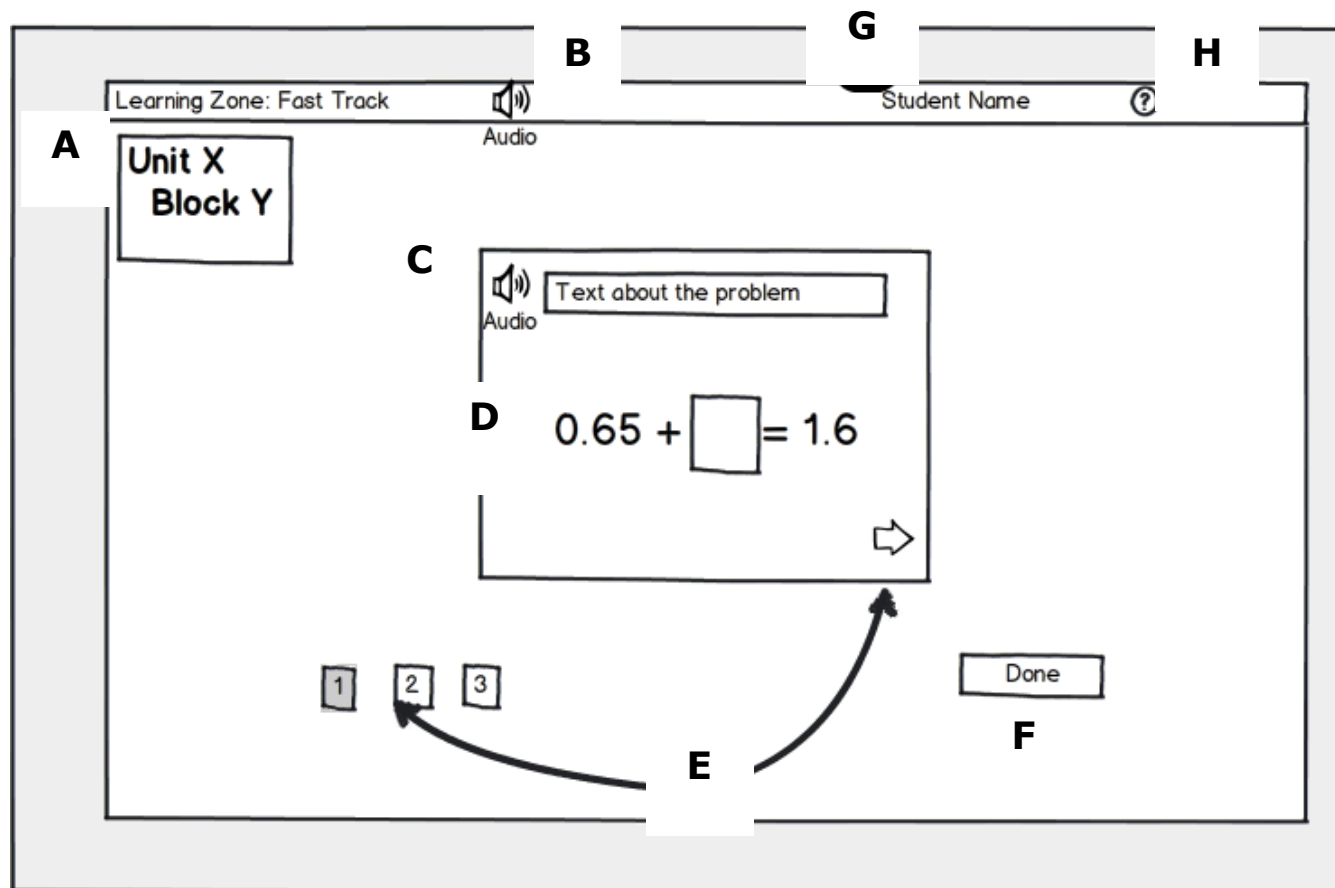


Learning Zone: Fast Track**Questions****Screen Features and Functionality****A. Program Sequence & Component**

- Shows which unit and block student is in
- Identifies which component student is in

