

WORD Force

A Literacy Adventure for K-2 Students

Curriculum Guide – 2020 Release

Recommended Grade Level Kindergarten-2nd Grade

Total Time 15 Games · 5 Levels Each · 8–10 Minutes Per Level

Subject Fit Early Literacy: Phonological Awareness, Phonics, Sight Words, Vocabulary, and Comprehension

Standards Alignment The Common Core State Standards for English Language Arts, State-Based English Language Arts Standards

WORD Force - A Literacy Adventure for K-2 Students is a game-based program that teaches students key foundational literacy skills. It includes 15 interactive games that offer opportunities for students to learn and practice skills for beginning reading, including phonological awareness, letter-sound/letter name correspondence, phonics, spelling, vocabulary, sight words, and reading comprehension.

As the commander of the WORD Force, a motley group of superheroes, students will develop a strong foundation in key beginning reading skills.

Topic Areas

1. **Phonological Awareness**—Students will gain confidence in their knowledge of the sounds they hear in words and their ability to identify alliteration and rhyme.
2. **Phonemic Awareness**—Students will feel confident that they can isolate the individual sounds in words, such as knowing that the word hug contains three distinct sounds: /h/ /u/ /g/.
3. **Letter-Sound/Letter Name Matching**—Students will match individual letters and digraphs such as ch, sk, and oo with their corresponding sound.
4. **Word Building**—Students will build a range of words including matching onsets and rimes (r+ake = rake), phonetically regular words, and words that contain long vowels, vowel digraphs (ai, ea), and consonant digraphs (ch, ck).
5. **Sight Words**—Students will develop fluency with high frequency words that they should know by sight. Recognizing these words automatically will support their reading comprehension and fluency.
6. **Vocabulary**—Students will develop knowledge of a range of vocabulary words, which will support their reading comprehension.
7. **Reading Comprehension**—Students will engage in activities to develop their skills in reading and comprehending text.

Course Structure

The 15 games are grouped into five sets. These five sets are intentionally grouped along a developmental trajectory for beginning readers.

Game Set 1: Phonological awareness and letter sounds/letter names

Game Set 2: Advanced phonemic awareness and beginning reading with phonetically predictable CVC words and word families

Game Set 3: Vocabulary, sight words, and advanced spelling

Game Set 4: Advanced vowel sounds and beginning comprehension with a focus on identifying the appropriate inflectional endings to build sentences that make sense and are grammatically accurate

Game Set 5: Reading comprehension

Detailed Course Outline:

Sprouting Sounds: Beginning and Ending Sounds

In this mission, students will join The Clump in an adventure to plant new trees in the forest. They will hear beginning and ending sounds and identify the matching hidden pictures. This game will help students gain confidence in identifying words that have the same beginning or ending sounds.

Learning Objectives:

Students will be able to:

- Recognize words beginning with the same sound.
- Recognize words ending with the same sound.

Activity Topic	Activity Description
Recognizing beginning sounds	Identify words that have the same beginning sound.
Recognizing ending sounds	Identify words that have the same ending sound.

Raise-a-Rhyme: Rhyming Words

In this mission, students will join The Clump in building a house to the McWhisker family. They will hear a word and identify another word that rhymes with it in order to get the tools they need to build the house. This game will help students feel confident in identifying rhyming pairs.

Learning Objectives:

Students will be able to:

- Identify and practice rhyming words.

Activity Topic	Activity Description
Identifying a word that rhymes with the target word	Determine which rhyming word should be selected to complete a rhyming couplet.

The Veggie Village: Letter Sound/Letter Name

In this mission, students will join Unicorn Man in planting a community garden. They will listen to the sound and select the matching letter or letters to turn on the water hose. This game will help students gain confidence in matching English sounds with their letter representations.

Learning Objectives:

Students will be able to:

- Hear the sounds that letters and letter combinations (phonograms) make and match them with the corresponding letter(s).

Activity Topic	Activity Description
Identifying isolated letters	Match letters to their sounds. For example, M sounds like /m/.
Identifying vowel and consonant digraphs	Match key phonograms (ea, oa, oo, etc.) with their letters.
Identifying advanced sound combinations	Match advanced phonics sounds (dge, igh, etc.) with their corresponding letters.

