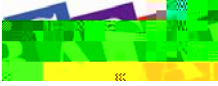


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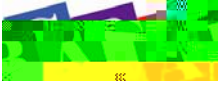


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## Summary of Program Revisions

... A ☒ , ( ... )

<u>1999 Edition</u>	<u>2008 Edition</u>	<u>Improvement</u>
<ul style="list-style-type: none"><li>Point system used to motivate students.</li></ul>	<ul style="list-style-type: none"><li>Students can now earn 20 points daily for their work in Decoding A.</li></ul>	<ul style="list-style-type: none"><li>Points are easily translated into letter grades.</li></ul>
<ul style="list-style-type: none"><li>Mastery Test Package (Teacher Book and Test Books) sold separately for all levels.</li><li>In-program Mastery Tests found in Level A only.</li></ul>	<ul style="list-style-type: none"><li>Directions for Mastery Tests embedded in all Presentation Books at point of use.</li><li>Specific guidelines for re-teaching accompany each Mastery Test.</li></ul>	<ul style="list-style-type: none"><li>Provides more information about the different types of problems students may be experiencing.</li><li>Easier to objectively monitor progress.</li></ul>
<ul style="list-style-type: none"><li>Mastery Tests for Levels B1, B2, and C were administered mid-program and end-of-level.</li></ul>	<ul style="list-style-type: none"><li>Mastery Tests given after lessons 4, 7, 10 and every 5<sup>th</sup> lesson thereafter in Level A. End of level mastery test after lesson 65 has been added.</li><li></li></ul>	

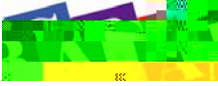


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## Summary of Program Revisions

... -A ☒ , ( , )

<u>1999 Edition</u>	<u>2008 Edition</u>	<u>Improvement</u>
<ul style="list-style-type: none"><li>• Comprehension questions ensured that students followed story events.</li></ul>	<ul style="list-style-type: none"><li>• Expanded activities in Decoding B1, B2, and C require students to summarize events of previous stories, identify causes and effect, compare and contrast characters, identify sequences of events, and identify the main idea of a selection.</li></ul>	<ul style="list-style-type: none"><li>• Better supports state and district standards.</li></ul>

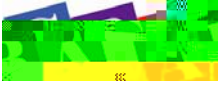


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## Summary of Program Revisions

### A

<u>1999 Edition</u>	<u>2008 Edition</u>	<u>Improvement</u>
<ul style="list-style-type: none"><li>• Rate requirements for Individual Checkouts in Lessons 46-65 vary somewhat from lesson to lesson.</li></ul>	<ul style="list-style-type: none"><li>• Rate requirements have been graduated so that students read at about 40 words per minute in Lessons 46 through 50 and gradually increase to over 60 words per minute near the end of the program.</li></ul>	<ul style="list-style-type: none"><li>• Makes it likely that low-achieving students will succeed on real reading tasks.</li></ul>
<ul style="list-style-type: none"><li>• Point system used in Level A was significantly different from that used in other levels.</li></ul>	<ul style="list-style-type: none"><li>•</li></ul>	

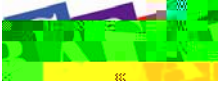


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### Summary of Program Revisions

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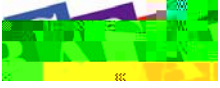
<u>1999 Edition</u>	<u>2008 Edition</u>	<u>Improvement</u>
<ul style="list-style-type: none"> <li>Lessons 1-10 of Decoding B1 quickly review phonics and word attack skills taught in Decoding A.</li> </ul>	<ul style="list-style-type: none"> <li>Lessons 1-10 have a slower rate of introducing new skills than the 1999 edition.</li> <li>New, carefully-scaffolded exercises prepare students, who have not gone through Decoding A, to sound out regular words.</li> </ul>	<ul style="list-style-type: none"> <li>Additional practice with sounding out ensures that students who have not gone through Decoding A grasp alphabetic principle.</li> </ul>
<ul style="list-style-type: none"> <li>Lessons 1-10 of Decoding B1 review high frequency, irregular words presented in Decoding A.</li> </ul>	<ul style="list-style-type: none"> <li>The number of irregular words presented has been reduced.</li> <li>Students receive more practice decoding regularly spelled words.</li> </ul>	<ul style="list-style-type: none"> <li>Easier for students who have not gone through Decoding A.</li> <li>Ensures that students are firm on pronunciation of vowel sounds by Lesson 10.</li> </ul>
<ul style="list-style-type: none"> <li>All lessons in Decoding B1 use a spelling correction for word identification errors.</li> </ul>	<ul style="list-style-type: none"> <li>Lessons 1-10 of Decoding B1 specify that the teacher provide a sounding out correction for many exercises.</li> </ul>	<ul style="list-style-type: none"> <li>Ensures that students master the alphabetic principle.</li> </ul>
<ul style="list-style-type: none"> <li>All students started Decoding B1 at Lesson 1.</li> </ul>	<ul style="list-style-type: none"> <li>Students completing Decoding A start Decoding B1 at Lesson 8.</li> </ul>	<ul style="list-style-type: none"> <li>Student progress is accelerated.</li> </ul>
<ul style="list-style-type: none"> <li>Students work in assigned pairs and tally mistakes that their partner makes during peer checkouts.</li> </ul>	<ul style="list-style-type: none"> <li>New activities in early lessons of Decoding B1 (i.e. Fooler Game in Lessons 1-3; Individual Reading Checkouts, Lessons 11-12) provide practice in catching errors the teacher makes while reading aloud.</li> </ul>	<ul style="list-style-type: none"> <li>Students are better prepared to identify errors when they do peer checkouts.</li> </ul>



