

Wordly Wise i3000 Lesson Flow and Tips

Starting a Lesson

Students log in to their accounts at app.exploros.com and click the assigned **Lesson**. (See the document “Getting Started with *Wordly Wise i3000*” for information on account setup and lesson assignment.) Note that there is an accompanying **Lesson Test** that you will assign for students to complete after each lesson.

When you enter a lesson, the bottom of the screen displays three icons:
Dashboard, Activity, and Pack.



Dashboard: Lists students assigned to the lesson and shows student progress

Activity: Enters teacher and students into the experience of the lesson or test

Pack: Contains lesson-specific resources such as differentiated reading passages for students and a rubric for assessing open-response questions for teachers

The arrow at the bottom left of the screen allows teachers and students to exit the lesson at any time. As long as the lesson’s end date has not expired, students can reenter the lesson at any time at the same place they exited.

Click the **Activity** icon to enter Scene 1 and begin the lesson. There are either eleven (Level 2) or twelve (Levels 3–12) **Scenes** in every lesson; each scene contains a *Wordly Wise i3000* activity.

Click the numbered scenes in the top right of the screen to navigate through the lesson. Students move through the



scenes at their own pace and in sequential order. They cannot move to the next scene until they complete the previous activity. Teachers can move through scenes at any time and in any order to monitor student progress.

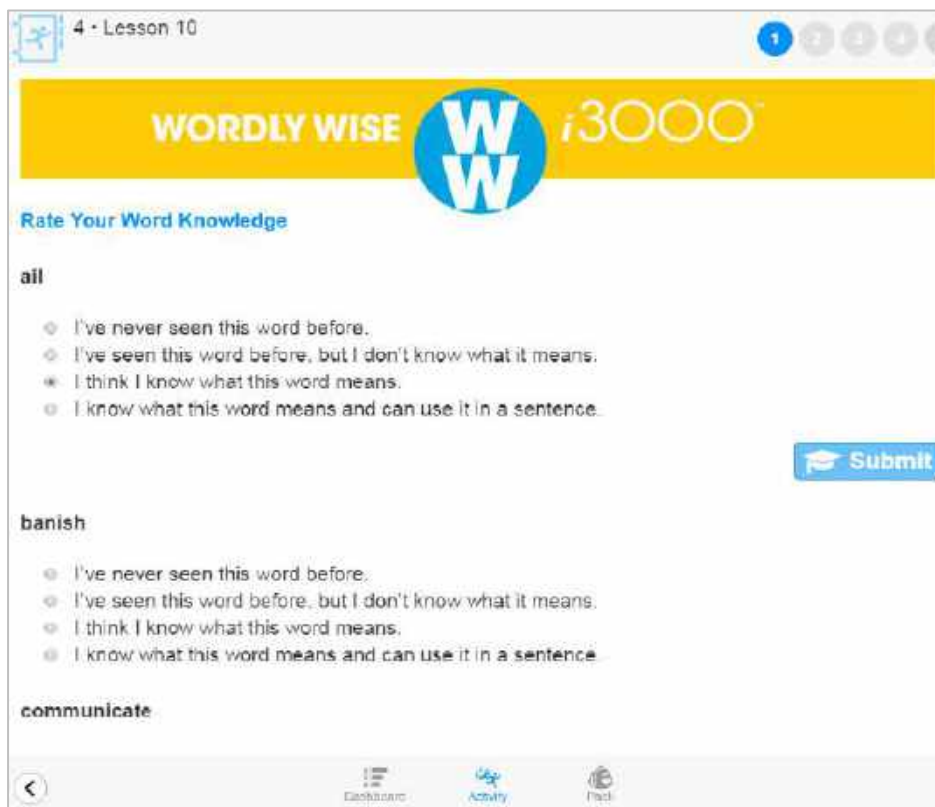
Implementing a *Wordly Wise i3000* Lesson

The teacher's view contains explicit directions for the specific activity in each scene.

