Multi-sensory Strategies for the 5 Areas of Reading

November 2017 \sim KY CEC \sim Louisville, KY



KCAS-Common Core

- Phonemic Awareness K-1 Foundational Skills
- Phonics K-5 Foundational Skills
- Fluency K-5 Foundational Skills
- Vocabulary K-12 Language Skills
- Comprehension K-12 Literature, Informational, Speaking and Listening



Rhyme + Movement



Listen to these words.

If these words do not rhyme, show a thumbs down.

Elicit a Physical Response Get 'Em Moving Heidi Butkus 2010 www.heidisongs.com

Sound Tubs



- Silly Sentences
- Alliteration
- Compare and Contrast
- Word Families
- First Let

Sound Beads

Uses:

- Letter sound relationships
- · Phoneme awareness
- Slow articulation
- Word awareness
- Syllable awareness

As you say a word, the child will slide a bead from one end to the other for EACH phoneme they hear.



Legos

Uses:

- Syllables
- Beginning, middle, and ending sounds
- Word families
- Word configuration
- Sentence Building
- Inflectional endings
- Prefixes and suffixes

| 2.f2g22 | |
|-------------|-----------|
| 100 dog 119 | |
| tog From | |
| | |
| | |
| 1 | - Control |



Chin Drop

- Builds syllable awareness
- · Uses physical movement
- Supports connection between sounds heard and felt
- Use picture cards to say words (V, A, K)
- Create chart with syllable columns (V, A, K, T-write)



Mirror, Mirror and Cars in Mud

- Use sound tub for initial sound isolation – see it, say it
- Say word and child repeats while looking at mouth formation in mirror
- Say word and child repeats with emphasis on beginning sound .. "b, b, b, b" as they move the race car out of the





Sound Stretching

- Look at picture or word while saying the word and stretching out the sounds
- Say a word and child repeats the word while pulling on the rubber band or Slinky
- Supports the slow articulation of phonemes





| Sound Boxes Where do you hear the /h/ in hat? Park Your Car Using 3 "parking" spaces, say a word. If you call a beginning sound, the child parks the car in the first spot. If the sound is at the end, they park the car in the last | |
|---|--|
| the car in the last spot. | |
| Say It, Move It, Say It | |
| | |
| | |
| Elkonin Sound Boxes • Use for segmenting and blending • Say a word or show picture card • Child says word slowly • Child sequentially moves chips into boxes as sounds are made | |

Paint Chip Samples

What do to ...

- Acquire paint chip samples, counting chips or tiles
- Say words from word cards or picture cards
- Move the "marker" as sounds are spoken



rat

cramp

shack

judge

I Spy With My Little Eye



I spy something in this room and it is a /d/ - /or/.

Picture Point

- Place 10 picture cards in a circle (vc, cv, cvc)
- Say the sounds segmented
- Point to the picture
- Blend sounds quickly to read the word
- Repeat steps with next student



Phonics Connection between spoken language and print Auditory and visual skill Sounds heard represented by the letters seen Reading of sounds to construct known words that will support meaning Hattie's Effect Size: Phonics Instruction 0.54

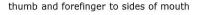
Short Vowel Sounds with Hand Signals

·/a/



hand under chin and chin hits the hand

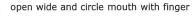












·/u/

thumbs up

Motor Movement Practice

Integrates all modalities!

Some ideas:

- Gel or Soap Bags
- Sand Trays
- Sand Paper
- White Boards
- Plastic Canvas











6

Finger Tapping

Supports the spelling of words that follow the rules of phonics.

- "Throw" student a word
- Student catches it with non-dominant hand
- Student repeats the word
- Student finger spells the word



Paint Chip Ideas

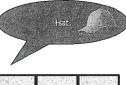
How might you use paint chips to support phonics?

Discuss your ideas with your table group.



