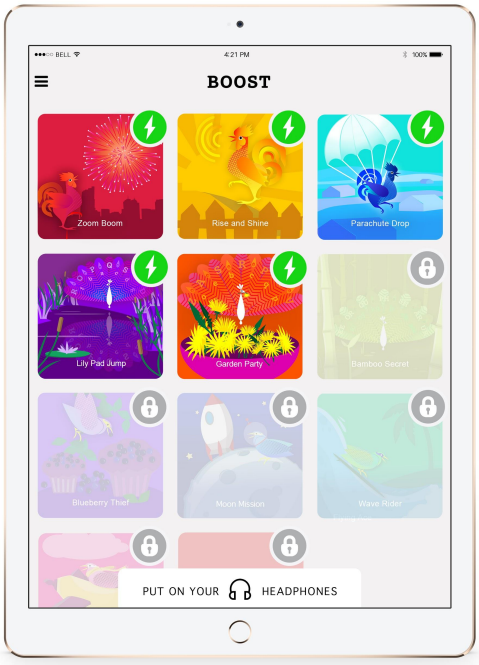
Teachers when they learn about the effect size often wonder - How can I increase the spaced practice my kids get?

The challenge is it takes a lot of effort to set up and keep going.

- You need to set aside regular times during the week to practice.
- And every week you need to figure out the skills each student needs to practice - for example by looking at responses to NWF probes.
- Finally, you need, every week, to search for and curate resources aligned with those needs



Boost, a practice app, makes it easy to increase the spaced practice students get.

- Phonological Awareness
- Letter-Sound Knowledge
- Blending
- Regular Word Recognition
- Irregular Word Recognition
- Letter Combination Knowledge
- Advanced Phonics Word Recognition

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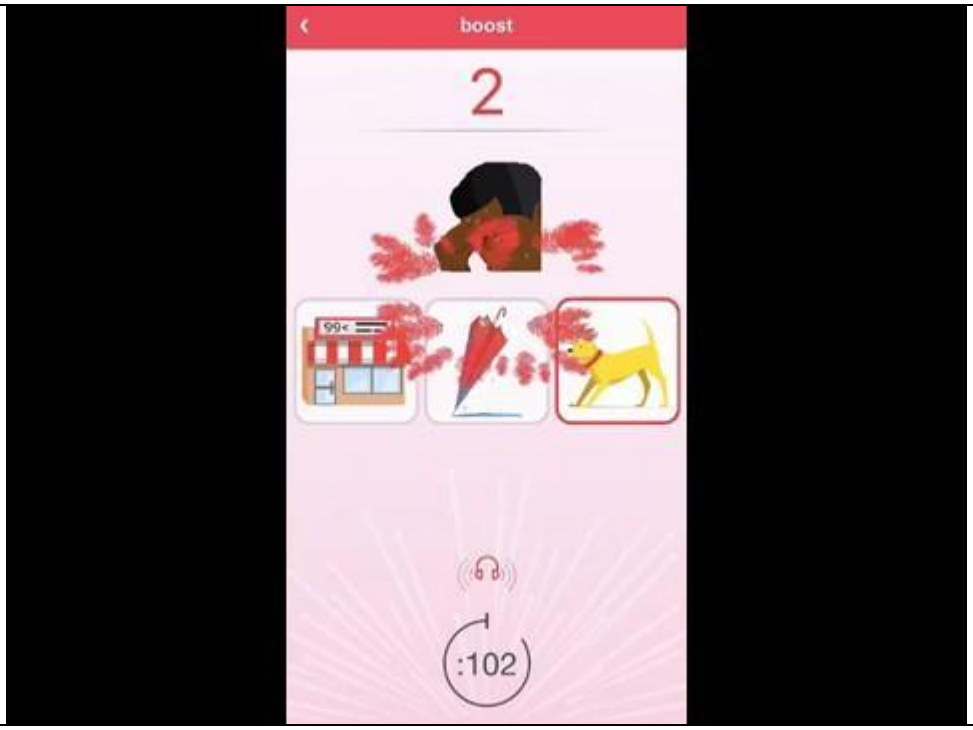
In response to these challenges, we've developed a practice app called Boost.

Boost consists of a set of games that build automaticity in skills ranging from phonological awareness to regular word recognition which includes sounding out and blending all the way to advanced phonics.

Each game in the app is linked to a specific early literacy skill.

Students are presented with images, letters, letter combinations and words, and must match them to the sounds that they hear.

In Wave Rider, for example, kids hear an irregular word and must choose the word that matches it.



