

Naming Pictures

This is the first 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 pictures

Click on '**activity**' at the top of the screen. Click on '**new**' in the bottom right corner of the screen. There will be a row of five different pictures on the screen. You have to look at the first picture (on the left side) and say what it is. Then say what the next picture is. Keep '**reading**' the pictures across the line.

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

Notes for helpers:

When the first row has been read, change to a new row of pictures by clicking on '**new**' again. Keep changing the row of pictures as each one is '**read**'.

Step 2. Two, three of four rows of pictures

Click on '**rows**' at the top of the screen then click on '**2 rows**'. Now there will be 2 rows of pictures on the screen. '**Read**' the pictures.

If you can do this without losing your place, click on '**rows**' again and click on '**3 rows**'. Read the 3 rows of pictures. If this is easy, try 4 rows by again clicking on '**rows**' and then '**4 rows**'. Name each picture on all four rows. Your helper can click on 'new' to show you the next four rows of pictures when you have finished each set.

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

Step 3. Jumping pictures

Click on '**mode**' then click on '**jumping symbols**'. Click on '**beat/flash rate**' then click on '**1.4 seconds**'. Keep the '**rows**' at four. Look at the left side of the screen. A picture will come on the screen then disappear. You have to name the picture. After this, another picture will come on the screen next to where the first picture appeared. Name the picture. Keep naming the pictures as they come on the screen. If this is too difficult and you can't keep up with the speed of the pictures, decrease the speed to 1.6 seconds. If this is easy and you can name each picture at this speed, increase the speed to 1.2 seconds. Keep increasing the speed as you improve, first to 1.0 second, then 0.9 seconds, etc...

Your goal is to name the pictures at a speed of 0.9 seconds or faster.

Step 4. Pictures with a beat

Do not attempt naming the pictures in time to a beat until you can name the jumping pictures at a speed of 1.0 second or faster.

With 4 rows of pictures on the screen, click on '**mode**' then click '**to a beat**'. Now click on '**beat/flash rate**' then click on '**1.0 second**'. Now '**read**' the pictures across the rows, saying the name of one picture on each beat. Your helper can change the pictures to 4 new rows when you are finished.

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