B. Entry Audio

- Automatically plays when student enters
- Explains that s/he will need to complete three problems correctly to skip to Focused Practice
- Directs student to answer the first question

C. Instructional Audio & Text

- Displays any directions or instructions the student may need to complete the questions
- Student may click speaker icon to hear question or direction aloud

D. Question Display

- Displays question as visual, visual-symbolic, or symbolic
- Student completes task or answers question in this space

Learning Zone: Fast Track continued**E. Sequence Buttons**

- Arrow allows students to advance to next question
- Shaded number button indicates which question student is currently on
- Number buttons indicate total number of questions for student to answer

F. Done Button

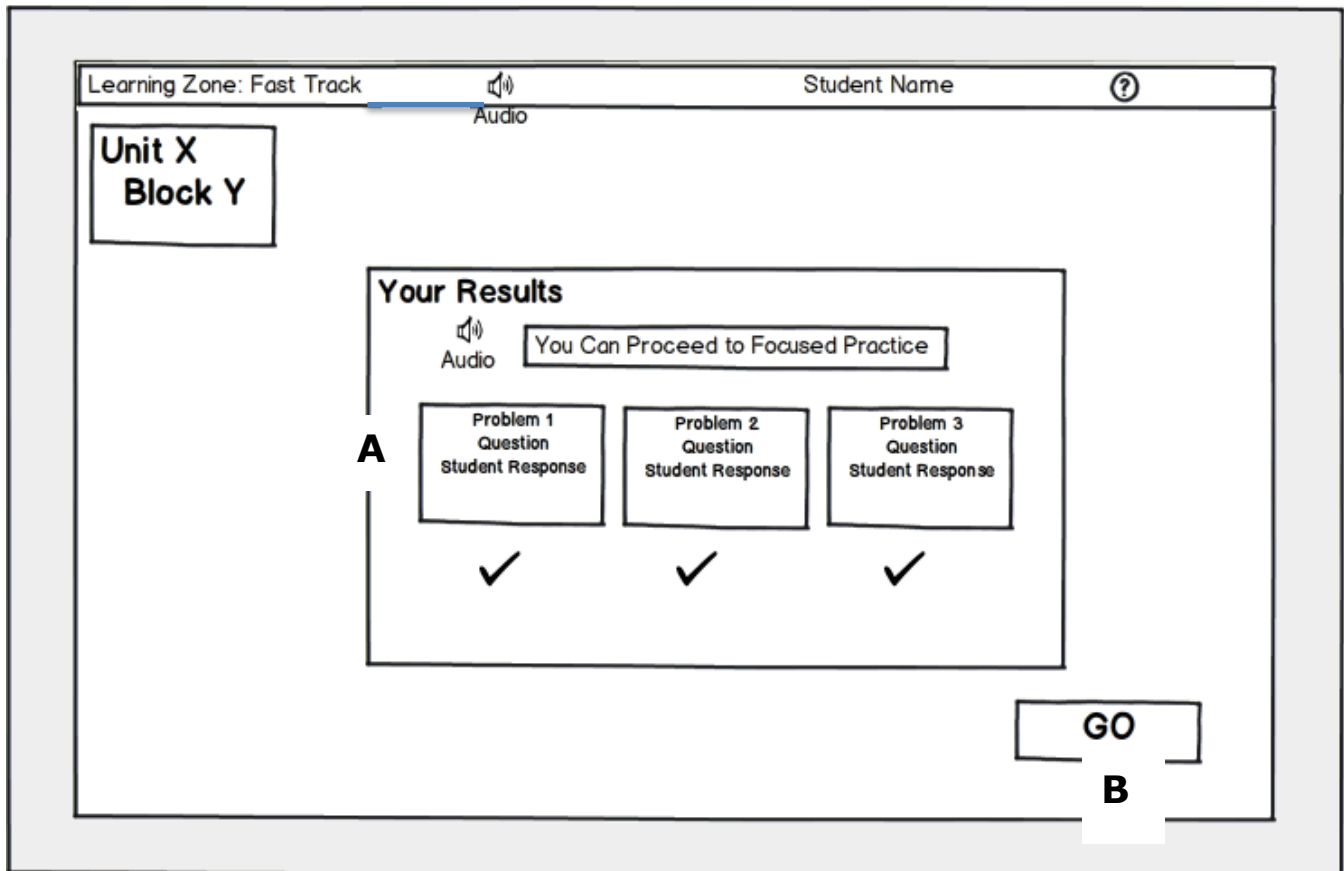
- Student clicks to exit Fast Track and have answers evaluated