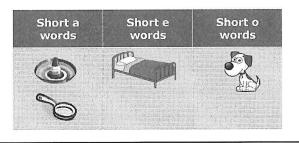
Letter Boxes

- Use for segmenting and blending
- Say a word or show picture card
- Child says word slowly
- Child sequentially moves or writes letters into boxes as sounds are made



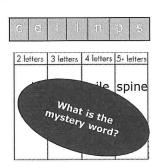
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Closed Word Sort



Making Words

- Word study instruction
- Phoneme manipulation
- Word analogies
- Layers of orthography
- Decoding unfamiliar words



Syllabication



- Uses open and closed syllables
- Offers CLOVER strategy
- Provides process to decode long words
- Teaches chunking and patterning
- Improves comprehension and fluency

Syllable Types - CLOVER

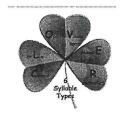
- Closed (cl): "hot/dog"

 Open (o): "e/ven" or "ve/to"

 Magic "e" (ME): a-e, e-e, i-e, o-e, and u-e

 Vowel Pairs (VP): ea, ee, ai, ay, oa, oe, ow, ou, aw, au, oi, oy, oo

 Bossy P (RP) or in we denoted the server of the server o
- Bossy R (BR): er, ir, ur, ar, or
 Consonant "-le" (C-le): -ble, -dle, -fle, -gle, -ple, -tle, -zle, -kle, -cle



Types of Syllables

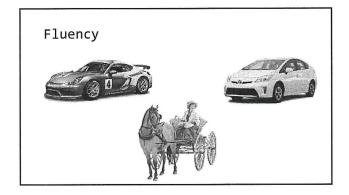
| | | tala. | | | | Hä. | W | | car | |
|--------|-----|-------|-------|--|-------|-----|---|--|-----|-------|
| open | pen | | 0 | | | | | | • | |
| rain | | | | | | | | | | |
| cake | | | 1 | | | | | | | |
| pubble | | | | | | | | | | |
| ourden | | | | | - 1.5 | | | | | • • • |

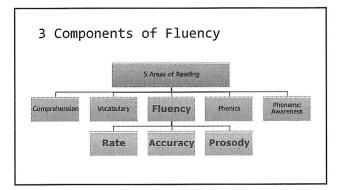
Create Cards

Write open and closed syllable words on index cards.

- she > shed
- me > met
- hi > him







Read Alouds

Your students will ...

- See reading as emotionally powerful.
- Be motivated to read more often.
- · Observe fluent reading.
- Become exposed to multiple genres.
 Explore sophisticated words and structures.



Check out: Storyline Online Just Books Read Aloud

Buddy Reading



Buddies support fluency by

- Offering practice of rereading text.
- Increasing the amount of time students are reading.
- Hearing fluent reading.
- Using fluent reading strategies that will result in deeper comprehension.

Choral Reading

- Multi-ability groupings
- · Read together in unison
- Use poetry, songs, paragraphs
- Teacher reads with group or serves as "conductor"

Check out: Read Write Think - Choral Reading



Echo Reading

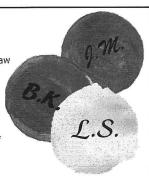


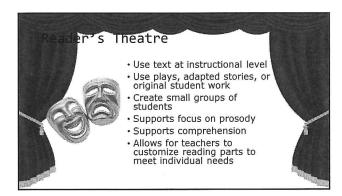
- 4 Read
- 1. Teacher reads passage as students look at text
- 2. Students whisper read passage while teacher reads aloud
- 3. Students read passage along with teacher's whisper reading
- 4. Students read passage without the teacher

Circle 3/5/7

At the end of the passage, draw or distribute 3, 5, or 7 circles.

- Teacher models reading the passage aloud
- · Students then read the passage to (3, 5, or 7) different people
- · Listener initials inside one of the circles





Vocabulary Acquisition

- The average fourth grade student knows about 5,000-10,000 words.
- The average high school graduate knows about 50,000 words.
 To acquire this extensive vocabulary, the student has to learn about 3,500 words a year.

This means they need 10 new words a day!



