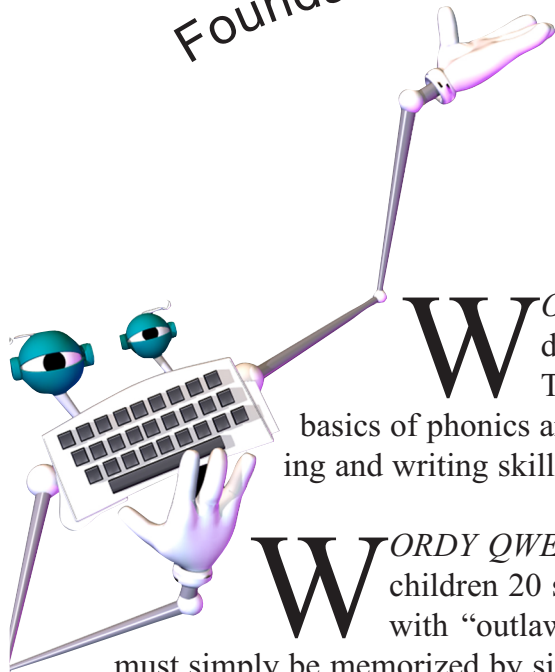
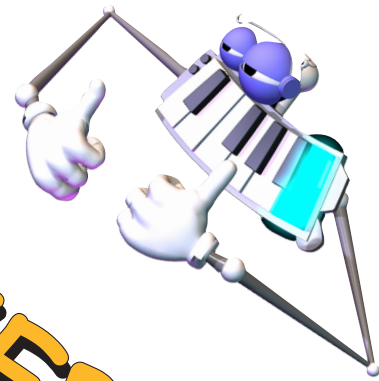


From the creators of the award-winning
Read, Write & Type! ...

WORDY QWERTY

Foundations for Reading and Writing Fluency



WORDY QWERTY™ — *Foundations of Reading and Writing Fluency*, demystifies spelling and makes it fun to learn to write and read words. This software is designed for 7 to 10 year olds who have learned the basics of phonics and word identification and are poised to master more complex reading and writing skills in order to become enthusiastic and capable readers and writers.

WORDY QWERTY uses games, songs, rhymes, storytelling and rewards to teach children 20 spelling rules, introduce them to word families, and challenge them with “outlaw words” (words that do not conform to spelling conventions and must simply be memorized by sight). As they master these concepts, the world of reading and writing widens beyond belief. Children fearlessly and confidently tackle new words because they have learned the rules and strategies that will help them succeed. The skills *Wordy Qwerty* fosters will remain embedded throughout their lifetime.

Two engaging characters, Midi the musician and Qwerty the word coach, enlist children to help them accumulate the “spheres” that are needed to play Midi’s amazing music machine. Children do this by successfully mastering six activities in each of twenty lessons. By helping children recognize frequently repeated patterns in words, these activities are designed to link the spelling, the pronunciation, and the meaning of words for fluent reading and writing.

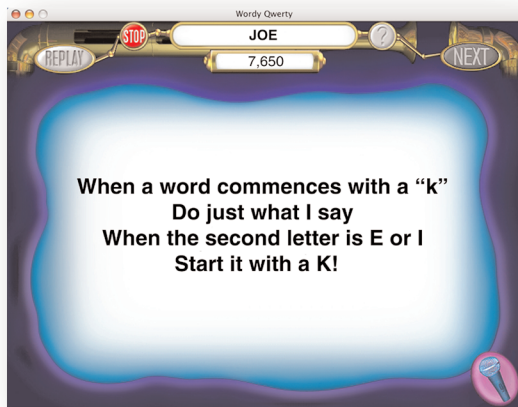


Talking Fingers, Inc.
830 Rincon Way, San Rafael, CA 94903
Tel:(800)674-9126 - Fax: (415)472-3106
www.talkingfingers.com

Six Steps to Reading

1 Patterns

Children generate two lists of words by typing the names of pictures and sorting the words by a given characteristic. They are directed to notice the patterns,” or spelling rules, by comparing the two lists. If they can’t sound out the words or spell them correctly, the Helping Hands will assist them. Qwerty and Midi talk about the differences between the two lists and derive the 20 spelling rules which then are woven into the lyrics of delightful songs.



