

Waterford Early Learning Help Guide

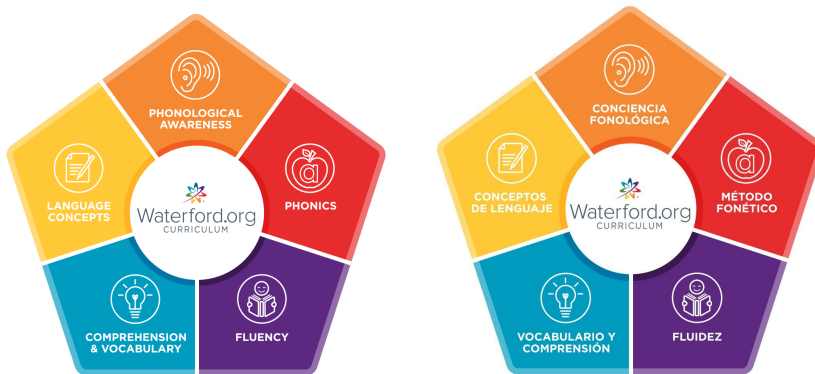
Waterford Early Learning is a technology-based early reading, math, and science program with integrated assessments and accompanying online and offline teacher resources. Waterford's student-centered, personalized learning software adapts automatically to give each student a unique learning experience tailored to his or her own skill level and pace.

Waterford Early Learning is grounded in essential educational concepts to ensure students master the following core skills:

Waterford Early Learning: Reading

Waterford Early Learning: Reading is a comprehensive, adaptive reading curriculum designed to help each student become a successful reader. The program incorporates five essential reading strands:

- Phonological awareness
- Phonics
- Fluency
- Comprehension & vocabulary
- Language concepts

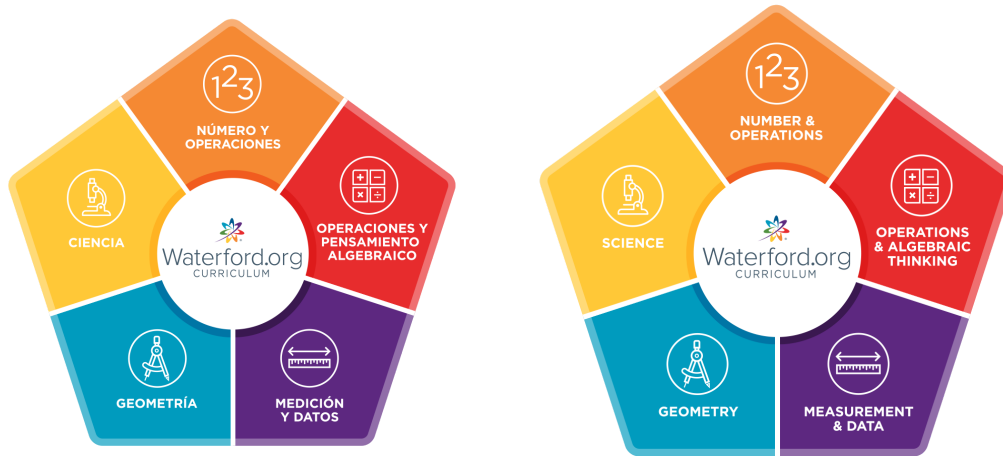


Waterford Early Learning: Math & Science

Waterford Early Learning: Math & Science provides comprehensive instruction for young learners in the major areas of beginning math:

- Number and operations
- Algebraic reasoning
- Geometry
- Measurement
- Data analysis

The integrated science curriculum emphasizes exploration and the scientific method while teaching earth, life, and physical science.



How Session Time is Calculated

Student session times can be set from 12- to 30-minute daily sessions. There is no need to set a timer, teachers!

When the time is up, Waterford will automatically end the session once the student completes activity they're working on and clicks the **Go-on** arrow. If the student exits the program before clicking the **Go-on** arrow, the student's progress and time will be recorded only up to the previous completed activity—the last time the **Go-on** arrow was clicked.

*Note: The **Go-on** arrow appears at the end of each activity. When it's pushed, it records the students' session progress and time.*



When **0 minutes left for this session** is displayed at the bottom of the screen, the student has reached their last activity. Waterford continues running until the student completes this last activity and the **Go-on** arrow appears. When the student clicks the Go-on arrow, the student's session will end, and a stop sign appear

When a student pauses the session or the **Please ask your teacher for help** screen appears, session time will continue to count down even though the student's usage time stops accruing. If a student completes their entire session but you notice the time recorded is lower than their daily goal, this means that at some point in their session the student either paused or encountered the **Please ask your teacher for help** screen.