

Welcome to the Webinar

Choosing the Right Words and Texts for Fluency and Vocabulary Instruction



Featuring Dr. Elfrieda H. Hiebert
University of California, Berkeley

PEARSON

HOSTED BY
*my*PearsonTraining.com

Pearson Copyright 2007

Choosing the Right Words and Texts for Fluency and Vocabulary Instruction

- 1. The word problem
- 2. The words and texts of the fluency curriculum
- 3. The words and texts of the vocabulary curriculum

Poll

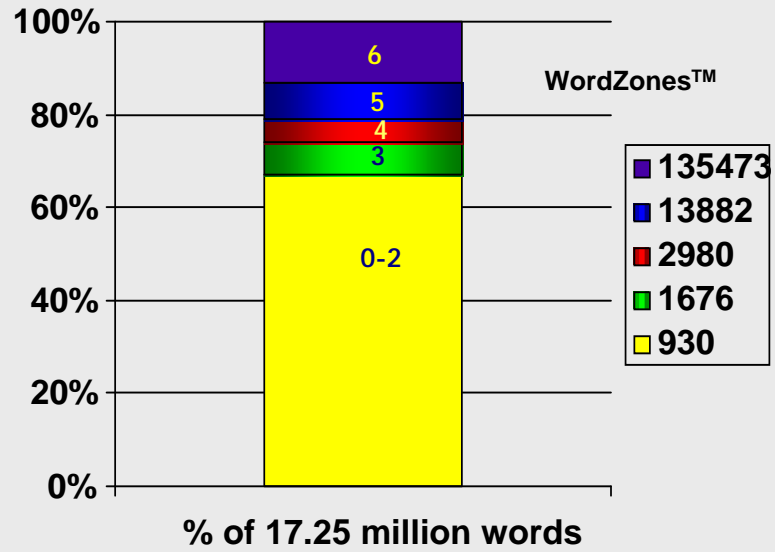
How many words would need to be taught, on average, every school day K-12 if students needed to be taught every word in English?

1. The Word Problem: English vocabulary is huge

Oxford English Dictionary

- 290,500 entries attempt to cover every word in use in the English language from the middle of the twelfth century to the present. If you count variant spellings, obsolete forms, combinations and derivatives the OED includes over 616,500 words.

Words in American Schoolbooks



Poll

What does fluency refer to?

2. The Words and Texts of the Fluency Curriculum

The relationship of fluency to comprehension:

- Buck & Torgesen (2004; www.fcrr.org)
Oral Reading Fluency (ORF) & FCAT: $r = .70$
- Good, Simmons, & Kame'enui (*Scientific Studies of Reading*, 2001) ORF & Oregon Statewide Assessment:
 $r = .67$
- 65% of Florida's 10th graders performed below grade level on FCAT; Text reading fluency accounted for 32% of the variance in 10th graders' FCAT scores (Schatschneider et al., 2004)

Text types that accounted for significant differences in the NRP sample

Texts with controlled vocabulary were used in 74% of the studies used in the meta-analysis. Of the four studies that used literature, only one reported a fluency outcome and, in that study, treatment and comparison groups did not differ significantly. That is: the effect size for fluency came from studies that used texts with controlled vocabulary.

(Hiebert & Fisher, *Elementary School Journal*, May 2005)

Exemplars of Typical Texts in NRP Fluency Studies

Tim's Woods

It had snowed in the night. Tim Baker could tell that it had without looking out of his bedroom window.

There was always a bright whiteness about the daylight when the world was deep in snow. Tim lay in bed and thought about what he would do.

The Wicked Monkey

Last Saturday, Janet Lord's father drove her and Sally Ann, her cousin, to the zoo. The first place they went was to the *monkey* house. The girls had heard about and especially wanted to see the old *monkey*, Slick Nick, who played tricks on people.

