

Welcome to Hairy Reading

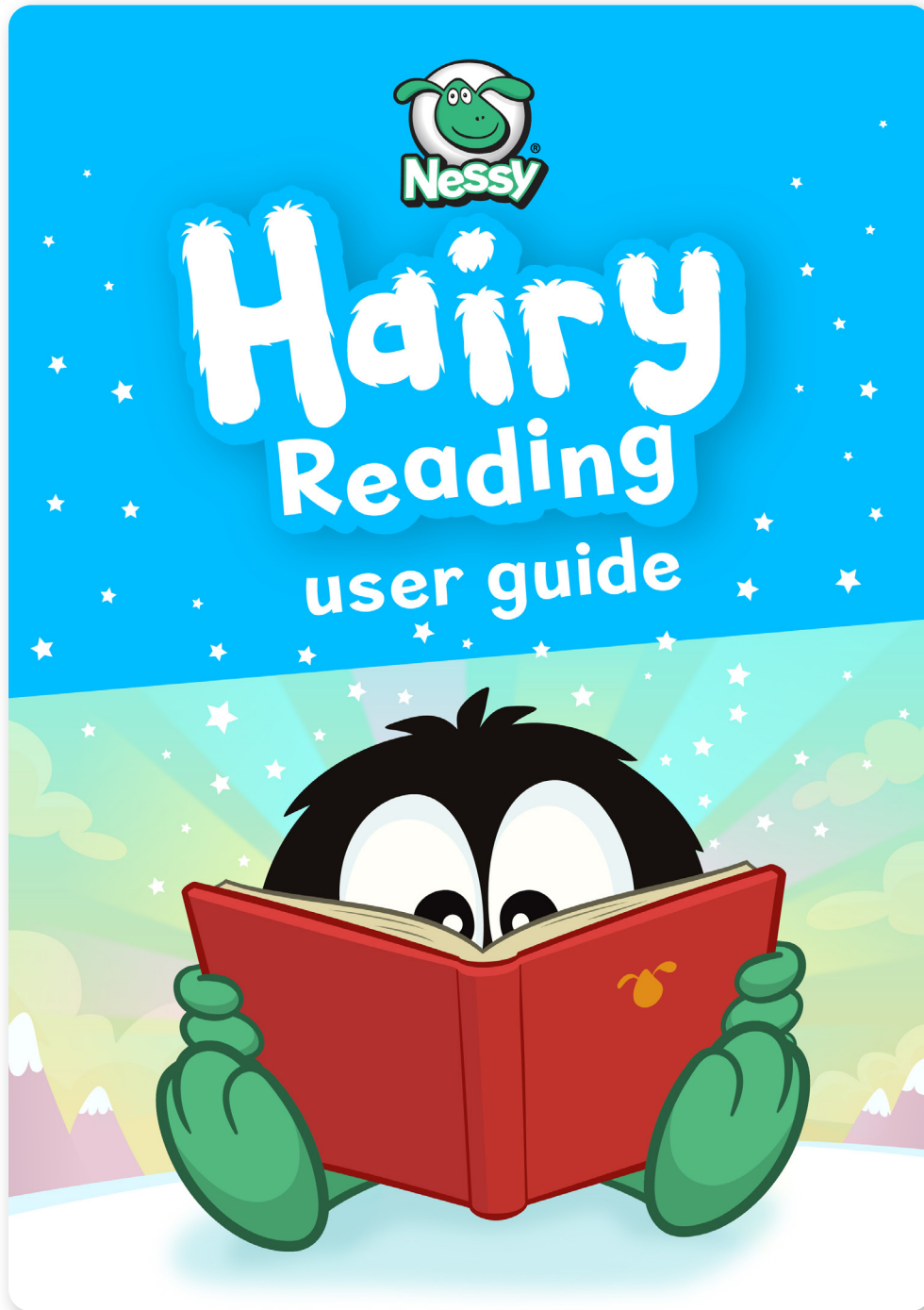
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Hairy Reading is a complete Structured Literacy program for children aged 4-6 years. It includes lesson plans, printable group games, worksheets and an individualised, interactive digital program that will assess, guide students through their learning and report upon progress.