G. Student's Name

- Display of student's name

H. Help

- Student may access to get help on features and functionality

Learning Zone: Fast Track continued**Results: Correct Answers****Screen Features and Functionality**

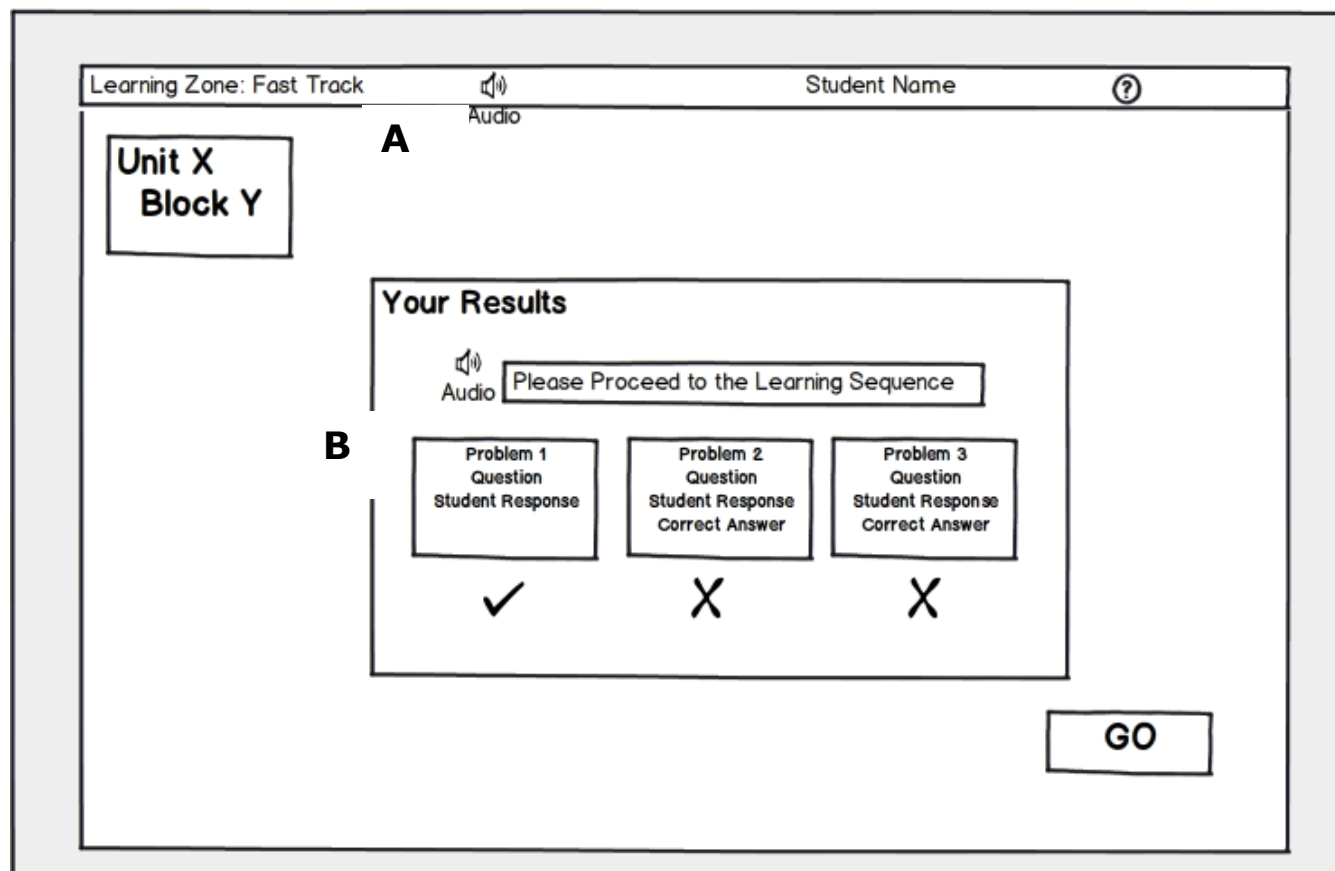
(All features and functionality same as previous except below)