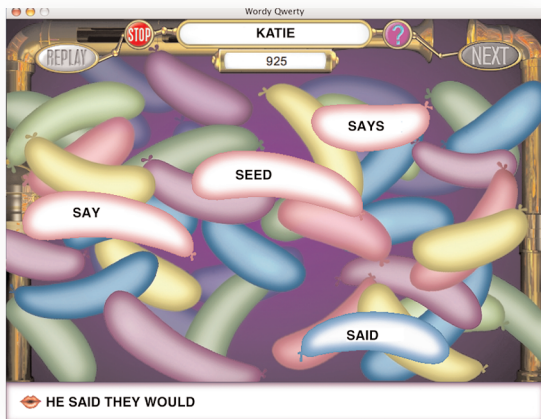
2 Karaoke

Rhymes and songs are memorable and fun. There is a catchy song about each of the 20 spelling rules. Children read the lyrics on the screen and can sing along if they want. Often the lyrics contain examples of the words that reflect the spelling rule. Children are motivated to read the words while the song is playing, or while they are singing it themselves.

3 Recycler

Lots of words that rhyme can be made just by changing the first letter or letters of the word. Some words sound the same, or rhyme, but use a different combination of letters to represent the same sound. In this game, children learn different vowel combinations that can make the long vowel sound. They watch the RECYCLER drum whirl as it changes the first letter(s) of two rhyming words. They learn to quickly distinguish real words from non-words. The non-words are vacuumed away. Players that score less than 90% on the first try are asked to study the list of real words. If any are not familiar, they can click on the word and hear it used in a sentence. Then they are asked to play the game again.



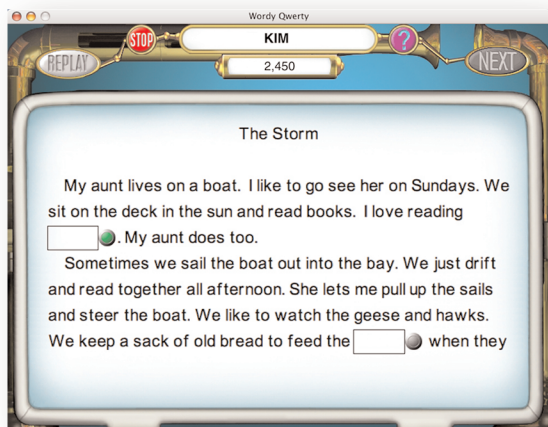


4 Pop-a-Word

“Outlaw” words are best memorized by learning to recognize them quickly. In this arcade-type game, children find words in a 4 word phrase as each word appears briefly, along with non-target words, in a cluster of colorful balloons. As children click on the correct balloons, they “pop”. The faster they recognize the correct words, the more points they make.

5 Write Stories

In these cleverly illustrated 8-line rhymes, children hear and see the first line, and have to type out the second line after it is dictated. They can see and hear the dictated line as often as they need, but get more points if they remember the sentence and try to spell the words correctly. These little stories are full of words that require using the spelling rule just presented.



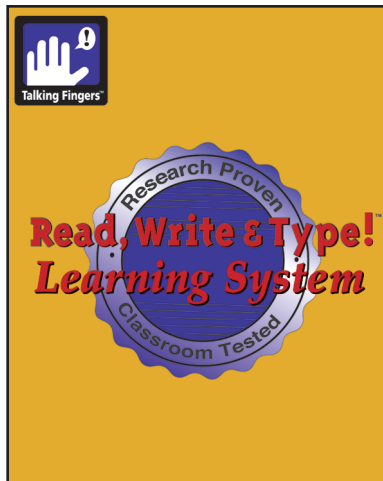
6 Read Stories

Here are some short, engaging stories that develop comprehension, vocabulary, and fluency. Every so often, there is a word missing, and children have to choose among three possible words, the word that best fits the meaning of the sentence. These stories also include words that utilize the spelling rule, or the “out-law” words learned in that lesson.