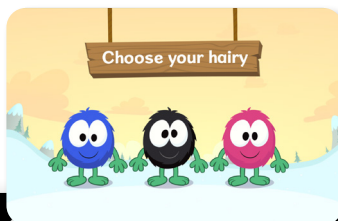


Structured Literacy

Developing fluent reading requires more than just phonics, Structured Literacy advances systematically beginning with phonemic awareness, then decoding skills, spelling, reading fluency, vocabulary and comprehension. Hairy Reading follows the Science of Reading so you can be confident that the resources are aligned to academic research with enhanced linguistic strategies including orthographic mapping.



1. The first time Hairy Reading is played a short video explains the quest to free frozen Yetis and Hairies.



2. Students choose the colour of their Hairy character. To swap colours, tap on the Hairy in the middle of the island.



Assessment

3. Everyone starts by taking an assessment called the Cookie Challenge that will set a baseline result for all future progress.

There are 4 assessment games designed to place students at an appropriate level.

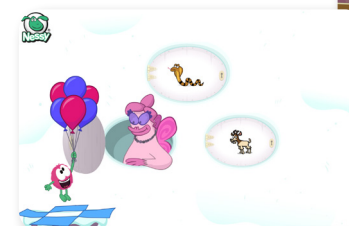
1. Knowledge of letter sounds



2. Blending phonemes (nonsense words)



3. Rhyming (pictures)



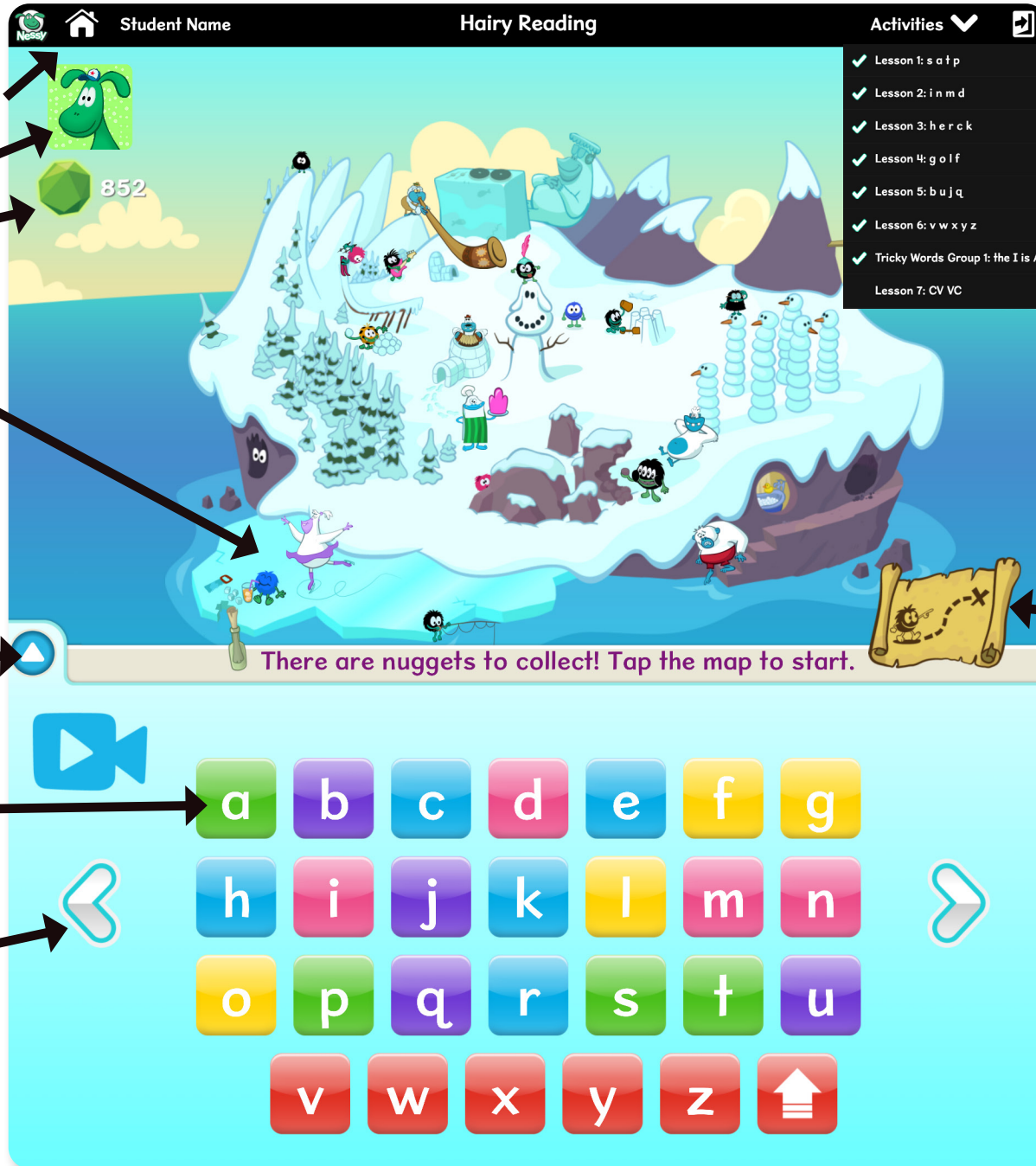
4. Phoneme Elision
Identify the word that remains after removing one of its phonemes.



