Calling Numbers

This is the second in a series of activities where you name what you see. As you practice you will have to go faster. When you read you have to look at words and say what they are, so being able to name things quickly is helpful for reading.

Step 1. One row of numbers

Click on '**Run activity**' at the top of the screen.

From the menu at the top of the screen click on '**mode**' then click on '**normal**'.

Click on '**rows**' then click on '**1**'.

There will be a row of numbers on the screen. You have to look at the first number (on the left side) and say what it is. Then say the next number. Keep 'reading' the numbers across the line.

Your goal is to read the numbers across a whole line without losing your place.

> **Notes for helpers:**
> When the first row has been read, change to a new row of numbers by clicking on 'new'. Keep changing the row of numbers as each one is 'read'.

Step 2. Two, three or four rows of numbers

Click on '**rows**' and click on '**2**'.

Now there will be 2 rows of numbers on the screen. 'Read' the numbers. If you can do this without losing your place, try 3 rows then 4 rows. Your helper can change the number of rows on the screen by clicking on the '**rows**' tab at the top of the screen. They can present new rows of letters by clicking on **new** at the bottom left of the screen.

Your goal is to read the numbers on each of the 4 lines without losing your place.

Step 3. Jumping numbers

Click on '**mode**' then click on '**jumping numbers**'. Click on '**flash rate**' and click on '**1.60 seconds**'. Keep **rows** at **4**.

Look at the left side of the screen. A number will come on the screen then disappear. You have to say the number. After this, another number will come on the screen next to where the first number appeared. Say the number. Keep saying the numbers as the come on the screen. Your goal is to say every number as it appears on the screen in all 4 rows. If you can't keep up with the speed of the numbers, reduce the flash rate to 1.8 seconds. Once you can keep up, increase the flash rate again to 1.6 seconds. Keep increasing the flash rate as you improve to 1.4, then 1.2, then 1.0 second, etc…

Your goal is to say all the numbers at a speed of 0.8 seconds or better.

Step 4. Numbers with a beat

Do not attempt to call the numbers with a beat until you can read the jumping numbers at a speed of 1.0 second or faster.

Click on '**mode**' then click on '**to a beat**'. Click on '**beat**' then click on '**1.00 second**'. Keep **rows** at **4**.

Now 'read' the numbers across the rows, saying a number on each beat. Your helper can change the numbers to 4 new rows when you are finished.

Your goal is read the numbers exactly in time to the beat, without losing your place.