A. Question Display

- Shows all three questions and the correct answers
- Displays student response(s) to each question
- Displays icons to indicate student answered each question correctly

B. Go Button

- Student clicks to advance to Focused Practice

Learning Zone: Fast Track continued**Results: Incorrect Answer(s)****Screen Features and Functionality**

(All features and functionality same as previous except below)

A. Entry Audio

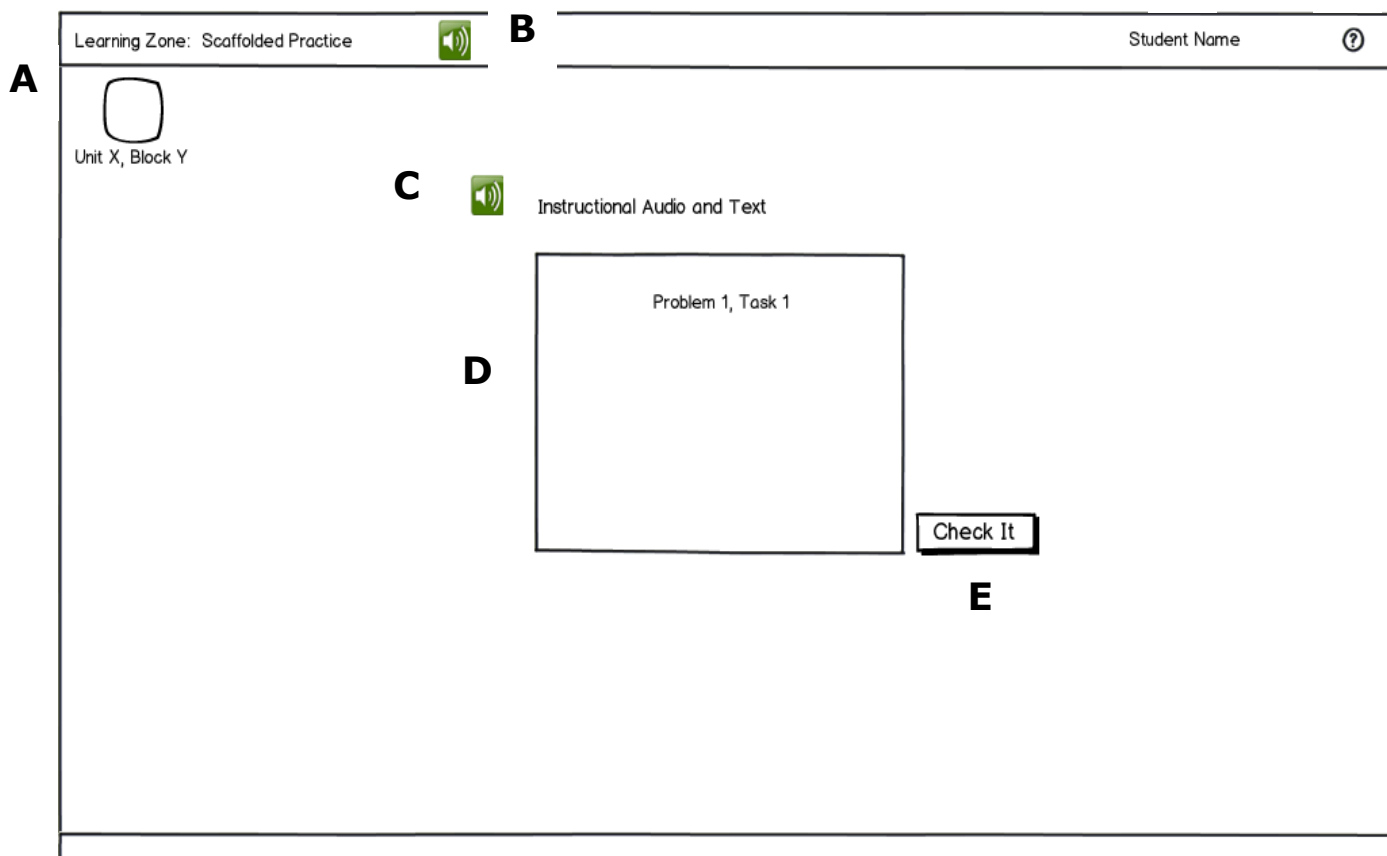
- Automatically plays when student enters
- Explains that student needs to watch video and complete learning sequence
- Directs student to review results and then click Go

