



Reading Reference Guide

SuccessMaker

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What Is SuccessMaker?

SuccessMaker is an award-winning educational software program that delivers instruction in English/language arts and mathematics for learners in grades K–8 to supplement classroom instruction.

The SuccessMaker program:

- Provides Adaptive Motion in every course that differentiates and personalizes instruction as a personal tutor would for students functioning in grade levels K–8 and enrolled in grades K–12.
- Correlates to state and Common Core State Standards for both mathematics and language arts in grades K–8.
- Offers strategic course selection that allows teachers to customize courses by skills or standards, based on their instructional strategy to:
 - Personalize targeted intervention with courses that let students' needs and abilities be the main driver of instruction to fill gaps and bring them up to grade level with Foundations (default) courses. As students move through the Foundations (default) courses, they can work below, on, or above grade level based on their unique needs. When they struggle, the program automatically launches remediation strategies that may call up prerequisite instruction for critical concepts from earlier grade levels as needed.
 - Focus on exposure to and practice with on-grade-level content using College and Career Readiness courses that only present instruction aligned to a grade level and move students ahead for building on-grade-level proficiency. Teachers can easily create a College and Career Readiness on-grade-level course by selecting a desired grade level from the content standards to provide students with the right types of support they need.
 - Achieve students' goals by using both courseware strategies with the same students.
 - Individualize a student's instructional level with Northwest Evaluation Association™ (NWEA) Measures for Academic Progress® (MAP) Growth™ content.
- Provides the student with 15–20 minutes focused on each subject, two to three times a week, working independently outside of core classroom instruction.
- Accommodates a full array of different learning styles, including those served by special education, gifted, and at-risk students, and English language learners.
- Is based on research that includes extensive analysis of state standards by leading researchers and teams of experts.

- Provides detailed reports that promote data-driven instruction and at-a-glance progress monitoring on the Teacher dashboard.
- Generates forecasting data that assists with scheduling students for optimum performance on high-stakes tests.

College and Career Readiness Instructional Strategy

SuccessMaker provides College and Career Readiness content emphasizing strong coverage of on-grade-level academic content and special features designed to help learners transition their habits, practices, and ways of thinking. These features include:

- Learning objects and instructional items to address standards essential for the development of core reading skills.
- More rigorous questions and instructional feedback in the Reading course to better address the demands for increased levels of rigor and complexity in questions and interactions with text.
- Alignment of course content to ensure that students encounter instruction on the right grade level.
- In Reading, the Cognitive Coaches, Highlighting, and Sticky Notes starting at grade 3 offer direction and support within the context of the Reading text, and incorrect answer feedback during assessments.

NOTE: The Resources feature on the Learning Management System (LMS) Teacher dashboard provides a link to offline supplemental activities on the Savvas Perspective™ website. See [Resources](#) for more information.

Introducing SuccessMaker Reading

Overview

SuccessMaker Reading is designed to meet the needs of students in demographic grades K–12 by providing instruction, practice, and assessment with a focus on the most essential reading skills for course-level grades K–8. SuccessMaker Reading offers:

- Content that integrates social studies, science, and interdisciplinary themes.
- Initial Placement (IP), which uses diagnostic sessions to determine the student’s starting level.
- Adaptive Motion that focuses instruction time on content students have yet to master with:
 - Guided practice that provides students with scaffolded instruction based on instructional reading level until they’re ready to advance to the next level of complexity.
 - On-demand intervention including scaffolded feedback and prerequisite instruction triggered when a learner encounters challenges.
 - Additional remediation activities to support the student in content areas identified as not yet mastered.
- Effective, research-based instructional strategies that increase the amount and quality of learning time and accelerate achievement.
- Independent reading practice that allows the student to hone the skills they have been building without instructional supports, such as the “cognitive coach” and “read to me” audio.
- Increased student exposure to nonfiction texts with a range of digital reading selections.
- A completely customized learning path built around the program’s ongoing, real-time analysis of each learner’s actual performance.
- Print Partners, which provides additional targeted practice to keep the student learning after the school day ends.
- Powerful data management tools to monitor student progress, customize lessons, and forecast achievement.
- Age-appropriate themes, characters, cognitive coaches, and tools based on the student’s demographic grade level.
- SuccessMaker Reading includes an enrollment option for all courses to provide students with a translation tool.

General Pedagogy

An extensive analysis of state standards throughout the country helped create the list of essential skills for each grade level as well as each reading strand. Further direction comes from the National Institute for Literacy. The Institute funded Armbruster, Lehr, and Osborn's piece, *Put Reading First: The Research Building Blocks for Teaching Children to Read*, which provides detailed definitions and guidance for instruction for each strand.

A sampling of the sources used for additional guidance includes *Bringing Words to Life: Building a Robust Vocabulary* by Isabel Beck, Margaret McKeown, and Linda Kucan; *Classroom Strategies That Work* by Robert Marzano; *Mosaic of Thought* by E. O. Keene and S. Zimmerman; *Phonics They Use* by Patricia Cunningham; *Word Matters* by Irene C. Fountas and Gay Su Pinnell; and *Words Their Way* by D. Bear, M. Invernizzi, S. Templeton, and F. Johnston.

Although the volume of reading research is overwhelming, the SuccessMaker Reading course is guided by agreements and conclusions supported by well-respected names in the field.

Initial Placement

Initial Placement (IP) is designed to adjust a student's course level to one that more accurately reflects the student's ability. For students in demographic grades K–2, key skills from the actual course content are presented to determine the student's appropriate course level. For students in demographic grades 3–12, IP presents a series of lessons at a particular Lexile® level followed by a number of assessments to determine the student's reading comprehension level and corresponding course level. See [Initial Placement Ranges](#) for the IP ranges for each starting grade level. IP is an inherent setting for the Reading default course and an option for custom by settings courses.

Grades K–2:

- IP is adaptive and places the student at the course level most commensurate with the student's ability in key skills.
- Students are assessed on key skill groups at quarter-grade intervals.
- At each interval, a series of questions (minimum of four) for each skill group is presented and the student is given a status of Mastered or Not Mastered for that skill group. Mastered status is 65% accuracy.
- Once the skill groups have been completed, motion determines if the skill mastery rate (65% accuracy) is high enough to move the student up a quarter grade or down a quarter grade.
- For each level, once a point of inevitable judgment has been reached, meaning the student will pass or fail the level regardless of further results; Motion will exit the level and move to the next. This allows a student performing very well or very poorly to see fewer exercises, move up or down sooner, and complete IP in a shorter period.

Grades 3–12:

- IP is adaptive, and students in demographic grades 3-12 are placed at their instructional reading level, which is the Lexile level at which the student can comprehend with 75% accuracy.
- Two types of activities are used to assess students:
 - A short section of text (250–500 words) followed by five questions, or
 - A series of five short text slices (125–175 words) with one question each.
- Three types of questions are presented:
 - Literal
 - Interpretive
 - Applied
- Decisions are made after every five questions:
 - 81–100% = Current text Lexile level + 100 Lexile points
 - 61–80% = Current text Lexile level + 50 Lexile points
 - 41–60% = Current text Lexile level (no change)
 - 21–40% = Current text Lexile level -50 Lexile points
 - 0–20% = Current text Lexile level -100 Lexile points
- Placement generally occurs between 30 and 50 questions and requires between 15 and 60 minutes, depending on the student’s reading rate.
- Interrupted sessions are bookmarked at the interruption point, and student progress is saved.
- If IP is turned off, the student is directly launched into the course at the demographic grade level unless the teacher changes it prior to the student starting the course. Custom courses created by a teacher do not leverage IP.

