

Mrs Wordsmith®



FOOLPROOF READING

Open for Reading

PARENT & EDUCATOR GUIDE



Available on the
App Store



GET IT ON
Google Play

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FOOLPROOF READING FOREWORD

"This reading game is a dream for parents and educators coping with distance learning loss. Not only does it teach foundational reading skills, but it's imaginative and epically fun."



Reading and vocabulary development have been my life's work. Quality reading instructions are essential for children to achieve. Developing a love of reading is game-changing for a child's learning trajectory.

Foolproof Reading helps children develop foundational reading skills exactly the way they teach it in schools. Created for children aged 4-8 it covers the building blocks of reading: phonics, phonemic awareness, fluency, vocabulary and comprehension. It is suitable for home or classroom use.

What I love most about Foolproof Reading are the engaging characters, inspiring narrative and gamification. As educators, our mission is to fire up a child's imagination and to inspire them to want to learn. The relationships children develop with characters and narratives are the most powerful classroom tool we have. Even more so in a time where parents and educators are coping with the limitations of distance learning.

Read, dream, and achieve.

Susan B Neuman

Inducted 2012 into the Reading Hall of Fame
Professor Childhood Education and Literacy
Development, Steinhart School, NYU

THE FOOLPROOF READING TREE

5

Build your Treetop Library with *Choose Your Adventure* books. Read about Oz' dream to design shoes with wings!

4

Unlock jars of fireflies, sky effects, hot tubs, and more for your Treetop Library.

3

Make milkshakes. The animals need energy to read!

2

Progress up the Readerboard in an epic learn to read adventure. Play reading games and complete up to 1500 levels to build reading skills.

1

Help the animals reach the Milk Bar of Dreams Treetop Library by teaching them to read!



OUR LITERACY EXPERTS



UNIVERSITY OF
CAMBRIDGE



Susan B Neuman
Curriculum Designer

Former Asst. Sec. of Elementary and Secondary Education in the US Department of Education under President George Bush. In 2013 became Professor of Early Childhood and Literacy Education, NYU.



Dr. Susan Chambre
Curriculum Designer

Assistant Professor of Special Education, Marist College, NJ and Teacher Trainer and Practitioner. Over a decade in urban and suburban elementary schools as a special education teacher, teacher-trainer, and literacy coach.



Emma Madden
Curriculum Designer

Head of School, Fox Primary, the #1 UK State Primary School, Teacher Trainer and Practitioner



Eleni Savva
Curriculum Designer

Pedagogy Lead and Curriculum Manager, PhD in Linguistics, University of Cambridge.



Ted Briscoe
Advisor

University of Cambridge. Professor of Computational Linguistics and Director of ALTA at the University of Cambridge.