Marzano's Steps



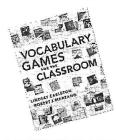
- 1. Description
- 2. Restate
- 3. Drawing
- 4. Activities
- 5. Discussion
- 6. Games

Introduction: Steps 1, 2, and 3

- Teacher **describes** the word and gives examples.
- Students restate the meaning of the word using their own words.
- Students create a **drawing** that represents the meaning of the word.



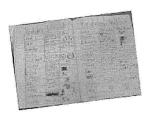
Review: Steps 4, 5, and 6



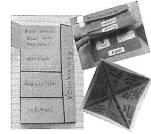
- Students participate in a variety of activities to practice the words.
- Students engage in deep discussion about the words.
- Students play learning games using the words.

Vocabulary Notebooks

- Use as a tool for teaching vocabulary
- Helps students to record learning for 1st 3 steps
- Provides organized structure for learning and review
- Spans across all grade levels and subject areas



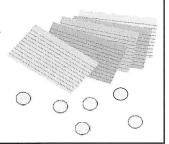
Foldables

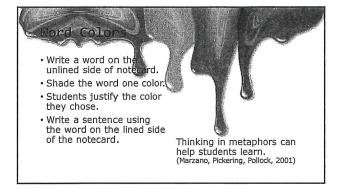


- Use to support morphology
- Use to extend learning
- Use to support visual and kinesthetic learners

Vocabulary Dots

- Students place a dot under all unknown words.
- Students write the unknown word on a notecard.





Closed Word Sort



- Teacher provides the headings for the sort
- Students sort provided word cards or write their own
- Students provide justification for their choices
- Extension: students create additional words

Games

- Rock and Roll
- · Kaboom!
- Pictionary
- Cranium
- Charades



Comprehension

Evidence based strategies

- Explicit teaching of strategy
- Strategy use before, during, and after reading
- · Cooperative learning
- Activities that allow for engaging interaction with text
- Assessment driven instruction



Sketch to Stretch

Draw quick sketches to stretch their thinking.

- 1. Read story
- 2. Model how to read and draw
- 3. Guide students in applying strategy
- 4. Practice individually or cooperative groups

Check out Read, Think, Write Sketch to Stretch

Tea Party Prediction

- Teacher distributes phrase cards
- Students circulate to share their cards with as many people as possible
- Discuss how information on cards might be related
- Return to small group and write a "We think ..." statement



Response Annotation



- Underline major points
- Circle key words or phrases
- Use a question mark for questions that arise during reading
- Use an exclamation point for information found to be surprising or affirming

Five Finger Summarizing Problem Setting Events Characters

Text Structures

- Graphic organizers
- Sequence or story cards
- Story web
- Popcorn toss
- Compare and contrast
- Cause and effect

| | Description |
|------|-------------------|
| | E. Sequence |
| 2.39 | Compare/ |
| | Cause/ Effect |
| | Problem/ Solution |