Scene 1: Rate Your Word Knowledge

Students begin each lesson in *Wordly Wise i3000* by self-assessing their knowledge of vocabulary words before they encounter them in the word list.

In Levels 2 and 3, students rate their word knowledge by choosing between three



4 - Lesson 10

WORDLY WISE **WW** *i3000*

Rate Your Word Knowledge

ail

- I've never seen this word before.
- I've seen this word before, but I don't know what it means.
- I think I know what this word means.
- I know what this word means and can use it in a sentence.

banish

- I've never seen this word before.
- I've seen this word before, but I don't know what it means.
- I think I know what this word means.
- I know what this word means and can use it in a sentence.

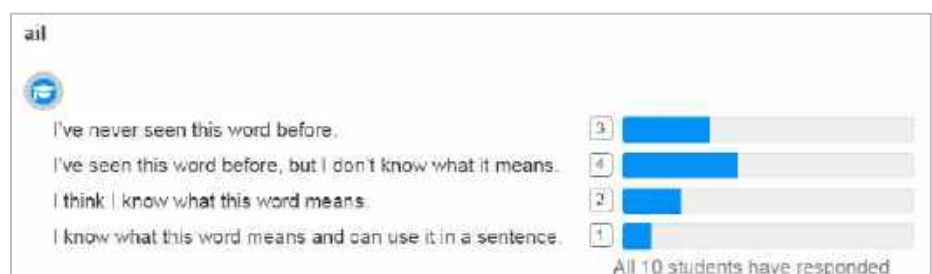
communicate

Submit

ratings, ranging from “I don’t know this word” to “I know this word, and I can use it.” In Levels 4–12, students choose between four ratings, ranging from having never seen a word before to knowing and being able to use it in a sentence. This activity helps build students’

awareness that the acquisition of word knowledge is incremental.

Teachers are able to see the ratings in real time. At a glance, teachers can see which words students are most and least familiar with and can adjust their instruction accordingly.



Scene 2: Word List

Students click the icon to open the **word list** for the lesson in a new tab or window. The teacher can introduce the lesson's words and definitions as a teacher-led, group activity or have students review independently. Teachers can use the results from the Rate Your Word Knowledge activity to determine which words they may need to spend more time on.



4 • Lesson 10 Word List

ail
(v) To cause sickness, pain, or trouble.
*"What **ails** you?" the doctor asked.*

ailment (n) An illness; a disease.
*The **flu** is a common childhood **ailment**.*

ailing (adj) In poor health.
*I have been **ailing** all winter.*

banish
(v) 1. To force someone out of the country.
*After the revolution, France **banished** the royal family.*

2. To get rid of completely.
*Joe was such a cheerful person, he **banished** gloom wherever he went.*

Each vocabulary word is hyperlinked to an online dictionary resource where students can read a full dictionary entry and hear the word read aloud. Academic words

are marked with an asterisk (*) so teachers may easily emphasize them during instruction.

At the end of the word list, students are directed to click the **Quizlet** icon to review the words using the study modes on Quizlet.com. For more information about the integration of Quizlet into *Wordly Wise i3000* lessons, see the section **Scene 12: Study and Play** in this document.

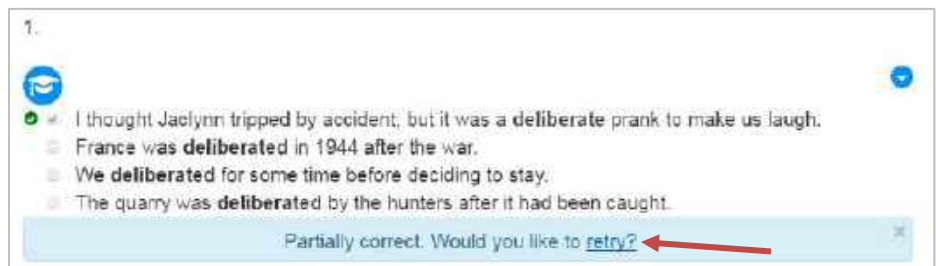
Once they've reviewed the word list, students can either close the tab or leave it open to consult the word list throughout the lesson. Upon returning to the lesson, students will click a button affirming that they have reviewed the word list; doing so allows them to progress to Scene 3.