Initial Placement Ranges

Starting Course Level	Lowest Course Level in Course Range	Highest Course Level in Course Range
K–2	0.0	4.5
3	0.0	4.5
4	0.0	5.5

Starting Course Level	Lowest Course Level in Course Range	Highest Course Level in Course Range
5	0.0	6.0
6	4.5	7.0
7	5.0	7.5
8	5.5	8.25

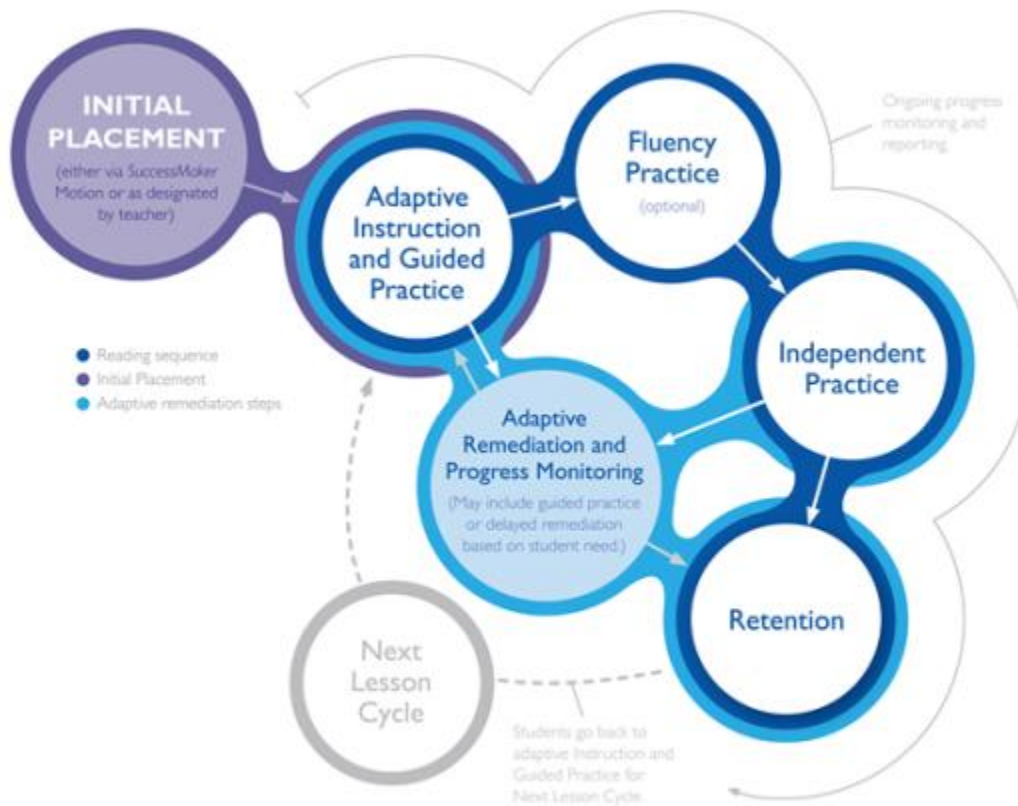
Adaptive Motion Learning Model

SuccessMaker Reading's Adaptive Motion directs each student's path through the content. As a student moves through the SuccessMaker Reading default course or custom by settings course, the choice of strands and subsequent learning objectives is not random. Learning objectives within and across strands have been organized into a coherent sequence. Therefore, movement is personalized by the student's responses to and interaction with the course learning objectives. The decision to move forward, extend the time on a learning objective, or review prerequisite skills depends on the student's mastery performance. For students in demographic grades K–12, Adaptive Motion will provide the appropriate K–8 reading content based on the assigned level and the student's performance. High school students can be enrolled in their current demographic grade levels 9–12 and SuccessMaker will correctly adapt to the students based on their abilities and needs.

Adaptive Motion is able to differentiate instruction for each student through constant analysis of individual progress relative to the course content and level. Prerequisite reinforcement, delayed presentation, and retention are all part of SuccessMaker Adaptive Motion for Reading default courses.

Once the student has mastered a learning objective, this objective is presented later as a part of maintenance. If the student has not maintained mastery of the objective, the student receives review presentations as determined by the sequencing logic. The necessity and intensity of the review presentations are mediated by each individual student's performance on individual learning objectives and bundles of related learning objectives.

Adaptive Motion Instructional Model



Remediation and Delayed Presentation

If the student is struggling with the content of a Reading default lesson, Adaptive Motion makes the following decisions about a student's progress through the course:

- To provide additional remediation activities in an effort to support the student in this content area. If the decision is made to present remediation, it occurs at the end of the lesson.
- To place an activity in delayed presentation, whereby the student takes a break from the content that is too challenging. The content is presented again later after the student has had the opportunity to receive instruction elsewhere or acquire the skill through maturation while the delayed activity is on hold. Once delayed presentation occurs, the student is moved on to the next objective in the sequence.

The decision for Review or Delayed Presentation is based on the student's performance. If the student's performance in a lesson is less than 65%, then SuccessMaker Reading marks items for Remediation and Delayed Presentation.

Retention

For default and custom by settings courses, if a student passes the objective within the lesson, the lesson is marked for retention by the adaptive agent. Retention activities are presented to students at the end of each lesson cycle, beginning with the sixth cycle.

Custom by skills and custom by standards, and courses aligned to a Savvas core program in Reading do not utilize the Remediation, Delayed Presentation, and Retention features. Reading Adaptive Motion is sequential. When creating a custom by skills or custom by standards course, the teacher selects the specific skills or standards the student needs, eliminating the need for Remediation, Delayed Presentation, and Retention features. See Strategic Course Selection for more information about custom courses.

Higher-Order Thinking Skills in Reading

In addition to fundamental reading skills and print concepts, SuccessMaker Reading incorporates a variety of activities and assessments that are specifically designed to address all levels of critical thinking. A summary of how the course accomplishes this endeavor follows:

- Students encounter text and activities that require practice and application of both skills and strategies. The activities are usually varied and call for different levels of student response; for example, students are asked to select the synonym of a given word or identify the main character in the text.
- Students are presented with focused instruction pieces that model metacognitive thinking and reading strategies/processes, which the students then practice within the lessons that follow.
- Students encounter formative and summative assessment questions that are specifically written to address a variety Webb’s Depth of Knowledge levels (e.g., recall, skills/concepts, and strategic thinking).
- Students practice writing activities in the Print Partners that capture higher-level, generative critical thinking skills (e.g., summarizing).
- Students receive specific, detailed correct-answer and wrong-answer feedback that models, explains, and scaffolds student thinking about an objective (e.g., “ask yourself how these two items are the same?”).
- Students interact with content in a variety of interactive activities. Each activity requires a different type of cognition (e.g., matching versus fill in the blank).

Mastery

A mastery status is tracked for every skill that a student attempts and is determined by the most recent 15 attempts for the skill. Once assessed, the Reading mastery status for a skill or standard will be **Not Mastered**, **At Risk**, or **Mastered**.

This performance data is stored for each student and displayed in the **Performance** tab of the **Students** module, in the **Mastery** module, and in the reports. For details, see “Managing

the Student Performance Details” and “Getting Started with Reports” in the SuccessMaker Online Assistance.

Course Content and Organization

SuccessMaker Reading is organized around the strands recommended by the National Reading Panel and recognized as contributing to the development of foundational and life-long reading skills.

If a student exits prior to completing a full lesson, the progress at the activity level is bookmarked. This allows the student to start the next session at the same point where the student’s last session ended.

Instructional Strands

The scope and sequence of SuccessMaker Reading incorporates the six strands of reading instruction for course-level grades K–1, six strands for course-level grades 2–5, and three strands for course-level grades 6–8:

- Concepts of Print (course-level grade K)
- Phonological Awareness (course-level grades K–1)
- Phonics (course-level grades K–5)
- Fluency (course-level grades K–5)
- Vocabulary (course-level grades K–8)
- Comprehension (course-level grades K–8)
- Grammar (course-level grades 2–8)
- Spelling (course-level grades 2–8)

Scope and Sequence

Although SuccessMaker Reading is designed as a self-contained curriculum, you can also customize the content of courses to provide intervention or complement your existing curriculum. You can preview the skill objectives by signing in to the LMS. See “Managing Courses” in the SuccessMaker Online Assistance for details.

Supplemental scope and sequence guides are also available on the [SuccessMaker 12 Announcements and Resources](#) site to help you customize course content.

Concepts of Print (Course-Level Grades K–1)

The Concepts of Print content is embedded within the instruction for course-level grades K–1 and guides students through the fundamental strategies of print.

Phonological Awareness

The Phonological Awareness strand helps students distinguish sound structures of language and parts of speech, such as syllables and phonemes. The objectives in this strand focus on the student's ability to blend and segment phonemes, which is critical to the development of decoding and spelling skills.

Phonics

The Phonics strand helps students with the basic principles of phonics, including how to connect sounds with letters or groups of letters.

Fluency

The Fluency strand provides instruction that is both intensive and direct. The fluency component of SuccessMaker Reading is designed to supplement classroom instruction through purposeful, uninterrupted reinforcement of key strategies and skills. SuccessMaker Reading provides practice in the top three priorities in teaching fluency: letter/word/phrase recognition, pacing, and prosody.

This approach has shown to significantly increase reading comprehension—which is the ultimate goal of fluency instruction. The SuccessMaker Fluency strand includes speed drills of high-frequency and phonetic words and phrases, a retelling component, and a timed reading of familiar text. Specific learning concepts focus on fluency objectives and provide focused instruction in retelling, reading with expression, and reading for speed and accuracy.

NOTE: The Fluency strand is OFF by default; however, it can be enabled based on the availability of a required supported browser and microphone. Specifications are provided in the [SuccessMaker System Requirements](#).