Excerpts from 3 consecutive anthology selections & accompanying decodable in a core reading program

- 50 words from middle of a 290-word text
- Beginning of 3rd trimester of Gr. 1

Text 1

Cecil does tricks with our dog. They can roll over. WHIRL! WHIRL! They can beg. CREAK! FIZZ! WHIZ! "Shake, Prince," says Dennis.

"Shake, Cecil," he says. Doing tricks is not the best thing my robot can do.

Cecil plays hide-and-peek, too. He is always IT. He gives everyone a chance

Decodable 1

"Stop!" said Spike. "You stole my stuff!"

"That scamp!" said Skip. "But I have skill and speed. I'll snatch my stuff back."

While Spike slept, Skip sneaked a stone into the bag. Smack, smack.

"Snack time," said Spike.

"Ugh! A stone!" said Spike.

"Yes!" Skip said with a smile.

Text 2

Then off he went to market. Hop, hop, hop!
Looking in the windows
of every kind of shop.

He stopped on the corner where
the fruit seller sells fruits of many colors. Oh, what
lovely smells!

What a crowd of people dressed
in their best! Choosing cheese and brown eggs
fresh from the nest.

Decodable 2

Jill told me, "Don't bump the lamp."

Don't jump, dump, tramp, slump, bump.

Don't, don't, don't!

That always makes me a grump.

Then they all told me, "Don't be a grump!"

What's a child to do?

Well, I'll find Gramp. Gramp knows I jump,
dump, tramp, slump, and bump.

Text 3

Before Armadillo could blink, Jack started a fire. He spied an old pot and filled it with water. He set the pot of water on the fire. After a while, he stuffed a big tumbleweed into the pot.

Armadillo looked into the pot. Jack took a taste and said, "It smells so good."

Decodable 3

One day Colin said, "What is that, shining in the sun?"

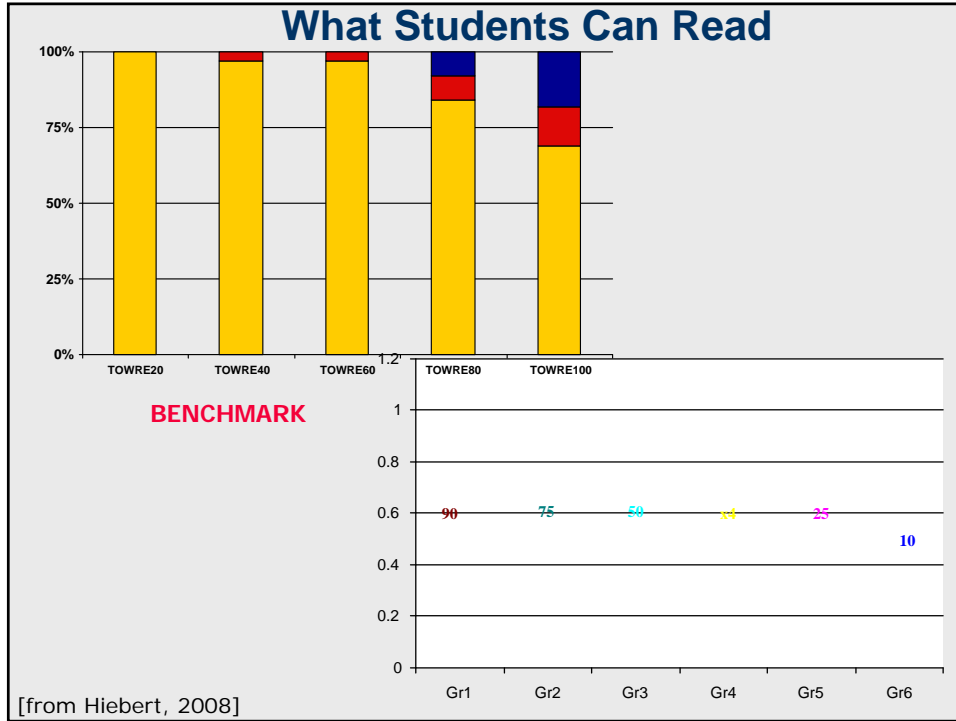
What did Colin see?