Sample Game

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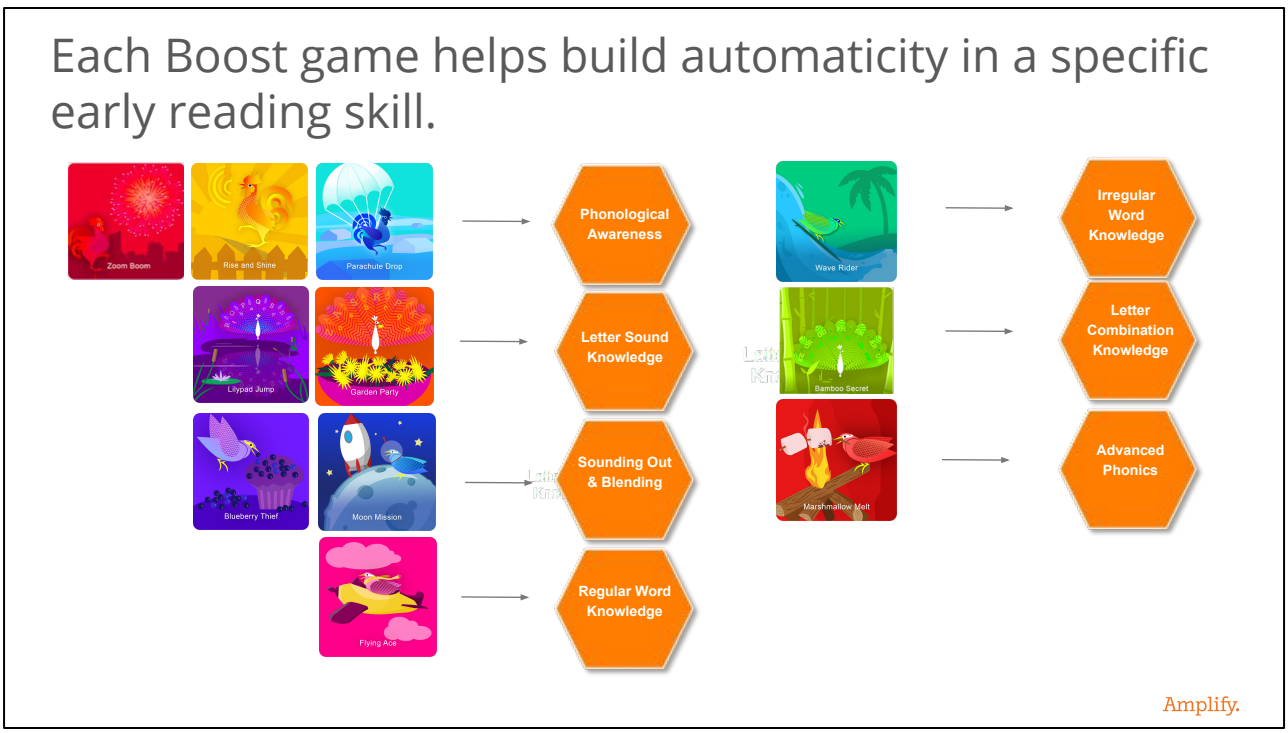
Here's another game, a phonological awareness game for rhyming, called Zoom Boom.



Boost sometimes has more than one game per skill. For example, it has two letter sound games. The first game has kids choose one of four letters that matches the sound they hear. The second letter sound game has kids tap thumbs up or thumbs down to indicate if the sound they hear matches the letter on the screen. Both have kids practice letter sounds, but they use different modalities to challenge students differently and vary retrieval routes.

Who Can Benefit from Boost

- All Kindergarteners
- All First Graders
- Second and Third Graders who last scored well below benchmark and need more practice with decoding

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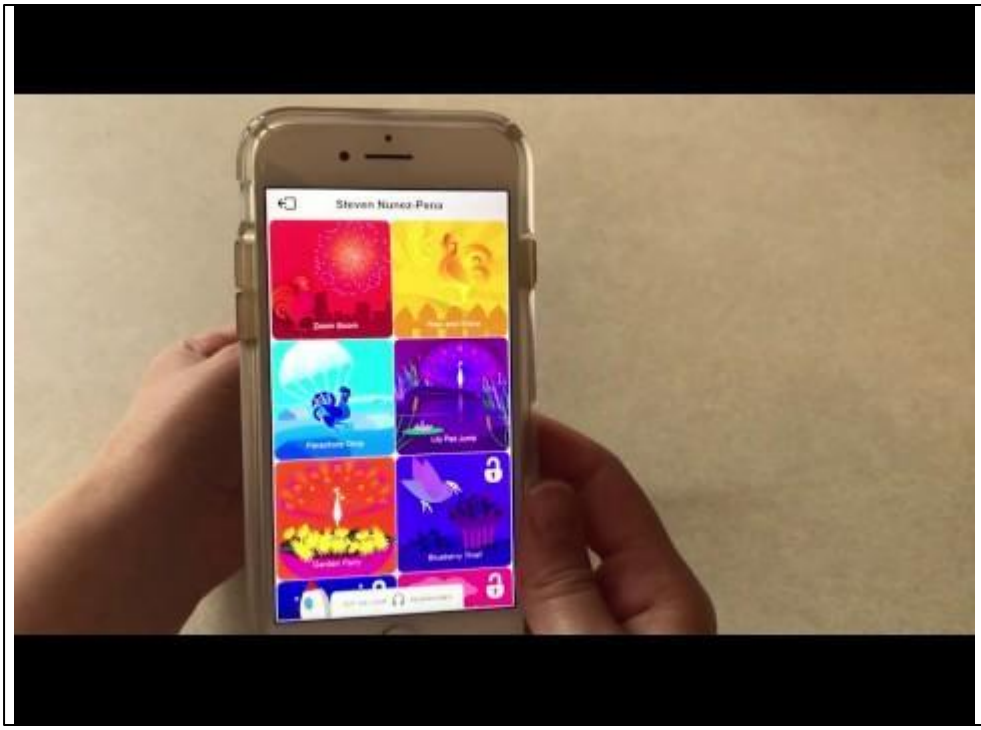
Because the focus is decoding skills going up to and including advanced phonics, we think all kindergarteners and 1st graders will benefit from Boost. We also think that 2nd graders and 3rd graders who scored well below benchmark and need practice with decoding will also benefit.