Vocabulary

The Vocabulary strand provides instruction, practice, and assessment to improve reading comprehension in recognition of the direct correlation between vocabulary development and improved comprehension.

SuccessMaker Reading distinguishes between exposure to and mastery of vocabulary words. The model used in this course also distinguishes between high-frequency, content-area, and academic vocabulary.

As part of the guided instruction, the academic vocabulary connects words to concepts, increases student comprehension, and mirrors the item types of new state and national assessments by providing:

- Instructional videos explicitly expose students to vocabulary topics and specific words.
- Lexile-leveled reading passages demonstrate the function and meaning of words in context.
- Practice activities, including a Print Partner Pack (Grades 3-8), require various types of interaction to help solidify student understanding.

- A media-enhanced glossary that is student-accessible at any point during the course.

Each grade level has a grade-level-appropriate database consisting of appropriate words a child may and should be exposed to. In addition, each grade level has an identified list of words that should be mastered. The goal is for each child to identify the mastery words automatically.

The mastery words for each grade level are a cross-reference of high-frequency words from both the Fry list and the Dolch list.

Comprehension

The Comprehension strand provides lessons and activities designed to provide instruction and practice of reading strategies as well as assess understanding of the text.

Grammar (Course-Level Grades 2–8)

The Grammar strand provides instruction and activities designed to reinforce student understanding of parts of speech, sentence structure, subject and verb agreement, and punctuation.

Spelling (Course-Level Grades 2–8)

The Spelling strand provides instruction and activities designed to reinforce student understanding of spelling applications that involve vowel combinations, consonant and syllable patterns, common endings, and unusual spellings.

Standard Adaptive Motion and Lesson Structure

Course-Level Grades K–2:

Based on performance, students at course-level grades K–2 are navigated through a carefully articulated sequence of steps. Movements within these steps are personalized to each student and prerequisite skill mapping improves opportunities for remediation when using the default Reading course.

- **Adaptive Initial Placement:** The default Reading course, and optionally for custom by settings courses, places the student at the course level that is most appropriate for the student's ability in key skills.
- **Guided Practice:** The core of the Reading program where the student receives instruction based on the student's instructional reading level and the appropriate strand level. The grades K–2 sequence is comprised of four lessons in the Lexile levels range 80–410. Additional Text Readers are Lexiled at a higher level to ensure students are exposed to a wider range of vocabulary and to build listening comprehension.
 - Instruction: Focused Instruction introduces the lesson objective.
 - Practice: Interactive Practice and Print Partners provide practice activities.
 - Application: Text Readers provide passages.

- **Remediation:** Follows each Guided Practice lesson in the default Reading course when the student is assessed at less than 65% accuracy on responses to phonics, comprehension, or vocabulary items. Remediation activities that are not passed are reintroduced in Delayed Presentation.
- **Fluency Assessment:** Enables students to practice their fluency by recording and assessing their performance. Students can practice letters, words, phrases, or familiar texts. Recorded fluency files are stored for teachers to access. Each of the four fluency assessment types is associated with a specific scorecard: Elapsed Time, Retelling, Speed Drill, and Fluency. SuccessMaker provides opportunities for the following two types of fluency instruction:
 - **Word Fluency:** The ability to read a word correctly on sight. It includes high-frequency words, phonetic words, and phrases.
 - **Reading Fluency:** The ability to read text with accuracy, speed, and inflection. The practice is comprised of both fiction and non-fiction text, and may include retelling.
- **Delayed Presentation:** Presents any items not passed in Remediation. Remediation activities that are not passed in Delayed Presentation are delivered again in Delayed Presentation 2, which follows Independent Practice in the next Guided Practice cycle.
- **Retention:** Provides a mixed presentation of retention items or those items that the student passed before moving to the next lesson set.

Course-Level Grades 3–5:

- **Adaptive Initial Placement:** The default Reading course, and optionally for custom by settings courses, places the student at the course level most appropriate for the student's ability in key skills.
- **Guided Practice:** The core of the Reading program where the student receives instruction based on the student's instructional reading level and the appropriate strand level. The grades 3–5 Guided Practice sequence is comprised of four lessons in the Lexile levels range 450–1010. Some Text Readers are Lexiled at a higher level to ensure students are exposed to a wide range of vocabulary and to build listening comprehension.
 - **Instruction:** Focused Instruction introduces the lesson objective.
 - **Practice:** Interactive Practice and Print Partners provide practice activities.
 - **Application:** Interactive Text Readers provide passages.
- **Remediation:** Follows each Guided Practice lesson in the default Reading course when the student is assessed at less than 65% accuracy on responses to phonics, comprehension, or vocabulary. Remediation activities that are not passed are reintroduced in Delayed Presentation.
- **Fluency Assessment:** Enables students to practice their fluency by recording and assessing their performance. Students can practice letters, words, phrases, or familiar

texts. Recorded fluency files are stored for teachers to access. Each of the four fluency assessment types is associated with a specific scorecard: Elapsed Time, Retelling, Speed Drill, and Fluency. SuccessMaker provides opportunities for the following two types of fluency instruction:

- **Word Fluency:** The ability to read a word correctly on sight. It includes high-frequency words, phonetic words, and phrases.
- **Reading Fluency:** The ability to read text with accuracy, speed, and inflection. The practice is comprised of both fiction and non-fiction text, and may include retelling.
- **Independent Practice:** Beginning at grade level 2.5, Independent Practice lessons provide the student with texts and assessments that can be read at an independent reading level. The student will read texts at a lower Lexile level than what is presented in Guided Practice, the student's instructional reading level, or the level at which motion determines the student can comprehend with 90% accuracy. There is no read-to-me audio support in Independent Practice because students are working at their independent reading level.
- **Delayed Presentation:** Presents any items not passed in Remediation. Remediation activities that are not passed in Delayed Presentation are delivered again in Delayed Presentation 2, which follows Independent Practice in the next Guided Practice cycle.
- **Retention:** Provides a mixed presentation of retention items or those items that the student passed before moving to the next lesson set.

Course-Level Grades 6–8:

- **Adaptive Initial Placement:** The default Reading course, and optionally for custom by settings courses, places the student at the course level that is most appropriate for the student's ability in key skills.
- **Guided Practice:** The core of the Reading program where the student receives instruction based on the student's instructional reading level and the appropriate strand level. Strategies include the key skills in which readers at the middle grades must be proficient: summarizing, questioning, predicting, previewing, and understanding organizational patterns of text. The grades 6–8 Guided Practice sequence is comprised of three lessons in the Lexile levels range 840–1100 (approximately the end of grade 3 to grade 9).
 - **Instruction:** Focused Instruction introduces the lesson objective.
 - **Practice:** Interactive Practice and Print Partners provide practice activities.
 - **Application:** Interactive Text Readers provide passages.
- **Remediation:** Follows each Guided Practice lesson in the default Reading course when the student is assessed at less than 65% accuracy on responses to phonics, comprehension, vocabulary, grammar, or spelling items. Remediation activities that are not passed are reintroduced in Delayed Presentation.

- **Independent Practice:** Beginning at grade level 2.5, Independent Practice lessons provide the student with texts and assessments that can be read at an independent reading level. The student will read texts at a lower Lexile level than what is presented in Guided Practice, or the level at which motion determines the student can comprehend with 90% accuracy. There is no audio support in Independent Practice because students are working at their independent reading level. Students who successfully complete the top level of the standard Reading course will be able to continue in adaptively-presented Independent Practice lessons of challenging Lexile levels.
 - Mini Vocabulary Passage: Text that consists of 1–2 paragraphs using five targeted vocabulary words in context.
 - Practice: An activity using the five words from the mini passage.
 - Application: A 500–750 word passage of text in the Lexile range of 200–1300 followed by five general comprehension (multiple-choice) questions.
 - Vocabulary Review: The final activity using the five words from the mini passage.
- **Delayed Presentation:** Presents any items not passed in Remediation. Remediation activities that are not passed in Delayed Presentation are delivered again in Delayed Presentation 2, which follows Independent Practice in the next Guided Practice cycle.
- **Retention:** Provides a mixed presentation of retention items or those items that the student passed before moving to the next lesson set.

Lesson Components

- **Focused Instruction:** Introduces the primary objective of each Reading lesson through an animation or a 2 to 3-minute instructional video facilitated by an age-appropriate host. Focused Instruction reinforces a specific skill objective associated with a single strategy.
- **Interactive Practice:** Allows the student to experience applied practice in the concept or skill that was presented. These independent activities are driven by skills and objectives, and are designed to address all Reading strands. Supportive feedback provides assistance when students have difficulty with items. Interactive Practice presents 4 to 15 questions or tasks, based on the student's performance.
- **Interactive Text Readers:** Permit students to practice key skills and objectives in context. Text Readers are Lexiled passages followed by a comprehension activity. Each passage text contains art and photos, as well as rollover audio for hyperlinked glossary words. Each Text Reader has assessments that measure comprehension and application of key skills and strategies. The main types of Text Reader assessment activities are multiple-choice questions and highlighting activities in grades K–8. Graphic organizer activities are also used in grades 6–8.