Colin Melon saw a...melon!

Colin sat beside the melon. "I like radishes," said Colin, but I like melons, too."

Colin looked after the melon. It got very big.

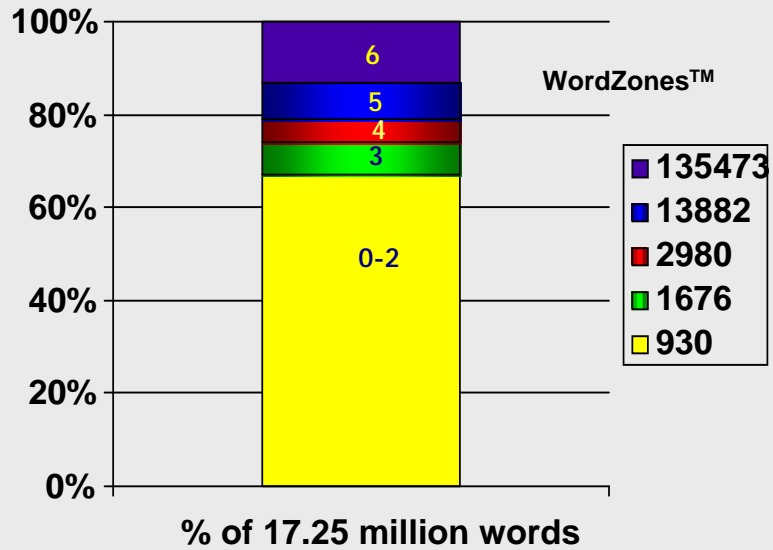
"That melon is so big!" said Colin's mom.



Poll

What percentage of an age group could benefit from fluency instruction?

Words in American Schoolbooks



A	300 most-frequent words; short and long vowels
B	500 most-frequent words; short, long, r-controlled vowels
C	1,000 most-frequent words; all monosyllabic words
D	1,000 most-frequent words; all morphological "derivatives"
E	2,500 most-frequent words
F	5,000 most-frequent words

Making Movies

You've probably seen many movies, so you know that movies can be about many different things. Sometimes writers **create** an idea for a movie. At other times, ideas for movies come from books.

Any kind of book can be used to make a movie. Some books may tell stories the writer created. Others may be about real people and places.

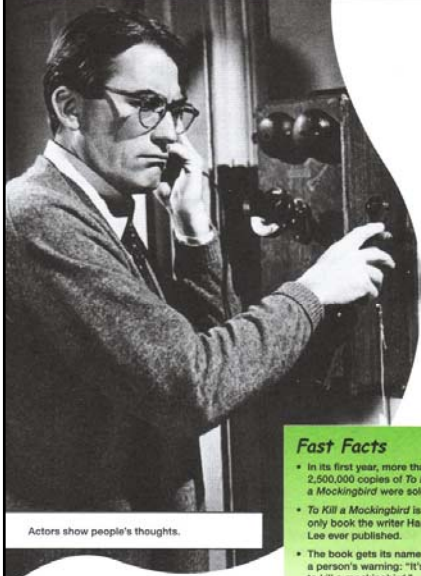
When a movie is based on a book, movie-makers decide how closely to follow the book. They decide how the people and places in the book will look and which parts of the story they will show.

Making fantasy real

Some movies are based on fantasy books. In fantasy books, writers **imagine** a world of people and places that are not real. It is the job of the movie-makers to show the world that the writer imagined.

When the three Lord of the Rings books were made into movies, it took about 300 different sets to show the fantasy world the writer had imagined. Although the books were more than 1000 pages long, the three movies ran for about 11 hours. That means that the movie-makers had to show only the most important parts of the books.

From Book to Movie



Actors show people's thoughts.

