

## McRuffy Press e-Learning 1<sup>st</sup> Grade SE Phonics and Reading Instructor's Guide

<http://mcruffy.com/1st-grade-phonics.htm>

### In General:

The on-line activities are designed to coordinate with the McRuffy Press SE (Special Edition) Reading and Phonics Curriculum. The activities are designed for practice and are not intended to be the primary means of instruction. This guide **does not** replace the 1<sup>st</sup> Grade SE Phonics and Reading Teacher's Manual. It is only a set of directions for on-line activities, not instruction for teaching concepts.

Activities are available both on computers and other devices such as tablets and phones.

Most activities scramble the order of quiz items, and sometimes the answers on each individual item will scramble. This means the student may repeat activities several times but each time will have some differences. In addition, most activities draw from a bank of items. Most spelling activities use all the items. Many reading activities have additional items that can change as the student repeats the activities.

Students will move through 3 navigation screens. The first chooses a range of lessons. Lessons are in groups of 4 weeks (Lessons 161 to 175 include only three weeks). Choose the lesson range. A second navigation screen will appear. Students choose the specific week. A third navigation screen appears with a choice between reading or spelling. Some activities give a choice of timed or untimed. The timed activity is the larger box on the lesson number navigation slide. The box with a clock and no sign over it links to the untimed activity.

Timed means the student has a limited amount of time to complete the answer before being forced to move to the next item.

On timed activities, if the student does not answer the question quickly enough, a too slow layer will block the slide. If students have input an answer it can still be submitted on the too slow screen. If the students have not input an answer and hit the submit button on the player, an "Invalid Answer. You must complete the question before submitting" response will appear. Click "OK" and then the students must click the green box to advance to the next question.

**Green bars** are function the same as a submit button on the item screen. The larger green bar may be easier to tap on smaller devices than the submit button on the bottom left corner.

On a screen that pops up on timed items, the green bars advance to the next item if the student has run out of time without answering. The submit button at the bottom right will not advance to the next item unless an answer has been selected.

**Replay:** A circle with a circular arrow replays an action. This is used on a several spelling activities that flash the spelling word in a box on the screen. Replays are unlimited.

At the conclusion of each activity is a results screen that shows percent correct and passing or failing feedback.

**Drag and Drop settings:** Many activities have answers that are dragged on the screen to a drop area (target). If only one answer is chosen, the setting of most activities will only allow one answer to be dropped on that target. If another answer is dropped on the target, the previous answer will jump back to its original position. If an answer is dragged outside of the target, it will also snap back to its original position. So, the student should not get an answer counted wrong simply by not quite getting the item dragged onto the target.

**Item Response:** After submitting an answer a popup response will indicate if the answer was correct or incorrect. Correct responses have happy faces. Incorrect responses have sad faces. A jingle is played with the response. The player has a mute button in the bottom left corner to silence the jingle. Students will hit a button on the popup to continue to the next item.

**Final Results:** At the end of each activity is a pass/fail results slide. A percentage of items correct is calculated. You may wish to record this score on paper to monitor progress. The passing score is set rather high to encourage additional practice if necessary. Most activities have passing scores at 75 to 80% correct, which in many cases allows for only 2 or 3 incorrect answers.

**Browsers:** Sometimes the activities do not reset when repeated, previous results are not cleared. You may need to refresh your browser between attempts to repeat the same activity. A browser refresh will return to the navigation screen for current four sets of lessons.

To end an activity before completion, hit the back button on your browser. It will return to the navigation screen for all the lessons and students will need to choose the correct lesson range again.

### **Lessons 1 to 5 Short A and I Review**

The Reading activity for lessons 1 to 5 offers a choice of timed or untimed. On the timed version, the students have 25 seconds to complete an answer. Hit the submit button on the player or the green button to submit an answer. Students have unlimited tries to complete and submit answers on the timed version.

On the untimed version, students can take as much time as they want, but may only submit one answer.

