

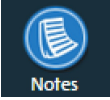

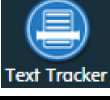
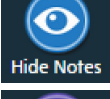
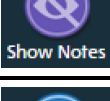




Grades 3–12 Reading Portal

Reading Portal passages are designed for students in demographic grades 3–12. When presented with a Reading Portal passage, students are provided with a variety of additional tools to support the learning environment.

NOTE: While students in demographic grades 3–12 who are working below third-grade level will continue to have content presented in the same age-appropriate environment, they may see Text Reader text without the Cognitive Coach and tools needed for the middle school reading. See [Grades 3–8 Cognitive Coaches](#) for information about Cognitive Coaches.

Table 3-5 Grades 3–12 Reading Portal Tool Buttons

Button	Purpose
	The Go to Activity button displays when a question about the text is available to answer.
	The Back to Passage button displays on a question page and returns the student to the text.
 Notes	The Sticky Notes button enables the student to make a note within text.
 Highlighter	The Highlighter enables the student to highlight text.
 Text Tracker	The Text Tracker helps the student track the line being read.
 Hide Notes  Show Notes	The Hide Notes and Show Notes buttons toggle between a page view that displays the sticky notes and highlighting the student used and a page view without these elements.
 Read To Me	The Read to Me button plays an audio reading of the text.
	Rollover Audio - In Reading Portal or in the glossary, the student can select the Rollover Audio button when the cursor is hovering over a sentence to play an audio reading of the text.

Grades 3–8 Cognitive Coaches

Students working in grades 3–8 course-level content choose a Cognitive Coach avatar at the beginning of a Guided Practice text passage.

Figure 3-9 Choosing a Cognitive Coach

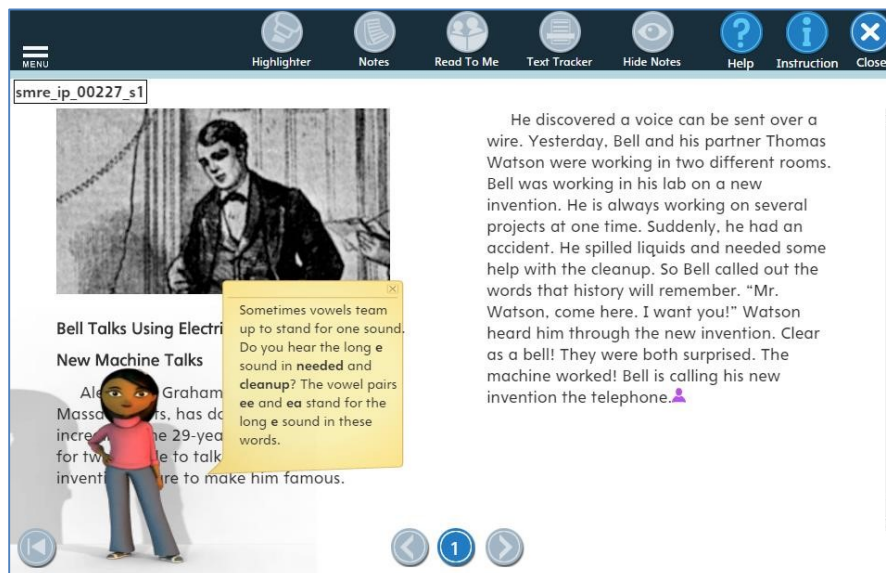


The Coach provides prompts, cues, and feedback to help students master the key concepts and strategies presented in the lesson. Students cannot exit a page of text where the Cognitive Coach button is displayed until they have selected the button and played the coach prompt. The coach will also provide incorrect-answer feedback during some assessments and help to guide students to areas of the text where answers can be found.

Students in demographic grades 3–12 who are working below third-grade level will continue to have content presented in the same age-appropriate environments, although they may experience Reading Portal text without the coach prompts.

Students above demographic grade 2 may occasionally experience a prerequisite learning object from a lower grade. When this occurs, Text Reader text without the cognitive coach and Text Reader tools for grades K–2 may appear.

Figure 3-10 Cognitive Coach Example



Rewards for Progress

All students using Reading default or custom-by-settings courses will be rewarded for advancing in the course. The first reward is unlocked at the completion of IP and then every