

Developing Critical Thinking Skills Series

Skill levels 5 - 8

Complete program: 6 units

Set 1 (Units 1, 2, 3)

Set 2 (Units 4, 5, 6)

For teaching suggestions see page 4

Evaluation version: Unit 2

Tracks work for two students.

Windows 9x/NT/2000/XP

8 MB RAM, 32 MB hard disk space

This program requires a minimum screen resolution of 800 by 600 pixels.

The program helps students sharpen their critical thinking skills and develop their ability to make inferences. Text topics range from history and culture, to nature and science, to famous personalities and unusual facts. Each set contains 60 passages and 600 questions.

Designed for students in middle school through high school, this program can be used as well by ESL or adult students for remediation. Emphasis is placed on thinking about word relationships and recognizing proper inferences, main ideas, and logical sequence of sentences. Each lesson is self-directing and self-correcting and presents both read-in-context word replacement questions and comprehension questions as well as crossword puzzles. Students receive graphic rewards. Following each round on the summary screen is a Print option, which generates a progress-to-date report. Student scores are kept in a management system that allows teachers to view and print reports.

Focusing on inference, main idea, and sequence, the program provides practice at six units of difficulty. The skills are assessed in the Tryout. In the Workout, the student practices his skills, and for each text he passes he is given a wrap-up crossword. The Finals section tests the student's mastery of each skill.

The topics represented are: history and culture, music and the arts, nature and science, historical figures, famous personalities, entertainment and recreation, and unusual facts.

For logging on instructions, see the Logging on and Class Management section of this guide.

There are two program features the teacher may customize for the students. See the TPM section of this guide.

1. Hide/Show Sound
2. Hide/Show Graphics
3. Set the number of correct texts needed to pass each part
4. Set the number of texts presented for each part

PROGRAM DESCRIPTION

Each unit of the program contains three Main Menu parts: Tryout, Workout, and Finals. Summary screens follow each round of each part of the Main Menu. The Print option shows the student's progress to date, not just the results of an individual round.

TRYOUT: The student will have a chance to try out his critical thinking skills on three texts. Because the Tryout helps the student assess his skills, he does not get any sounds or graphic rewards until he has

completed the Tryout. The bar at the bottom of the screen shows how much of the Tryout he has completed. When he has finished all the questions, a summary screen shows how he did. Stars show the number of texts that he passed. A check shows that he has done an excellent job. His scores for specific reading skills let him know how he is doing. 'Print' will show how he did in a progress-to-date report.

WORKOUT: The student will be challenged to use all skills. There are two reading pools on the Workout. When the student begins, three texts in each round are chosen randomly from the level's lower reading pool. The student must complete all seven texts in the lower pool of texts before moving on to the seven texts in the higher pool. A summary of scores appears after each round.

The student's understanding of each text is divided into four exercises: (1) vocabulary (2) reading comprehension: inference, main idea, sequence (3) two-answer text description (4) crossword puzzle. In each exercise, students get twice as much credit for answering correctly on the first try as on the second try. If the student gets a "You are having trouble" message after any of these exercises, it means the student's score was not high enough to go on to the next exercise. Any text on which the student fails to score high enough will be kept in the same pool of randomly chosen texts for subsequent rounds.

Students must get at least 70% in each exercise to go on to the next one. For each text the student does well on, he will get a wrap-up crossword. The program allows each text to remain on screen at the same time as questions or crossword, so the student can refer to the text when choosing an answer.

Vocabulary: In the first exercise, the student reads through the text and is presented with vocabulary-in-context questions: three or four words are consecutively highlighted, and the student is asked to select the best replacement or definition from among four multiple-choice answers.

Reading Comprehension: Next, the student is asked to answer two skill questions that test his main idea, inference or sequence skills. Whenever a student answers incorrectly, he is told why that answer is incorrect and is asked to try again.

Two-Answer Text Description: Next, the student is given four words or phrases and is asked to choose the two that best describe what the text is about. The student must get both choices correct. If one is correct, he is told one choice is correct and is asked to try again. This exercise is designed to help the student identify the main idea and see the difference between a main idea and a supporting detail. Many students may be unfamiliar with this type of comprehension question. It may take a couple of rounds before they master the technique.

Crossword Puzzle: Finally, if the student has done well on the preceding exercises, he is given a crossword puzzle. Each time the student asks for help with a word, the computer gives one letter. Most of the answer words and clues are based on the text, and many appear in the text.

In the crossword, students lose points for each incorrect letter and for each hint; the scoring works in favor of a student who can spell even a small portion of a word correctly on the first try. Help messages, as well as sound and graphic rewards, are available. The bar at the bottom of the screen first shows how far along the student is in the whole Workout and then continues to show how far along he is in the current round.

At the end of each round a summary screen will show how the student did. The student gets a star for text passed. 70% is passing. Red stars show the texts passed for the current round. Gray stars show correct answers for preceding rounds. When the student has seven stars in a set, he has passed it. When he has gotten seven stars in both sets, he has finished the Workout. The bar at the bottom of the screen indicates how many texts the student has passed in the Workout. The scores shown on the screen are only for this round. 'Print' will show how you did in this round as well as your progress to date.

FINALS: The student is tested on the same skills but with different texts from those used in the Tryout. He will be given three texts. To pass the Finals, the student must pass all texts. 70% is passing. The bar at the bottom of the screen shows how much of the Finals he has completed.