**Reading:** The sentence is broken into four parts. Arrange the parts in the correct order to make the sentence. Hit submit or the green box to check the answer.

**Spelling:** A word flashes in the box at the bottom left corner of box. In the top left corner is the replay circle that will show the word again. Students have unlimited clicks of the replay circle. Students will drag and drop letters to spell the words. The flashing aspect of the spelling word forces the child to study the letters in the word. The spelling activity is untimed. The spelling activity format is the same through lesson 20, then it will change from week to week (groups of 5 lessons)

### **Lessons 6 to 10 Short E, O, and U Review**

The reading and spelling activities have the same format as lessons 1 to 5.

On the timed reading activity a dog with a fig runs across the bottom of the screen 4 times before time runs out. Students have 25 seconds to submit an answer.

### **Lessons 11 to 15 Long A**

The Reading activity has changed. Students choose the one sentence out of the three that is correct. Click the circle in front of the correct sentence. The circle will change colors to show it has been selected. Hit the green button or the submit button to check the answer. The activity is not timed.

The Spelling activity uses the same format as lessons 1 to 5 and 6 to 10.

### **Lessons 16 to 20 Long O**

The Reading activity follows the lessons 11 to 15 format. Students choose the correct sentence from a choice of 3.

The Spelling activity follows the format of the previous spelling activity. The word “roar” has one of the r’s placed in the word so that each of the remaining letters is unique for the answers.

### **Lessons 21 to 25 Long E, I, U**

Reading Activity: Sentence Scramble: sentences are broken into 4 parts. Timed and untimed versions are available.

Spelling Activity: This activity is similar to the drag and drop letters spell a spelling word. The activity has a replay button in the top left corner to make the spelling word appear briefly in the bottom left corner. The difference is now students will match the colored shapes to the position of the letters. This allows for words with more than 1 of the same letter to be spelled.

### **Lessons 26 to 30 Sp and sn blends**

Reading Activity Toss It Trash Truck: This activity will be repeated throughout the first grade reading activities. A moving trash truck is at the bottom of the screen. Each item features a single sentence with three words that can be dragged and dropped. Two words do not belong in the sentence. One word does. Students are to drag the words that **do not** belong to the trash truck. The words will disappear inside the truck. Hit the green bar or the submit button to check the answer. This activity is untimed.

Spelling Activity Snail Race: Each item features three snails pulling a word cart racing to the yellow finish line. Students pull the snail with a correctly spelled word to the finish line. Students will then check the answer by clicking the green button or the submit button. The activity has timed and untimed versions.

### **Lessons 31 to 35 Long A (ai)**

Reading Activity Clue Drag and Drop: Each item features a sentence or statement that is a clue to choose one of the pictures of a seagull with a word. Drag the seagull and word (they will drag as a unit) to the water. A boat moves on the screen, but has no effect on the activity. If a gull is not placed in an area to be recognized as an answer, it will snap back to its original position. Hit the green bar or submit button to check the answer. The activity is untimed.

Spelling Activity Parachuting Snails: Each parachuting snail displays a spelling word that may or may not be spelled correctly. Drag the correctly spelled word (only the word will drag, not the picture) to the mailbox to choose an answer. The word will snap to the mailbox if dragged to the mailbox, or will snap back to the parachute if it is dragged anywhere else. Hit the green bar or submit button to answer.

### **Lessons 36 to 40 Br and Tr blends**

Reading Activity Sentence Scramble: Each item features a sentence broken into four parts. Drag each part to put the sentence in the correct order. Both timed and untimed versions are available. The timed activities gives students 25 seconds to complete the item, but the student has unlimited tries in that time frame, checking answers each time by clicking the green bar or submit button. The untimed version gives students one try to get the right answer, but unlimited time. Students can rearrange the boxes in an order before hitting a button to check it.