Scenes 3–6: Practice Activities

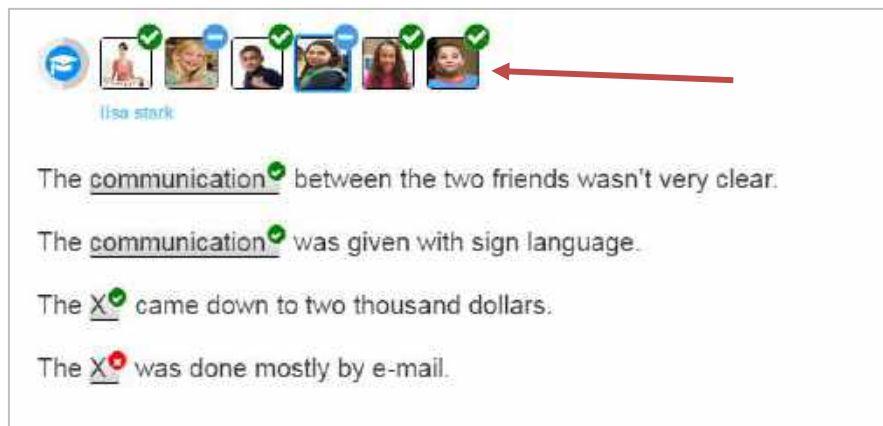
Students will next complete a variety of practice activities that help them begin to embed vocabulary words in their long-term memory. In Level 2, there are three practice activities per lesson (Scenes 3–5), while in Levels 3–12, there are four (Scenes 3–6). The type of activities students will see varies by level. (A full list of these activities can be found in the document “Overview of Practice Activities.”) To review word meanings, students can click “Word List” at any time under the heading of each scene.



Students receive **immediate feedback** on their answers, telling them if they are correct, partially correct, or incorrect. If they are incorrect or partially correct, they have the opportunity to try again. Teachers have the option to turn student-facing feedback on or off before assigning a lesson.