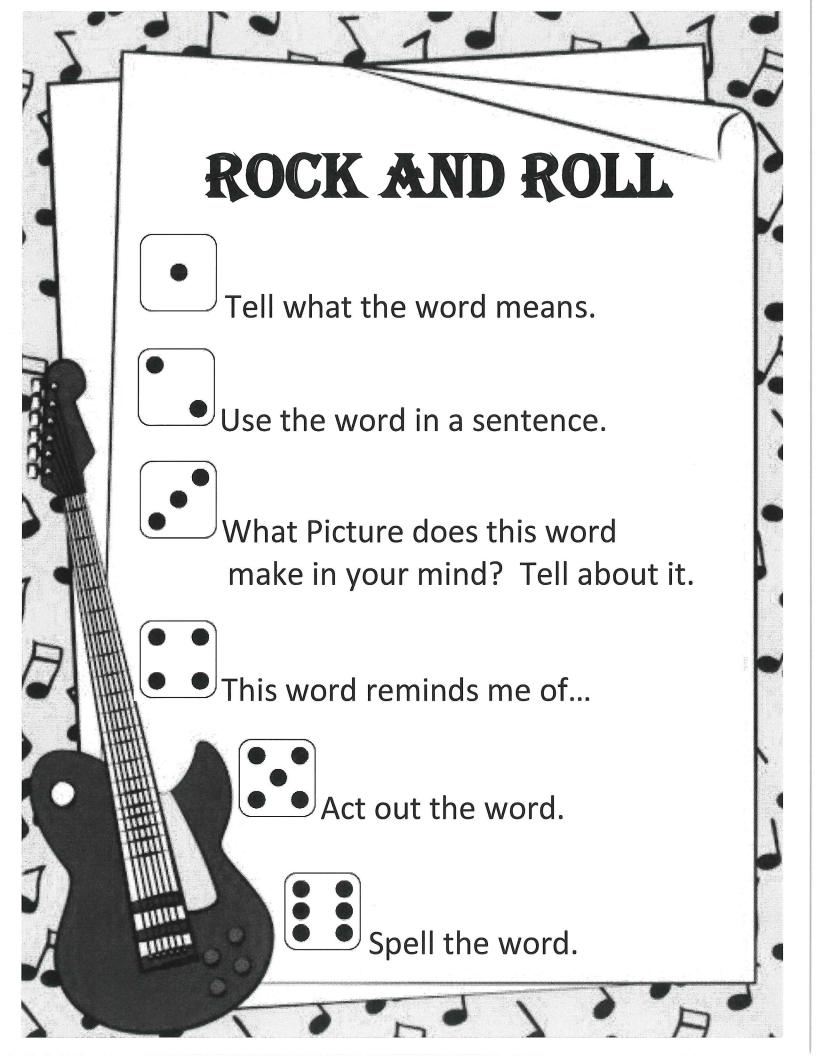
Digital Resources

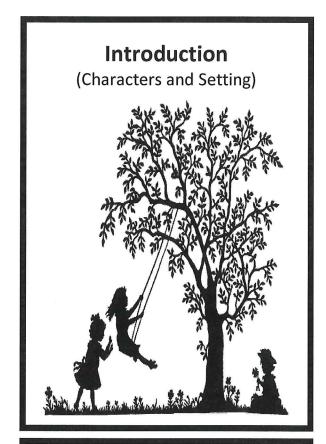


- <u>Timeline Maker</u> <u>Padlet</u>
- Glogster
- Canva Infographic Maker Prezi

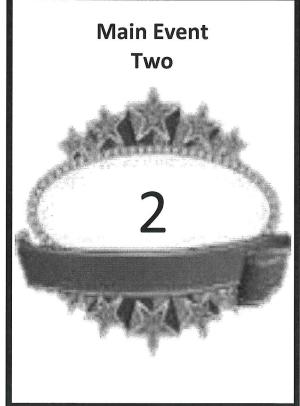
- Kahoot!
 Comic Creator

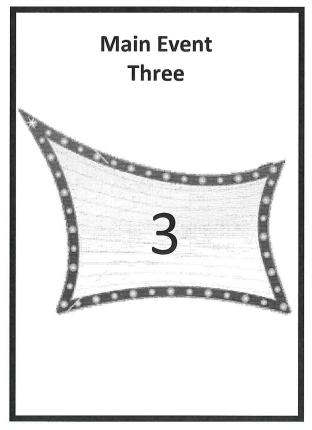
| C —Closed syllable | *Only 1 vowel *Ends with a consonant |
|----------------------------------|--|
| L—Consonant –le syllable | *Consonant followed by -le |
| O—Open Syllable | *Only 1 Vowel *Ends with a vowel |
| V —Vowel Team Syllable | *2 Vowels together *Vowels make 1 sound |
| E —Silent E Syllable | *Vowel-Consonant- Silent E (VCe) |
| R —R Controlled Syllable | *Vowel or vowel team followed by R |



