

McRuffy Press e-Learning 1st Grade SE Phonics and Reading Instructor's Guide

(updated 05/2020)

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.

Activities are available both on computers and other devices such as tablets and phones. **Some activities are better completed on a larger screen such as a computer or tablet.** Some of the drag and drop type games with smaller draggable items may be difficult on smaller phone screens because fingers obscure targets and drag items.

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.

Check Bars or Buttons are function the same as a submit button on the item screen. The larger bar or button may be easier to tap on smaller devices than the submit button on the bottom left corner of the player frame.

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. Sometimes the replay button is included to allow students to restart a question before submitting an answer. This is particularly helpful

when items disappear when selected. Students can catch a mistake and reset the question without affecting their score.

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 70 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 or the menu button. It will return to the navigation screen for all the lessons and students will need to choose the correct lesson range again.

If that lesson range has been chosen before students will see a black screen with a larger **resume** button. This will continue the lesson where it last ended. There is also a smaller **restart** link that will restart that lesson range at the menu for those lessons.

Your browser refresh is the best way to get back to the activity's menu once an activity has started if the player wants to play a different activity. Refresh the screen and hit restart.

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 check mark on the player or the check bar in the screen to submit an answer.

On the untimed version, students can take as much time as they want.

The sentence is broken into four parts. Arrange the parts in the correct order to make the sentence.

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. Clicking anywhere on the sentence should also choose it. The circle will change colors to show it has been selected. Hit submit to answer. The activity is not timed.

The Spelling activity uses the same format as lessons 1 to 5 and 6 to 10. If a word has two of the same letter not together one of the letters will be filled in. Double letters will have a double letter choice such as words that end with two letter l's or two letter s's. This will be true on all spelling activities using this format.

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 traveling up the hill. 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. If a student accidentally drags the correct word, the replay button can restart the question and unload the truck. Hit the check bar or the submit button to check the answer. This activity is untimed.

Spelling Activity Snail Garden: Each item features three snails pulling a word cart. Students pull the snail with a correctly spelled word to the garden inside the fence. Students will then check the answer by clicking the check button or the submit button.

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 pelican with a word. Drag the pelican and word (they will drag as a unit) to the submarine. It can move off the screen, but it will come back. If a pelican is not placed in an area to be recognized as an answer, it will snap back to its original position. If the wrong pelican is dragged by mistake, the replay button will start the question over. Click the check 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. Click the correct snail to choose an 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. The timed activities gives students 25 seconds to complete the item, and the student has two tries to get the correct answer.

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.

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: The spelling word pops up briefly in the lower left corner, with a replay button to reveal the word again. The replay can be clicked as many times as necessary. Students match letters and shapes to spell the word. Click the check button to submit answers.

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. Students will race the dolphin to complete answers. A “too slow” message will play if the dolphin wins.

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 check button or the submit button to check your answer. A “too slow” message will play if the crabs leave the screen.

Lessons 51 to 55 er, ir, ur

Reading Activity Sentence Scramble: Unscramble the four parts of the sentence like previous sentence scramble activities.

Spelling Activity Sheep Skate: The sheep with the correctly spelled word gets to skate next. Drag the sheep with the correctly spelled word to the sheep that is already skating (the moving sheep).

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 or the sentence to choose an answer. Click the check bar to check the answers.

Spelling Activity Word Explosion: Spelling words are on planets. Three words are spelled wrong. Click the **wrong** answers to make the explode. Click the rocket after exploding the three wrong answers.

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. The choices are on a forklift. A truck backs up to be loaded. Load the box with the correct answer onto the truck.

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. Click the moving rocket to check the answer. Students will be reminded to drag the misspelled words to the planet on each item.

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. Complete the sentence and submit the answer before the plane flies across the screen 5 times or a “too slow” scene will appear.

Spelling Activity Letter Tiles: The spelling word pops up briefly in the lower left corner, with a replay button to reveal the word again. The replay can be clicked as many times as necessary. Students match letters and shapes to spell the word. Click the check button to submit answers.

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 or sentence to choose an answer. Click the floating balloon to check the answer.

Spelling Activity Word Drag and Drop: Free the duck with the correct spelling word from the ice block. Drag the duck with the correctly spelled word to the balloon at the top of the screen.

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.

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. Click the skating skunk to check the answers.

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

Reading Activity Toss It Trash Truck: Drag the word that does not belong in the sentence to the trash truck. If you make a mistake and want to start the question again, you can click the yellow replay button. Click the check bar to check your answer.

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 check bar.

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 temperature on the thermometer increases as time goes by. Try to put all the words in the correct places before the bear gets sunburned. Click the check button to check your answer.

Spelling Activity Ducks in a Tub: When you move over a duck, the word in the box changes. Only one duck will show a correctly spelled word. Drag that duck to the bathtub. Click the check button to check your answer. You can click the quiz arrow to begin.

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. Put them in order in the spaces below. Click the sled to check your answers.

Spelling Activity Wolf's Corn: Each green box contains a wolf and six letters. There are 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. The boxes may contain extra letters that aren't used to spell the word. For example, the top left box will spell the word /gulf/ with and the extra letters are c and d. None of the other words from the

corncobs can be spelled with those 6 letters. You would drag the “gulf” corncob to that box. Place all 4 corncobs and then click the check bar. Click the quiz arrow to begin.

Lessons 96 to 100 Review lessons 66 to 95

Reading Activity Clue Drag and Drop: Read the clue in the yellow box. Find the pig that has the answer. Drag that pig to the tractor to answer.