QR Code Login Process

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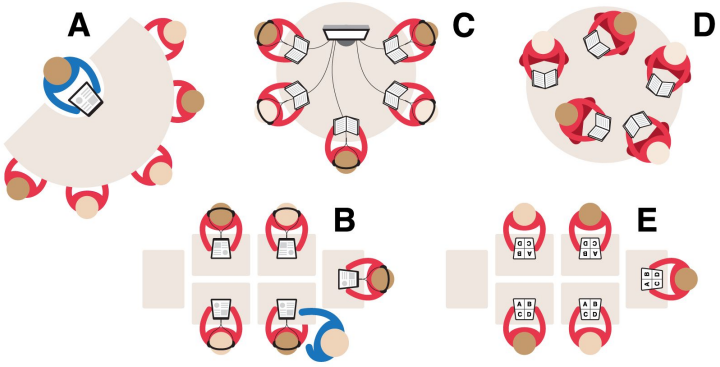
Let me also show you how kids log in.

Each kid has their own QR code and they hold it in front of the device's camera.

They get logged in within a few seconds and can begin practicing right away.

The easiest way to implement Boost is to use it as a center.



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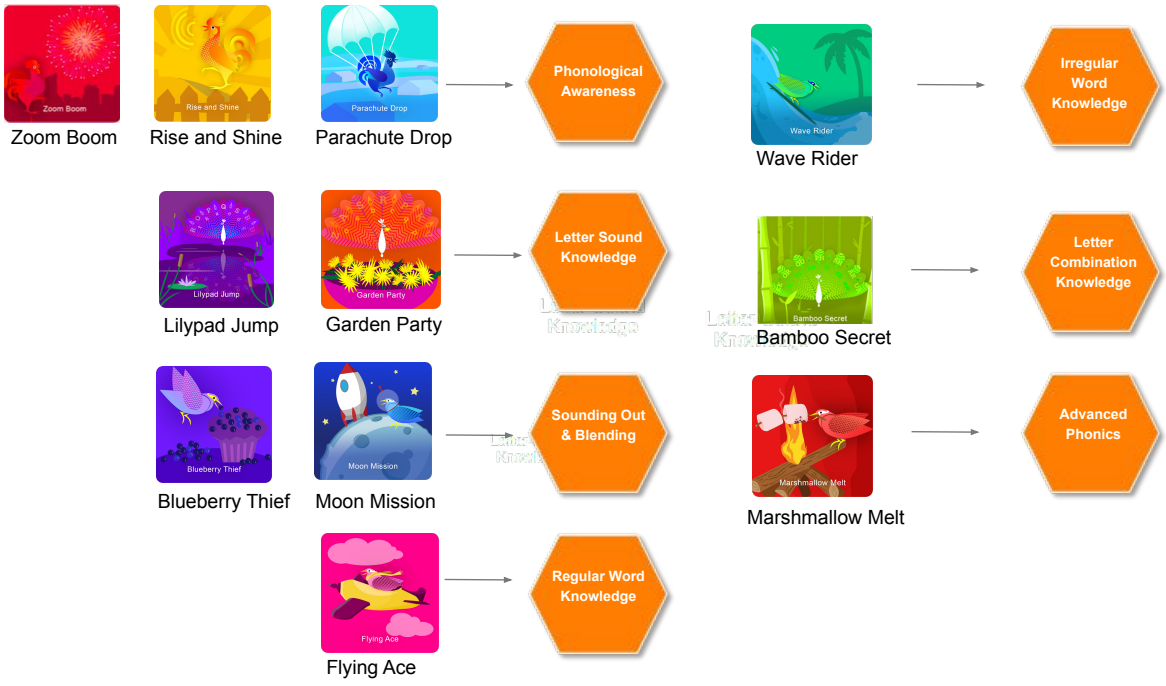
The easiest way to set up Boost is to use it as a center.

We've put together a step by step guide that'll help you get your kids started with boost. Let me walk you through it now.


Zoom Boom
Rise and Shine
Parachute Drop
Phonological Awareness
Wave Rider
Irregular Word Knowledge
Lilypad Jump
Garden Party
Letter Sound Knowledge
Bamboo Secret
Letter Combination Knowledge
Blueberry Thief
Moon Mission
Sounding Out & Blending
Marshmallow Melt
Advanced Phonics
Flying Ace
Regular Word Knowledge