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Beginning Reading



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Parent Manual

FUNNIX

Parent Manual

Note: Follow along in this Parent Manual as you use the Parent Disc.

Go through the Parent Disc before you present *Funnix Beginning Reading* to your child.

Test your child for Lesson 1:

See Parent Disc-*Testing Your Child for Lesson 1*.

Introduction to Funnix

Two CDs that present 120 lessons:

Reading Disc 1 presents lessons 1 – 40

Reading Disc 2 presents lessons 41 – 120

A Workbook

A Parent Disc

What is Funnix?

120 complete lessons

Each lesson provides:

20 minutes of on-screen activities

10 minutes of Workbook activities

Before You Start

Schedule lessons at the same time everyday:

How long? 30 minutes.

Introducing the Program to Your Child

Tell your child:

1. Where and when the lessons are scheduled.
2. The program is difficult.
3. You're going to repeat lessons.
4. You believe they will be able to do it.
5. You want a commitment from them to work hard.



Rules for Presenting the Program

1. You and the child view the lessons together.
2. You operate the mouse.
3. Select an acceptable seating arrangement.
4. Make sure that your child performs the task the narrator presents.
5. Give feedback for correct responses.
6. Respond to mistakes in a positive way.

7. Make things very positive, especially during the first ten lessons.
 Keep the lessons moving.
 Don't repeat parts over and over.
 Before lesson 10, repeat the entire lesson if the child makes a lot of mistakes.
 After lesson 10, repeat only parts of the lesson that presented problems.
8. Set expectations that are modest.

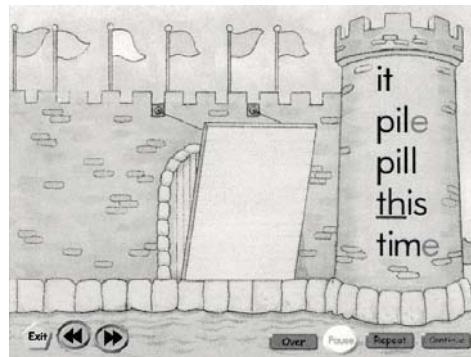
Navigating Through the Lessons



The Main Menu

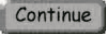
Type in the lesson number and exercise number and click on  (**okay**) or hit return. To exit the program click on  (**quit**).




The Lessons





Click on  (**pause**) to stop an exercise. Click on  (**pause**) again, or another command button, to proceed.


After the sequence stops automatically, click on  (**continue**) to proceed or hit the enter/return key on the keyboard.

Click on  (**repeat**) to return to the beginning of the task.

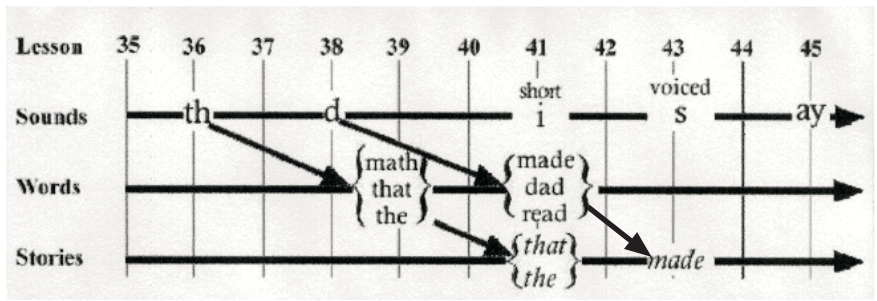
Click on  (**fast-forward**) and hold to go ahead in the sequence.

Click on  (**rewind**) and hold to go back in the sequence.

Click on  (**exit**) to go back to main menu.

Click on  (**over**) to go back to the beginning of an exercise.

How Skills are Taught



Sounds and Letters

Sounds for Letters and Letter Combinations

These activities include saying sounds, identifying letters and saying the sound the letters make.

To sound out words, the child must know the sounds for the letters and the letter combinations.

Sounds

Sounds from the last part of letter names		
letter	sound as in	introduced in lesson
f	fir	9
l	bell	8
m	came	6
n	pan	7
r	ear	10
s	kiss	6
x	box	101
y	my	25

Sounds from the first part of letter names		
letter	sound as in	introduced in lesson
b	grab	73
d	mad	38
j	jail	50
k	hike	50
p	map	32
t	rat	19
v	live	48
z	buzz	

Sounds for Vowels

letter	blue-letter sound as in	introduced in lesson	short sound as in	introduced in lesson
a	rain	10	ran	15
e	meet	10	met	110
i	like	15	lick	42
o	hope	10	hop	92
u	use	56	us	68

Sounds for irregular letters

letter	primary sound as in	introduced in lesson
c	cat	51
g	gum	59
h	hat	65
w	wow	57

Blue-letter combinations

Rule: When there is a blue letter in the combination, the blue letter does not make any sound. The other letter says its name.

letters	sound as in	introduced in lesson
ea	sea	17
oa	goat	17
ai	pail	18
ar	arm	82
ay	may	45

Other letter combinations

letters	sound as in	introduced in lesson
ch	beach	105
sh	shop	86
th	bath, bathe	36
wh	where	80
er	herd	91
ir	bird	97
ur	curd	97
al	ball	118
oo	moon	89

Correcting Sound Identification Mistakes

Click **pause** as soon as you hear a mistake.
Say the correct sound.
Click **repeat**.

