Reading Grade Level Modules

*PA is Phonemic Awareness and WI is Word Identification

Kindergarten

Blending (PA) - Blending word-part sounds. Students are given the sounds of phonemes, and they need to put them together to form a word.

Long & Short Vowels (WI) - Recognizing basic short and long vowel sounds. Students are presented with a word verbally (no graphemes) and they need to select the word associated with that verbalization.

Segmenting (PA) - Segmenting word-part sounds. A word is read aloud, and students need to select a new word without a phoneme from within the word.

Sight Words (WI) - Recognizing high-frequency words. Students are presented a word read aloud and three options that represent (a) that word, (b) a word close to it and, (c) a word not at all close to it.

Isolating Sounds (PA) - Isolating initial and final phonetic sounds. Students are asked what sound is at the beginning of the word, and they can choose from three verbalizations.

Grade 1

Digraphs (WI) - Recognizing consonant digraphs.
Sight Words (WI) - Recognizing high-frequency words.
Tricky Words (WI) - Recognizing advanced vowel and consonant patterns.
Vowel Teams (WI) - Recognizing complex vowel teams.
Pseudo Words (WI) - Decoding nonsense (pseudowords) words
Blends (WI) - Recognizing consonant blends.
Blending (WI) - Producing blended word-part sounds.

Reading Fluency, Grades 1-5

Reading Fluency contains 17 alternate forms of short, narrative stories of about 100 words for each grade and increase incrementally in text structure.

Grade	Bronze	Silver	Gold
1	50-71 WCPM	72-95 WCPM	96+
2	89-109 WCPM	110-128 WCPM	129+
3	104-122 WCPM	123-143 WCPM	144+
4	122-143 WCPM	144-164 WCPM	165+
5	135-154 WCPM	5th=155-173 WCPM	174+

Math Grade Level Modules

- A speaker is provided on the upper left corner for students to have the problem read aloud.
- The math modules can be taken in 10 different languages. The following languages are provided: English, Spanish, Mandarin, French, Korean, German, Arabic, Russian, Japanese, and Italian. Once the language is selected, they can also activate the read aloud in the chosen language.
- Twelve modules are available for each grade.
- Students are provided 10 different items in a module. If they receive a 9/10 that earns a gold badge, an 8/10 earns a silver badge, and a 7/10 earns a bronze badge.

Kindergarten

Shapes
1.K = Compare similarities and differences with two- and three-dimensional shapes.
2.K = Correctly name shapes irrespective of orientations or size.

Numbers
1.K = Compare two groups of objects to identify "more of" or "less of".
2.K = Compare two numbers between 1 and 10 as < = >.
3.K = Count forward from a given number (other than 1) within a sequence.
4.K = Count objects by pairing them with one and only one number name.
5.K = Count ones/tens with numbers from 10 to 100.
6.K = Count to 100 by ones and by tens.
7.K = For numbers 1 to 9, find the number that makes 10 when added to that number.

Add/Subtract
1.K = Add within 10 (in each group) to sum ≤ 20.
2.K = Subtract within 20 (≤ 10 in each group).

Position
1.K = Describe relative positions of above, below, in front of (left), behind (right).

Grade 1

Numbers
1.1 = Compare two lines to determine the difference in inches and feet.
2.1 = Compare two-digit numbers with tens and ones as > = <.
3.1 = Represent two-digit numbers as tens and ones.
4.1 = Compose or decompose numbers 10 to 90 to reflect the number of 10s.

Count
1.1 = Add objects from two groups (within 20) to compute the total.
2.1 = Skip-count within 1000 by 2s, 3s, 4s, 5s, 10s, and 100s.

Add/Subtract
1.1 = Add and subtract within 20.
2.1 = Add 1-digit and 2-digit numbers within 100.
3.1 = Solve unknown addend addition problems.
4.1 = Solve unknown subtrahend subtraction problems.
5.1 = Determine if equations involving addition and subtraction are true or false.

Time
1.1 = Tell time to the nearest 15-minutes.

Grade 2

Add/Subtract
1.2 = Add or subtract within 100 to using place value.
2.2 = Add or subtract within 20.

Numbers
1.2 = Compare two- and three-digit numbers as >, =, <.
2.2 = Represent whole-number sums and differences within 100 on a number line.
3.2 = Classify two numbers (up to 20) as odd or even.
4.2 = Identify hundreds, tens, and ones within three-digit numbers.
5.2 = Interpret numbers to 1000 using base-ten numerals and number names.
6.2 = Decompose 100s as the number of 10s and 100s.

Count
1.2 = Skip-count within 1000 by 2s, 3s, 4s, 5s, 10s, and 100s.