Michael Levine
Advisor

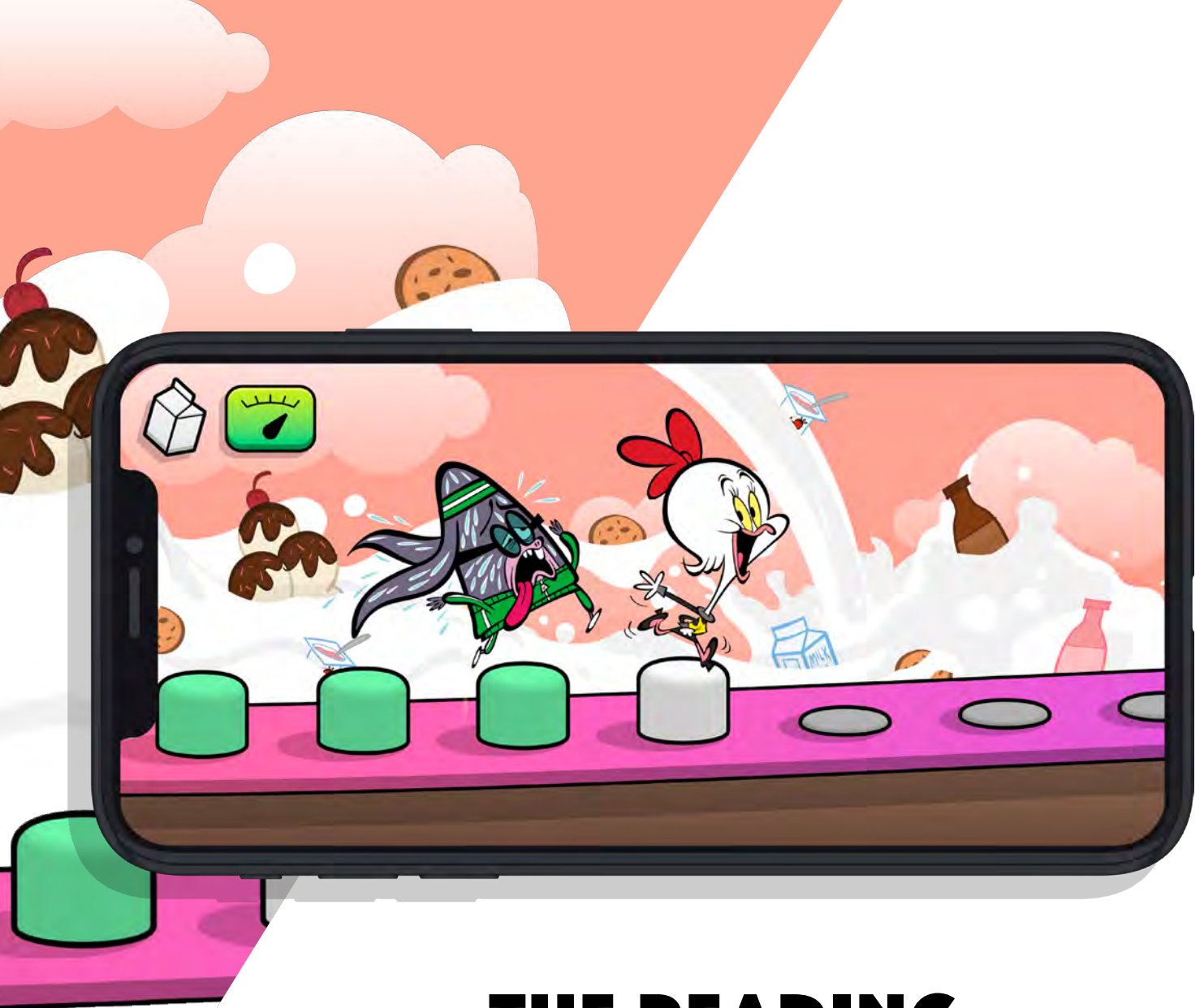
Former Chief Knowledge Officer of Sesame Street Workshop.

OUR AWARD-WINNING CHARACTERS

Our characters and animation were developed by the award-winning artists behind *Madagascar* and *Hotel Transylvania*.

Our game experts include Björn Jeffrey, the founder of the most loved (and safe) children's games company Toca Boca, as well as game designers who have spent decades making games that kids want to play again and again.





