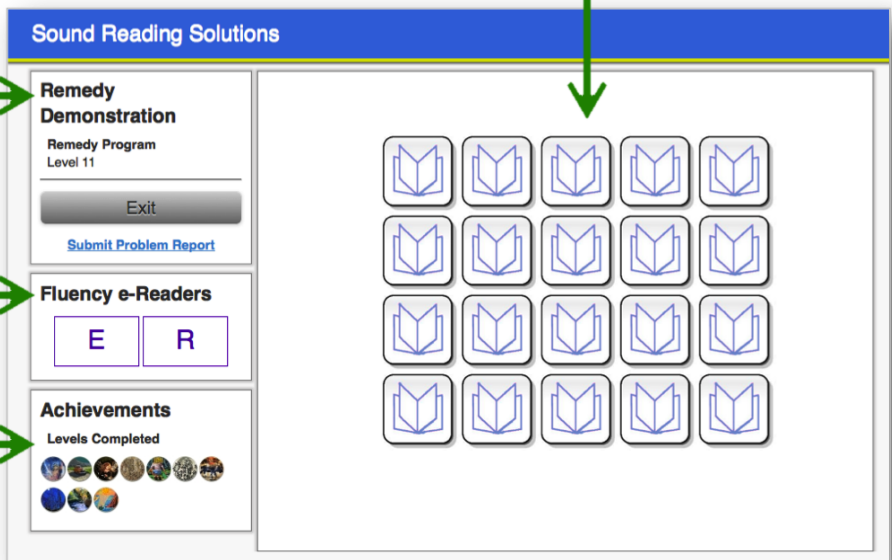


How to Teach using Sound Reading

Students should use the Sound Reading software 5 days a week for 20-30 minutes at a time. They should alternate between online software activities and e-Reader activities, completing 3 days of software activities and 2 days of e-Reader activities. Students should do the software activities individually at their own pace. The e-Reader activities should be teacher instructed.

Rushing through the program does not achieve better results, so take your time – the brain needs time to build new pathways.

Icons represent activities, click to start an activity. Icons disappear upon completion.



Student information

Fluency e-Readers (teacher instructed)

Achievement badges for level completion

Online Activities

To get the students started, open a browser and go to <https://school.soundreading.com>. On the login screen enter the 4 or 5 digit Student ID and click the 3 password characters on the password pad. The student will be directed to their personal student interface. Each icon on the 4 by 5 grid is an activity. The student will work through all the activities to complete the level.

Fluency e-Readers

Each level of each program contains two Fluency e-Readers (E=exercises, R= Reading passage). Click the e-Reader icons on the left side of the activities to open the e-Readers in PDF format. The student should complete the e-Readers by having the teacher read aloud to them first, then the student will read aloud to the teacher focusing on pronunciation, and finally the student will read a second time focusing on fluency. During the second reading, teachers should record the seconds it takes to read the passage and record the time in the student profile (administrator portal) to calculate the words per minute (WPM) read.