Time
1.2 = Tell time to the nearest five minutes.

Money
1.2 = Solve money problems with dollar bills and coins.

Fractions
1.2 = Partition shapes into fractions of 2, 3, 4.

Grade 3

Add/Subtract
1.3 = Add and subtract within 1000 based on place value.

Multiply/Divide
1.3 = Solve unknown-factor problems with multiplication and division.
2.3 = Use multiplication and division within 100 to solve problems.
3.3 = Solve problems for total number of objects in groups (sets).

Fractions
1.3 = Recognize and generate simple equivalent fractions.
2.3 = Solve fraction problems (1/b) to make a unit and solve for "a" (a/b).

Graph
1.3 = Solve 1- and 2-step "how many more" and "how many less" problems.

Area
1.3 = Solve area problems using addition and/or multiplication.

Numbers
1.3 = Represent fractions on a number line.
2.3 = Round whole numbers to the nearest 10 or 100.

Time
1.3 = Tell time to the nearest minute.

Word Problems
1.3 = Solve word problems using the four operations.

Grade 4

Numbers
1.4 = Reduce fractions to whole and mixed numbers.

Fractions
1.4 = Compare two fractions with different numerators and denominators.
2.4 = Decompose fractions with the same denominator into a sum.
3.4 = Solve problems involving multiplication of a fraction by a whole number.
4.4 = Express equivalence of fractions with denominators 10 and 100.
5.4 = Solve fraction problems (a/b) as multiples of 1/b.

Factors
1.4 = Find all factor pairs for a whole number between 1 and 100.

Word Problems
1.4 = Solve word problems of distances, intervals of time, and money.

Multiply/Divide
1.4 = Multiply and divide to solve problems involving multiplicative comparisons.
2.4 = Solve multiplication equations.

Add/Subtract
1.4 = Add and subtract mixed numbers with like denominators.
2.4 = Add and subtract multi-digit whole numbers.

Grade 5

Numbers
1.5 = Solve multi-digit number problems with tens and hundreds.

Expressions
1.5 = Solve simple expressions with addition and multiplication.

Area/Volume
1.5 = Find area of rectangles and volume of cubes.

Decimals
1.5 = Round decimals to any place with multi-digit numbers.
2.5 = Interpret mixed numbers and decimals for place values.

Add/Subtract
1.5 = Add and subtract fractions with like and unlike denominators.

Multiply/Divide
1.5 = Multiply a fraction or whole number by a fraction.
2.5 = Solve problems with multiplication of fractions and mixed numbers.
3.5 = Multiply multi-digit whole numbers.

Fractions
1.5 = Solve word problems with whole numbers and fractions.
2.5 = Divide a fraction by a whole number and compute quotients.

Graph
1.5 = Express coordinate values on X and Y axes.

Placement Tests

Our placement tests are computer adaptive. Once a student completes a module, the teacher can view the individual test items, total score, and percentile score in the reports section. The percentiles are based on mastery of content from the entire grade band of standards listed.

Geometry (Grades K-3) Items focus on identifying and describing 2D and 3D geometric shapes based on their attributes, analyzing, and comparing 2D and 3D geometric shapes, creating composite shapes from multiple smaller shapes, dividing circles and rectangles into two or four equal parts and describing parts using words like halves, thirds, fourths, and quarters, finding the perimeter of a 2D shape.

Cardinality & Counting (Grade K) Items focus on counting in sequence within 20, comparing group size within 20, identifying number values within 20, comparing numbers within 20 using words greater, smaller, and equal, skip counting by numbers, counting to answer "how many?" within 20.

Fractions (Grades 3-5) Items focus on identifying and representing fractions as a number on the number line, comparing two fractions using <, =, and > , recognizing and generating fractions from a visual fraction model, adding and subtracting fractions, solving word problems that involve fractions, relating decimal notation for fractions, converting fractions to decimals.

Numbers & Operations (Grades 1-2) Items focus on recognizing and writing numbers (1-3 digits) adding and subtracting within (1-2 digits, place value (hundreds, tens, and ones), skip counting by 1's, 2's, 5's, 10's, and 100's, identifying <, =, and > with two numbers (1-3 digits), solving math word problems with addition and subtraction within 100.

Measurement & Data (Grades 2-4) Items focus on using addition and subtraction within 100 to solve word problems involving length given in the same units, telling time from analog and digital clocks, solving word problems involving dollar bills, dimes, nickels, and pennies, recognizing area as an attribute of plane figures and understanding the concept of area measurement, applying the area formulas for rectangles, reading and interpreting information from a scaled picture graph, line graph, or bar graph that represents data with several categories.