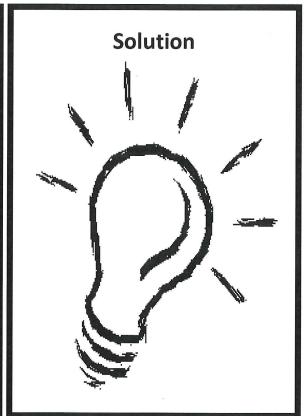




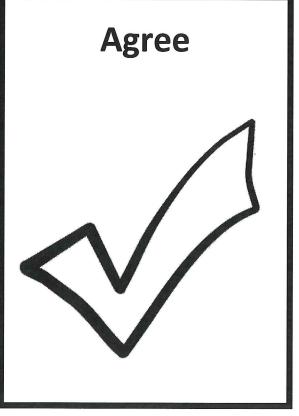




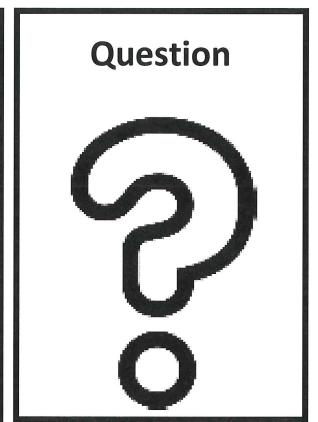
The
Ending

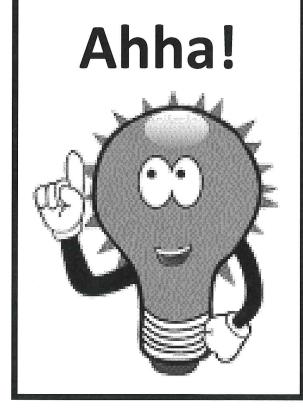


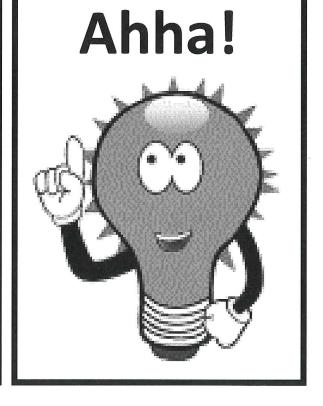






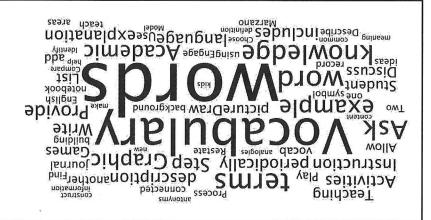






http://innovativocab.wikispaces.com

Six Step Process
For
Building Academic
Vocabulary



What Research Has Found

Over the last five years, I have been involved in more than 50 studies that involve this strategy. In all these studies, teachers used the strategy with one class but did not use it with another. Then they compared the results.

These studies have taught us several things about this six-step strategy. First, the strategy works at every grade level, from kindergarten to high school. Second, it works better if you use all the steps without leaving any out. In one middle school study, teachers found that the whole process enhanced students' achievement much more than the parts of the process in isolation did. Third, although the majority of studies indicate that the process enhances student achievement, some studies indicate that it doesn't.

For example, in one district in which 24 elementary teachers used the six-step process with one group of students but not with another, the average effect for using the strategy across all 24 elementary teachers was a 24-percentile-point gain. Six studies showed gains greater than 40 percentile points, but nine studies showed negative effects.

Happily, the research is also beginning to tell us what does or doesn't make the strategy work. Here's what we've learned so far:

 When students copy the teacher's explanation or description of a term instead of generating their own explanation, the results are not as strong. Ideally, student explanations should come from their own lives.

- The third step in the process is crucial—having students represent their understanding of a new term by drawing a picture, pictograph, or symbolic representation. When students do this step well, achievement soars.
- Games seem to engage students at a high level and have a powerful effect on students' recall of the terms. Games not only add a bit of fun to the teaching and learning process, but also provide an opportunity to review the terms in a nonthreatening way. After the class has played a vocabulary game, the teacher should invite students to identify difficult terms and go over the crucial aspects of those terms in a whole-class discussion.