The Home Screen

This helpful yeti guides students through the program and explains how to play the games.

After completing the Cookie Challenge students return to the island.



Use the Home icon to return to this screen.

Your Nussy avatar.

Your nugget total.

As lessons are completed, Yetis and Hairies will appear on the island.

Use this arrow to slide up a display of activities that have already been completed.

Tap on a letter block to play a video

Use the side arrows to switch the display and navigate between videos, games, books and Tricky Words.

Use the exit icon to log out and end the current learning session.

Use the Activities arrow to open a list of every lesson. Tap a row to play the activity again. Check marks show the those which have been completed.

Start Your Learning Journey

Tap the map in the corner to start a learning journey. Each nugget will launch an activity.

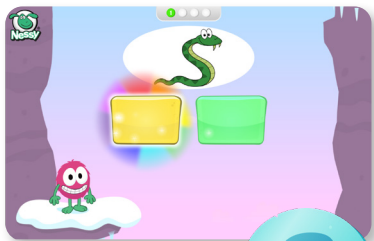


Collect the nuggets

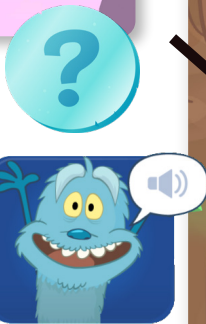
Students use a computer or tablet for their individualised time on the Hairy Reading program. This daily learning journey is 15-20 minutes. At the end, there is an option to continue to the next Journey in the lesson, if they wish to continue working.

Every lesson is divided into daily learning journeys.

A journey will usually start with an activity to develop sound discrimination.



Tap the question mark button and the yeti helper will show you how to play the game.



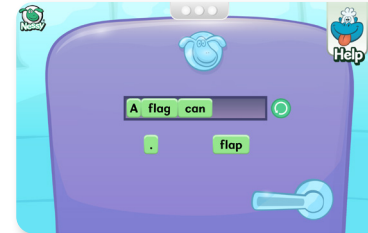
Your Hairy character walks along the path collecting nuggets. Each nugget launches a learning activity.



Read decodable books for comprehension and vocabulary.

