



WORD Force | A Literacy Adventure for K-2 Students

Early Literacy Program Guide 2022 Release

Recommended Grade Level: Kindergarten-2nd Grade

Total Time: 15 Games | 5 Levels Each | 8-10 Minutes Per Level

Subject Fit: Early Literacy: Phonological Awareness, Phonics, Vocabulary, and Comprehension

Standards Alignment: The Common Core State Standards for English Language Arts, State-Based English Language Arts Standards

WORD (World Orbiting Reading Defence) Force - A Literacy Adventure for K-2 Learners is a game-based program that teaches key foundational literacy skills. It includes 15 interactive games that offer opportunities to learn and practice skills for beginning reading, including phonological awareness, letter-sound/letter name correspondence, word-building, spelling, vocabulary, and reading comprehension. All games also include intervention activities that will be enabled when learners meet a certain threshold of error within the game. Following the intervention, learners will return to the game bolstered by this supportive interaction.

As the commander of the Word Force, a dynamic group of superheroes, learners will develop a strong foundation in key beginning reading skills.

Topic Areas

- **Phonological Awareness**—Learners will gain confidence in their ability to identify and manipulate sound structures (e.g., rhyme, individual speech sounds) in spoken words.
- **Letter-Sound/Letter Name Matching**—Learners will match printed consonants and vowels, consonant digraphs (e.g., ch), and blends (e.g., sk) with their corresponding speech sound(s).
- **Word Building**—Using phonics knowledge, learners will build phonetically regular and irregular words at the onset-rime (e.g., r+ake = rake) and letter (e.g. c+a+t = cat) levels that include short and long vowel sounds, digraphs (e.g., ea, ck), diphthongs (e.g., igh), and consonant blends (e.g., fr).
- **Vocabulary**—Learners will develop automaticity in their ability to decode, recognize, and use low and high frequency phonetically regular and irregular words, which will support vocabulary growth.
- **Reading Fluency**—Interactive, informational text e-books about a variety of topics (e.g., social-emotional skills) and that feature diverse populations and read-aloud capability will facilitate vocabulary expansion and reading fluency development.
- **Reading Comprehension**—Learners will use knowledge of phonics, grammar, sentence structure, vocabulary, and reading fluency to facilitate text comprehension.

Program Structure

The 15 games are grouped into five sets. These five sets are intentionally grouped along a developmental trajectory for beginning readers. A developmental trajectory is also built into the level progressions within each game.

- **Game Set 1:** Phonological awareness (onset-rime and rhyming) and letter sounds/letter names
- **Game Set 2:** Advanced phonological awareness (phonemic awareness), beginning word building with phonetically predictable CVC words, and beginning spelling with onset-rime
- **Game Set 3:** Spelling words with short and long vowels, including vowel digraphs
- **Game Set 4:** Vocabulary building, high-frequency word reading, and grammatical reading comprehension
- **Game Set 5:** Reading comprehension and short story building with a focus on syntax

Detailed Course Outline

Sprouting Sounds: Beginning and Ending Sounds

In this mission, learners will join The Clump in an adventure to plant new trees in the forest. They will hear beginning and ending sounds and identify pictures with names that begin or end with the same sound. This game will help learners gain confidence in identifying words that have the same beginning or ending sounds.

Learning Objectives:

Learners will be able to:

- Identify pictures with names that begin or end with the same sound.

Activity Topic Activity Description

- Recognizing beginning sounds.
- Identify pictures with names that begin with the same sound.
- Recognizing ending sounds.
- Identify pictures with names that end with the same sound.

Raise-a-Rhyme: Rhyming Words

In this mission, learners will join The Clump in building a house for the McWhisker family. They will hear and see an image for a target word. They will then identify an image with a name that rhymes with that target image by choosing between two pictures. Each rhyme pair they identify will earn them the tools needed to build the house. This game will help learners feel confident in identifying rhyming pairs.

Learning Objectives:

Learners will be able to:

- Identify rhyming word pairs.

Activity Topic Activity Description

- Identifying a word that rhymes with the target word.
- Determine which pictorial representation of a word should be selected to complete a rhyming word pair.

The Veggie Village: Letter Sound/Letter Name

In this mission, learners will join Unicorn Man in planting a community garden. They will listen to a letter sound and select the target letter or letters that make that sound in order to turn on the hose and water the vegetable garden. This game will help learners gain confidence in matching letter sounds with their letter representations

Learning Objectives:

Learners will be able to:

- Hear the sounds that letters and letter combinations make and match them with the corresponding letter(s).