Of course, we still have more to learn about this strategy. But for now, it's safe to conclude that it can be a powerful tool that teachers can use in classrooms at any grade level and in any subject area.

References

Kluger, A. N., & DeNisi, A. (1996). The effects of feedback interventions on performance: A historical review, a metaanalysis, and a preliminary feedback intervention theory. Psychological Bulletin, 119(2), 254–284.

Marzano, R. J. (2004). Building background knowledge for academic achievement: Research on what works in schools. Alexandria, VA: ASCD.

Robert J. Marzano is Cofounder and CEO of Marzano Research Laboratory in Denver, Colorado. He is the author of The Art and Science of Teaching (ASCD, 2007) and coauthor, with Mark W. Haystead, of Making Standards Useful in the Classroom (ASCD, 2008).

1. Provide a description, explanation, or example of the new term.

- · Looking up words in dictionaries is not useful for teaching vocab
- Provide a context for the term
- Introduce direct experiences that provide examples of the term
- Tell a story that integrates the term
- Use video as the stimulus for understanding information
- Ask students to investigate the term and present the information to the class (skit, pantomime, poster, etc.)
- · Describe your own mental picture of the term
- Find or create pictures that explain the term

Resources:

http://innovativocab.wikispaces.com

Visuwords.com

Visuwords is an awesome visual tool to find new words and improve your vocabulary. When you look up a word in this tool, it shows a neat graph which connects that word to various other words based on different relationships between them. You can hover over each word to get its definition and also zoom-in and zoom-out using your mouse wheel. It's certainly an excellent dictionary plus thesaurus.

Dictionary.com

Dictionary.com is probably the most common and most comprehensive of all the dictionary tools available. Apart from giving the word meanings and pronunciation, it also provides various tools (like the dictionary.com toolbar), RSS feeds to improve vocabulary and word explorer podcasts.

Thesaurus.com

Thesaurus.com is a part of dictionary.com and gives an elaborate description of words, the part of speech they belong to and various synonyms and antonyms of that word.

Merriam-Webstar Online

(http://www.merriam-webster.com/)

Merriam-Webstar Online is a huge online resource for learning and improving your English. It provides dictionary and thesaurus which includes spanish-english and medical dictionaries. You can easily look up words and listen to their pronunciation. Further it provides other resources like crosswords and word games. It also has a visual dictionary which combines words with images.

MetaGlossary.com

MetaGlossary.com approaches the task of finding meanings of

words in a different way. It aggregates various links on the web which provide an explanation to the term and shows the results. Hence it does the job of pulling definitions of the word from the entire web.

Thsrs (http://www.ironicsans.com/thsrs/)

There helps you to get shorter synonyms of long words. Although it's not dead accurate but still can be useful at times. It also provides a browser plug-in to easily look up shorter synonyms of words with a right click.

Wordsmith (http://www.wordsmith.org/)

Wordsmith is a nice resource for new words, especially its 'A Word A Day 'newsletter, which is immensely popular and delivers new words everyday to your email inbox. Also includes the Internet Anagram Server—a really cool Anagram creator!

Thinkmap Visual Thesaurus

(http://www.visualthesaurus.com/)

Thinkmap Visual Thesaurus is a free-to-try visual tool which shows related words in an interactive map and helps you to easily find their meanings and listen to their pronunciation.

AskOxford.com

AskOxford is the online version of the famous dictionary by the Oxford University press. It's comprehensive without a doubt and includes various other vocabulary resources and a quotations dictionary.

Alpha Dictionary

(http://www.alphadictionary.com/index.shtml)

Alpha Dictionary doesn't directly show you the meaning of a word. Instead it searches all the available online dictionaries (most of them) and displays the results in the form of links to the meaning of that word in those dictionaries. So choose your favorite dictionary (if at all you have one) and click on the corresponding link to view its meaning.