If children say the letter names when they're asked for the sound:

Click on **pause**.
Say "You told me the letter name. But what is the sound?"
If the child says the correct sound, click on **pause** to continue.

Reading Words

In the early part of the program, all words are sounded out. Children say the sounds for the word and then “say it fast.” Click on **continue** as soon as the child has completed sounding out the word.

Correcting Sounds When Reading Words

Click on **pause** as soon as you hear a mistake.
Say the correct sound.
Click on **repeat**.

Blue-Letter Words

If there is a blue letter in a word, another letter says its name.
Final E words follow the blue-letter rule.

Correcting Blue-Letter Mistakes

The child says a sound for the blue letter.
The child doesn't say the correct sound for the letter that says its name.

To correct:

Click on **pause** as soon as you hear a mistake.
Say either: “That is a blue letter.”
Or “That’s the letter that says its name.”
Click on **repeat** and repeat the task.

Correcting Whole Words

Click on **pause**.
Say the correct word.
Click **repeat**.

Story Reading

The same basic procedures used for reading words in lists are used for story reading.

Correcting Story-Reading Errors

You correct story-reading errors the same way you correct words in a list.

Click on **pause**.
Say the correct word.
Click **repeat**.

Reading the Fast Way

Reading whole words is introduced in stages.

1. Finding words the narrator identifies.
2. Rereading words in lists the fast way.
3. Reading words in lists the fast way.
4. Rereading sentences in stories the fast way.

Correcting Story-Reading Errors

For errors that do not involve guessing:

Say the correct word.
Ask, “What word?”
Move on.

For occasional errors that involve guessing:

Say the correct word.
Ask “What word?”
Tell the child, “Slow down. Make sure you know the word before you say it.”

For frequent guessing errors:

Say the correct word.
Ask “What word?”
Direct the child to start the sentence over and say the sounds for each word, then say it fast.

Watch the Percentage of Words Read Correctly

Success = 4 out of 5 words correct

Problem = fewer than 4 out of 5 words correct

Second Reading of the Story

Pictures appear on the second reading.

Usually some of the text is eliminated or changed.

The narrator presents additional comprehension questions.

Workbook Activities

In the first 30 lessons, important skills are introduced through the Workbook.

Don't skip workbook activities for the first 30 lessons of the program!

The Workbook provides daily practice in matching, letter writing, word writing, word reading, spelling and other activities.

Accelerating the Program

Accelerate when the child consistently reads more than 9 out of 10 words correctly.

Steps for accelerating the program:

1. Click on pause at the beginning of a part that presents sounds, letters, words or sentences.
2. Direct your child to identify what is on the screen.
3. If your child reads without any mistakes, fast-forward to the next part of the lesson.
4. If your child makes mistakes, correct the mistakes and let the narrator present the exercises.

Lighten up the workbook activities:

After lesson 30, lighten up the worksheets if they become a chore and prevent the child from completing a lesson a day:

Do steps 1 and 2 above.

3. If the items ask questions or require matching words with pictures, direct your child to say or point to each answer.
4. Do any preferred activities on the worksheet.
5. Let the child finish other worksheet parts later.

Troubleshooting Computer Problems

- ☆ **PC Users Only:** Insert the disc and it will automatically load.
- ☆ **Mac Users Only:** To launch the Reading program insert the disc. After it loads up a window will appear. If you are using OS X double click the application called OS X. If you are using OS 9 or earlier double click the application Classic.
- ☆ It is advisable to remove the cd after use. Leaving the cd in adds wear and tear on your computer.
- ☆ Your **sound must be on** in order for this program to work.

Problem	Solution
Sound is on but you can hardly hear it.	Go into your computer setup and increase volume level for your speakers.
Sound is turned on, but no sound is coming from the speakers.	1) Make sure sound is not muted; 2) make sure speakers are turned on; 3) make sure speakers are plugged in.
The program appears frozen when the continue button is green.	Click green continue with mouse, or press enter/return on your keyboard. If that doesn't work use the fast forward button.

The main menu is inaccurately recording where you last left off.	If you fast forward or rewind to get to a different exercise the exercise count will no longer be accurate. Instead, return to the main menu and type in the desired exercise. The fast forward and rewind button give you the freedom to go over a part the child did not understand.
During the lesson, a script error message occurs that asks, "Do you wish to continue?"	Click on "Yes" to continue. Use the rewind button to get to desired location.
PC Users only: After quitting, you want to re-launch the "Reading" program. The disc is already in your computer.	Eject the disc and re-insert it into your computer and it will automatically load. For more advanced users, open the disc and double click the application "Reading_PC".

If this section does not solve your problem go to Funnix.com for further contact information.