- **Print Partners:** Provide for further skill practice after SuccessMaker sessions or as homework, include opportunities for open-ended response, and provide writing practice. Print Partners are PDF files that are printed and completed offline.

Readability and Lexile Metrics of Text Readers

The text in the Text Readers was crafted specifically to address instructional objectives, topics, themes, key vocabulary, and the designated Lexile range for each grade level.

Lexile Metrics

Grade Level	Controlled Texts		Read-Alouds	
	Lexile-Level Range	Number of Words	Lexile-Level Range	Number of Words
K-1	BR*–850	50–120	200–900	200–500
2-3	420–820	100–400	N/A	N/A
4-5	740–1010	350–500	N/A	N/A
6-8	920–1190	500–650	N/A	N/A

NOTE: A select number of passages within each grade may fall outside the designated range due to content-specific vocabulary; however, course features such as roll-over audio, corrective feedback, glossary links, and images compensate for the higher readability score.

The Lexile range for grades K–2 is expanded to enable exposure to a variety of texts and topics. Many of the texts in grades K–2 are read-aloud, which means audio support is initially enabled and the texts are read to the students. Students are not expected to read these texts on their own.

These texts are similar to picture books that are read alouds to students in the classroom. The read-alouds provide an opportunity for emergent and early readers to listen to rich text while viewing vivid illustrations, which are essential in developing advanced vocabulary and listening comprehension skills.

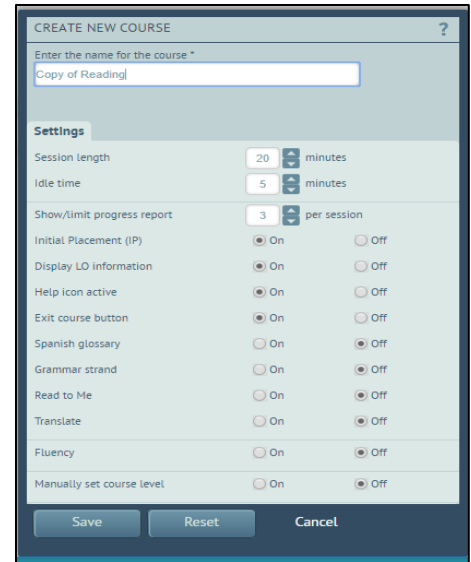
In addition to read-alouds, another type of text students can experience is controlled text. Controlled text passages were crafted to address specific phonics objectives, high-frequency vocabulary objectives, and content area objectives. The words students encounter in these texts are words within the program for which they have received focused instruction.

Students have the option of selecting a read-to-me function in a controlled text; therefore, even though the words and phrases in a controlled text passage have been previously introduced to students, they can still request additional support via the audio functionality. The audio support in the controlled text passages is available at the word level in grades K–2. The student is able to select individual words to hear them pronounced correctly.

Read to Me Feature for Text Reader and Reading Portal

When creating a custom course or editing an assignment, teachers can turn off the passage text audio support for *Text Reader* and *Reading Portal* Learning Objects by selecting this option as "Off", preventing students from hearing the passage text read aloud. This helps students prepare for their high stakes tests where audio may not be available.

- In the **Settings** tab of the **EDIT COURSE** or **EDIT ASSIGNMENT** panel, select **Off** for the new **Read to Me** setting.
- **Read to me** option can be enabled/ disabled at the *Student*, *Teacher*, or *Group* assignment level for any new or in-progress assignment.
- Teachers can also choose the Read to me option On/Off when creating a new Custom by Settings, Custom by Skills, or Custom by Standards course.



When the student runs a course with **Read to me** set to **Off**:

- Passage text audio is disabled for *Text Reader* and *Reading Portal* Learning Objects and the **Read to Me** button is disabled, preventing the student from hearing the passage text read aloud.
- Auto play, hover text, and click-to-play audio for the passage text WILL NOT play.
- Instruction audio, activity questions, answer options, Glossary entries, and Coach prompts WILL play.

The default setting when creating a new course is **Off**. When set to **Off**, all audio in the course is disabled.

For more information on using the **Read to me** feature, see "Course Settings for Custom by Settings Reading" in SuccessMaker Online Assistance.

Genre

The texts in SuccessMaker Reading are approximately 40% fiction and 60% nonfiction.

Fiction Genre Includes:		
<ul style="list-style-type: none"> • Cultural Fiction • Mysteries 	<ul style="list-style-type: none"> • Legends • Fairy Tales 	<ul style="list-style-type: none"> • Fables • Myths

<ul style="list-style-type: none"> • Fantasy • Historical Fiction • Humorous Fiction 	<ul style="list-style-type: none"> • Narratives • Pattern and Picture Books • Tall Tales 	<ul style="list-style-type: none"> • Folk Tales • Realistic Fiction
Non Fiction Genre Includes:		
<ul style="list-style-type: none"> • Biographies • Editorials • Textbooks • Letters to the Editor • Magazine and Newspaper Articles 	<ul style="list-style-type: none"> • Technical Manuals and Instructional Texts • Interviews • Journals • Cultural Nonfiction • How-To Articles • Expository Articles 	<ul style="list-style-type: none"> • Resources: Dictionaries, Glossaries, and Thesauruses • Business and Friendly Letters • Encyclopedias • Speeches
Types of Poetry Include:		
<ul style="list-style-type: none"> • Cinquain • Blank Verse • Rhyme 	<ul style="list-style-type: none"> • Haiku • Free Verse 	

Extension Activities

Offline Print Partners are available for extending practice beyond the student's computer sessions. Print Partners provide offline reinforcement of key skills, concepts, and strategies, as well as practice with writing in response to open-ended questions or prompts. See Using the Course in Your Classroom.

Hands-On Tour: SuccessMaker Reading

The best way to get acquainted with the SuccessMaker Reading course is to take a session. This chapter shows you what you may see when you sample some exercises in SuccessMaker Reading.

Taking a Session

1. Prepare a sample student user and course for the assignment:
 - a. Create a student user account. See "Adding a Student" in SuccessMaker Online Assistance.
 - b. Choose a course. You can choose the Reading (default) course or you can customize a course by settings, skills, or standards, or aligned to a Savvas core program. See "Creating Custom Courses" in SuccessMaker Online Assistance. To experience IP, turn on the IP option when you edit the course settings.
 - c. Assign a course to the student user account. See "Assigning Courses/Assignments to Students" in SuccessMaker Online Assistance.
2. Sign in to SuccessMaker as this student user you created. See "Signing In and Signing Out" in SuccessMaker Online Assistance.
3. Select the assigned Reading course.
4. When a student begins a new reading session, a Play button appears.



5. Click or tap the Play button to continue and begin the lesson.

NOTE: The Play button will be presented once per each new browser session.
6. As you progress through the course, use a variety of answering techniques to see how the course reacts to your responses, such as:
 - Answer questions correctly and incorrectly.
 - Answer correctly on a second attempt.
5. Select the various buttons and icons to experience the tools and features available to students. See [Student Navigation and Resources](#) for a description of each of the available menu items.
6. During your session, allow yourself to exhaust the idle time for a question. SuccessMaker is monitoring the inactivity (mouse movement, keyboard entry, etc.).

The Learning Environment

In most cases, students see the age-appropriate environments based on their demographic grade level, regardless of automatic IP level.

- Students in demographic grades 6–12 who are working below sixth-grade level view the content in the same age-appropriate environment as their grades 6–12 peers.
- Students in demographic grades K–5 who are working above fifth-grade level view the content in the same age-appropriate environment as their grades K–5 peers.

Grades K–5 Learning Environment

For students in demographic grades K–5, the opening animation introduces the student to the characters that appear in the SuccessMaker reading courses.

Grades K–5 Opening Animation Example



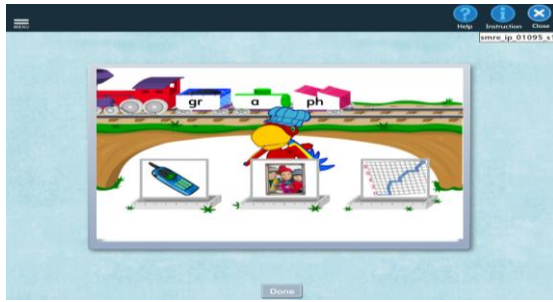
After the opening animation, the student arrives at the Main Room Interface, and can select the Ferret to continue to the next component.