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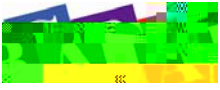
<u>1999 Edition</u>	<u>2008 Edition</u>	<u>Improvement</u>
<ul style="list-style-type: none"><li>• Workbook activities are carefully integrated with word-attack exercises.</li></ul>	<ul style="list-style-type: none"><li>• New workbook activities provide students with increased practice identifying the base part of words that have endings (i.e. like, liking)</li></ul>	<ul style="list-style-type: none"><li>• Improved word analysis and oral reading accuracy.</li></ul>
<ul style="list-style-type: none"><li>• Circle game provides practice to help students recognize letters/words in a single glance.</li></ul>	<ul style="list-style-type: none"><li>• The total number of letter/words circled has been added to the end of each line.</li></ul>	<ul style="list-style-type: none"><li>• Students know how many letters/words to look for.</li></ul>
<p><b>Note:</b> Presentation Books, Student Books and Workbooks for Decoding B1 are not compatible with the 1999 edition.</p>		

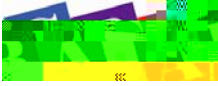


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## Summary of Program Revisions



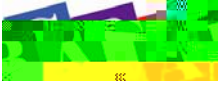




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Summary of Program Revisions

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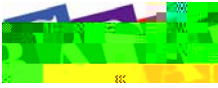
<u>1999 Edition</u>	<u>2008 Edition</u>	<u>Improvement</u>
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## Summary of Program Revisions

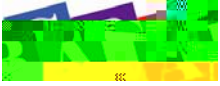
<u>1999 Edition</u>	<u>2008 Edition</u>	<u>Improvement</u>
<ul style="list-style-type: none"><li>• Placement Test required individual testing of each student.</li></ul>		



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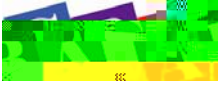
### Summary of Program Revisions

<u>1999 Edition</u>	<u>2008 Edition</u>	<u>Improvement</u>
<ul style="list-style-type: none"> <li>• Mastery tests for Comprehension B1, B2, and C paired with Fact Game review.</li> <li>• Content of tests relied heavily on information reviewed in Fact Games immediately prior to testing.</li> </ul>	<ul style="list-style-type: none"> <li>• Mastery tests in Comprehension B1 and B2 at the end of lessons 10, 20, 30, etc. Fact games appear at the end of lessons 5, 15, 25, etc.</li> <li>• Mastery tests in Comprehension C occur every 10<sup>th</sup> lesson. Fact Games appear at the end of every 15<sup>th</sup> lesson. (Lessons 30, 60, 90, 120 have both.)</li> <li>• Content of Mastery Tests more closely resembles lesson activities and independent work.</li> </ul>	<ul style="list-style-type: none"> <li>• Improved reliability and content validity.</li> <li>• Results clearly students' knowledge of specific information and ability to complete tasks on which future lessons will build.</li> </ul>
<ul style="list-style-type: none"> <li>• Procedures for accelerating students not readily accessible.</li> </ul>	<ul style="list-style-type: none"> <li>• Fast Cycle programs for Comprehension A and B1 cover the same content as regular programs, but at an accelerated rate.</li> <li>• Placement test determines if Fact Cycle programs are appropriate.</li> <li>• Fast Cycle A = 30 lessons vs. Level A = 60 lessons</li> <li>• Fast Cycle B1 = 35 lessons vs. Level B1 = 60 lessons</li> </ul>	<ul style="list-style-type: none"> <li>• Meets the needs of older students who can master content much faster than younger students.</li> </ul>



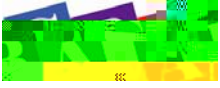
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Summary of Program Revisions

1999 Edition

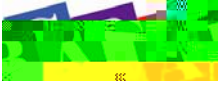


## Corrective Reading © 2008 Summary of Program Revisions

<u>2008 Edition (All)</u>	<u>Benefits</u>
<ul style="list-style-type: none"><li>• Practice and Review CD-ROM included in Teacher Materials for Decoding A, B1, B2, and C and Comprehension A, B1, B2, and C. (Not included with Comprehension A and B1 Fast Cycle)</li></ul>	<ul style="list-style-type: none"><li>• Brief, frequent practice activities add value to cost of Teacher Materials</li><li>• Interactive and engaging</li></ul>
<ul style="list-style-type: none"><li>• Directly linked to daily lessons</li><li>• Based on banks of questions that are distributed across lessons. For example, there are vocabulary games which students would play after completing lesson 40. The vocabulary items in that bank are based on information presented in lessons 1-35.</li></ul>	<ul style="list-style-type: none"><li>• Practice provided is at the appropriate for skill level to develop automaticity</li></ul>
<ul style="list-style-type: none"><li>• Software monitors student performance, provides corrections when needed, and adapts examples presented based on student responses.</li></ul>	<ul style="list-style-type: none"><li>• Customized practice builds student mastery quickly</li></ul>
<p><b>Note:</b> Practice and Review CD-ROMs can be used with 1999 editions of Decoding and Comprehension.</p>	



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**Summary of Program Revisions**



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**Summary of Program Revisions**

<u>2008 Edition (Comprehension)</u>	<u>Benefits</u>
<ul style="list-style-type: none"><li>• Vocabulary Spectacular 1—students choose the word that best completes a sentence</li><li>• Vocabulary Spectacular 2—students choose the word that best matches a definition or description</li></ul>	<ul style="list-style-type: none"><li>• Builds deeper of understanding of word meanings</li></ul>
<ul style="list-style-type: none"><li>• Fact Finder—students answer questions based on Fact Game lessons presented in the printed program</li></ul>	<ul style="list-style-type: none"><li>• Develops information and background knowledge frequently assumed in subject area classes</li></ul>