Spelling Activity Word Drag and Drop: Words are on train coal cars. Drag the correctly spelled word to the train at the bottom of the screen. The word will position itself on the coal car behind the engine. Hit the submit button to check an answer. The activity features timed and untimed versions. The timed version allows students 25 seconds to find the correct answer with unlimited tries. The untimed version allows one try, but no time limit.

### **Lessons 41 to 45 cr, dr, fr, a- (letter a as a prefix)**

Reading Activity Sentence Scramble: Unscramble the four parts of the sentence like previous sentence scramble activities. The activity has a timed and untimed option.

Spelling Activity Letter Tiles: This activity is like the lesson 21 activity. The spelling word pops up briefly in the lower left corner, with a replay button in the upper left corner to review the word as many times as necessary. Students match letters and shapes to spell the word. The activity is untimed only.

### **Lessons 46 to 50 ar, or**

Reading Activity Word Drag and Drop: Sentences are missing three words. Drag and drop the words into the correct spots to make the sentence. The timed version has unlimited tries in 25 seconds. The untimed version allows one try, but unlimited time.

Spelling Activity Pick 5: Each item shows all ten spelling words with a check box in front of each. Five words are spelled correctly. Five are incorrect. Check the words that are correct. Hit the PICK 5 button or the submit button to check your answer. The activity is available as timed or untimed.

### **Lessons 51 to 55 er, ir, ur**

Reading Activity Sentence Scramble: Unscramble the four parts of the sentence like previous sentence scramble activities. The activity has a timed and untimed option.

Spelling Activity Sheep Skate: Drag the correctly spelled word (only the word will drag, not the picture) from a sheep to the sheep on the half-pipe to choose an answer. The word will snap to the original sheep if dragged outside the answer drop area. The activity is available with a timed and untimed version.

### **Lessons 56 to 60 -nd, -ng, -nt, n't**

Reading Activity Choose a Sentence: Students choose the correct sentence from a choice of 3. Click the circle to choose an answer. Check the answer with the green bar or submit button. The activity is untimed only.

Spelling Activity Word Explosion: The screen will show a rainbow circle, four blue boxes, and the green check box. When a blue box is hovered or moused over a hidden spelling word will appear. Three incorrectly spelled words are hidden on each slide and one correctly spelled word is hidden. Click on the blue box that reveals the correctly spelled word. That word will explode (an explosion will appear on the screen). Drag the explosion from the correct word to the rainbow circle. Check answers by clicking the green box or submit button. The activity is untimed only.

### **Lessons 61 to 65 Review of Lessons 1 to 60**

Reading Activity Clue Drag and Drop: Each item features a sentence or statement that is a clue to choose one of the words. Drag the word that matches the clue to the garage to unload it. Hit the green bar or submit button to check the answer. The activity is untimed.

Spelling Activity Space Speller: Each item shows a word on a star around a planet. Drag the **INCORRECT** words to the planet to make them disappear. Only the correctly spelled word will remain. Hit the green bar or submit button to check the answer.

### **Lessons 66 to 70 Blends cl, gl, pl, and be- prefix**

Reading Activity Sentence Scramble: Unscramble the four parts of the sentence like previous sentence scramble activities. The activity has a timed and untimed option.

Spelling Activity Letter Tiles: The spelling word pops up briefly in the lower left corner, with a replay button in the upper left corner to review the word as many times as necessary. Students match letters and shapes to spell the word. The activity is untimed only.

### **Lessons 71 to 75 Blends bl, fl, sl**

Reading Activity Choose a Sentence: Students choose the correct sentence from a choice of 3. Click the circle to choose an answer. Check the answer with the green bar or submit button. The activity has timed and untimed versions.

Spelling Activity Word Drag and Drop: Free the duck with the correct spelling word from the ice block. Drag the block with the correctly spelled word to the balloon at the top of the screen . Check answers by clicking the green box or the submit button.