THE READING PROGRESSION

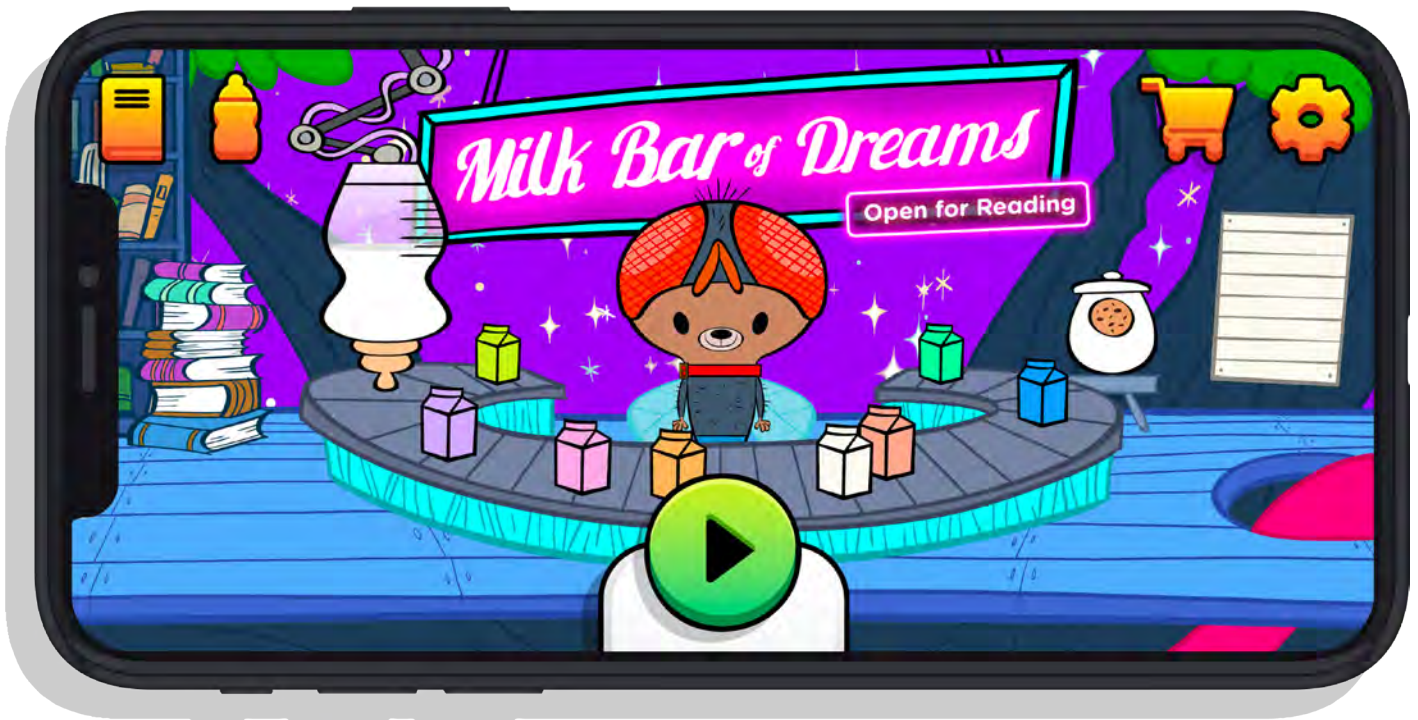
Your child will complete up to 1500 levels to master phonics, phonemic awareness, fluency, vocabulary and comprehension skills.

Our app complements your school's literacy curriculum from ages 4 through 8, accelerating your child's path to becoming a fluent reader.

The instructional design behind Foolproof Reading leverages the building blocks of reading as set out by the *US National Reading Panel Research* and the *UK DfE Letters and Sounds Research*. It is also consistent with the *Australian National Inquiry into the Teaching of Reading*.

THE MILK BAR OF DREAMS IS 'OPEN FOR READING'!

Your child will help 10 animals reach the Milk Bar of Dreams Treetop Library by teaching them to read. They learn and earn together, every step of the way.



SIP ON SUCCESS AT THE MILK BAR OF DREAMS



To make sure children are not tempted to skip foundational steps, we have created a reward system based on a digital treehouse narrative that indulges a child's sense of fun.

Your child will unlock decorations to create their Treetop Library, such as jars of fireflies, sky effects, and hot tubs! They make the animals fruit milkshakes to give them energy to progress along the path.

As your child advances, their Treetop Library expands with reading books about school, life and STEM topics. Read about Oz' dream to design shoes with a 3D printer.