Fast Facts

- In its first year, more than 2,500,000 copies of *To Kill a Mockingbird* were sold.
- *To Kill a Mockingbird* is the only book the writer Harper Lee ever published.
- The book gets its name from a person's warning: "It's a sin to kill a mockingbird."

82

Showing Ideas and Feelings

Writers tell what people are thinking. However, when books are turned into movies, actors must show people's thoughts.²²

The book *To Kill a Mockingbird*, which was written by Harper Lee, was about a town in which white people were²³ unfair to African Americans. *To Kill a Mockingbird* was made into a movie in 1962.²⁴

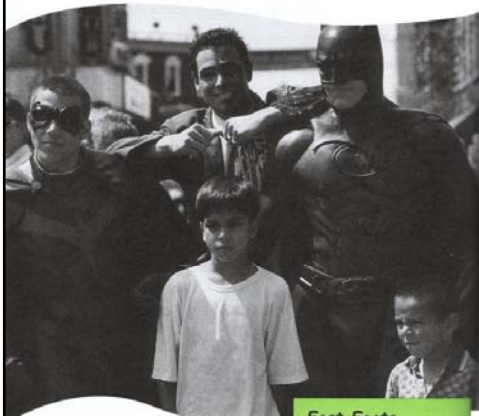
In her book, Harper Lee told how some white people in a town felt about African Americans. In the movie, actors²⁵ showed these feelings. The difference between the book and the movie is that the book told about unfairness while the movie showed it.²⁶

KEY NOTES

Showing Ideas and Feelings What is the difference between telling about people's thoughts and showing them?

83

From Book to Movie



Movies make comic book characters look real.

Fast Facts

- In 1952, Batman²⁷ and Superman²⁸ teamed up in a comic book.
- Batman was made into a TV show in the 1960s.
- The movie *Batman* made \$251 million in the United States when it came out in 1989.

84

From Comics to Movies

Many people love reading about brave comic book characters like Batman. The first Batman comic book was²⁹ printed in 1939. Since then, many movies have been made about this comic book character.³⁰

The difference between comic books and movies is that movies show comic book characters as living people, not³¹ drawings on a page. Actors can show more feelings than drawings can. Movies can also show actors doing things that³² look real, like Batman speeding through the air in a flying car. Comic books, though, cost less and can be read at any time and anywhere.³³

KEY NOTES

From Comics to Movies How are comic books different from movies?

85

Technology changes the arts *Level D*

New technologies, or new ways of doing things, have changed the world. Today, we can ride in planes instead of riding on horses. That's because of new technology. We can send mail through **computers** instead of through the post office. New technologies have changed art and music, too. Although artists still use paint and musicians still play **pianos**, new technologies allow artists and musicians to create their work in new ways. Perhaps the most exciting part of these new technologies is that they have **created** new ways to create art works. Just as people still send letters through the post office, people still use paint and pianos without speakers.

Today, however, artists can paint with beams of light. Musicians can write music with computers. Technology adds richness to the ways people can create and experience the arts.

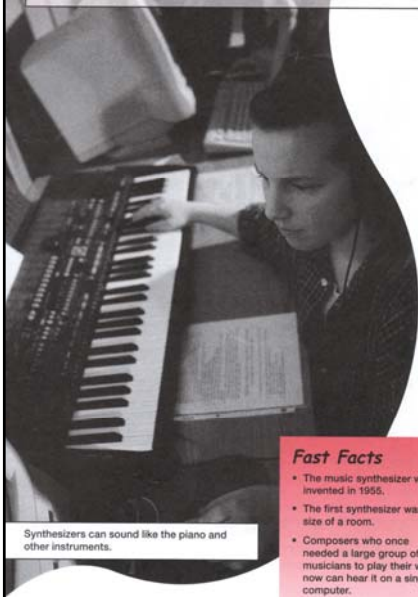
Digital photography

At first, many people thought that photography was not really one of the arts. A photograph, after all, was nothing more than a picture of something that **existed** in life. Early in the 20th century, though, people began to think of photographs as art. They understood that photographers chose their subjects and arranged them just as painters did. Today, photography is an **accepted** art form.