### **Lessons 76 to 80 Ending blends –lk, -mk, -sk, -sc**

Reading Activity Word Drag and Drop: Sentences are missing three words. Drag and drop the words into the correct spots to make the sentence. The timed version has unlimited tries in 25 seconds. The untimed version allows one try, but unlimited time.

Spelling Activity Beginning Match: This is an onset-rime activity. Each item features 3 words with the beginning letter or blend removed. Use all three blends to make three spelling words. Hit the green bar or submit button to check answers. The activity has timed and untimed versions. The timed version has unlimited tries within the time frame. The untimed version has one try with unlimited time, but the beginning blocks can be rearranged any number of times before submitting the answer.

### **Lessons 81 to 85 Blends sm, sw, tw, -ft**

Reading Activity Toss It Trash Truck: A moving trash truck is at the bottom of the screen. Each item features a single sentence with three words that can be dragged and dropped. Unlike the first time students did the activity in lesson 26, two words belong in the sentence. One word does not. Students are to drag the word that **does not** belong to the trash truck. The word will disappear inside the truck. Hit the green bar or the submit button to check the answer. This activity is untimed.

Spelling Activity Pick Six: All twelve spelling words are on each item. Six are spelled correctly and six are spelled incorrectly. Click the words that are spelled correctly. The tiles will turn yellow. Check answers by clicking the green bar or the submit boxes. If the answer is incorrect, students will make corrections and submit a corrected answer. Students have three tries on each item.

### **Lessons 86 to 90 Th digraph**

Reading Activity Word Drag and Drop: Sentences are missing three words. Drag and drop the words into the correct spots to make the sentence. The timed version has unlimited tries in 25 seconds. The untimed version allows one try, but unlimited time. The temperature on the thermometer increases as time goes by. Students should answer the question before the bear gets sunburned.

Spelling Activity Ducks in a Tub: Hoover over each duck until a spelling word appears in the blue box that is spelled correctly. Drag that duck to the bathtub. Click the green box or submit button to check the answer.

### **Lessons 91 to 95 Ending blends –ld, -lf, -lt, -lp, ow (long o as in snow)**

Reading Activity Sentence Scramble: Unscramble the four parts of the sentence like previous sentence scramble activities. The activity has a timed and untimed option.

Spelling Activity Wolf's Corn: Each green box contains a wolf and six letters and four corn cobs with spelling words on them. Drag the corn cob that has the word that can be spelled using the letters in the box, but the box may contain extra letters. For example one of the boxes for the word *cold* contains the letters l, s, b, c, d, and o. The other choices were *scalp*, *grow*, and *blow*. None of the other choices on that item can be spelled with those letters.

### **Lessons 96 to 100 Review lessons 66 to 95**

Reading Activity Clue Drag and Drop: Each item features a sentence or statement that is a clue to choose one of the words. Drag the word under a pig that matches the clue to the farm scene below it. Hit the green box or submit button to check the answer. The activity is untimed.

Spelling Activity Letter Tiles: The spelling word pops up briefly in the lower left corner, with a replay button in the upper left corner to review the word as many times as necessary. Students match letters and shapes to spell the word. The activity is untimed only.

### **Lessons 101 to 105 Vowel Digraph ou as in mouse**

Reading Activity Sentence Scramble: Unscramble the four parts of the sentence like previous sentence scramble activities. The activity has a timed and untimed option.

Spelling Activity Beginning Match: This is an onset-rime activity. Each item features 3 words with the beginning letter or blend removed. Use all three blends or letters to make three spelling words. Hit the green bar or submit button to check answers. It may be possible to make three words that are not spelling words. The item will be counted wrong unless spelling words are created. You may allow students access to a list of spelling words during the activity, such as the list in the spelling book. The activity has timed and untimed versions. The timed version has unlimited tries within the time frame. The untimed version has one try with unlimited time, but the beginning blocks can be rearranged any number of times before submitting the answer.