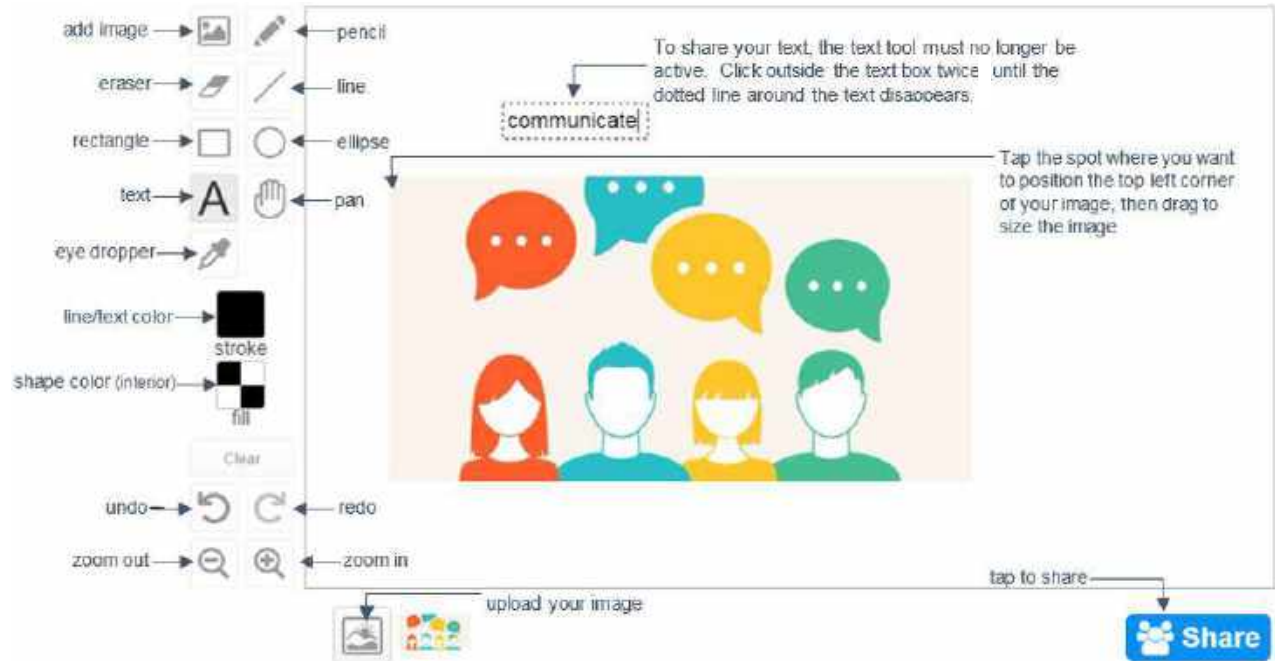


As students submit responses, teachers can see progress in real time on their device. Teachers can view progress as a class as well as review individual students' work in more detail by clicking each student icon. All practice activities are automatically scored.



Scene 7: Illustrated Vocabulary (In Level 2, this activity is in Scene 6.)

In all levels of this social-learning activity, students use the **Draw element** to create or upload an image to demonstrate the meaning of a given word from the word list. In Levels 3–12, students are also asked to write a sentence explaining how the image they drew or uploaded represents the word. When finished, students share their work with the class.



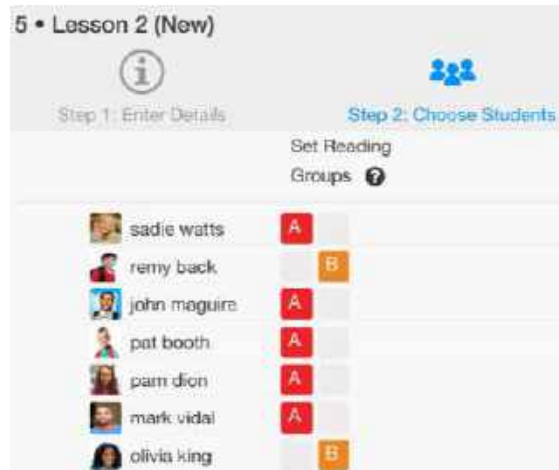
After students have shared their own work, they are able to see what their classmates have submitted by clicking the other students' icons. Each image and sentence students create contributes to a virtual word wall, which is viewable by the entire class.

In Scene 7, the sharing feature for the Illustrated Vocabulary activity cannot be disabled since students are prompted in the Vocabulary Extension activity in Scene 10 to return to Scene 7 to view their peers' illustrated postings before responding to the new activity. Teachers can always delete any posts if needed.

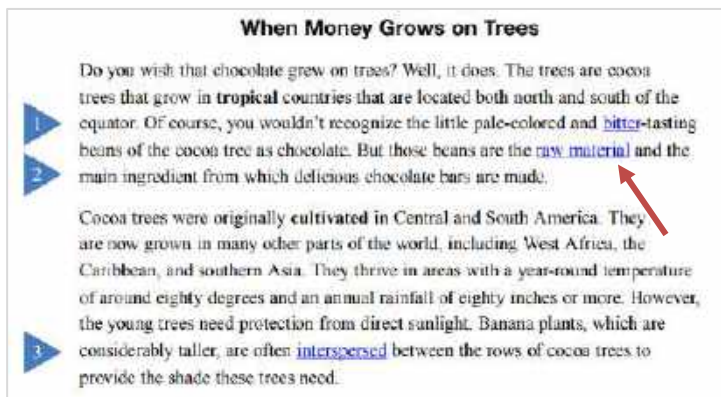


Scene 8: Passage (In Level 2, this activity is in Scene 7.)

