Introducing the Programs to Students

This section of the guide describes what students will see as they log in and begin exploring activities. Keep in mind that only those levels installed on your computer will be available to your students. Also, the CD must remain in the drive.

Students log in as Guest and explore Comprehension Expedition, but their scores will not be saved.

Exploring the Reading System

The buttons shown here help you navigate through the Reading System activities.

- Click to log into the Reading System as a guest.

- Click to leave the Reading System.

- Click to view all software products installed in the Reading System.

- Click to enter the program activity that you have selected.

- Click to return to the main menu.
Launching *Comprehension Expedition™*

**Main Menu**

Students begin their adventures from the My Expedition screen.

![Main Menu](image)

*Figure 22: Main Menu*
Program Navigation

Use the navigation buttons, which are at the bottom of every activity screen, to go to previously completed activities in an expedition. Click any enabled module button to move to another activity in the expedition. This navigation enables you to go to another activity without completing the current activity.

Figure 23: Program Navigation
Instruction

Chief Inspector Raccoon teaches each reading comprehension skill in an animated lesson. Students may return to a skill lesson anytime in the program by clicking the Instruction button on the navigation bar.

Warm-Ups

Interactive Warm-Up activities in *Comprehension Expedition™* provide guided practice for each skill that Chief Inspector Raccoon teaches.
Text Analyzer

Students read a short passage and analyze it by comparing and contrasting, drawing conclusions, making inferences, or using other reading-comprehension skills. Students are given a question and must choose the correct answer.

Figure 25: Text Analyzer
Picture Match

Students select the picture or text that identifies an author’s purpose, locates information in sample book pages, or corresponds to a narrative element. After reading the text, students click the green arrows to see the answer choices.

Figure 26: Picture Match
Connection Board

Students connect causes and effects, main idea and supporting details, or separate facts from opinions. When all the cables are correctly connected, the board lights up.

Figure 27: Connection Board
Sequence Tracker

Students organize pictures or sentences into the correct sequence. When the pictures are correctly assembled, the slide show begins and Special Agent Bird narrates the story. When sentences are put in the correct order, Special Agent Bird reads the story aloud.

**Figure 28: Sequence Tracker**
Passages: Reading and Skills Practice

After students have completed the Warm-Up activity, they apply their newly acquired skills as they read and analyze two passages. Students can read the passages and the questions that follow independently or listen to the passages and the questions read aloud. The mouse or the keyboard TAB and ENTER keys, as well as the SPACE BAR, can be used to navigate to and select an object.

Reading the Passages

Students read two multipage passages in the Passage Viewer and answer comprehension questions about each one. Passage questions focus on the target skills as well as other general comprehension skills. Chief Inspector Raccoon helps by providing support as students answer the questions. A pop-up Glossary is provided for unfamiliar words.

Figure 29: Reading the Passages
Comparing Texts

After reading and analyzing two passages, students think about how the passages are alike and different and answer questions about them. The final question of each two-passage comparison focuses on the target skill.

Figure 30: Comparing Texts
Reward Activities

Students conclude their reading-comprehension-skills practice by selecting one or two motivating, skill-related games to play. Each of the three game formats allows students to apply in a fun way the reading skills they have mastered.

Word Find

In this perennially popular word-search game, students highlight words hidden on a letter grid. These words are drawn from the passages. The words can be hidden horizontally, vertically, or diagonally.

Figure 31: Word Find
Unscramble

Students unscramble jumbled letters to make words and then use those words to complete a mystery sentence.

Figure 32: Unscramble
Complete the Sentence

In this arcade-style game, students maneuver a cruiser to word-bearing roadside objects to choose words that correctly complete a sentence. Students click on an object and the cruiser drives to it. The keyboard TAB and ENTER keys can also be used to navigate to and select an object.

![Image of the game](Figure 33: Complete the Sentence)
Accessibility

Passage content in *Comprehension Expedition™* is keyboard accessible. The keyboard TAB and ENTER keys, as well as the SPACE BAR, can also be used to navigate to and select an object.

- ▼ button for the passage
- ▶ arrow
- ◀ arrow

There are also keyboard shortcuts for select program buttons.

D = Direction Line

H = Help

C = Closed Captioning

M = Main Menu (My Assignments or My Expeditions)

Right Arrow Key = Next section of a lesson

Left Arrow Key = Previous section of a lesson

E = Exit