Wandering Words: Phonetically Regular Words

In this mission, students will join Unicorn Man on a journey to lead the butterflies along their migration path. They will see and hear a word and spell that word by gathering the butterflies. This game will help students learn to spell phonetically regular words such as cap and hug.

Learning Objectives:

Students will be able to:

- Apply knowledge of sound-letter correspondence to build phonetically regular words.

Activity Topic	Activity Description
Matching letters to letter sounds	Use knowledge of letter sounds to build words, using each of the five short vowel sounds.

Cotton Candy Breakdown: Phoneme Segmentation

In this mission, students will join Captain Taco in an urgent call to save the city from the cotton candy monsters. They will hear a word broken into its segmented sounds and try to find the hidden picture that matches the sounds to clean up the cotton candy mess. This game helps students to develop phonemic awareness skills by listening to words segmented into phonemes (/b/ /a/ /t/) and matching the segmented sounds with the corresponding word.

Learning Objectives:

Students will be able to:

- Apply knowledge of phonemes to blend phonemes into words

Activity Topic	Activity Description
Blending words with three phonemes	Hear the sounds in a word and blend them together to say the word (e.g., /s/ /u/ /n/ makes sun).
Blending words with four phonemes	Hear the sounds in a word and blend them together to say the word (e.g., /c/ /l/ /a/ /p/ makes clap).
Blending words with five phonemes	Hear the sounds in a word, and blend them together to say the word (e.g., /s/ /t/ /i/ /n/ /k/ makes stink).

Stellar Speller: Word Building with Onsets and Rimes

In this mission, students will join Tina the Turtle to repair the WORD Force communication satellites. They will hear a word and see part of the word already on the satellite. They will repair the satellite by completing the word. This game helps students develop skills in spelling words with common spelling patterns by matching onsets and rimes (e.g., b+ake = bake).

Learning Objectives:

Students will be able to:

- Apply knowledge of sound-letter correspondence to build words by adding onset to rime (b + ake = bake).

Activity Topic	Activity Description
Building words with single letter onsets	Hear the target word and use onset and rime blocks to build the target word.
Building words with blends as part of the onset	Hear the target word and use onset and rime blocks to build the target word.
Building words with digraphs in the onset	Hear the target word and use onset and rime blocks to build the target word.

The Dictionary Dig: Vocabulary

In this mission, students will join Octavia the Octopus in rescuing Unicorn Man from the center of the Earth. They will hear a word and its definition and match it to the correct picture to power Octavia's rescue vehicle. This game will help students develop knowledge of Tier II vocabulary words by being taught new words and then matching the new vocabulary words to appropriate pictorial representations of the words.

Learning Objectives:

Students will be able to:

- Learn new vocabulary words.
- Demonstrate understanding of vocabulary words through accurate application.

Activity Topic	Activity Description
Learning new vocabulary	Introduce new vocabulary and hear a child-friendly definition of the vocabulary word.
Using new vocabulary	Select which image, from a choice of images, accurately represents the target vocabulary word.

Icy Letter Ladders: Spelling

In this mission, students will join Octavia the Octopus in an adventure to reunite polar bear families. They will be tasked with changing one sound in a word to another to build an ice ladder so the polar bear can cross the icebergs and get to its babies. This game will help students develop knowledge of relationships among words by manipulating a letter in one word to spell a new word.

Learning Objectives:

Students will be able to:

- Apply knowledge of phonemes to manipulate sounds in words to make new distinct words.

Activity Topic	Activity Description
Building new words from existing words	Given a word, manipulate one sound in the word to make a new word. For example, given the word map, change one sound to make mat.

Conserve-a-Word: Sight Words

In this mission, students will join The Clump in a quest to turn off all the lights and save energy. They will briefly see and hear a word and then go into each building to spell the word correctly, which will turn the lights off in that building. This game will help students develop knowledge of high frequency and sight words by hearing and seeing words and then spelling them.