The *Wordly Wise i3000* reading passages place vocabulary in context. Teachers provide differentiation to their students by assigning students either a primary or secondary passage. The primary is an on-grade-level passage, while the secondary is the same passage written at a lower Lexile® measure. The only substantive difference between the two passages is the relative readability of the sentences. In Step 2 of assigning a lesson, teachers are asked to select the appropriate passage (“A” for primary and “B” for secondary) for each student.



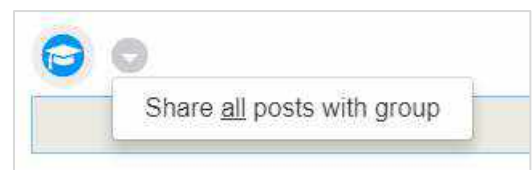
Students can interact with the passages by clicking any blue text. This will take them to a definition of a potentially challenging word, phrase, or idiom at the end



of the passage. Students can then click a link to conveniently return to their place in the passage. They may also hear the passage read aloud using their web browser’s audio functionality. For instance, in a Google Chrome browser, students may select “Edit” from

the browser menu, then select “Speech,” then select “Start Speaking.”

After students read the passage, they answer an open-ended comprehension question about the passage as a whole. (In Level 2, students answer a multiple-choice question.) Teachers can view submitted written responses in real time to assess understanding and respond individually to students. Although the default is set to share with the teacher only, the teacher can choose to share with the group, creating a “Discussion Wall” by clicking on the gray arrow.



Scene 9: Reading Comprehension (In Level 2, this activity is in Scene 8.)

Students complete additional comprehension items relating to the passage. Students drag and drop the correct word to complete each sentence to demonstrate their understanding of vocabulary words in context. Students receive immediate feedback on their work. If they did not answer correctly, they have the opportunity to try again.

Teachers can review student progress in real time. They can see individual responses to each question, as well as how many students in the class have completed the activity so far.

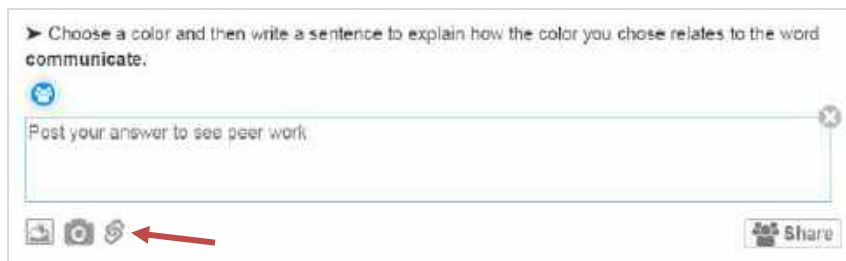
Scene 10: Vocabulary Extension (In Level 2, this activity is in Scene 9.)

In this social-learning activity, students return to the Illustrated Vocabulary activity to view their classmates' images and sentences. They are asked to focus on the word knowledge they have acquired, extend that into writing, and then share their writing with their classmates. Once students share their work, they can view their peers' submissions as well as interact with one another by responding with comments that demonstrate their word knowledge. Teachers can review and comment on student work in real time. If necessary, teachers can hide an inappropriate or sensitive student response from the group after it has been posted.

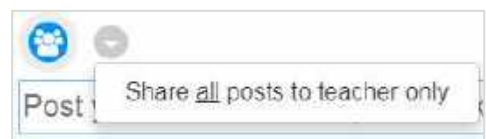
Note: If students wish to include links in their responses, they must select the link symbol first. An empty text field will then appear next to the symbol.

Students will need to type or copy and paste the

entire URL into the field for the link to become active once their response is shared.

