Hairy Reading user guide

Hairy Reading is a complete Structured Literacy program for children aged 4-6 years. It includes lesson plans, printable group games, worksheets and an individualized, 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 color of their Hairy character. To swap colors, tap on the Hairy in the middle of the island.

Choose your hairy

Assessment

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

Hairy Reading

Cookie Challenge

Go to the Cookie Challenge

The Home Screen

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

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

After completing the Cookie Challenge students return to the island.

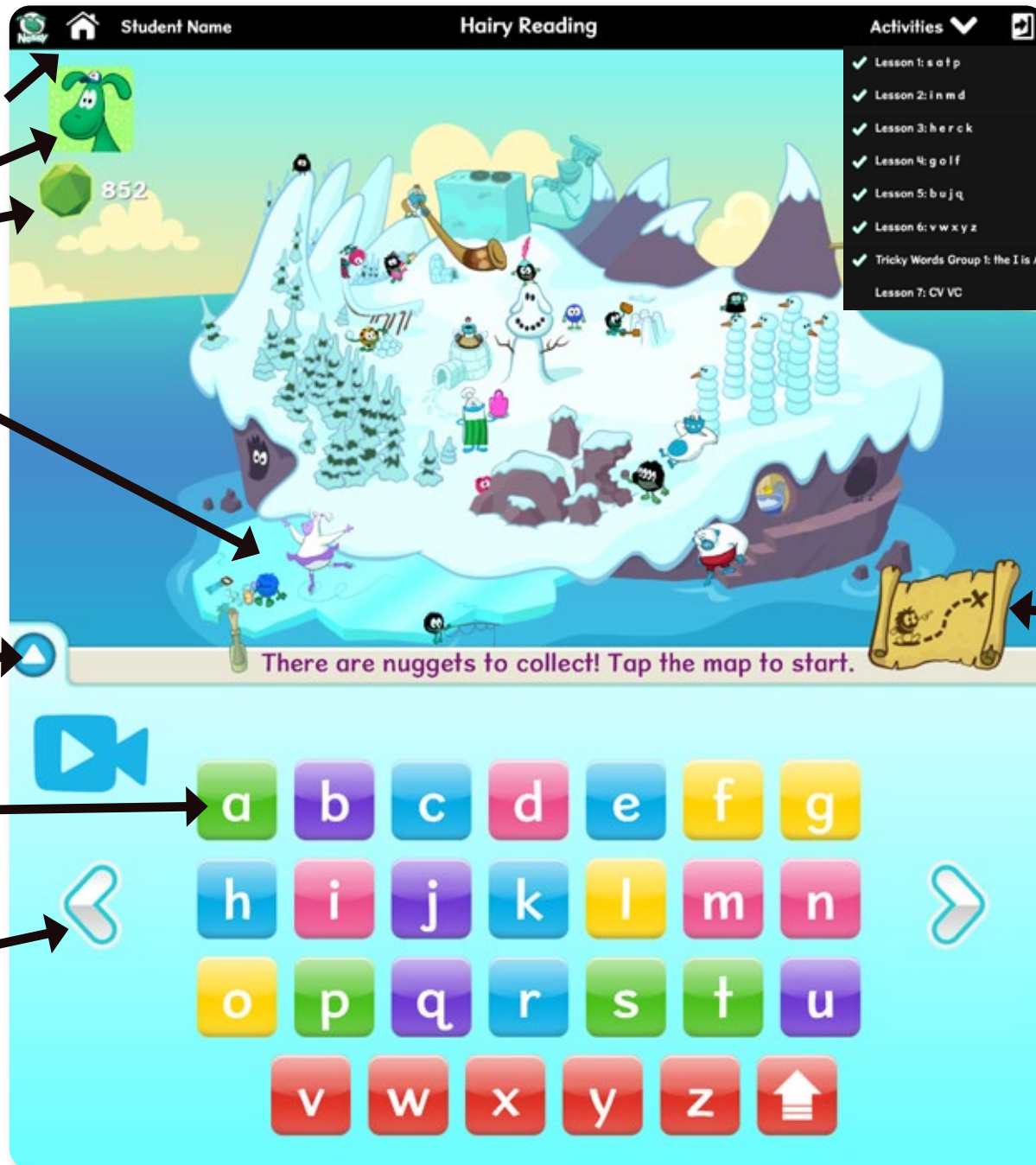**Use the Home icon to return to this screen.**

Nessy avatar.

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 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 lessons which have been completed.

Screen contents:

- Student Name
- Hairy Reading
- Activities
- 852
- Lesson 1: s a t p
- Lesson 2: i n m d
- Lesson 3: h e r c k
- Lesson 4: g o l f
- Lesson 5: b u j q
- Lesson 6: v w x y z
- Tricky Words Group 1: the I is A
- Lesson 7: CV VC

There are nuggets to collect! Tap the map to start.

a b c d e f g
h i j k l m n
o p q r s t u
v w x y z

Start a 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 individualized time on the Hairy Reading program. The daily learning journey is 15-20 minutes. At the end, if they wish to continue learning, there is an option to continue to the next journey in the lesson.

