



## Parent Guide

Sesame Workshop views digital play as an important opportunity for intergenerational interaction around young children's literacy development. Just as *Sesame Street* introduced children and their families to the potential of television two generations ago, the Electric Racer game continues this tradition of learning and fun in a digital age. Video games based on literacy challenges can provide opportunities for parents and children to engage with language together, which supports the development of children's literacy skills and their motivation to learn.

Electric Racer is a two-player downloadable driving game targeted for 6-9 year olds. One player acts as the driver, and the second as the passenger. The goal of the game is to work together as a team to drive through words on the track with a particular phonics goal. It is the driver's job to use the arrow keys to drive through the words on the track, engaging the player in reading and identifying target words. The passenger player is responsible for then unscrambling the words, acting in a supporting role to help the driver complete the race. Co-play with a parent or caregiver is not critical to win, but it provides additional learning opportunities and makes game play more fun.

In order to advance in the game, the players must use their decoding skills, which require an awareness of the sounds that letters make, both alone and combined. Each round of play includes 20 target words with accompanying distractor words to reinforce learning. Among the skills targeted in the game are single consonants (b, g, l, t, w), consonant blends (pl, br, sw), vowel combinations (ai, oa, oi) and word families (-ame-, -str-, -ump-).

For more about The Electric Company go to: <http://pbskidsgo.org/electriccompany>