READERBOARD

1		Oz I can read!	 /5
2		Armie One smart cookie	 /5
3		Yin Dreams come true	 /5
4		Bogart Milking it!	 /5
5		Grit Readers are dreamers	 /5
6		Brick Got the cookies	 /5



ADAPTIVE READING INSTRUCTION BY AGE AND ABILITY

The app assesses your child's age and reading level and creates a program that puts them on a path to accelerate their reading skills.

We monitor your child's activity and reset the difficulty according to their progress.

You will receive regular email updates on their progress moving up the Readerboard as they work through the reading games and enjoy the perks that come with teaching the characters how to read!





DECODING AND PHONEMIC AWARENESS

The first phase of decoding learning letter and sound correspondences. Children feed Bogart the Worm the alphabet by looking for food that matches the letter sound.

Spin the Lazy Susan and explore a world of international foods from 'b' for banana to 'b' for burrito.

This game is more challenging than it appears at first glance. Children are asked to match sounds without seeing the words written out.

Matching letters to sounds develops phonemic awareness skills. This is typically learned by age 5 or even before.



PHONICS, SPELLING, BLENDING, AND SEGMENTING

Children learn all 44 phonemes and 250 graphemes through a series of animated exercises. This game teaches phonics and more advanced spelling patterns through repetition - and makes learning fun!



In the first exercise, they repeat the sound into the microphone. In the second exercise, they blend the sounds together. Lastly, they watch a funny video reinforcing the sounds and meaning of the word.





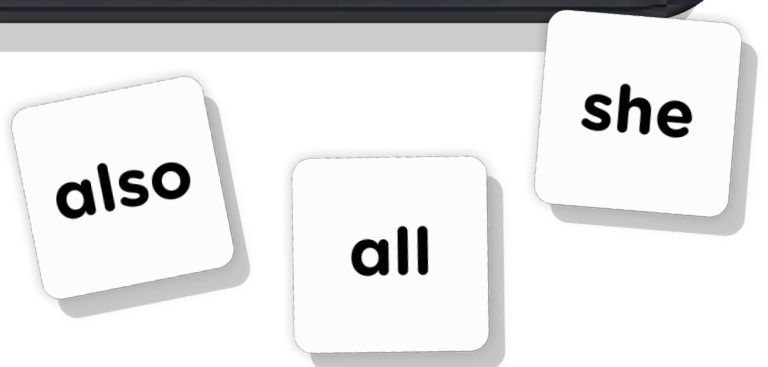
Using Dolch & Fry lists, we teach two types of high frequency words in the app - sight words and general high frequency words.

Sight words are high-frequency words that form irregular patterns which children should learn without sounding them out. General high frequency words are words that are commonly used in books.



Learning these words helps readers develop speed, fluency, and accuracy when reading.

Sight Words Blitz is a fast-paced, entertaining game designed to help children quickly master sight words. The game adapts to the reader's ability and increases speed as the reader progresses.



PHONICS FLUENCY

Our bestselling Blah Blah Blah Card Game in digital format! If your child loves playing Crazy Eights, they will love this digital card game where they must beat the character to match the letters and sounds.



The card game builds phonics skills from simple CVC words, all the way through to words with complex digraphs and trigraphs.

It provides practice for blending and segmenting skills and helps develop reading fluency. The game increases in pattern difficulty as the reader progresses.





VOCABULARY AND COMPREHENSION

Children love the fun chat interface in this game as they test out their new reading and comprehension skills. Children build their vocabulary (and confidence) reading words and short stories.

As they advance, your child will read *Choose Your Adventure* stories and save these books to their TreeTop Library. We use Lexile ratings to map a child's reading progression.

PARENT REPORT AND FOOLPROOF READING JOURNALS

Hang up your Reading Journal on the refrigerator or share it with your teacher. Teachers can print multiple Reading Journals for different class reading groups.

Mrs Wordsmith.
FOOLPROOF READING JOURNAL

THIS WEEK I HAVE READ...

Monday

Tuesday

Wednesday

Thursday

Friday

Saturday

Sunday

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“A shared reading experience is critical to helping children develop a love of reading.”