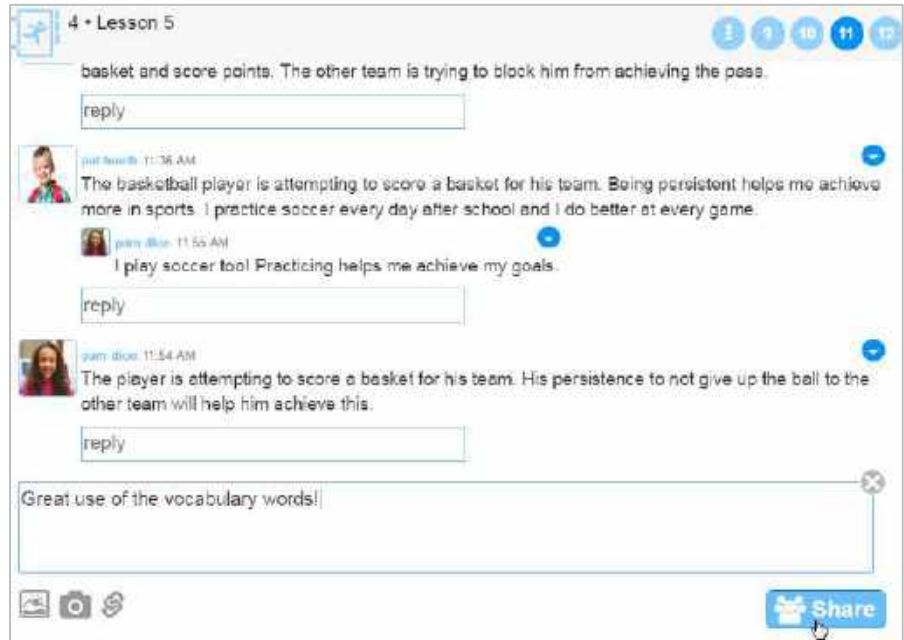


The sharing feature for the Vocabulary Extension scenes that utilize the "Discussion Wall" defaults to share with the group but can be changed to share with the teacher only by clicking the gray arrow. Group sharing cannot be disabled for other Vocabulary Extension scenes, such as ones that contain Graphic Organizers.

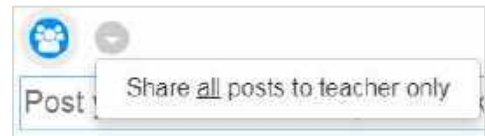


Scene 11: Creative Writing (In Level 2, this activity is in Scene 10.)

In this social-learning activity, students create their own unique sentences using selected vocabulary words. Creative Writing prompts often include visual images or connect the vocabulary words to students' personal experiences. Students share their creative work with their classmates. Once students share, they can view their peers' responses as well as interact with one another by replying with comments that further demonstrate their word knowledge.



Teachers can review and comment on student work in real time and have the option to hide a response from the group if necessary. Although, this scene defaults to share with the group, teachers can change to sharing with the teacher only by clicking the gray arrow.



Scene 12: Study and Play (In Level 2, this is Scene 11.)

Before taking a lesson test, students are encouraged to practice and master their vocabulary with **Quizlet**. They can choose from seven available study and game modes to further extend and reinforce their learning.

Students click the purple Quizlet icon to access a lesson's specific study set. They can star any of the words to study them separately and choose to have any of the words or definitions read aloud.



In the **Study** modes, students can study virtual **Flashcards** at their own pace, each of which includes a vocabulary word (often with an image that illustrates the word meaning) and its definition(s). In **Learn**, they type the correct word for each definition provided. In **Spell**, students must accurately type the words that they hear spoken aloud.

In the **Play** modes, students are challenged by timed games and varying levels of difficulty. During **Match**, students drag and drop a word to its definition, or vice versa, to make the items disappear in the least amount of time possible. In **Gravity**, students set their game difficulty to easy, medium, or hard. They read a falling definition and then quickly type the correct matching word before the definition reaches the bottom of the screen. In various study and game modes, students can customize the settings according to their individual preferences.