Grades K–5 Main Room Interface



All components play on a screen located in the room or a dream world located outside the main room. When the student begins an exercise, an animated character appears to help answer questions and guide the student through the course.

Grades K–5 Environment



Grades 6–12 Learning Environment

For students in demographic grades 6–12, the learning environment is comprised of age-appropriate hosts and focused instruction.

Student Navigation and Resources

Students can use age-appropriate navigation tools and resources as they move through the course using the menu bar on the left and the toolbar at the top of the window. As you move through the session, select each resource to experience its function.


Select the **Menu** button to hide or display the left menu bar.




Standard Menu Bar and Toolbar






The **Menu Bar Buttons** and **Standard Toolbar Buttons** tables describe each option available on the menu bar on the left of the screen and the toolbar at the top.


Menu Bar Buttons

Button	Purpose
	Menu — Hides or displays the menu bar for access to the Glossary , Check Progress , and Volume button.

Button	Purpose
	<p>The Glossary button provides definitions and parts of speech for glossary terms found in the text. If a word has multiple definitions, all definitions are displayed. If the teacher has enabled the option at the assignment, group, or student level, students can select a Spanish or English button under the definition to view the word or definition in the respective language.</p> <p>The Spanish glossary's search function does not require the student to type the diacritical marks over the letters. For example, if a student types the Spanish word "nina," the glossary will display the expected word, "niña."</p>
	<p>Check Progress — Provides the student with their score in the current session. Teachers can activate, deactivate, or limit this resource before or after the start of the assignment using the assignment settings options in the LMS. If the progress report is deactivated or the student has reached the set limit, the report button is disabled.</p>
	<p>Volume — Controls volume.</p> <p>When accessing the Reading course using an iPad®, the volume control in the menu bar is unavailable. Use the volume control on the iPad device to increase or decrease the volume. See the SuccessMaker Mobile Access Guide for more information.</p>

Standard Toolbar Buttons

Button	Purpose
	<p>Timer — One minute before the session time expires, a timer appears, warning you that the session is about to end. When the time expires, your progress for this session is displayed and you are signed out of the course and returned to the Sign In page.</p>
	<p>The Help button starts a tutorial that demonstrates all functionality associated with navigating the current page.</p>
	<p>The Instruction button repeats the instructional audio.</p>

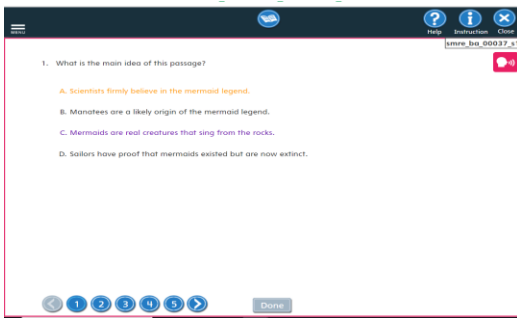
Button	Purpose
	<p>The Close button on the menu allows students to exit the course. When the student selects Close, an end session confirmation box displays.</p> <p>See Ending a Session for more information about exiting the course.</p>

Spanish Translation

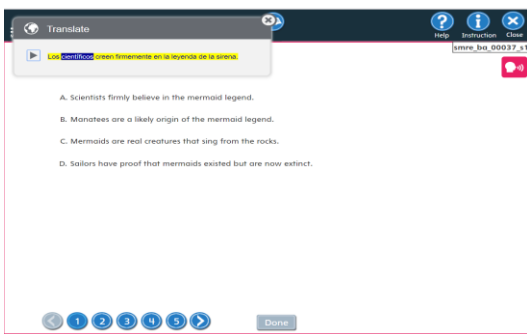
If you have the **Translate** enrollment option turned on for the course, the TextHelp icon displays in the upper right corner of the lesson.



Click or tap the **TextHelp** icon to turn on Spanish translation for the question or statement. The speaker icon turns pink. The page border, to the right of the sidebar turns red.



With the Spanish translation on, the pink speaker icon appears on the pointer inside the red border. Translated text is displayed to the top left of region marked with red border.



The question is read aloud in Spanish, and the **Translation** window displays the question or statement in Spanish text.

Accessing Reading on a Mobile Device

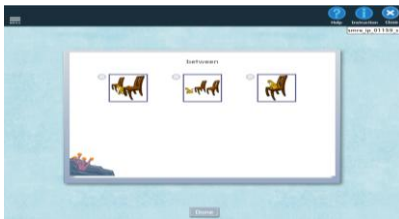
In general, students running the SuccessMaker courseware on a supported mobile device can use standard gestures common to most mobile devices with touchscreen capabilities. See the Mobile Access Guide, available on [SuccessMaker 12 Announcements and Resources](#), for additional information and tips about using the courseware tools and navigation on mobile devices.

Response Item Types

To successfully complete interactive assessment items, such as Multiple Choice, Selectable Text or Objects, Drag and Drop activities, and others; students will use a variety of technology-enhanced response item types.

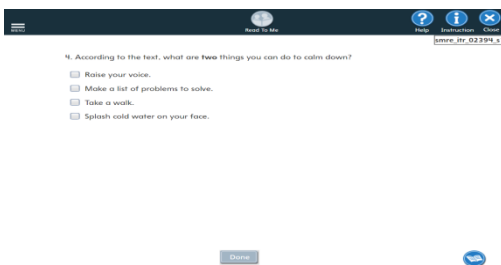
Multiple Choice Single Select

The Multiple Choice Single Select item type is represented by a circular radio button next to each answer option and an image in the feedback provides additional support.



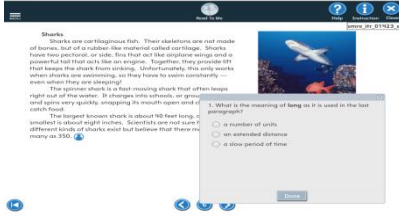
Multiple Choice Multiple Select

The Multiple Choice Multiple Select item type is represented by a square radio button next to each answer option. Instructions and question stems let students know that they are to select more than one correct answer.



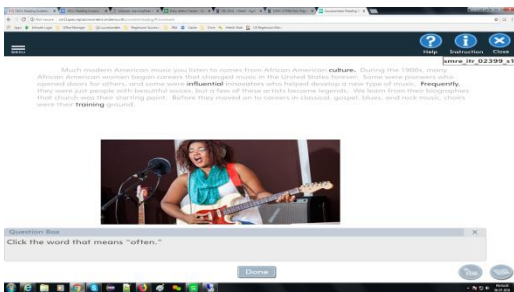
Contextual Multiple Choice

The Contextual Multiple Choice item type displays on a specific page within the text, which allows the student access to the text while answering the question. Wrong answer feedback is given by the avatar previously selected by the student. In addition to audio feedback, key points in the text are highlighted to draw the student's attention to areas of focus.



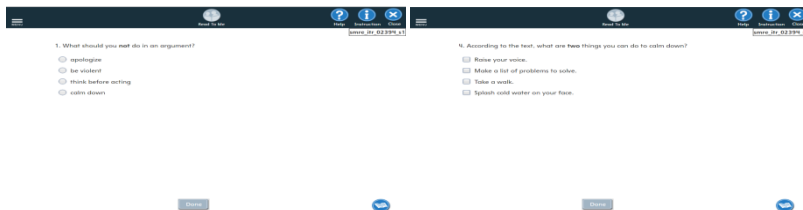
Selectable Hot Text (Highlight End Activity)

The Selectable Hot Text (Highlight End Activity) item type allows students to highlight answers directly in the text. Assessment items may be single-select or multiple-select answers.



Evidence-Based Selected Response

The Evidence-Based Selected Response item type combines a selected-response question with a second selected-response question. In the second selected-response question, the student is asked to show evidence from the text that supports the answer provided to the first question.



Drag and Drop

The Drag and Drop item type requires the student to select a response, and then drag it and release it in the target area.



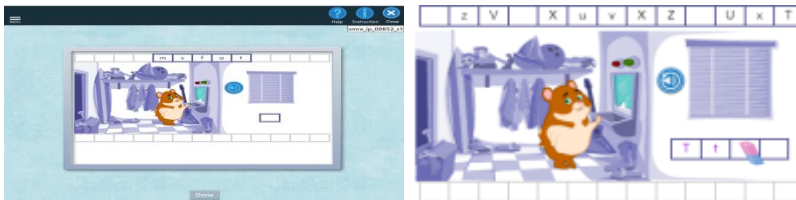
Types of Learning Objects

As students move through a course, they will experience the following types of learning objects (LOs):

Lost and Found

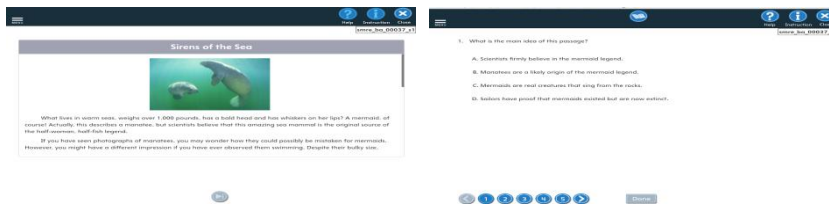
In *Lost and Found* LOs, students must select specific letters as instructed. Click or tap a letter to move it from the boxes at the top of the screen to the answer boxes. When the answer is complete, select **Done**.

