**Lessons**

Activity Track: a shortened version of the lessons. Students will go through three activities. If they pass, they will move on; but if they fail, they will be assigned to take the full lesson.

Instruction Track: the full lesson, followed up by the activities. If this is passed, the students are allowed to move on; if failed, students are required to take a refresher lesson. After completing the refresher, students experience a new activity. If the activity is failed a second time, the student is allowed to move on but is flagged for review in the Administration System.

Vocabulary

- There are 2,200 vocabulary words
- To enter the vocabulary Word Wall, press the next button.
- *Word Walls*: There are six Word Walls to correspond with each chapter. The student must prove three words correctly from each lesson to move on to the next lesson's set of words.
- *Spelling the word*: If a word is not spelled correctly, the word will not be saved, and it will be placed back into the word bank.
- *Proving the word*: After spelling the word, it must be marked by using decoding symbols. If the word is misspelled, it will be placed back into the word bank.
- The Decoding Selection is available in the Administration System to challenge the student. This gives the student multiple choices when selecting a mark.
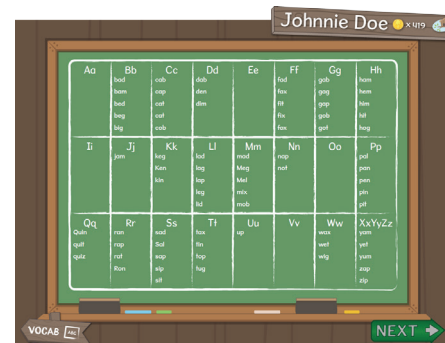
Library

- There are six sections in the library: K, 2, 3, 4, 5, and 6. There are no books for Chapter 1, but tracks 1-3 will always have access to the Kindergarten books.
- Books will become available in the library once the student has been tested on content relating to the book within a lesson.
- Controlled vocabulary: Each book contains words that utilize skills learned in previous lessons and includes nothing above what the student has previously learned.

Games

- There are six games — one for each chapter.
- Card Match (Ch. 1), Whack-a-Word (Ch. 2), Cannon Blast (Ch. 3), Monkey Run (Ch. 4), Letter Leap (Ch. 5), and Dino Drop (Ch. 6)
- Students are charged 15 coins when they select a game. This allows students to play the game for 15 minutes, or one minute per coin. If they do not use all of their time in the game, they will be reimbursed when they exit.
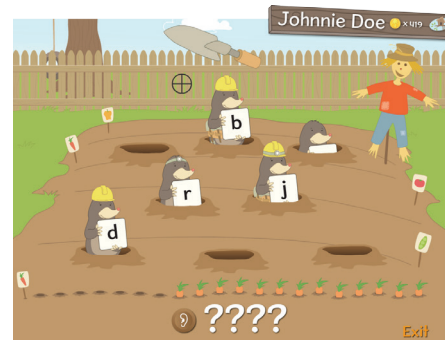
Dashboard

- The Treasure Chest is accurate to within one coin.
- Trophies are awarded after the completion of each chapter.

Reading Horizons Discovery - Implementation Guide
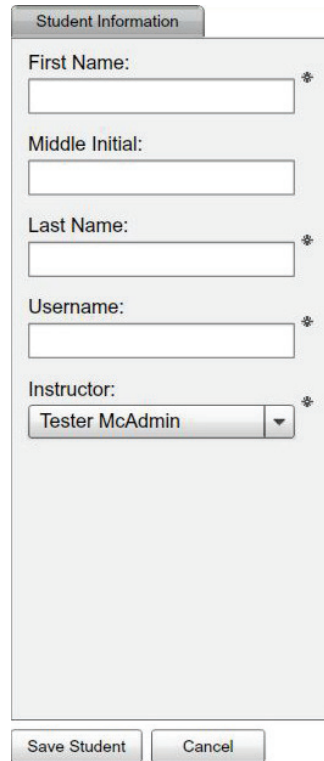
Admin Login

1. For online installations, go to www.<yoursitename>.rhdiscovery.com. You can also go to www.rhdiscovery.com, but you will need to type in the site name. For network installations click on the desktop icon.
2. Enter your user ID. All administrator user ID's are required to be in the form of an e-mail address.

3. The system will recognize your user ID, and your administrator account name will be displayed.
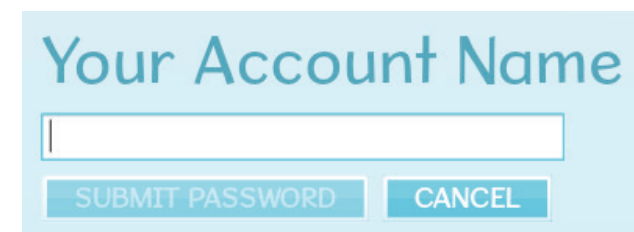
Enter your password in the field provided.