### **Lessons 106 to 110 Double medial letters as in kitten**

Reading Activity Clue Drag and Drop: Each item features a sentence or statement that is a clue to choose one of the words. Drag the word under a pig that matches the clue to the farm scene below it. Hit the green box or submit button to check the answer. The activity is untimed.

Spelling Activity Middle Letter Drag and Drop: Drag the middle letters to make spelling words. The activity has timed and untimed options. Timed options give students 25 seconds to complete the matches, but allows unlimited attempts. The untimed option only allows one attempt.

### **Lessons 111 to 115 Long oo sound as in moon**

Reading Activity Choose a Sentence: Students choose the correct sentence from a choice of 3. Click the circle to choose an answer. Check the answer with the green bar or submit button. The activity has timed and untimed versions.

Spelling Activity Pick Six: All twelve spelling words are on each item. Six are spelled correctly and six are spelled incorrectly. Click the words that are spelled correctly. The tiles will turn yellow. Check answers by clicking the green bar or the submit boxes. If the answer is incorrect, students will make corrections and submit a corrected answer. Students have three tries on each item.

### **Lessons 116 to 120 Ch Digraph**

Reading Activity Toss It Trash Truck: A moving trash truck is at the bottom of the screen. Each item features a single sentence with three words that can be dragged and dropped. Two words belong in the sentence. One word does not. Students are to drag the word that does not belong to the trash truck. The word will disappear inside the truck. Hit the green bar or the submit button to check the answer. This activity is untimed.

Spelling Activities Chicken Balloons: Each item features three chickens in balloons. Each balloon has a spelling word. Drag the chicken and balloon with the correctly spelled word to the target at the bottom. This time there is no green submit bar, all the green grass is a submit button. Click the grass (not on the target) or the submit button to check answers. The activity has timed and untimed versions. The timed version allows students unlimited tries in 20 seconds. The untimed version allows only one try.

### **Lessons 121 to 125 Vowel Digraph ea**

Reading Activity Sentence Scramble: Unscramble the four parts of the sentence like previous sentence scramble activities. The activity has a timed and untimed option.

Spelling Activity Word Scramble: Unscramble the spelling word. Drag the yellow tiles to the brown spaces to spell the spelling word. There may be tiles not used. Other words may be spelled with the letters, but only spelling words will be counted as correct, so student may want to have a spelling list available. The activity has a timed and untimed option. The timed option has unlimited choices in the time frame. The untimed version allows two tries.

### **Lessons 126 to 130 Words that end with y (long e sound)**

Reading Activity Word Drag and Drop: Sentences are missing three words. Drag and drop the words into the correct spots to make the sentence. The timed version has unlimited tries in 25 seconds. The untimed version allows one try, but unlimited time.

Spelling Activity Catch the Monkey: Four bananas are shown with spelling word tiles on them. Two of the words are spelled correctly. Two are not. Drag the correct words to the big banana. There is **no green bar** in this activity to submit answers. Answers can be checked by clicking the submit button or by clicking on (catching) the monkey.

### **Lessons 131 to 135 Review of lessons 101 to 130**

Reading Activity Clue Drag and Drop: Each item features a sentence or statement that is a clue to choose one of the words. Drag the word tile with the correct answer to the beehive. Hit the green box or submit button to check the answer. The activity is untimed.

Spelling Activity Letter Tiles: The spelling word pops up briefly in the lower left corner, with a replay button in the upper left corner to review the word as many times as necessary. Students match letters and shapes to spell the word. The activity is untimed only.

### **Lessons 136 to 140 Words that end with –le (as in turtle)**

Reading Activity Toss It Trash Truck: A moving trash truck is at the bottom of the screen. Each item features a single sentence with three words that can be dragged and dropped. Two words belong in the sentence. One word does not. Students are to drag the word that does not belong to the trash truck. The word will disappear inside the truck. Hit the green bar or the submit button to check the answer. This activity is untimed.