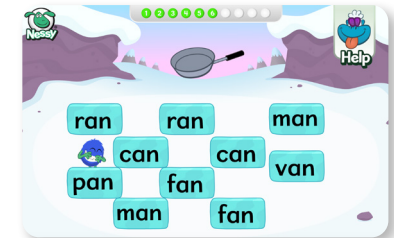


At the end of a lesson, crack the ice cube to collect a yeti.



Advance to sentence reading fluency.

Practice word reading fluency.



Blend a small group of letters into a word.



Watch a video that links the phoneme to the grapheme.



Learn to form the grapheme.



If a child cannot complete a daily journey, the program will automatically save and continue next time they log in.

At the Log In screen, select 'Admin & Reports' then select 'Find Student'. Tap on the Hairy Reading icon.

Login to Admin & Reports



Progress Report

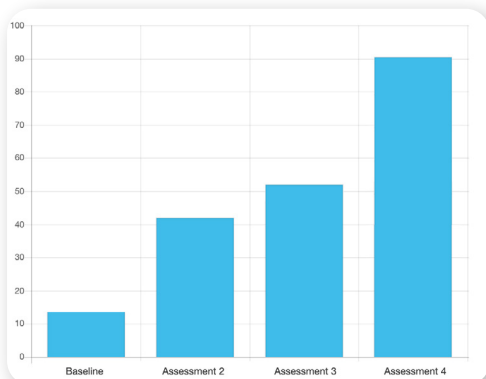
Check the learning objectives the student is working on and make changes.

Assessment results show progress over time. When an assessment has not yet been completed the result will be greyed out.

Current Learning Objectives

- Lesson 1: s a t p, Learning Objective: s
- Lesson 1: s a t p, Learning Objective: a
- Lesson 1: s a t p, Learning Objective: t
- Lesson 1: s a t p, Learning Objective: p
- Lesson 2: i n m d, Learning Objective: i

Change learning objective



Words Learned

A record of all the words the student has learned.

Words Learned

Search for a word

Total words: 8

This week: 4

Today: 2

hat

has

cat

can

fan

ran

fat

sat



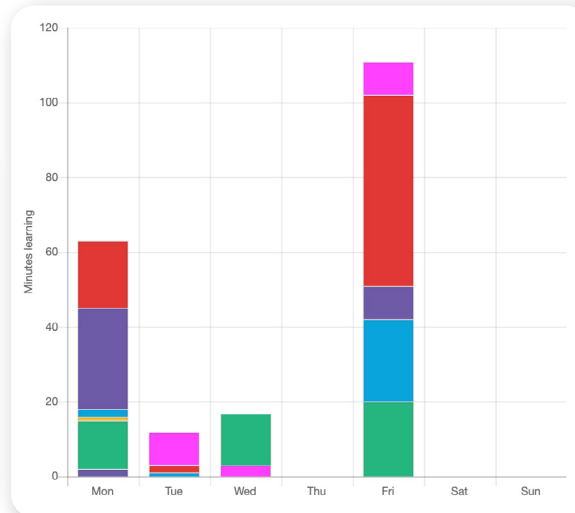
Activity Report

This report records the time that a student has logged in and what activities they completed during the session.

Recent activity

- 23/12/2021 12:41 Log out: Session time: 15 minutes
- 23/12/2021 12:36 Score 3 / 5 Rhyming assessment
- 23/12/2021 12:31 Score 26 / 26 Letter Knowledge assessment
- 23/12/2021 12:24 Score 1 / 3 Vocabulary and Comprehension
- 23/12/2021 12:21 Score 9 / 10 Tricky Words
- 23/12/2021 12:19 Log in

A graph shows time using the program over the last week. Colours show where learning has been focused.