Although photography was once a new technology, digital photography has become an even newer technology. Digital **cameras** store photos on **memory** chips, not on film. Photographers using this new technology do not need a darkroom. Instead, they load their images on a computer and print them on a printer.

Artists can easily change the colors, sizes, and shapes of their subjects on a computer screen. Digital photographers can also create photographs that look like paintings.

Art and Technology



Synthesizers can sound like the piano and other instruments.

Fast Facts

- The music synthesizer was invented in 1955.
- The first synthesizer was the size of a room.
- Composers who once needed a large group of musicians to play their work now can hear it on a single computer.

152

Music and Computers

At first, people did not think computers should be used in music. Some people wondered if musicians were really⁷⁷ composing music if they used a computer. If the sounds weren't coming from instruments, were they listening to real music?⁷⁸

There are several ways musicians can use computers as they write and perform. **Composers** can program a computer⁸⁰ with sounds and **rhythms** and tell the computer how to arrange them. Composers can also tell a computer to add sounds that⁸¹ no instrument can make. The work can then be played either by instruments or on a machine called a **synthesizer**.⁸² A synthesizer has a keyboard and can make the sounds of other instruments.⁸³

Musicians can also use a computer to write music. They play a song, and the computer records the sounds and turns them into written music that others can play.⁸⁴

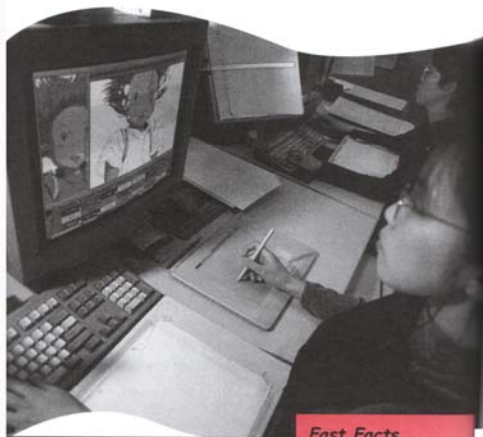
KEY NOTES

Music and Computers

How can musicians use computers?

153

Art and Technology



Some artists are digital painters.

Fast Facts

- A company offering computer art greeting cards online was sold for \$780 million.
- The first computer art competition was held in 1963.
- One piece of computer-generated artwork is a wall-sized head that answers questions people ask it.

154

Computer Art

Artists began using computers to create art in the early 1960s. As with music, some people did not think that art and⁸⁵ computers should be used together. Computer artists, though, proved that computers could be used as an artist's tool.⁸⁶

Some **techniques** allow artists to create and change images on a computer screen. One technique, called digital⁸⁸ painting, is like painting or drawing that is done on a computer screen, not on paper. Digital painters draw with a **stylus**,⁸⁹ or a special pen, on a tablet that is connected to the computer. The lines drawn by the stylus then appear on the computer screen. Using this technique, painters can work on one part of a painting and easily transfer their work to⁹⁰ another part of the painting. Later, they can print their work and hang it on a wall.⁹¹