Activity Topic Activity Description

- Identifying isolated letters.
- Match letters to their sounds. For example, M sounds like “m” in mop.
- Identify consonant digraphs and blends.
- Match key digraphs and blends (th, sh, qu, pl.) with their letters.
- Identifying advanced sound combinations.
- Match advanced phonics sounds (shr, thr, etc.) with their corresponding letters.

Detailed Course Outline

Wandering Words: Phonetically Regular Words

In this mission, learners will join Unicorn Man on a journey to lead the butterflies along their migration path. They will see and hear a word and spell that word by gathering the letters on the butterflies. This game will help learners learn to spell phonetically regular words such as cap and hug.

Learning Objectives:

Learners will be able to:

- Apply knowledge of sound-letter correspondence to build phonetically regular words.

Activity Topic Activity Description

- Matching letters to letter sounds.
 - Use knowledge of letter sounds to build words, using each of the five short vowel sounds.
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Cotton Candy Breakdown: Phoneme Segmentation

In this mission, learners will join Captain Taco in an urgent call to save the city from the cotton candy monsters. They will hear a word broken into segmented sounds and find the pictorial representation of the word that matches the blended sounds to clean up the cotton candy and save the city. This game helps learners develop phonemic awareness skills by listening to words segmented into phonemes (b-a-t) and then selecting images representing the corresponding blended word.

Learning Objectives:

Learners will be able to:

- Blend phonemes into words and then select the picture associated with each word.

Activity Topic Activity Description

- Blend words with three phonemes.
 - Hear the sounds in a word and blend them together to say the word (e.g., s-u-n makes sun).
 - Blend words with four phonemes.
 - Hear the sounds in a word and blend them together to say the word (e.g., c-l-a-p makes clap).
 - Blend words with five phonemes.
 - Hear the sounds in a word, and blend them together to say the word (e.g., s-t-i-n-k makes stink).
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Stellar Speller: Word Building with Onsets and Rimes

In this mission, learners will join Tina the Turtle to repair the WORD Force communication satellites. They will hear a word and see part of the word already on the satellite. They will repair the satellite by finding the missing part and completing the word. This game helps learners develop skills in spelling words with common spelling patterns.

Learning Objectives:

Learners will be able to:

- Apply knowledge of sound-letter correspondence to build words by adding onset or rime.

Activity Topic Activity Description

- Build words with single letter onsets and rimes.
 - Hear the target word and use onset and rime blocks to build the target word.
 - Build words with digraphs as part of the onset or rime.
 - Hear the target word and use onset and rime blocks to build the target word.
 - Build words with digraphs and blends in the onset or rime.
 - Hear the target word and use onset and rime blocks to build the target word.
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Detailed Course Outline

Icy Letter Ladders: Spelling

In this mission, learners will join Octavia the Octopus in an adventure to reunite polar bear families. They will be tasked with changing one phonogram (one or more letters that represent one letter sound) in a word to create a new word. This will build an ice letter ladder so the polar bear can cross the icebergs and get to its babies. This game will help learners develop knowledge of relationships among words and enhance spelling skills.

Learning Objectives:

Learners will be able to:

- Apply knowledge of sound-letter correspondences to change phonograms in words to make new, distinct words.

Activity Topic Activity Description

- Given a word, manipulate one phonogram in the word to make a new word. For example, given the word map, change one phonogram to make mat.
 - Building new words from existing words.
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Conserve-a-Word: Sight Words

In this mission, learners will join The Clump in a quest to turn off all the lights and save energy. They will hear a word and then go into multiple buildings to locate the target word. Successfully locating the word will turn the lights off in that building. This game will help learners develop knowledge of and automaticity with high-frequency words.

Learning Objectives:

Learners will be able to:

- Read high-frequency words automatically and accurately.

Activity Topic Activity Description

- Learn to read high-frequency words.
 - Hear the target high-frequency word. Then demonstrate the ability to read the word accurately by locating it multiple times.
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The Robot Recycler: Building Words with Digraphs

In this mission, learners will join Tina the Turtle in a task to fix the city's recycling robot. They will hear the word and see a matching picture and then select and arrange letters to spell that word. Spelling the word correctly will build a robot from recycled materials. This game will help learners develop skills in spelling words with consonant and vowel digraphs.