To clear an answer selection before selecting **Done**, point to the answer selection to display the eraser, and then click the selection. On mobile devices, tap the answer selection to clear the box.



Show What You Know

In *Show What You Know* LOs, students read a passage, and then answer 5 questions to help teachers identify skills in which a student is struggling. Select **Done** when all questions are answered.



Build or Break

In some *Build or Break* LOs, students drag the parts of a word presented in the audio to the plates in front of the hamster. When the parts of the word are in the correct order, select **Done**.



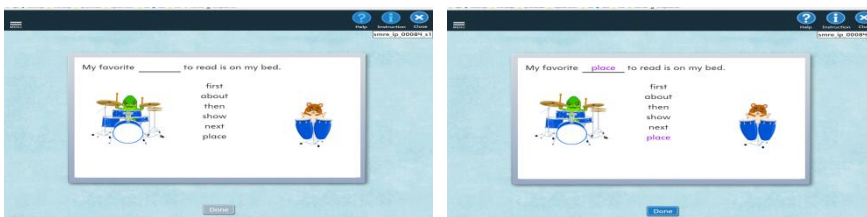
- To clear an answer selection before selecting **Done**, point to the **Clear** button or sponge.
- If the question is answered incorrectly twice, mouse over or tap the word part to hear the word part read aloud.

In others, students mouse over or tap and hold the letters presented in the train cars to sound out a word, and then select the picture that represents the word. Once the matching picture is selected, click **Done**.

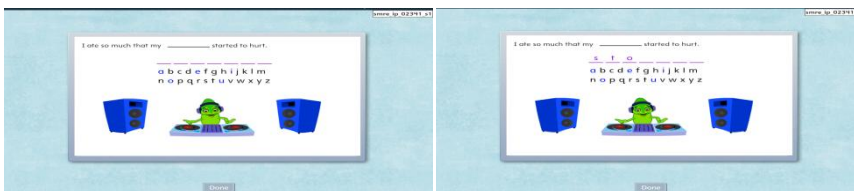


Fill in the Blanks

In some *Fill in the Blanks* LOs, students drag the word from the list that completes the sentence. When the answer is complete, select the **Done** button to submit the answer.



In other *Fill in the Blanks* LOs, students click or tap the letters to create the word that completes the sentence. When the answer is complete, select the **Done** button to submit the answer.



To clear an answer selection before selecting **Done**, point to the answer selection to display the eraser, and then click or tap the selection.

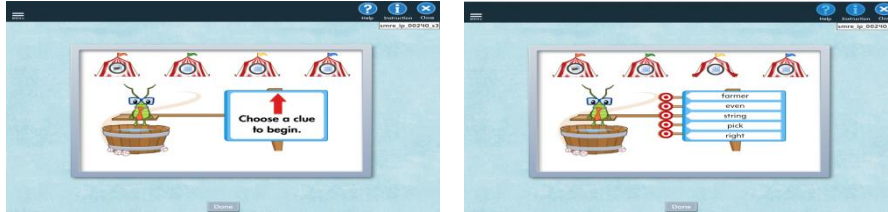
Find It

In *Find It* LOs, students use a grid or map to answer a question. The question may have one single correct answer, or multiple correct answers.



Get a Clue

In *Get a Clue* LOs, students pick from audio, text, or picture clues located in circus tents. Once a clue type is selected, the clue displays. Read and then close the clue. When Bug appears again above the dunk tank, select the correct answer on the board.



Keep or Change

In *Keep or Change* LOs, students are presented a sentence and must determine whether the sentence makes sense. Select **OK** if the sentence is correct, or select **Fix** if it is incorrect. If you select **Fix** for an incorrect word, you are asked to pick the word that is incorrect, and then select **Done**.



After correctly picking the incorrect word in the sentence, select a word from the list provided that is correct for the sentence, and then select **Done**.

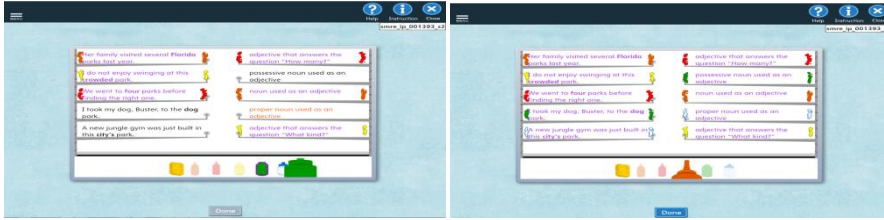
Let's Get Started

In *Let's Get Started* LOs, students read a series of passages, each with a multiple choice question.



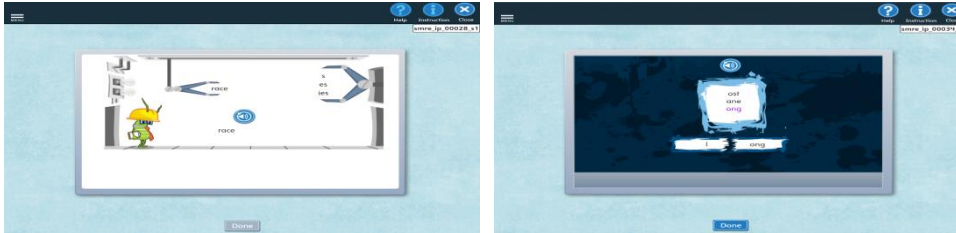
Messy Matching and That's a Match

In *Messy Matching* LOs, students select a sentence, and then it's corresponding word to fill in the blank within the sentence. Once all pairs are matched, select **Done**.



Mix It Up

In *Mix It Up* LOs, students click or tap to select parts of words to make a complete word.



Movie Player

In some direct instruction LOs, students watch an informative video, with no questions or assessment.



When watching a video, use the following controls:

Replay Video — Displays when an instructional video is playing. Select the **Replay Video** button to start the video from the beginning.

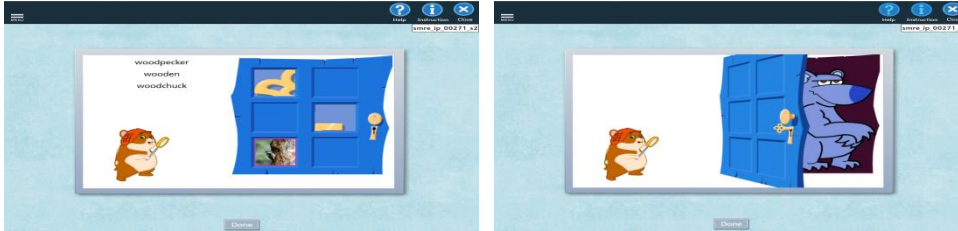
Play Video — Displays when an instructional video is playing. Select the **Play Video** button to play the video.

Pause Video — Displays when an instructional video is playing. Select the **Pause Video** button to temporarily stop the video.

Rewind Video — Displays when an instructional video is playing. Press and hold the mouse button with the cursor on the **Rewind Video** button, or tap and hold the button to rewind the video to a particular point. Release the mouse button to continue the playback of the video.

Mystery Match

In *Mystery Match* LOs, students select the panels on the door to reveal pictures. After selecting the word that matches the picture for every panel, the door opens, revealing the mystery character.



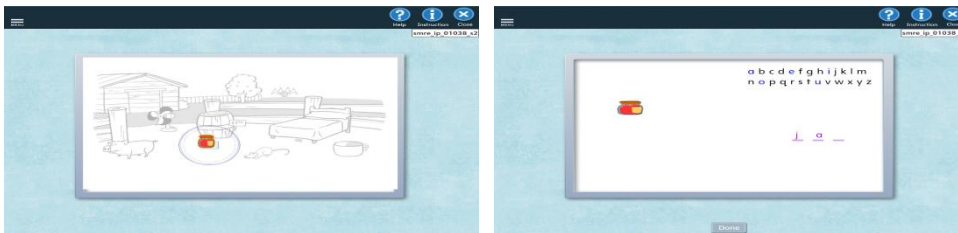
Pick and Click

In *Pick and Click* LOs, students are instructed to select a picture that has a particular sound. In the example below, the student is asked to select a picture that has the short vowel sound /i/.