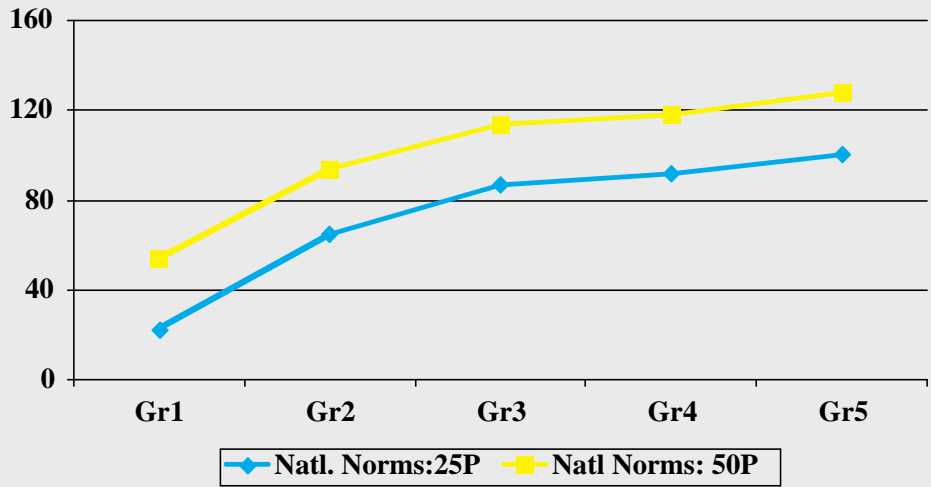
KEY NOTES

Computer Art

How can computers be used in art?

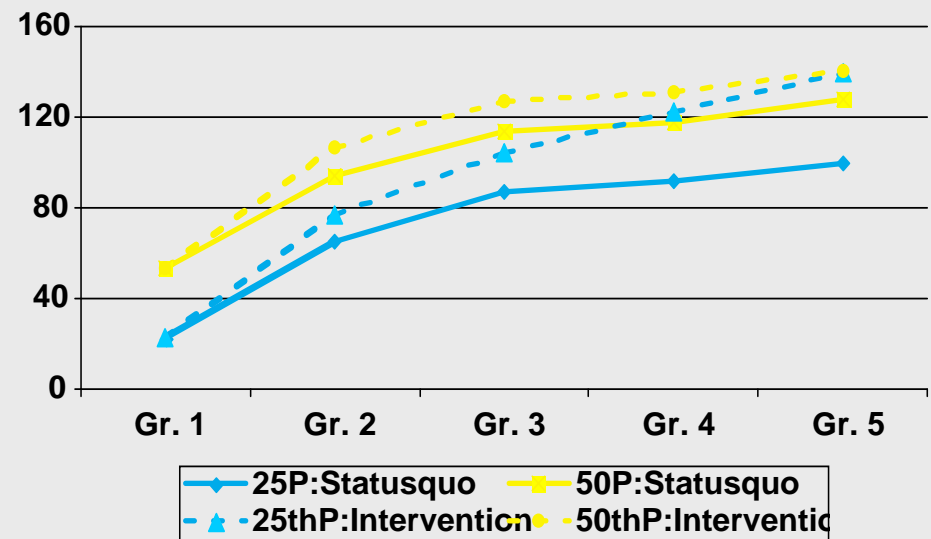
155

Typical Fluency Growth



Hasbrouck & Tindal, 2006

Fluency Growth with Scaffolded Texts



2. The Words & Texts of the Fluency Curriculum

- **CONCLUSION:** This curriculum should emphasize the words that account for the majority of texts.

Thank you for attending.

MyPearsonTraining.com provides complimentary training on many of your favorite Pearson products.

The screenshot shows the MyPearsonTraining.com website banner. At the top left is the "myPearsonTraining" logo, and at the top right is the "PEARSON" logo. Below the logos is a navigation bar with links: Home, In-Service On Demand, In-Service In Sync, Regional Institutes, SuccessNet, and Pearson Links. The main content area features the "QuickReads" logo on the left, which includes the tagline "A Research-Based Fluency Program". To the right of the logo is a promotional message: "Join us Nov. 19th" with a star icon, followed by "SPECIAL WEBINAR EVENT FEATURING: Dr. Elfrieda Hiebert" and "Choosing the Right Words and Texts for Fluency and Vocabulary Instruction". A small photo of Dr. Hiebert is shown to the right of the text, with two star icons. At the bottom of the banner, it says "Click here or use the calendar below to register".

PEARSON

HOSTED BY
myPearsonTraining.com

Pearson Copyright 2007