B. Question Display

- Shows all three questions and the correct answers
- Displays student response(s) to each question
- Displays icons to indicate student answered one or more question incorrectly

Learning Zone: Scaffolded Practice

You Copy Task

F**G**

Screen Features and Functionality

A. Program Sequence & Component

- Shows which unit and block student is in
- Identifies which component student is in

B. Entry Audio

- Automatically plays when student enters
- Explains what student will do in Scaffolded Practice
- Directs student to complete first task

C. Instructional Audio & Text

- Displays any directions or instructions the student may need to complete the questions
- Student may click speaker icon to hear question or direction aloud

D. Question Display

- Displays question as visual, visual-symbolic, or symbolic
- Student completes task or answers question in this space

Learning Zone: Scaffolded Practice continued**E. Check It Button**

- Student clicks to have system evaluate input
- If incorrect, system provides audio and visual response to direct student in completing / answering correctly



F. Student's Name


- Display of student's name

G. Help

- Student may access to get help with features and functionality

Learning Zone: Scaffolded Practice continued**You Repeat Task**

Learning Zone: Scaffolded Practice  Student Name 


Unit X, Block Y  Instructional Audio and Text

Problem 1, Task 1

Hint

A

Check It

B  Feedback Text

Problem 1, Task 1
Feedback

Level X of Y **C**

Screen Features and Functionality

(All features and functionality same as previous except below)