Spelling Activity Letter Tiles: The spelling word pops up briefly in the lower left corner. Click the replay button to review the word as many times as you would like. Match letters and shapes to spell the word.

Lessons 101 to 105 Vowel Digraph ou as in mouse

Reading Activity Sentence Scramble: Unscramble the four parts of the sentence and click the basketball player to check your answer. Click the quiz arrow to begin.

Spelling Activity Beginning Match: Make three spelling words. Drag the beginning letters (onset) to the ending letters (rime). Click the car to check your answers after all three sets of beginnings have been placed with an ending. Click the quiz arrow to begin.

Lessons 106 to 110 Double medial letters as in kitten

Reading Activity Clue Drag and Drop: Read the clue in the yellow box. The cat that has the correct answer gets to lay in the pet bed. Drag the cat with the correct answer to the pet bed. Click the quiz arrow to begin.

Spelling Activity Middle Letter Drag and Drop: Drag the middle letters to make four spelling words. When all 4 words are finished click the rabbit. If you are too slow, you will see another picture. Click the arrow to begin.

Lessons 111 to 115 Long oo sound as in moon

Reading Activity Choose a Sentence: Choose which of the three sentences is correct. Click on the dot or the sentence to choose and then click the raccoon to check your answer. Click the quiz arrow to begin.

Spelling Activity Pick Six: You will see a list of all twelve spelling words. Six are spelled correctly. Six are not spelled correctly. Pick the six correct words and then click the check bar. Click the quiz arrow to begin.

Lessons 116 to 120 Ch Digraph

Reading Activity Toss It Trash Truck: There are three words that can be removed from the sentence. One of the words does not belong. Drag it to the trash truck to get rid of it.

Spelling Activities Chicken Balloons: Drag the chicken in the balloon with the correctly spelled spelling word to the target. Click the chicken with the rocket to check your answer. Click the quiz arrow to begin.

Lessons 121 to 125 Vowel Digraph ea

Reading Activity Sentence Scramble: Unscramble the four parts of the sentence and place the parts into the sentence spaces at the top of the screen. Click the seahorse to check your answers.

Spelling Activity Word Scramble: Unscramble the spelling word. Drag the blue tiles to the white spaces at the top of the screen to spell the spelling word. There will be one or two tiles not used. . Click the check button to check your answers.

Other words may be spelled with the letters, but only spelling words will be counted as correct. If you want to see the spelling list, you can click the walrus at the top of the screen at any time

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. Click the flying pig to check your answers.

Spelling Activity: Race the Monkeys: 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. Click the check button to check answers. Try to answer before two monkey climb the tree.

Lessons 131 to 135 Review of lessons 101 to 130

Reading Activity Clue Drag and Drop: Read the clue at the top of the screen. Drag the best answer to the beehive.

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: There are three sentences. Only one is correct. Click the circle or the sentence to choose the answer that doesn't have mistakes. Check the check bar to check your answer. Click the arrow to begin.

Spelling Activity Sort the Words: Sort the six words. Three are spelled correctly. Drag them to the blue box. Three are spelled incorrectly. Drag them to the red box. If you move over the blue and red boxes, I will remind you of these directions. When all six words are place in boxes, click the check bar. Click the arrow to begin.

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. Click one of the moving buggies to check your answers when two words are put into the sentence. Click the arrow to begin the quiz.

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.

Lessons 151 to 155 Digraph ow as in brown

Reading Activity Sentence Scramble: Unscramble the four parts of the sentence. Drag the parts to the spaces at the top of the screen. Click the truck to check the answer when you have made the sentence. Click the quiz arrow to begin.

Spelling Activity Hippo Letter Scramble. Look at the box of letters above the hippopotamus. It has all the letters to spell the chocolate that hippo wants to eat, but the hippo has mixed up all the letters. Unscramble the letters to make a spelling word. Drag the chocolate candy that has that spelling word to the arms of the hippo and make the hippo happy!

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: Drag the vegetable to the recipe book that has the three-letter s blend to complete spelling word. When the check button appears, you can click it to check your answer. A few times, more than one word can be formed, but only one of those words is a spelling word. Only the blend that makes a spelling word will be counted as a correct answer. If you want to check the spelling list, you can see it by clicking the button in the top right corner. You can check the list at any time, even before you answer. Click the check button to begin.

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. Drag the word that is not needed in the sentence to the trash truck.

Spelling Activity Drag the Letters: Drag letter tiles to make two spelling words. One of the tiles will not be used in either word. You may be able to make other words, but only spelling words will be counted as correct. You can click the “show list” button to see the spelling list. The spelling list will appear in the sea. You can do this at any time. Click the quiz arrow to begin.

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. Try to complete the sentences before you see the “too slow” picture. Click the hawk to check your answers. Click the arrow to begin the quiz.

Spelling Activity Paw Pal Spelling: Each of the paw pals have hidden words around the yard. Three of the words are spelled correctly. Three are not spelled correctly. Move over each dog or cat to see the word that animal hid. If it is a correctly spelled word, click that animal. When you have found three correct words, click the doghouse to check your answers. If you click an animal by mistake, click it again to unchoose it. Click the arrow to begin.

Lessons 171 to 175 Review 136 to 170

Reading Activity Clue Drag and Drop: Read the clue at the top of the screen. Drag the answer to the leaf. Click the check bar to check your answer. Click the quiz arrow to begin.

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. After choosing eight words, click the check button to check your answers. Click the quiz arrow to begin.

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