READ TO LEAD

GAMES FOR GRADES 5-9

Empower the next generation of readers and leaders

Build literacy, life, and career skills with Read to Lead.

Student engagement and standards-based instruction don't have to be at odds...

Save time with pre-made supplemental literacy curricula

Choose from a library of literacy learning games, lessons, discussion prompts, and enrichment projects aligned to Common Core Standards. Get all teachers up and running with training and ongoing support.

Support the development of social emotional learning skills

During each game, students will practice self and social awareness and responsible decision making as they lead a diverse team and solve complex problems.

Elevate student choice and agency

Make students the protagonists of their own story by inviting them to "be the boss" in a virtual workplace scenario. Deepen learning with culturally relevant, rigorous, and immersive learning experiences.
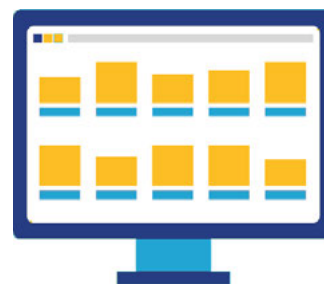
Differentiate instruction with real-time student insight reports

Confidently meet students' learning needs using real-time progress and CCSS-aligned formative assessments. Reach every learner with accessibility tools designed for the whole classroom.

Students become the protagonists of their own story by...

Navigating the game as the boss

Students start the game by exploring their surroundings and checking out their to-do list.

Making complex decisions

Throughout the day students will read closely, think critically, and solve complex problems rooted in SEL skills.

Understanding rich concepts

As the day goes on, students interact with information presented in a variety of forms such as text, illustrations, and graphics that organize and display data.
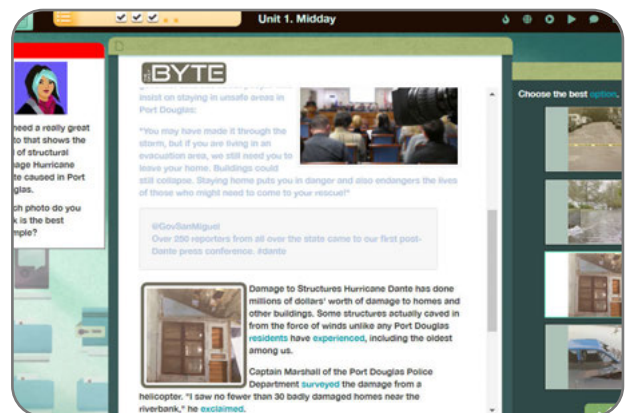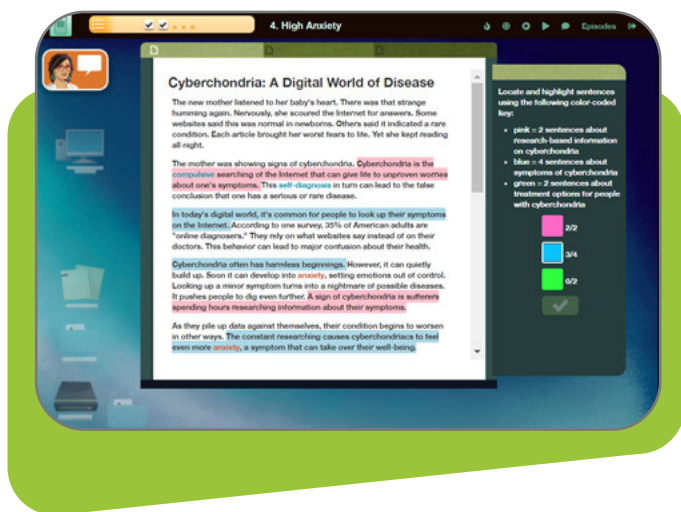
Leading a diverse team

Students lead a staff meeting where the days' events and decisions are discussed and reviewed.