A. Hint

- Student clicks to receive an audio or visual scaffold

B. Feedback Pane

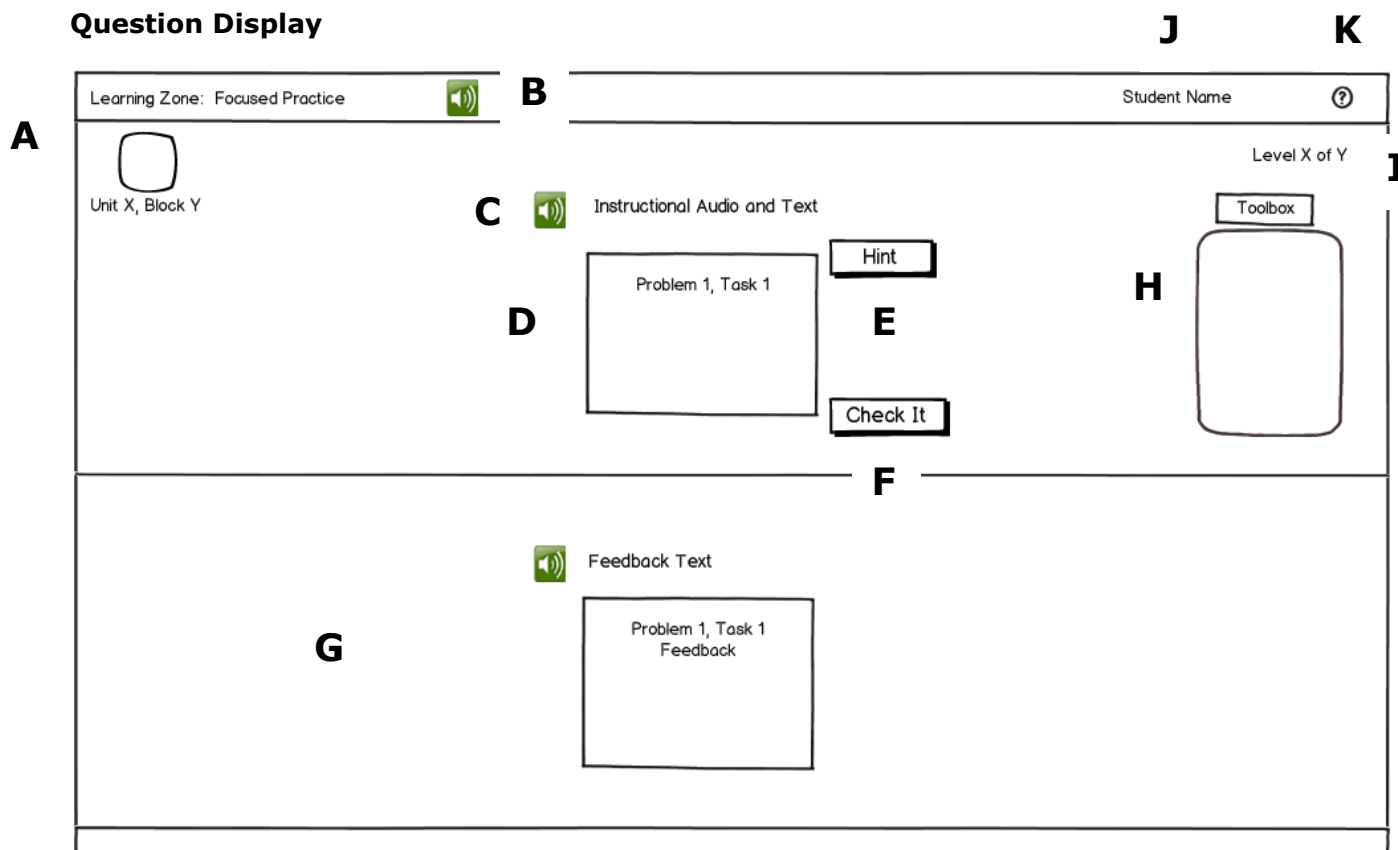
- Slides up from bottom of screen
- Visual display of corrective feedback
- Audio may direct student to change his/her input/answer to match that which is showing in the feedback pane

C. Progress Indicator

- Indicates students level of progress
- Levels 1 through 3

Learning Zone: Focused Practice

Question Display



Screen Features and Functionality

A. Program Sequence & Component

- Shows which unit and block student is in
- Identifies which component student is in

B. Entry Audio

- Automatically plays when student enters
- Explains what student will do in Focused Practice
- Directs student to complete first task

C. Instructional Audio & Text

- Displays any directions or instructions the student may need to complete the questions
- Student may click speaker icon to hear question or direction aloud

D. Question Display

- Displays question as visual, visual-symbolic, or symbolic
- Student completes task or answers question in this space

E. Hint

- Student clicks to receive an audio or visual scaffold

Learning Zone: Focused Practice continued**F. Check It Button**

- Student clicks to have system evaluate input
- If incorrect, system provides audio and visual response to direct student in completing / answering correctly

G. Feedback Pane

- Slides up from bottom of screen
- Visual display of corrective feedback
- Audio may direct student to change his/her input/answer to match that which is showing in the feedback pane

H. Toolbox

- Indicates students level of progress
- Levels 1 through 3

I. Progress Indicator

- Indicates students level of progress
- Levels 1 through 3

J. Student's Name

- Display of student's name


K. Help

- Student may access to get help with features and functionality

Challenge Zone

Level 1

H I

A Challenge Zone: Level 1  **B** _____ Student Name **I** ?

C **D**

Unit X
Block Y

	Fix It!	Go Figure!	Move It!	Relate It!	I'm Feeling Lucky!
E Objective 1	<u>70</u>	<u>65</u>	60	<u>50</u>	?
Objective 2	<u>140</u>	<u>130</u>	<u>110</u>	<u>100</u>	?
Objective 3	<u>240</u>	<u>230</u>	210	200	?