Each lesson is divided into daily learning journeys.

A journey will usually start with an activity to develop sound discrimination.
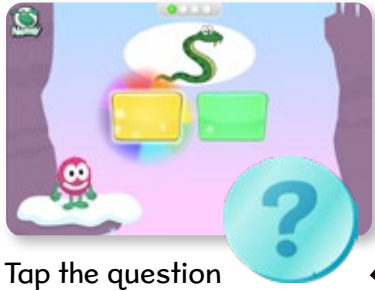
Tap the question mark button and the yeti helper will show you how to play the game.

Read decodable books for comprehension and vocabulary.

Min sat on a mat.

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

Advance to sentence reading fluency.

A flag can
flap

Practice reading fluency.

ran   ran   man
can   can   van
pan   fan
man   fan

Blend a small group of letters into a word.

s a t

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

Watch a video that links the phoneme to the grapheme.

apple   a

Learn to form the grapheme.

a   a

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

A phoneme is the sound made by a letter.

A grapheme is the letter shape that represents the sound.

Nessy

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 grayed out.

Current Learning Objectives

1	Lesson 1: s a t p, Learning Objective: s
2	Lesson 1: s a t p, Learning Objective: a
3	Lesson 1: s a t p, Learning Objective: t
4	Lesson 1: s a t p, Learning Objective: p
5	Lesson 2: i n m d, Learning Objective: i

Change learning objective

Baseline | Assessment 2 | Assessment 3 | Assessment 4
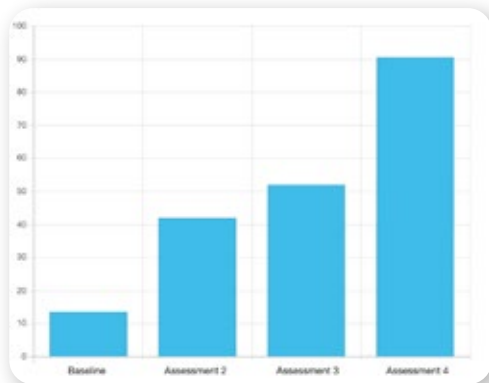
Activity Report

This report records the time that a student has spent logged in and which 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. Colors show where learning has been focused.

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
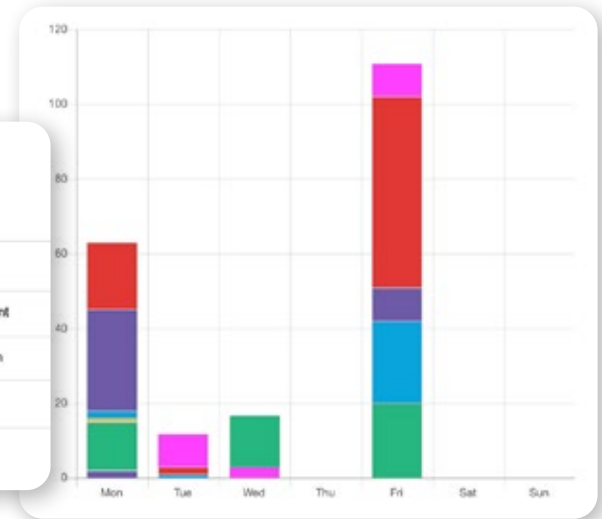
Completed Objectives

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

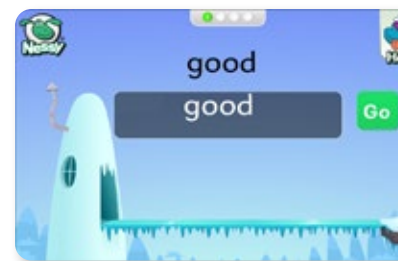Identifying sounds
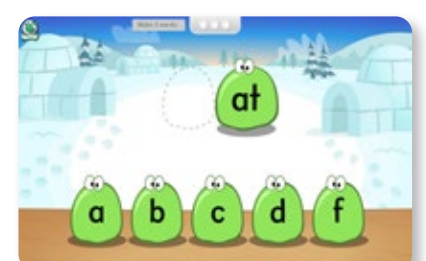
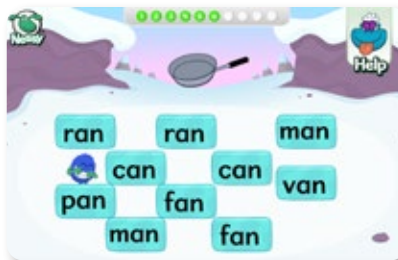Tricky words

Syllable awareness

Blending

Blending

Spelling

Onset and rime

Vocabulary

Sentence reading

Fluency

Rhyming