- Use the mouse to roll over the picture, and then click to select.
- On a mobile device, touch the lens cursor and drag it over the picture, and then tap to select.

After selecting a correct picture, the student must then build the word for the selected picture.

Click or tap the letters to place them in the spaces.



To clear an answer selection before selecting **Done**, point to the answer selection to display the eraser, and then click the selection, or tap the selection to remove it.

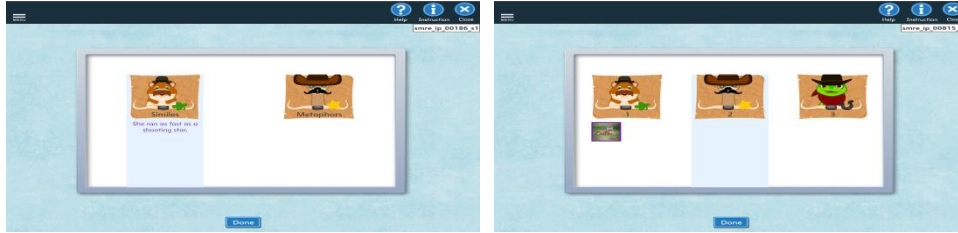
Read with Me

In *Read with Me* LOs, students first match a series of pictures with words by selecting the picture, and then selecting the corresponding word. Next, the student matches a series of sentences with a correct picture. Then, the student is prompted to read each sentence of the story. As the student points to or taps each sentence, a corresponding picture appears.



Sort It Out

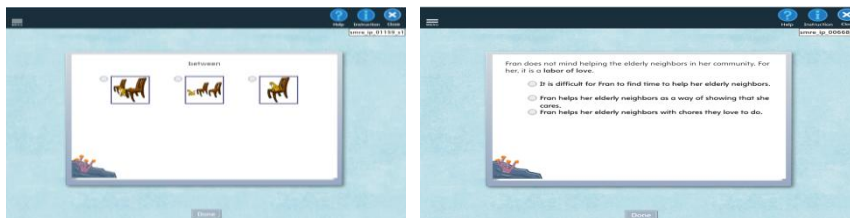
In *Sort It Out* LOs, students pick the category in which the word or picture shown above the characters belong. In some LOs, the categories are displayed below each character. In others, point to or tap and hold the character to hear the category read aloud.



- If an image representing a word is displayed point to or tap and hold the image to hear the word read aloud.
- If the wrong category is selected before selecting **Done**, click or tap the alternate category to change the answer.

Treasure Hunt and Take Your Pick

In *Treasure Hunt* and *Take Your Pick* LOs, students answer multiple choice questions by choosing text or an image.











Text Reader - Grades K-2

Text Reader LOs are Lexiled passages followed by a comprehension activity.



When presented with a Text Reader, students in demographic grades K–2 are provided with the following additional tools to support the learning environment.

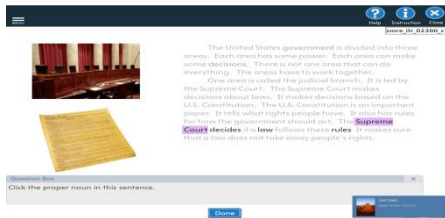
Button	Purpose
	Go Forward and Go Back buttons enable the student to page forward or back within the Text Reader.

Button	Purpose
	The Start Over button returns the student to the title page.
	While reading the text, the Go to Activity button periodically appears. Clicking the button presents the student with questions about the text.
	<p>Show Question button. When using the Go to Activity button, sometimes a question appears like the following:</p> <div data-bbox="402 552 1203 625" style="border: 1px solid gray; padding: 5px; margin: 10px 0;"> <p>Question Box</p> <p>Click the word in the sentence with the same long vowel sound as boat.</p> </div> <p>Select the X in the question box to close the question.</p> <p>Select the Show Question button to display the question again.</p>
	While in the activity, the Go to Passage button enables the student to hear or read the story on the page again. When reading the text, the Go to Activity button returns to the last question the student was working on.
	<p>The Read To Me button indicates the student is currently allowing the SuccessMaker Reading audio to read the text aloud. Once the button is selected, it changes to the Read it Myself button to enable the student to choose to read independently.</p> <p>This button is disabled if the Read to me setting has been turned Off for the assignment in the course or assignment settings. See Read to me for Reading Portal and Text Reader for more information.</p>
	Replay Audio - In the activity mode of Text Reader, the student can select the Replay Audio button to replay an audio reading of the activity questions.
	The Read it Myself button indicates the student is currently reading the text independently. When selected, it changes to the Read To Me button and the audio is turned off so the student can read the text independently.
	<p>Rollover Audio - In Read it Myself mode of Text Reader or in the glossary, the student can select the rollover Audio button when the cursor is hovering over a sentence to play an audio reading of the text.</p> <p>On a touchscreen device, press and hold the sentence to play the audio for the text.</p>

Text Reader Highlighting Activities

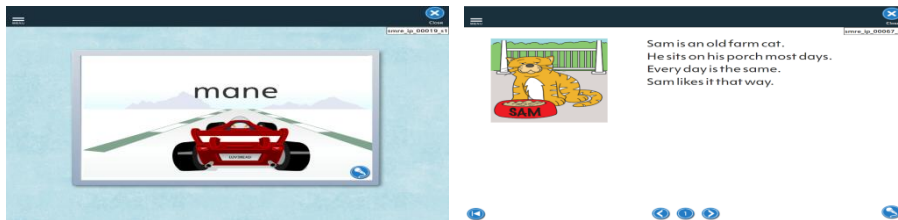
The Highlighting Activity is an activity in which the student is asked a question about the text in a pop-up window and asked to mark the answer within the text using the cursor, which turns into a highlighter. The student can select and drag the question box to move it out of

the way or close it. When the student selects **Done**, SuccessMaker provides the student with feedback.



Fluency - Grades K-5

The SuccessMaker Fluency strand includes speed drills of high-frequency and phonetic words and phrases, a retelling component, and a timed reading of familiar text. Specific learning concepts focus on fluency objectives and provide focused instruction in retelling, reading with expression, and reading for speed and accuracy.



To participate in the fluency recording feature in an environment using HTTPS:

- Student must use a Google Chrome™ or a Firefox® browser
- Student must enable the microphone when prompted.

To participate in the fluency recording feature in an environment using HTTP:

- Student must use a Firefox browser
- Student must enable the microphone when prompted.









For more information on how to enable the Microphone with a fluency supported browser, see [SuccessMaker Fluency Browser Compatibility](#).

Reading Portal - Grades 3-12

Reading Portal passages are designed for students in demographic grades 3–12. When presented with a Reading Portal passage, students are provided with a variety of additional tools to support the learning environment.

NOTE: While students in demographic grades 3–12 who are working below third-grade level will continue to have content presented in the same age-appropriate environment, they may

see Text Reader text without the Cognitive Coach and tools needed for the middle school reading. See Grades 3–8 Cognitive Coaches for information about Cognitive Coaches.

Button	Purpose
	The Go to Activity button displays when a question about the text is available to answer.
	The Back to Passage button displays on a question page and returns the student to the text.
	The Sticky Notes button enables the student to make a note within text.
	The Highlighter enables the student to highlight text.
	The Text Tracker helps the student track the line being read.
 	The Hide Notes and Show Notes buttons toggle between a page view that displays the sticky notes and highlighting the student used and a page view without these elements.
	<p>The Read To Me button plays an audio reading of the text.</p> <p>This button is disabled if the Read to me setting has been turned Off for the assignment in the course or assignment settings. See Read to me for Reading Portal and Text Reader for more information.</p>
<p>Rollover Audio - In Reading Portal or in the glossary, the student can place the mouse over a sentence to play an audio reading of the text.</p> <p>On a touchscreen device, press and hold the sentence to play the audio for the text.</p>	

Cognitive Coaches - Grades 3–8

Students working in grades 3–8 course-level content choose a Cognitive Coach avatar at the beginning of a Guided Practice text passage.



The Coach provides prompts, cues, and feedback to help students master the key concepts and strategies presented in the lesson. Students cannot exit a page of text where the Cognitive Coach button is displayed until they have selected the button and played the coach prompt.



To close the reading coach prompt before moving forward, click or tap the small x in the upper-right corner of the note when the coach audio is complete.



The coach will also provide incorrect-answer feedback during some assessments and help to guide students to areas of the text where answers can be found.

Students in demographic grades 3–12 who are working below third-grade level will continue to have content presented in the same age-appropriate environments, although they may experience Reading Portal text without the coach prompts.