Learning Objectives:

Students will be able to:

- Read high frequency and sight words automatically and accurately.
- Spell high frequency and sight words accurately.

Activity Topic	Activity Description
Learning to read and spell sight words	See and hear the target sight word. Then spell the word accurately by “running” through the correct letters.

The Robot Recycler: Building Words with Digraphs

In this mission, students will join Tina the Turtle in a task to fix the city’s recycling robot. They will hear the word and see a matching picture and then spell that word on the robot to get it working again. This game will help students develop skills in spelling words with consonant and vowel digraphs.

Learning Objectives:

Students will be able to:

- Apply knowledge of letter-sound relationships to spell words with consonant and vowel digraphs.

Activity Topic	Activity Description
Building words that include the most common consonant and vowel digraphs (e.g., ck, ai, oo)	After seeing a picture of the target word, choose accurate letter tiles to build the target word. The player may also choose to hear the word spoken aloud if the picture doesn’t provide enough support.

The Suffix Summit: Inflectional Endings

In this mission, students will join Captain Taco in an expedition to help the bored goats get some fun in their lives. They will see a word that is missing the correct ending. They have to read the sentence and fill in the correct ending to start the music. This game will help students develop comprehension skills and knowledge of inflectional endings by reading the target sentence and selecting the inflectional ending that makes the sentence make sense and is grammatically correct.

Learning Objectives:

Students will be able to:

- Select the grammatically correct inflectional ending to make the target sentence make sense.

Activity Topic	Activity Description
Building a grammatically correct sentence by selecting the appropriate inflectional ending	Read the target sentence; one word is missing an inflectional ending. Select the appropriate inflectional ending to complete the sentence.

The Littered Lagoon: Long Vowels

In this mission, students will join The Clump in an assignment to clean up the community beach. They will hear a word and see a matching picture to help them complete the word on the beach clean up machine. This will then activate the machine to clean up the beach. This game will help students develop skills in spelling words with the most common phonograms.

Learning Objectives:

Students will be able to:

- Apply knowledge of sound-letter correspondence to build words with the most common long vowel sounds.

Activity Topic	Activity Description
Completing the missing part of a word	View a picture of the target word and a partially built word; choose the accurate phonogram to complete the incomplete target word (e.g., see b___ ch and an image of the beach and select ea to spell the word beach).

WORD Force Adventures: Reading Comprehension with Mixed Up Sentences

In this mission, students will observe and monitor the heroes on missions around the world. They will see a picture and read the accompanying sentence that isn't quite right. They'll be tasked with replacing one word to make the sentence correct. This game will help students develop comprehension skills by fixing mixed up sentences so that they make sense given the target image.

Learning Objectives:

Students will be able to:

- Read a mixed-up sentence and identify the part of the sentence that doesn't match the target image.
- Select a word that corrects the mixed up sentence so that it makes sense given the target image.

Activity Topic	Activity Description
Reading a sentence, identifying the mixed up word, and then correcting it	Given a target image and a corresponding mixed-up sentence, change the sentence so that it matches the target image.

Sea Stories: Short Story Building

In this mission, students will join Octavia the Octopus in an underwater journey to clean up the ocean. They will choose the right word to complete sentences and make short stories. This game helps students develop comprehension skills by building small stories.

Learning Objectives:

Students will be able to:

- Build several sentences into a short story using word cards.
- Build sentences that are semantically and syntactically accurate.

Activity Topic	Activity Description
Building a three-sentence mini-story by selecting semantically and syntactically appropriate words	Reads a sentence that is missing a word and select a word that fits the target sentence. Three sentences make a mini-story.

Solar Sentences: Reading Comprehension Commands

In this mission, students will join all of the heroes in the WORD Force on a journey to get across the outback. They will read commands and follow those commands by getting in the correct driving lane that leads them to safety. This game helps students develop comprehension skills by reading short commands and then performing those commands in a game-like environment.

Learning Objectives:

Students will be able to:

- Read and comprehend simple commands.
- Act on a simple command to demonstrate comprehension.

Activity Topic	Activity Description
Reading and comprehending simple, playful commands	Read a simple command and then carry out the command.