When the student has finished all the questions, a summary screen will show how he did. Stars show the number of texts that the student has passed. A check next to a skill lets the student know he has passed and that he has done an excellent job. Scores for specific reading skills let the student know how he is doing. 'Print' will show how he did in all the parts of the program.

Summary screens follow each of the four parts. The Print option shows the student's progress to date, not just the results of an individual round. Red stars show correct answers in the current round. Gray stars represent correct answers in preceding rounds.

HOME VERSION

A Home version of the program provides additional flexibility. It is appropriate for:

- Teachers who wish to assign independent work for students
- Teachers who teach distance learning programs
- Self-motivated people interested in improving their skills
- Home school settings

The Home version has the same scope, sequence, and printing features as the School versions. It tracks and bookmarks the work of two students, but it does not permit user entry into the teacher record management system.

To facilitate distance learning, each time a student completes a round, a progress report is automatically saved as a file that may be e-mailed to an instructor. This progress-to-date file has an MPR extension and contains the same information a student gets when he prints from the summary screen. Student access to this file is through the Progress Reports folder in the Start menu of the Home version.

Students may purchase Home versions of the software directly from Merit.

HOME VERSION PROGRESS REPORT VIEWER

The School versions do not generate MPR files but they contain a Viewer program. When you double-click the Home version MPR progress-to-date file on a system that has a School version of the program installed, the file will open in a password-protected Viewer program. Type the password in the password box and press OK. You will be alerted if the file has been altered. If it is unaltered, you may view or print it out from the Viewer program.

The progress-to-date file can also be opened with the Windows system Notepad or Wordpad programs, but these programs will not notify you if the file has been altered.

EVALUATION VERSION NOTE

The Evaluation version of the software includes the Viewer program and, for convenience, automatically saves the MPR progress-to-date file at the end of each round. MPR files can be accessed through the Progress Reports folder in the Start menu.

LOGGING ON AND CLASS MANAGEMENT

There are two options for adding student names to the record database.

- Teacher controlled – appropriate for most schools. Names added with the TPM Set Up Student Names functions.
- Student controlled – for home users and for mature students. Names added at the Logon Screen.

For more information about class management and adding student names to the database, see the Teacher Program Manager manual. It can be printed out from a Merit Software CD or from this link on the Internet: http://meritsoftware.com/Teacher_Program_Manager.pdf

The program opens to a Log on screen with all previously entered class codes and student names. Students must select their class code in order to see the list of students in their class. They then click on their name to begin the program. If the program is in student controlled mode and students are logging on for the first time, they select their class code, click the New Student icon, and fill in their name on the form that appears on the screen.

The evaluation version of the program permits entry of only two student names. When a third name is entered, the first one will be deleted. The stand-alone version for one station contains record keeping for 42 students. Other School versions permit entry of as many names as disk space allows. When disk space is filled, the name that was entered first will be deleted.

SCORING

Students may print out their scores at the end of round progress-to-date screen. Teachers may view detailed scoring in the Teacher Program Manager.

TEACHER PROGRAM MANAGER

All Merit Software applications utilize a centralized student record keeping/management system utility program called Teacher Program Manager (TPM). To learn about these advanced functions, see the Teacher Program Manager manual. It can be printed out from the Merit Software CD.

SUGGESTIONS FOR USING THIS PROGRAM

For best results we recommend that students use the program 20 to 30 minutes a session, two to three times a week, for six to eight weeks in conjunction with other methods of instruction. Program usage should be paced to allow students sufficient time between sessions to absorb the material.

Start out with Merit's *Tryouts* to see where students need reading comprehension help the most.

Discuss problem areas with students.

Ask students what they read most outside school. How much do they read outside school? Do they use books or go online? What do they like reading?

Supplement Merit with material from social studies, science and language arts class, so students may practice skills in a variety of subject areas.

Return to the software and have students try the *Workout* section.

Follow up each software session. Ask students to name something from the software texts that was already familiar to them before their session. Can they name something they read about for the first time? What new questions do they have?

Look at a sample text. Ask students to find the key words that tell the main idea. Can they list 1-2 details? Find a fact and/or an opinion? Explain text sequence? What can they infer from the text?

Have students print scores received for completing software *Workout* section. Later, discuss these scores with students. Are they pleased with their progress? What seems easier to them? What needs more practice?

Relate skills practiced with the software to material in their social studies, science and language arts classes, so students can apply new skills to each subject area. Have students write sentences explaining what they are reading.

Give students short texts from either social studies, science and language arts classes. Have students work in pairs to create additional sentences that could be inserted into each text.

Suggest students read something they like for an extra 20 minutes a day on weekends.

Ask students to keep a reading journal.

Have students imagine they are making up reading/vocabulary questions for a Merit program being used. Give students a short text. Have them work in pairs to create and write their own skill-related question and answers.

Have students imagine they are creating a crossword puzzle for a Merit program being used. Tell them to choose words from classroom material, then work in pairs to write, draw and design their own vocabulary puzzles.

Tell students to work in small groups to act out what they are reading for social studies and language arts class. Ask them to take turns performing for other groups.

Organize students into small groups for games of charades based on passages in science class.

Return to the software and let students try Merit's *Finals*, to help prepare for and demystify standardized tests.

Follow up software units with written post-texts.

Compare students' software results with gains on standardized test scores.

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