Students above demographic grade 2 may occasionally experience a prerequisite learning object from a lower grade. When this occurs, Text Reader text without the cognitive coach and Text Reader tools for grades K–2 may appear.

Rewards for Progress

All students using Reading default or custom-by-settings courses will be rewarded for advancing in the course. The first reward is unlocked at the completion of IP and then every 0.25 gain thereafter. The rewards motivate the students to take ownership of their learning and progress. Students have one minute at the start of a session to use their reward, or they can go immediately to the course.

- Reading Rewards for Grades K–5:** Students in grades K–5 choose a reward category by selecting the lock next to the category. They may use their rewards at the beginning of each session. If IP is off, the first reward is unlocked at the start of the course.

- **Reading Rewards for Grades 6–12:** Students in grades 6–12 choose a background from an additional set of backgrounds as a reward. Their selected background is retained for each following session until another background is selected. If IP is off, the default background displays at the start of the session.

Session Idle Time

SuccessMaker monitors idle time when there is no mouse movement, keyboard entry, etc.

The Idle Timer displays 60 seconds prior to the expiration of the set **Idle Time**. For example, if the **Idle Time** is set at five minutes, the pop-up appears at four minutes and remains for 60 seconds unless action is taken.

Ending a Session

When a session expires, is closed due to inactivity, or is ended by the student:

- Learning objects completed within the session are recorded.
- Incomplete learning objects within the session are saved. When the student revisits the Reading assignment, they will begin on the last unanswered question. Results for the learning object are only recorded once it has been completed.

Session Expires

When the session time expires, SuccessMaker shows the student their progress made for the session, signs the student out of the course, and then returns the student to the Sign In page.

Session Closed for Inactivity

If a session is inactive for more than 30 minutes, the session is closed and the student is returned to the Sign In page.

Session Closed by Teacher or Student

Students can end a session by selecting the blue **X** (Close) button in the upper-right corner of the SuccessMaker window. After selecting Close, a confirmation prompt appears. The student selects **Yes** to confirm, the session data is saved, and the student is returned to the Assignments page.

CAUTION: Using the X in the title bar of the browser window to close out of SuccessMaker could result in the loss of data. You should always close the course with the **Close** button, and **Log out** of SuccessMaker when finished running the courseware. If the browser window is abruptly closed, or a student on an iPad presses the **Home** button twice, and then swipes up on the browser window in which SuccessMaker is running, session data may be lost, the user left online, or the license may be left "in-use" for up to 30 minutes. This can prevent other students from being able to sign in and run the courseware during that time.

Preparing for Use with Students

Effective implementation of SuccessMaker Reading in a lab setting or in your classroom involves careful scheduling of computer time as well as proper attention to the procedures provided by the LMS.

This chapter outlines what is required to get students started on the system and provides suggestions for scheduling in your classroom. If you need assistance in getting started, contact your system administrator.

Getting Students Started

Getting your students started with SuccessMaker Reading involves several steps, including:

- Choosing the type of course
- Assigning the course to students
- Selecting the enrollment option values for your students
- Creating an appropriate schedule for student sessions
- Introducing the course to students

Strategic Course Selection

There are four types of reading courses in SuccessMaker:

- **Reading (default)** — The Reading default course includes all SuccessMaker reading curriculum and places students at their functioning level. The course then uses the features of Adaptive Motion to move students through the content, allowing students to work at their own pace.
- **Custom by Settings** — Provides identical content as the default course but allows you to turn IP Off or On and manually set the course start level for the student.
- **Custom by Skills** — In addition to changing course parameters, custom by skills courses allow you to select specific reading skills to target students' individual needs.
- **Custom by Standards** — In addition to changing course parameters, custom by standards courses allow you to select a standards framework such as a specific state standard or a framework aligned to a Savvas core program. With both custom by skills and custom by standards courses, teachers select the content and level, ideal for on-level or above-level students.

Step-by-step procedures for creating custom courses can be found in the SuccessMaker Online Assistance.

Assigning the Course

Step-by-step procedures for assigning courses to students can be found in the SuccessMaker Online Assistance. You will need to be familiar with the following functions:

- Creating groups
- Adding new students
- Selecting the proper starting level
- Assigning the course to newly created groups
- Assigning a custom course

If your school has a system administrator, you may want to consult with that person about adding your students to the system and assigning the courses you have selected.

Customizing Course Settings

Teachers can customize the course settings for students by changing the course parameters, such as session length and timing settings. See “Editing Course Settings” in the SuccessMaker Online Assistance for details.

Scheduling Students in the Course

The default session length for this course is 20 minutes. This gives the average student enough time to complete a full lesson. When using the course in its default state without customizing by skill or standard, scheduling should ideally be 20 minutes. If you need to dictate the scheduling, you can adjust the session length using the course settings. Student progress during a shorter (or longer) session can be bookmarked at the activity (Focused Instruction, Text Reader, Interactive Practice, etc.) where the student left off.

When customizing the course by skill or standard, you can modify the session length, but it cannot be lower than five minutes. Units, which are comprised of 3–6 lessons, are approximately 120 minutes in length.

Introducing the Course to Students

Before your students begin their first SuccessMaker Reading session, introduce them to some features of the computer and of the course. It is a good idea to take your students to a computer station and review hardware and software features with them in a hands-on activity.

Demonstrate the equipment the students will use at the computer, such as the headphones, mouse, and keyboard. Also show the software features of the course, such as using the Menu bar and Toolbar to navigate through the course. See [The Learning Environment](#) for more information.

Using the Course in Your Classroom

Ideas for Classroom Use

SuccessMaker Reading was designed to be used as supplemental instruction for individual students. However, it can also be customized for smaller, performance-level groups and whole-group presentation.

Individual Student Instruction

Most students experience the course in its default mode; using the automatic initial placement tool to begin instruction and having the adaptive agent guide their progress through the course.

Performance-Level Groups

Perhaps your whole class is enrolled in SuccessMaker Reading, but you want to work with students grouped according to their reading levels and course performance. You can use sorted reports or dashboard data from the LMS to determine appropriate groups.

Once the groups are established, you can develop strategies for each of the groups based on common needs. Then create a custom course for each group. You can monitor the progress in the custom course using the same methods as in a standard course. See “Creating a Custom Course” and “Getting Started with Reports” in the SuccessMaker Online Assistance.

Whole Group Instruction

SuccessMaker Reading lends itself to whole-group instruction by allowing a teacher to pinpoint selected skills or standards through a custom course. The teacher can sign in to the custom course on an interactive white board or while projecting the computer screen for the whole class instruction.

Assessing Student Progress

In addition to providing students with quality learning time, SuccessMaker Reading helps teachers improve the instructional experience by providing real-time, “on-demand” performance data and Print Partners for offline practice.

The Learning Management System (LMS) gives you a variety of tools to assess student progress in SuccessMaker Reading.

The reports are the primary tool, providing the data needed to measure student progress and intervene when necessary. They also enable you to assist your students in several ways, including:

- Monitoring individual student performance over short- and long-term periods

- Identifying each student’s strengths and weaknesses and planning appropriate instruction or intervention
- Reporting and comparing long-term student progress within student groups or between classes

As each student progresses through the course, the LMS maintains continuous records on the student’s performance, which it then uses to make decisions about the student’s path in the course.

Print Partners

Print Partners are offline writing activities that capture higher-level, generative critical-thinking skills (e.g., summarizing). Students encounter these activities in the course, but Print Partners offer the classroom teacher a method of extending practice beyond the student’s computer sessions. Print Partners require written response, thus giving students opportunities to practice writing. Answer Keys are provided for each Print Partner.

Print Partner Example

The image shows two pages of a worksheet titled 'SuccessMaker®' with a 'Name' field. The first page is titled 'Identifying and Labeling the Main Idea' and contains the text of the story 'A Man and His Wife'. The second page is a graphic organizer with a 'Main Idea' box and three 'Detail' boxes, and a writing prompt: 'Directions: Label the myth in your own words. Write in complete sentences.' followed by several lines for writing.

Resources

The **Resources** feature on the LMS Teacher dashboard provides a link to offline supplemental activities aligned with on-grade-level instruction on the Savvas Perspective™ website. You can browse learning resources that include interactive activities, printable materials, and answer keys. Under the **Teaching Resources** tab, there are links to help you learn more about state-specific standards and Common Core State Standards, with free papers and webinars.

NOTE: Many of the interactive learning resources require that certain free software plug-ins be installed on your computer. You can download and install Adobe® Reader®, Adobe® Flash® Player, Shockwave® Player, and Java® by clicking on links on the website.

You can select one or more resources for a student assignment sheet and customize it with a heading and notes to the student (e.g., "Due Friday"). The assignment sheet can be printed and saved to your computer.

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