



# Student Console Map

## My Program

The My Program feature provides more than 350 fiction and nonfiction books that match each students' reading level!

## Spelling

This section focuses on building students' skills in spelling. To access this area, students must have completed reading lesson 40.

## My Lesson

This is the core of the program - the reading lessons.

## Driving Tests

This section consists of tests covering sight words, phonic skills and content-area vocabulary. When a student successfully completes a test, they are rewarded with a racing car game. Driving Tests can be accessed after lesson 40 is completed.

## Reading Journal

The Reading Journal celebrates and supports reading for pleasure. It automatically records the books (or chapters) read by the student. They are then able to rate and comment on the books they read. Students even get to design their own Reading Journal.

## Storylands

These 20 lessons contain 140 activities that cover Emergent and Early reading levels 1-10 and build reading, vocabulary and comprehension skills in the land of Clinker Castle. Storylands is available after lesson 60.

## House

Each child can visit their house and find all their belongings, including any critters collected, and Story Factory stories they have submitted sitting on their bookshelf. This is available after lesson 10.

## Awards

This is where your awards are shown on your trophy shelf.

## Games

Students can earn Golden Eggs for completing stack up in the Eggy Bank and they can use them to play games. This can be accessed after students' complete lesson 5.

## Puzzles

Students complete word puzzles and practice sight word recognition whilst being rewarded with Golden Eggs! Puzzles are available after lesson 40 is completed.

## Story Factory

This section opens up a world of story writing with a weekly story writing competition. A student can access the Story Factory after they complete lesson 10.

## Songs

This is where you can access all of the fantastic songs from within the Reading Eggs lessons, all in one fun spot.

## Play

This room consists of seven sections with over 120 fun and exciting activities.

## Critters

After each lesson, children are rewarded with a great new Reading Eggs critter to add to their zoo.





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## My Progress

Students very own self-progression hub. Students can track progress across core lessons, as well as review achievements.

## Stadium

Children practise their spelling, grammar and vocabulary fluency in timed games against different opponents from around the world.

## My Lessons

**220 structured comprehension** lessons designed to teach a range of comprehension strategies, and increase in difficulty as children progress. The lessons use a **balance of carefully levelled literature and non fiction texts**, and include pre-reading activities, interactive quizzes and exciting rewards like trading cards and golden eggs.

## Reading Library

Your students' digital library of 3,500+ reading levelled books. The wide range of library titles include illustrated chapter books, full colour nonfiction books and a range of classics. Shorter, easier books include a quiz at the end of the title, to ensure comprehension of the text. Whilst chapter books in the library have a 6-question quiz presented at the end of each chapter.

## English Skills

The English Skills section includes 216 spelling lessons, which teach children to spell while improving reading, writing and comprehension skills, using a combination of videos, interactive activities, rewards-based games, and 432 printable worksheets (2 per lesson).

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## Mall

Lets go shopping! As students earn Golden Eggs for completing activities, they can spend it at the Reading Eggspress mall. Purchasing items for their apartment and avatar or getting those last trading cards!



## Arcade

Don't let the funky music distract you. At the Reading Eggspress Arcade students spend their Golden Eggs to unlock additional learning games such as Puzzle Parrot and Word Machine.

## Apartment

You students' sweet digital pad. The apartment is a shrine to reading progress. Students can view their earned trophies, all the cards they've collected, as well as decorate rooms with furnishings from the Mall and update their Avatar.

## Targets

**Targets** are one of the ways we encourage children to fully explore the **Reading Eggspress** world. Early Targets introduce the many features of the program while later ones reward concentrated effort.

## Trophy Room

Students can view their trophies earned and print certificates.



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## Green gems: Books

This screen in the My Progress area shows students the collection of books they have read. Students can proudly watch their library grow, and they can reread any book whenever they want.

## Review Peak Progress

This screen lets students see an overview of their progress. It records their average score for End of Peak Quizzes, as well as the total number of sounds and words learnt, and books read. Results are displayed in a simple, colourful format for students to easily understand.

## Blue gems: Words

Students can review all of the new words they have learnt, organised per Peak. This is ideal for revision and for building confidence. Students can feel proud of their achievements.

## Pink gems: Sounds

In the My Progress area, students can keep track of the letters and sounds they have learnt. They can also replay the videos to watch and enjoy at any time.

## Yeti shop and coin count

Yeti is the core character in Fast Phonics. Students can use the Yeti coins they have earned to buy a different Yeti. The special purple Yeti is the most exclusive upgrade!

## Logout button

## Student's Yeti

Students can purchase different Yetis from the Yeti Shop.

## Play

Enter their current peak.

## Student's Yeti Cave

Students earn different cave upgrades as they progress through Fast Phonics.