2. Ask students to restate the description, explanation, or example in their own words.

- Monitor and correct misunderstandings
- · Must be student's original ideas, not parroting the teacher
- Discuss with a partner
- Student record (notebook or journal)

| Learning Games-Involve students in games that allow them to play with terms. | Notes: |
|---|--------|
| Games might be one of the most underused instructional tools in education. Many types of games can help teachers keep new terms in the forefront of students' thinking and allow students to reexamine their understanding of terms. It is important to set aside blocks of time each week to play games in order to energize students and guide them in the review and use of important terms. | |
| Jeopardy Pyramid I have, who has? Pictionary Memory Jeopardy (vocab words are on the board, players make up a question to define) Charades Name that Category (\$100,000 Pyramid) Bingo (you give definition, kid marks the word) Create a skit (assign groups of 3-4 kids 3 vocab words to make a skit out of) Kids Make their own game / Gamigami | |

BEFORE you begin your next UNIT of INSTRUCTION:

- 1. What Power Indicators (standards) are included in this Unit? List indicators.
- 2. What is the key academic vocabulary needed in this Unit? List words.

Plan for direct vocab. instruction: (Marzano's 6 Steps for Teaching Vocab.)

- 1. YOU provide a description, explanation or example. (story, sketch, powerpoint)
- 2. Ask students to re-state or re-explain meaning in their own words. (journal, community circle, turn to your neighbor)
- 3. Ask students to construct a picture, graphic, or symbol for each word.
- 4. Engage students in activities to expand their word knowledge. (add to their notes, use graphic organizer format)
- 5. Ask students to discuss vocabulary words with one another. (collaborate)
- 6. Have student play games with the words. (Bingo w/definitions, Pictionary Charades, etc.)

| 3. Plan to provide or activate background knowled Study Trip Bring In Live Sample Theme Day ("Indian Day") Show Photos Posters Graphic Organizer Community Circle Topic | ge: Guest Speaker (expert) Bring In Actual Artifacts Video (United Streaming) Read Aloud (story) Models of Actual Items PowerPoint / Other Technology Other |
|--|--|
| | NOTES: |
| tell a story using the term. use video or computer images as a source of information. use current events to connect the term to something familiar. describe their own mental pictures of the term. find or create pictures that exemplify the term. | |
| Notice that some of these suggestions include providing images. Using both linguistic and nonlinguistic explanations of a new term will help students develop an initial understanding of the term, as well as help prepare them to create their own pictures or graphic representations in Step 3 of the process. | |

3. Ask students to construct a picture, symbol, or graphic representing the word.

- Model, model, model
- Provide examples of student's drawings (and your own) that are rough but represent the ideas
- Play "Pictionary"
- Draw an example of the term
- Dramatize the term using speech bubbles
- · Let them find a picture on the internet, if necessary
- · Create Comic Books
- Use Web 2.0 Tools from http://innovativocab.wikispaces.com

| Refine and reflect-Ask students to return to their previous work to discuss and refine entries. | NOTES: |
|--|-------------|
| Both research and common sense suggest that interacting with other people about what we are learning deepens the understanding of everyone involved-particularly when we are learning new terms. | |
| During Step 5, students examine their vocabulary to make changes, deletions, and additions. The teacher might ask students to do this in pairs or small groups. Students might: | |
| compare their descriptions of the term. describe their pictures to each other. explain to each other any new information they have learned or new thoughts they have had since the last time they reviewed the terms. identify areas of disagreement or confusion | |
| and seek clarification. | |

6. Involve students periodically in games that allow them to play with terms.

- Games are used to help and encourage many learners to sustain their interest and work and help the teacher to create context in which the vocabulary is useful and meaningful.
- The learners are requested to take part and in order to do so, they must understand what others are saying or have written, and they must speak or write in order to express their own point of view or give information.
- So, by this way, they are not only improving their vocabulary, but they are also improving their communication skills.
- Listen for misconceptions when learners are playing games/activities.
- Provides an opportunity for learners to work together.
- Gives in-context and out-of-context opportunities to apply, analyze, evaluate and synthesize new vocabulary.