In **Live**, teachers set up an interactive game in their classroom. Students work together in teams to be the first team to complete the game. The game's activities vary, but involve recalling words and word meanings from memory.

As students use Quizlet, data accumulates. Students can see at a glance which words they struggle with and mark them for additional practice.

Wordly Wise i3000 Tests

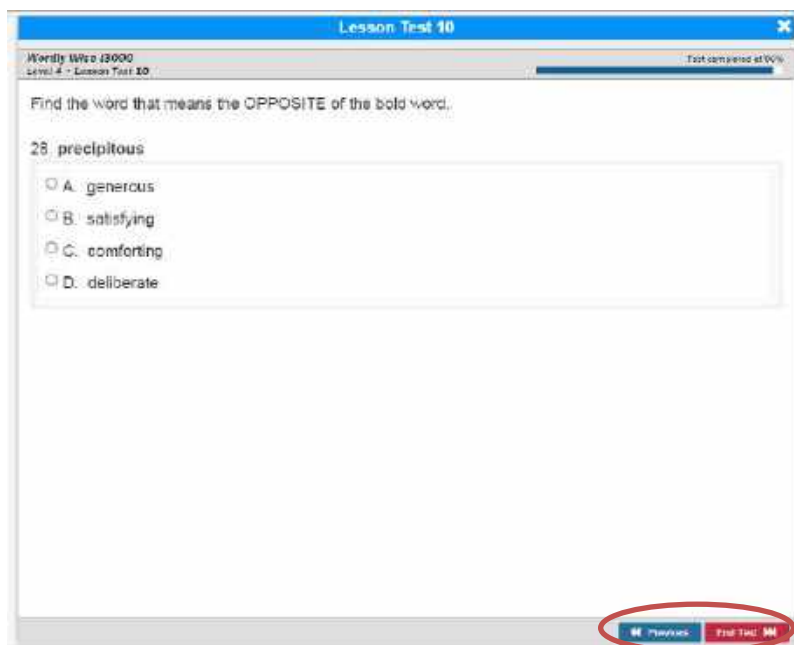
Every *Wordly Wise i3000* lesson has a corresponding lesson test. Each level also has a final test and either cumulative tests or a midterm test.

Level 2: Three cumulative tests (after Lessons 4, 8, and 12) and a final test.

Level 3: Two cumulative tests (after Lessons 4 and 8) and a final test.

Levels 4–12: A midterm test (after Lesson 10) and a final test.

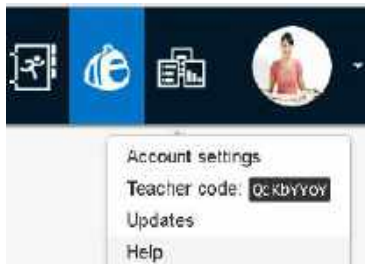
To administer a test, assign the experience using the same steps used to assign a lesson. The default duration of an experience is two hours: Be aware that students will not be able to complete the test if the experience expires before they finish. Be sure to set a duration period for the test that meets your students' needs.



Student responses are automatically scored. Students move through the test at their own pace, clicking **Next** to continue or **Previous** to return to earlier questions. If students exit the test without completing it and reenter later (if the test has not expired), they will be taken to the last question they viewed.

Students must be sure they have completed all questions before clicking **End Test**, as they will not be able to reenter the test after that point. Once the test experience has expired, students may view their responses by entering the test from the list of Ended experiences. There, teachers can also view a report of student results.

Program Assistance and Technical Support



In the **Resources Pack**, several documents are housed, including “Getting Started with *Wordly Wise i3000*,” which contains step-by-step instructions for setting up your class and assigning lessons; “Welcome to *Wordly Wise i3000*,” which contains an introduction to the program and teaching options for classroom implementation; and video tutorials on various components of the program.

The **Help** section, located in the drop-down menu of the teacher profile icon, offers support for using the Exploros platform.

For further assistance, contact Technical Support at:
techsupport.eps@schoolspecialty.com.