Learning Objectives:

Learners will be able to:

- Apply knowledge of sound-letter relationships to spell words with vowel digraphs.

Activity Topic Activity Description

- Build words that include the most common vowel digraphs (e.g., ee, ai, oo).
 - Hear a word, see the matching picture, then select and arrange letters to spell the word in order to build the target word.
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Detailed Course Outline

The Suffix Summit: Inflectional Endings

In this mission, learners will join Captain Taco in an expedition to help the bored goats add some fun to their lives. They will see a sentence that is missing a word. They have to read the sentence and then select a word with the correct inflectional ending to start the party music. This game will help learners develop comprehension skills and knowledge of inflectional endings.

Learning Objectives:

Learners will be able to:

- Select the word with the grammatically correct inflectional ending for the target sentence.

Activity Topic Activity Description

- Build a grammatically correct sentence by selecting the word with the appropriate inflectional ending.
 - Read the target sentence. Select the word with the appropriate inflectional ending to complete the sentence.
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The Littered Lagoon: Long Vowels

In this mission, learners will join The Clump in an assignment to clean up the community beach. They will hear a word and see a matching picture to help them select the vowel phonogram to complete the word within the beach clean-up machine. This will activate the machine to clean up the beach. This game will help learners develop skills in spelling words with long vowels.

Learning Objectives:

Learners will be able to:

- Apply sound-letter knowledge to build words with the most common long vowel sounds.

Activity Topic Activity Description

- Complete the missing part of a word.
 - View a picture of the target word and a partially built word; choose the accurate vowel phonogram to complete the incomplete target word (e.g., see b___ ch) and an image of the beach and select ea to spell the word beach).
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The Dictionary Dig: Vocabulary

In this mission, learners will join Octavia the Octopus in rescuing Unicorn Man from the center of the Earth. They will hear a word and its definition and select the image that represents that word to power Octavia's rescue vehicle. This game will expose learners to a variety of vocabulary words and how those words are used in sentences.

Learning Objectives:

Learners will be able to:

- Learn new vocabulary words and demonstrate understanding of the words through selection of the appropriate pictorial representations.

Activity Topic Activity Description

- Learn new vocabulary.
 - Introduce new vocabulary and hear a child-friendly definition of the vocabulary word.
 - Select an image that accurately represents the target vocabulary word.
 - Hear a set of vocabulary words used in a sentence.
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Detailed Course Outline

WORD Force Adventures: Reading Comprehension with Mixed Up Sentences

In this mission, learners will observe and monitor the heroes on missions around the world. They will see a picture and read an accompanying sentence that isn't quite right. They'll be tasked with replacing one word to make the sentence correct. This game will help learners develop comprehension skills by fixing mixed-up sentences so that they make sense given the target image.

Learning Objectives:

Learners will be able to:

- Identify the word in each sentence that creates a misalignment between the sentence and its image. Replace the misaligned word with a more appropriate vocabulary word.

Activity Topic Activity Description

- Read a sentence, identify the mixed-up word, and then correct it.
 - Given a target image and a corresponding mixed-up sentence, change the sentence so that it matches the target image.
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Sea Stories: Short Story Building

In this mission, learners will join Octavia the Octopus in an underwater journey to clean up the ocean. They will use their knowledge of sentence structure to choose the right word to complete a set of sentences and make short stories. This game helps learners develop vocabulary and reading comprehension skills by building short stories.

Learning Objectives:

Learners will be able to:

- Select nouns, verbs, adjectives, or adverbs to complete three semantically and syntactically accurate sentences that will form a short story.

Activity Topic Activity Description

- Build a three-sentence mini-story by selecting semantically and syntactically appropriate words.
 - Read a sentence that is missing a word and select a word that fits the target sentence. Three sentences make a short story.
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Solar Sentences: Reading Comprehension Commands

In this mission, learners will join all of the heroes in the WORD Force on a journey to get across the desert. They will read command sentences and select the picture that completes the command. This game helps learners develop comprehension skills by reading short commands and then performing those commands.

Learning Objectives:

Learners will be able to:

- Read simple command sentences and select the appropriate pictorial representation.

Activity Topic Activity Description

- Read and comprehend simple, playful commands.
 - Read a simple command and then carry out the command.
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