Restate-Ask students to restate the description, explanation, or example in their own words. During the second step, the teacher asks students to re-

During the second step, the teacher asks students to restate the meaning of the term in their own words. It is critical that instead of simply copying what the teacher has said, the students "own" the new terms by constructing their own descriptions, explanations, or examples. Their constructions need not be comprehensive, but efforts should be made to ensure they do not contain major errors.

It is useful to have students record their descriptions, explanations, and examples in a vocabulary notebook. For each term, the notebooks should provide a space for students' descriptions (Step 2), students' picture or representation of the term (Step 3), and room for additional information students might add as a result of Steps 4, 5, and 6.

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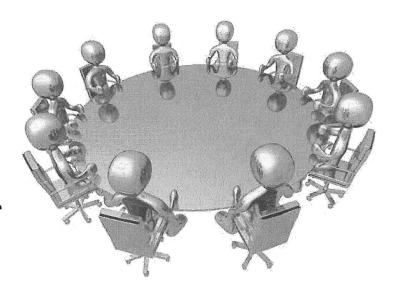
4. Engage students periodically in activities that help them add to their knowledge of the terms in their notebooks.

- Highlight prefixes, suffixes, root words that will help them remember the meaning of the term
- Identify synonyms and antonyms for the term
- · List related words
- · Write brief cautions or reminders of common confusions
- Translate the term into another language for second language students
- Point out cognates to words in Spanish
- Write incomplete analogies for students to complete
- Allow students to write (or draw) their own analogies
- Sort or classify words
- Compare similarities and differences

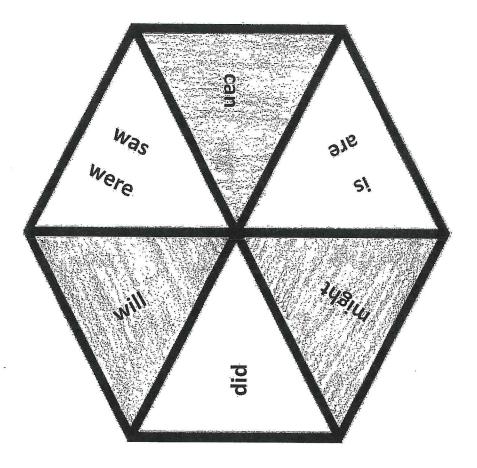
| Discuss-Engage students in discussion activities that help them add to their knowledge of the terms in their vocabulary notebooks. | NOTES: |
|--|--------|
| During the fourth step, students are engaged in activities designed to help them discuss and review the new terms. These activities include having students compare and contrast terms, classify terms, identify antonyms and synonyms, and create analogies and metaphors using the terms. During this time, students should be provided with opportunities to add to or revise the entries in their vocabulary notebooks if they are using them or wherever they are recording information about their new vocabulary. | |

5. Periodically ask students to discuss the terms with one another.

- · Think-Pair-Share
- Compare their descriptions of the term
- Describe their pictures to one another
- Explain to each other any new information they have learned ("aha's")
- Identify areas of disagreement or confusion and seek clarification
- Students can make revisions to their own work



| Step 3: Show-Ask students to construct a picture, symbol, or graphic representation of the term. | NOTES: |
|---|--------|
| In Step 3, students are asked to construct a picture, symbol, or graphic representation of a term; this forces them to think of the term in a totally different way. Written or oral descriptions require students to process information in linguistic ways. Pictures, symbols, and graphic representations require students to process information in nonlinguistic ways. | |
| If students are not accustomed to creating pictures and graphics for ideas, they might initially need significant guidance and modeling. Even if they have experience with nonlinguistic representations, it is likely that they will still need help with terms that are difficult, new to them, or abstract. | |



For inferential questions: Try the gray parts of the wheel. These questions are gray because they're not "black or white"; they have more than one right answer. These questions are also call "thinking" or "out of your head" questions.

For literal questions: Stick to the lighter parts of the wheel. These questions are also called "fact" or "out of the book" questions.