

Topic	MindPlay Information	Notes
<b>Student grades</b>	Adequate for all ages	MindPlay can serve as an online reading program for Tier 1 students and an intervention for Tiers 2 and 3 students. Additionally, it can be used by students of several categories, including special education, GED preparation, English language learners, bilingual education, and adult literacy programs.
<b>Is the program/tool systematic, adaptive, and automated reading instruction?</b>	Yes	
<b>Price for one license for parents</b>	\$200 if in a homeschool co-op/year; \$300 retail/year	Schools pay a different price based on quantity
<b>Universal screening from K–2 to 12th grade or adult</b>	Yes, from K to adult	
Does the universal screening cover basic phonemic awareness including segmentation and blending?	Yes	Segmenting by counting sounds
Advanced phonemic awareness/ manipulation including phoneme addition, deletion, and substitution?	No	
Rapid automatic naming—speed of naming	Yes, indirectly	
Phonics skills/ knowledge	Yes	
Reading recognition vocabulary	Yes	
Decoding “real words” and “nonsense words”	Yes	
Oral reading fluency at the single word, sentence, and paragraph levels?	Yes	

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Spelling	Yes	If a spelling pattern scores 80% or less, the student gets a lesson assigned. If the student later misses that feature, it is reassigned again.
Grammar	No	All students are assigned grammar and meaning lessons
Writing at the single word, sentence, and paragraph levels	No	All students are assigned The Write Activity
<b>Benchmarking data</b>	Yes	Three times a year
<b>Progress monitoring</b>	Yes	Every 14 calendar days
<b>Diagnostic evaluation or the recommendation for an evaluation (dyslexia)</b>	Yes	
<b>Effective reading instruction, Structured Literacy instruction elements</b>	Follows the Orton-Gillingham Scope and Sequence (may have minor variations)	
<b>Fluent reading trainer</b>	Yes	Note: So far, all my students dislike this activity but can be talked through it.
<b>Vocabulary</b>		
<b>Rate of introduction or pacing</b>	1–2 concepts introduced at a time	
<b>Teaches to mastery</b>	Lessons are repeated or presented in a different manner until 95–100% mastery is demonstrated.	In the Fluency module, comprehension questions must be correct at the 70% level before the rate of text presentation increases.
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**Clear reports for parents and teachers covering all the components**

MindPlay provides a group of 5 reports for parents and students to access at will and an additional report for teachers, for a total of 6 reports.

**Parent Report:** The report provides the following:

- a. independent reading level
- b. fluency measured as rate + comprehension
- c. phonics measured as levels of knowledge.

—*criterion measurement*—

- Pre-phonics sounds
- Foundational sound/letter correspondence, short vowels, consonants, etc.
- Basic syllable words, blends, etc.
- Intermediate words with long vowel sounds, vowel teams, spelling rules
- Advanced three-syllable words, prefixes, suffixes, Greek roots

- d. Listening vocabulary
- e. Visual scanning efficiency: excellent screen for eye tracking, quick vision screen, attention, and working memory
- f. Description of goals and student progress in MindPlay's individualized prescriptive and differentiated lessons and overall plan for the student

**Usage Report:** Shows the exact number of total hours that the student has been logged into MindPlay, the average number of minutes per day that the student has been logged into MindPlay, and a determination of if the student is at fidelity of expected number of hours. MindPlay expects generally 4 sessions per week of 30 minutes each session—a total of 2 hours per week. Further, the report shows the login session for each day of use.

**Progress Report:** Consists of the student's progress through the assigned lessons of MindPlay's individualized prescriptive and differentiated lessons and overall plan for the student. It also provides the number of minutes it took the student to get from baseline on one less to 100% mastery, thus giving an indication of how hard that lesson was for the student to master. It also indicates if the student had a background on the concept contained in that lesson.

**Student Improvement Report:** As parents, this is probably the most exciting report; however, it can be difficult to really understand. It shows these measurements:

- Independent Reading Grade Level

**Fluency Report:**

**Error Report:** *Only in the teacher's dashboard*

<b>Technology tools</b>		
Human voices	Yes	Some children like human voices and others like computer generated voices.
Repeat Instructions/ target words	Yes	Some students need reminders to repeat the instructions.
Automatic bookmarking and saving	Yes	There is no worrying about forgetting to save progress.
Activity scoring	Yes	Immediate feedback is provided to the student.
<b>What students like</b>	Students like that they can do lessons at home, at school, or anywhere. Potentially, students may not need to see a face-to-face tutor.	
<b>What students do not like</b>	Students typically have not liked the Fluency module with fading out lines of text. There are no games or the feel of games.	
<b>What parents like</b>	The price is great. There are fewer logistics problems in tutoring—it may cut down on the number of face-to-face lessons a student needs to get to grade-level reading. Positive reinforcements and encouragement are given often.	
<b>What parents do not like</b>	Parents have typically not liked battling their child about doing the lessons 4 times a week for ½ hour—could use a motivational game or two occasionally.	
<b>What teachers/tutors like</b>	MindPlay supports and matches the Structured Literacy approach to reading instruction. It lays a consistent basis so that comorbid needs can be addressed in tutoring, like dysgraphia and dyscalculia. It may decrease the time to close the gap by 30–50% thus saving parents time and money and allowing tutors to increase their overall caseload. Teachers who do not enjoy teaching phonics can rely on MindPlay to do so.	
<b>What teachers/tutors do not like</b>	So many students do not like the fading text in the Fluency module. The reports can be confusing to understand and explain to parents and teachers. The software could use a motivational game or two occasionally.	