Two Engaging Programs for Reading & Writing Fluency



The Talking Fingers approach is based on a simple idea: *text is speech made visible!* We use our mouths to talk, to make the sounds of words. We use our fingers (with a pencil or keyboard) to represent those sounds on paper. There are roughly 40 sounds (or phonemes) in English. It takes only 26 letters to stand for those sounds, to make any spoken word visible. When children learn to link those sounds and letters, they can use the alphabet code to write any word they can say. Their fingers are “talking.”



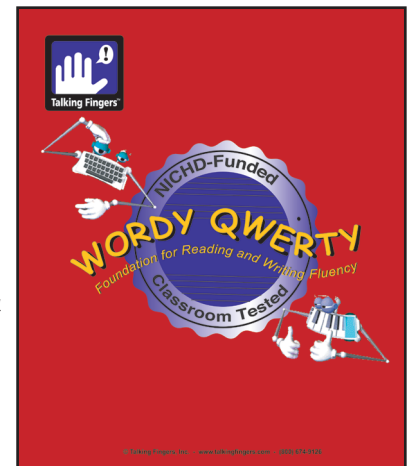
“Read, Write & Type! is an excellent example of the very best in computer applications to provide support for children learning to read. The program not only incorporates the most important principles of beginning reading instruction, but it has also brought them together in a package that is very engaging for children. The great strength of Read, Write & Type! is that it provides explicit and systematic instruction in reading and spelling strategies in the context of meaningful and engaging writing and reading activities.”

Joseph Torgesen, Ph.D.
Distinguished Research Professor of Psychology and Education,
Florida State University, Tallahassee, FL

Wordy Qwerty, for 2nd-4th graders, demystifies spelling and teaches children to recognize frequently repeated patterns in words. Familiarity with spelling conventions and the structure of words is critical for comprehension and fluency. (20 lessons: spelling rules, songs, “outlaw” words, word families, vocabulary, writing and reading activities)

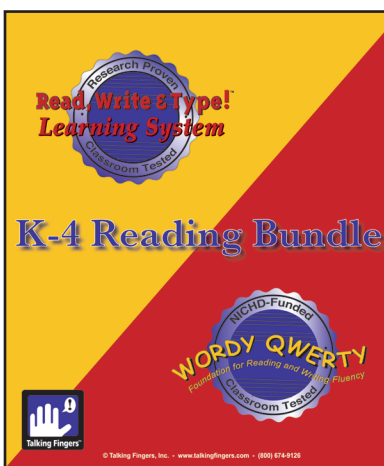
“Wordy Qwerty quickly engaged the students and kept their attention. It was darling when they were spontaneously singing along with the program, not realizing that they were singing out loud. The program is a great enrichment for third grade language arts.”

Carol Campagna,
3rd Grade Teacher,
Vallecito School, San Rafael, CA



“The Read Write & Type Learning System and Wordy Qwerty are uniquely designed to establish efficient pathways for reading in the developing brain. Information about the pronunciation, the appearance, the sound, and the meaning of new words all has to be connected and stored for instant access. When these neural connections are organized efficiently from the very beginning, most children find reading, writing, and spelling easy and enjoyable -- that’s our goal.”

Jeannine Herron, Ph.D.
Neuropsychologist
Creator of *Read, Write & Type!* and *Wordy Qwerty*



**System Requirements: Windows 98 SE, Windows 2000, Windows XP
Mac OS 9 with CarbonLib, Mac OSX Also requires QuickTime 6.0, which is included.**