Completed Objectives

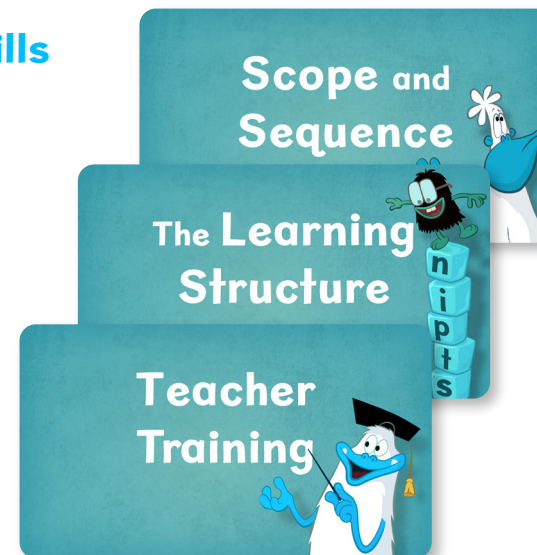
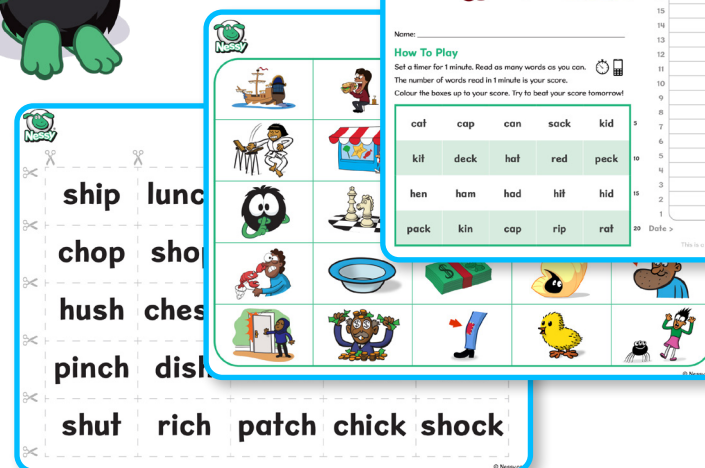
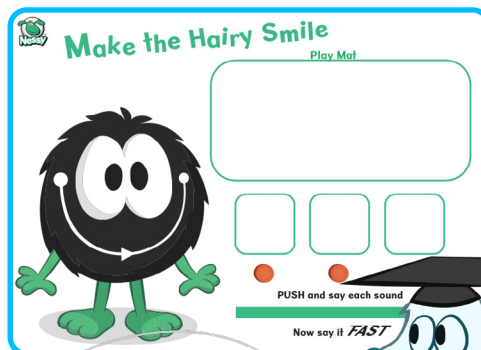
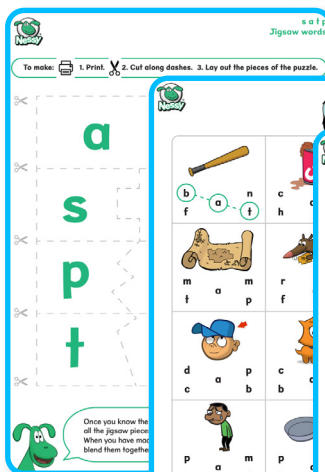
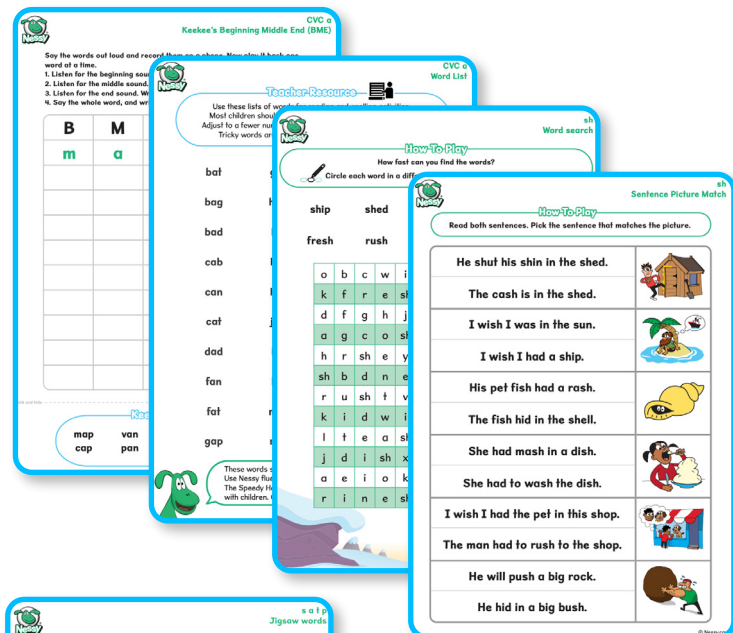
A record of completed lessons and learning objectives.