Adding and Editing Student Accounts (to edit multiple students, see Set Global Options)

1. Click on the **"Add Student"** or **"Edit Student"** button.
2. Add or edit the student's information. Fields with an asterisk (*) must be completed.
   Note: The username is what the student will use to access the software. This should be something easily remembered. A name or student ID number the student uses for schoolwork is suggested. The username is not case sensitive.
3. Click on the **"Save Student"** button to apply the changes.

Options Tab

Grade Track – Select from K, 1, 2, or 3. Track 3 is the default track.

Lesson Track – Select from the Instruction Track or the Activities Track. The Activities track will skip the instruction portion of a lesson.

Lesson Passing Percentage – This is the percentage correct required to complete a lesson.

MCW Passing Percentage – This is the percentage correct required to complete a lesson but also the minimum score required during the MCW Assessment that will override a MCW List Lesson.

Test Passing Percentage – This is the percentage correct required to pass off the individual lesson skills being tested.

Reports

Class Roll Report – Here, you can see the students' time spent, track, current lesson, completion percentage, and RTI (Response to Intervention) status. Green indicates the student is doing well. Yellow indicates that the student is struggling with a few skills. Red indicates that the student has failed a lesson or test.

Message Center – The software flags a student when he or she has failed an individual skill, lesson, or test. When a student is flagged a message will be added to the message center of that student's instructor. The message advises the instructor on how to help the student.

Student Summary Report – This report gives a summary a student's overall progress and includes links to more detailed reports – Common Core, Lessons, Tests, Assessments, Vocabulary, and Library.

Common Core Report – This report shows what portions of the Common Core the software covers and the student's completion percentage.

Lesson Report – This report gives an overview of a student's scores, time spent in each lesson, and the dates the lessons were entered/completed by the student.

Test Report – This report includes an overview of all the student's chapter tests.

Assessment Report – This report shows the scores for the Phonemic Awareness, Most Common Word, and Spelling/Word Recognition Assessments.

Library Report – This report provides an overview of how students performed in each reading. This includes their comprehension question results: main idea, detail, vocabulary, inference, story grammar, and sequence.

Vocabulary Report – This report shows the activity for the student's Word Wall.

Student Login

The first time students access rhdiscovery.com, a Site ID and User ID are required. Each site has its own URL that allows the user to skip the Site ID login step (ex. academy.rhdiscovery.com). It is recommended that this site be saved as a favorite or desktop icon.

To login as a student all that is needed is the username. Once the login button has been clicked, the students must confirm their identities. The Enter button is not enabled to avoid students accidently logging in as the wrong user.

Student Navigation

The Clubhouse – There are seven options for the student to click on once they have entered the clubhouse: next, exit, compass (tutorial), chalkboard (vocabulary), books, dartboard (games), and dashboard (nameplate in the top-right corner).

> **Green Next Arrow** – Always takes students to the next Assessment, Lesson, or Test.
>
> **Chalkboard** – Allows students access to the Vocabulary Word Wall, where students will spell and decode words.
>
> **Dartboard** – Allows students to access games that become available as they progresses through the program.
>
> **Books** – Clicking on books will give students access to the Little Books. These are controlled-vocabulary passages that correlate with the skills taught throughout the software and are unlocked as the student progresses through the software. These books are available in hard copy.
>
> **Compass** – Clicking on the compass will replay the introduction video explaining all of the features of the Clubhouse.
>
> **Dashboard** – Shows a progress map for the current chapter, the trophies earned, and the number of coins in the treasure trove. A link to the Clubhouse Store is also provided.
>
> **Red Exit Arrow** – This arrow logs students out of the Clubhouse.

Lesson Flow

> **Assessments** – The assessments are the first nine segments the student will have to complete.
> *Phonemic Awareness* (first seven): These identify the student's ability to recognize phonemes — rhyming, syllables, initial sounds, blending, final sounds, medial sounds, and segmentation
> *Most Common Words*: If the student does well enough this will change the lesson plan by overriding the MCW lessons. If the student misses three words in a row, the assessment will end.
> *Spelling*: If the required lesson passing percentage is scored, this will allow the student to skip the instructional portion of lessons and go straight to the activity track. If the student misses three words in a row, the assessment will end.