470/1000

1000
900
800
700
600
500
400
300
200

F _____ **G** _____

Screen Features and Functionality

A. Program Sequence & Component

- Shows which unit and block student is in
- Identifies which component student is in

B. Entry Audio

- Automatically plays when student enters
- Explains what student will do in Challenge Zone
- Directs student to select a question on board

C. Board Level

- Indicates level of board, 1 through 3

D. Problem Types

- Problem types are displayed in each column heading
- Right column is randomized
- Student can click text to hear problem type aloud

E. Objectives

- Student-friendly text for each objective in the block
- Student can click text to hear it aloud

Challenge Zone: Level 1 continued**F. Question Boxes**

- One question for each box
- Point value displayed indicates level of difficulty of question
- Questions in right column are randomized, both by problem type and by level of difficulty

G. Progress Indicator

- Shows number of points student has out of total (goal)

H. Student's Name


- Display of student's name

I. Help

- Student may access to get help with features and functionality

Challenge Zone

Level 2

Challenge Zone: Level 2

Student Name ?

Fix It!	Go Figure!	Move It!	Relate It!	I'm Feeling Lucky!
<u>60</u>	<u>65</u>	<u>60</u>	<u>55</u>	?
<u>140</u>	<u>130</u>	<u>120</u>	<u>110</u>	?
<u>240</u>	<u>230</u>	<u>220</u>	<u>210</u>	?
<u>340</u>	<u>330</u>	<u>320</u>	<u>310</u>	?

0/1000
1000
900
800
700
600
500
400
300
200
100

Objective 1
A

B

Screen Features and Functionality

(All features and functionality same as previous except below)

A. Objective Roll-Over


- Student can roll-over a question box to see objective text in student-friendly language

B. Question Boxes

- Questions are randomized

Challenge Zone

Level 3

Challenge Zone: Level 3


Student Name ?

Fix It!	Go Figure!	Move It!	Relate It!	I'm Feeling Lucky!
<u>60</u>	<u>65</u>	<u>60</u>	<u>55</u>	?
<u>140</u>	<u>130</u>	<u>120</u>	<u>110</u>	?
<u>240</u>	<u>230</u>	<u>220</u>	<u>210</u>	?
<u>340</u>	<u>330</u>	<u>320</u>	<u>310</u>	?

0/1000
1000
900
800
700
600
500
400
300
200
100

A

Screen Features and Functionality

(All features and functionality same as previous except below)

A. Question Boxes

- Questions are randomized

Challenge Zone: Level 3 continued**Question Pop-up**

The screenshot shows a web interface for 'Challenge Zone: Level 3'. At the top, there is a header bar with 'Challenge Zone: Level 3' on the left, a speaker icon in the center, and 'Student Name' on the right. Below the header is a large table with five columns: 'Fix It!', 'Go Figure!', 'Move It!', 'Relate It!', and 'I'm Feeling Lucky!'. The first row of data contains the numbers 60, 65, 60, 55, and a question mark. To the right of the table is a vertical score display showing '0/1000' and a list of numbers from 1000 down to 0. A question pop-up window is overlaid on the table, labeled 'A' in the top left corner. The pop-up contains the text 'Fill in the' followed by a dropdown menu. The dropdown menu is open, showing four options: 'Option 1', 'Option 2', 'Option 3', and 'Option 4'. A mouse cursor is pointing at 'Option 1'. To the right of the pop-up is a 'Submit' button, labeled 'B' in the bottom right corner.

Fix It!	Go Figure!	Move It!	Relate It!	I'm Feeling Lucky!
60	65	60	55	?

0/1000

1000
900
800
700
600
500
400
300
200
100
0

A

Fill in the

Option 1
Option 2
Option 3
Option 4

B

Submit

Screen Features and Functionality

(All features and functionality same as previous except below)

A. Question Pop-up

- Displays question
- Directional audio for question automatically plays

B. Submit Button

- Student clicks to submit answer
- If answer is incorrect, student receives hint
- After two hints, student is given correct answer