SCOPE AND SEQUENCE OVERVIEW



Pre K / Kindergarten (US)
Nursery / Reception (UK)
Nursery / Kindergarten (AU)

Skills

Curriculum

Decoding and
Phonemic Awareness

Letters and Sounds A-Z

Phonics, Spelling,
Blending & Segmenting

/s/, /a/, /t/, /p/, /i/, /n/, /m/, /d/, /o/, /g/, /k/ c, /k/ k, /c/,
ck /e/ /u/, /r/, /h/, /b/, /f/ f, /f/ ff, /l/ l, /l/ ll, /s/ ss, /j/,
/v/, /w/

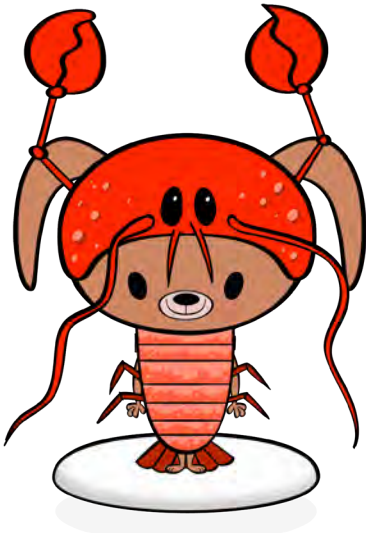
Dolch & Fry Sight Words

Examples: as, at, if, can, but, then, them, my, when, don't

Vocabulary &
Comprehension

CVC words such as sat, cat, bed and hen, and short
cvc phrases such as "rub a dub dub"

AGES 4-5:



Kindergarten / Grade 1 (US)
Reception / Year 1 (UK)
Reception / Year 1 (AU)

Skills

Curriculum

Vocabulary &
Comprehension

Read sentences using CVC, CVVC and sight words such
as feet, moon and house.

Decoding and
Phonemic Awareness

Letters and Sounds A-Z

Phonics, Spelling,
Blending & Segmenting

/ks/ x, /y/, /z/ as in z, zz, /kw/ qu, /ch/, /sh/, /th/, ng/,
/ae/, /ee/, /igh/, /oa/, /oo/ long, /oo/ short, /ar/, /or/, /er/
ur, /er/ er, /oa/ ow, /oi/ oi, /eer/ ear, /air/ air, /ure/ ure

Dolch & Fry High
Frequency & Sight Words

Examples: people, house, asked, how, did, over,
going, saw

AGES 5-6:



Grade 1 / Grade 2 (US)
Year 2 / Year 3 (UK)
Year 2 / Year 3 (AU)

Skills

Curriculum

Vocabulary &
Comprehension

Read sentences using CVCC, CVVCC, CVCCC such as
kiss, beach and laugh and sight words words such as
coming, stopped and mother.

Phonics, Spelling,
Blending & Segmenting

/ae/ ay, /ou/ ou, /igh/ ie, /ee/, ea, /oi/ oy, /er/ ir, /oo/
long ue, /aw/, /w/ wh, /oo/ long ew, /oa/ oe, /oa/ ow, /
aw/ au, /ae/ a-e, /ee/ e-e, /igh/ i-e, /oa/ o-e, /oo/ u-e,
/f/ ph, /ee/ y, /igh/ y, /i/ y, /oa/ o, /s/ c, /j/ g, /oo/ u, /e/
ea, /ngk/ nk, /ch/ tch, /j/ dge, /th/ th, /l/ le, /oo/ long ou,
/oo/ long ui, /ae/ eigh, /er/ or, /er/ or, /er/ ear, /air/ are,
/or/ oor, /or/ ore, /n/ gn, /n/ kn, /m/ mb, /r/ wr, /r/ rh

Dolch & Fry High
Frequency & Sight Words

Examples: stopped, theirs, suddenly, couldn't,
magic, house

AGES 7-8:



I can read!

**The exciting new reading
game from award-winning
education publisher...**

Mrs Wordsmith®