Spelling Activity Pick Six: All twelve spelling words are on each item. Six are spelled correctly and six are spelled incorrectly. Click the words that are spelled correctly. The tiles will turn yellow. Check answers by clicking the green bar or the submit boxes. If the answer is incorrect, students will make corrections and submit a corrected answer. Students have three tries on each item.

### **Lessons 141 to 145 Short oo sound as in book**

Reading Activity Choose a Sentence: Students choose the correct sentence from a choice of 3. Click the circle to choose an answer. Check the answer with the green bar or submit button. The activity has only an untimed version.

Spelling Activity Sort the Words: Six word tiles contain spelling words. Three are spelled correctly and three are not. Drag the correctly spelled words under the happy face. Drag the incorrectly spelled words under the sad face.

### **Lessons 146 to 150 Words with silent letters**

Reading Activity Word Drag and Drop: Sentences are missing two words, but there are three choices. Drag and drop the words into the correct spots to make the sentence. The timed version has three tries in 25 seconds. The untimed version allows one try, but unlimited time.

Spelling Activity Letter Tiles: The spelling word pops up briefly in the lower left corner, with a replay button in the upper left corner to review the word as many times as necessary. Students match letters and shapes to spell the word. The activity is untimed only.

### **Lessons 151 to 155 Digraph ow as in brown**

Reading Activity Sentence Scramble: Unscramble the four parts of the sentence like previous sentence scramble activities. The activity has a timed and untimed option. Students get four tries with the timed version and one try with the untimed version.

Spelling Activity Letter Scramble. The letters from one of the spelling words are scrambled on the yellow tiles. Drag the spelling word to the blue and pink box the pick the spelling word. Check answers with the green bar or submit button. The activity is untimed

**Lessons 156 to 160 Three letter s blends: scr, shr, spr, squ, str**

Reading Activity Clue Drag and Drop: Each item features a sentence or statement that is a clue to choose one of the words. Drag the word tile with the correct answer to the flowers. Hit the green box or submit button to check the answer. The activity is untimed.

Spelling Activity Beginning Blend Match: Make the spelling word by dragging the correct three letter blend to the ending of each of the three words. Since words that are not spelling words could also be made in many cases, the spelling list is also on the screen in the purple box. Students can only make words from the list for correct answers. Check answers with the green bar or the submit button.

**Lessons 161 to 165 Words with oy and oi as in boy and toil**

Reading Activity Toss It Trash Truck: A moving trash truck is at the bottom of the screen. Each item features a single sentence with three words that can be dragged and dropped. Two words belong in the sentence. One word does not. Students are to drag the word that does not belong to the trash truck. The word will disappear inside the truck. Hit the green bar or the submit button to check the answer. This activity is untimed.

Spelling Activity Drag the Letters: Drag letter tiles to make two spelling words. There are tiles included that are not used. This activity is untimed. Submit answers with the green bar or submit button.

**Lessons 166 to 170 Words with as as in hawk**

Reading Activity Word Drag and Drop: Sentences are missing two words, but there are three choices. Drag and drop the words into the correct spots to make the sentence. The timed version has three tries in 25 seconds. The untimed version allows one try, but unlimited time.

Spelling Activity Crying Hawk: The hawk is crying because some birds are confusing him with misspelled spelling words. Drag the correct words to the hawk. Three will be correct and three are incorrect. Click the green box or the submit button to check your answer.

**Lessons 171 to 175 Review 136 to 170**

Reading Activity Clue Drag and Drop: Each item features a sentence or statement that is a clue to choose one of the words. Drag the word tile with the correct answer to the leaf. Hit the green box or submit button to check the answer. The activity is untimed.

Spelling Activity Pick Eight: All sixteen spelling words are on each item. Eight are spelled correctly and eight are spelled incorrectly. Click the words that are spelled correctly. The tiles will turn yellow. Check answers by clicking the green bar or the submit boxes. If the answer is incorrect, students will make corrections and submit a corrected answer. Students have three tries on each item.

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