

Quick Reference for Parents

Using the Ticket to Read® Reading Component

First Read • Words to Know • Think About • Maze • Practice • Quiz • RESULTS

Introduction

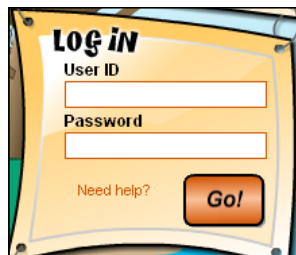
By using the Ticket to Read® reading component, your child will build fluency, strengthen vocabulary, and reinforce comprehension skills. Your child will be rewarded with tickets that can be redeemed to purchase items in the Clubhouse. Encourage your child to use Ticket to Read 2–3 times a week for 15–30 minutes per session. Check your child's progress by doing the following:



Go to www.tickettoread.com.



Enter your child's USER ID and PASSWORD and click **Go**.



Check their **Progress Board**, ribbons, and trophies.

A blue ribbon signifies that all questions were answered correctly on the Quiz. Red ribbons are awarded for 80 percent or better, and white ribbons for below 80 percent.

A silver trophy is earned after a collection of passages is finished. Once a level (30–40 passages) is completed, a gold trophy is earned.



On the **Progress Board**, you can check what level and book your child is working on, the number of passages completed in the collection, the number of tickets earned in a week, and the words per minute goal.

To begin reading, your child must click on the book.

The **Clubhouse Catalog** is where your child uses tickets to buy items for the Clubhouse.

www.tickettoread.com

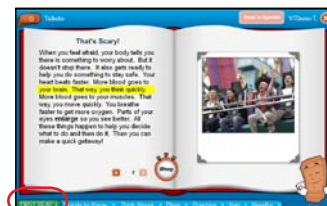
Student Name: _____

User ID: _____

Password: _____

Instructional Path

Your child will be given a list of 10 passages to read, and after choosing a passage, they will be taken down an instructional path. The navigation bar is highlighted to indicate the current step.



- **First Read:** The child reads the passage cold and can highlight each line of text with the mouse as they read it.
- **Words to Know:** This section displays vocabulary words the child can click on to learn about a word.
- **Think About:** An essential comprehension skill or strategy is explained.
- **Maze:** Children in Level 3 or above of the program fill in words in sentences to complete a story.
- **Practice:** (Optional) High Frequency Word (HFW) Activity—If a child doesn't meet the First Read words per minute (wpm) goal, they complete this before taking the Quiz. The child chooses words as the narrator reads them before time expires.

Untimed and Timed Read—After the HFW Activity, a child practices reading without being timed and then completes a timed reading. If the wpm goal is reached, the child goes to the Quiz.

Read Along—A child reads the passage with the narrator when they don't meet the wpm goal after the Timed Read or one attempt to correct all Quiz answers without making an 80%.

- **Quiz:** The child answers questions about the passage. He or she then corrects any incorrect answers.

System requirements:

- Monitor resolution 1024 X 768
- Windows XP/Vista and Mac OS 10.4+
- Internet Explorer 7.0+, FireFox 3.0+, Safari 3.1+
- Adobe Flash Player 10+
- Adobe Acrobat Reader 8.0+
- Cookies, Javascript, and Pop-ups enabled
- Internet connection (broadband preferred)