Assessment 1 (Baseline)	✓	04/01/2022
Lesson 1	✓	
s	✓	04/01/2022
a	✓	04/01/2022
t	✓	05/01/2022
p	✓	06/01/2022
Lesson 2		
i	✓	07/01/2022
n		
m		
d		
Lesson 3		
h		
e		
r		

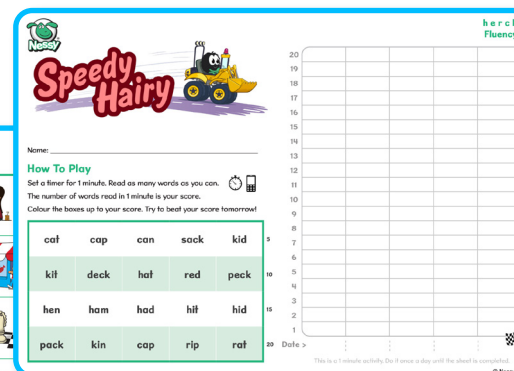
The Admin area has a library of resources including teaching plans and training videos.

Training Videos

Games to develop phonological skills



Fluency development



Letter sounds, cards and worksheets.



Decodable books



Videos to explain rules



Blending



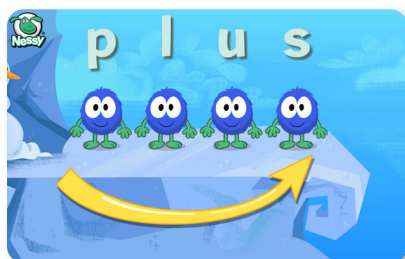
Identifying sounds



Tricky words



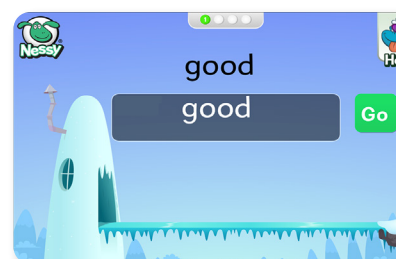
Syllable awareness



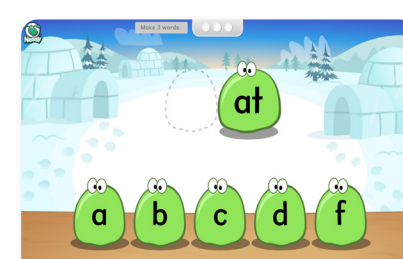
Blending



Blending



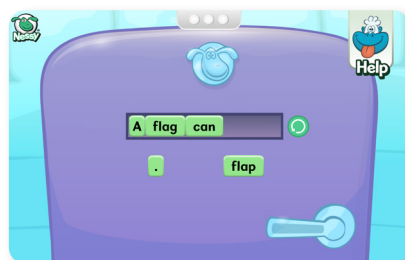
Spelling



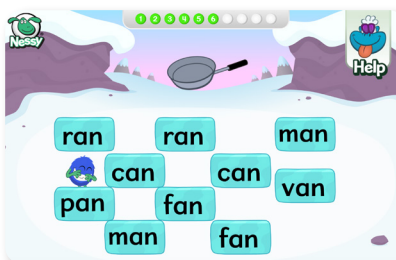
Onset and rime



Vocabulary



Sentence reading



Fluency



Rhyming