Deeply engage students and know where they are in their learning every step of the way.
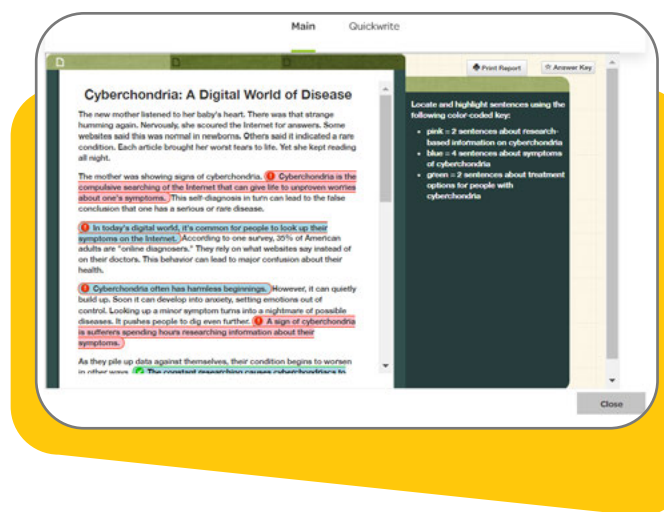
Student view

Students navigate the game as the "boss" in a virtual workplace scenario.

Along the way they are reading closely, thinking critically, leading a diverse team, and solving complex problems.

Students complete interactive formative assessments including:

✔ Multiple Choice
✔ Multimedia
✔ Quick Write
✔ Highlighting

Educator view

While students are progressing through the game, educators can check student progress and performance to be able to differentiate instruction.

Educators can:

★ Access **real-time** student progress and performance reports

★ Review students' **evidence-based writing tasks**

★ Assess based on **specific reading standards**

A turn-key blended learning model, all on one platform.

Our model incorporates literacy learning games, lessons, formative data, and community action projects to support educators, schools, and districts in reaching their literacy and career-readiness goals.

Games | Introductory Lessons | Enrichment Projects | Close Reading

Just Breathe

The medical director traces the environmental factors that might be making people in the community ill and must decide whether to tell Mai that the pollution from the power plant might be the underlying cause of her asthma attack.

Preview Game   **Assign**

Supplementary Lessons

30-45 MINUTES

Before: Prepare

◎ **Lesson Objective:** I can identify and accurately use the term symptoms.

? **Essential Question:** How does knowing a patient's symptoms help you determine a diagnosis?

📄 Lesson Plan ⬇
📄 Student Worksheets ⬇

30-45 MINUTES

Play: Educator Guides

◎ **Lesson Objective:** Facilitate student learning in the game

📄 QuickWrite Graphic Organizer ⬇
📄 Game Answer Key ⬇
📄 Student Completion Certificate ⬇

10-15 MINUTES

After: Discuss

◎ **Lesson Objective:** Reinforce reading comprehension and promote thoughtful reflection of the decisions made in the virtual workplace

📄 Lesson Plan ⬇
📄 Student Worksheets ⬇

Prepare: Introduce students to their role as the boss with vocabulary acquisition activities.

Play: Students immerse in gameplay. They read 5K words and make 7-10 big decisions rich in SEL development in each game.

After: Discuss & Enrich: Students reflect on their in-game decisions and can also apply their leadership skills to their communities in a student-led project.

Flexible implementation because we know there is no such thing as a one-size fits all classroom.

Choose one of the **three flexible** Read to Lead implementations below to meet your classroom, school, or district's literacy goals.

3 Ways to implement Read to Lead into your classrooms:

15 Minutes a Day

For the most robust implementation, designate a15-30 minute block of time as "Routine Read to Lead Time."

Anytime
15 -30 minutes a day

Station Learning

Begin whole-class with the Prepare mini-lesson and then break into rotating stations. Groups may include teacher-led guided practice, a collaborative working group, and independent gameplay.

1-2x per week
90-minutes

Future-Ready Friday

Focus solely on workplace readiness, 21st century skill development, and SEL through gameplay followed by collaborative discussion and/or student-led projects.

1x per week
30 - 45 minutes

Best part? We integrate with the tech tools you're already using.

canvas

schoolOGY®

Clever

Google Classroom

Students build confidence with support tools designed to reach every student.

Hotspot Finder
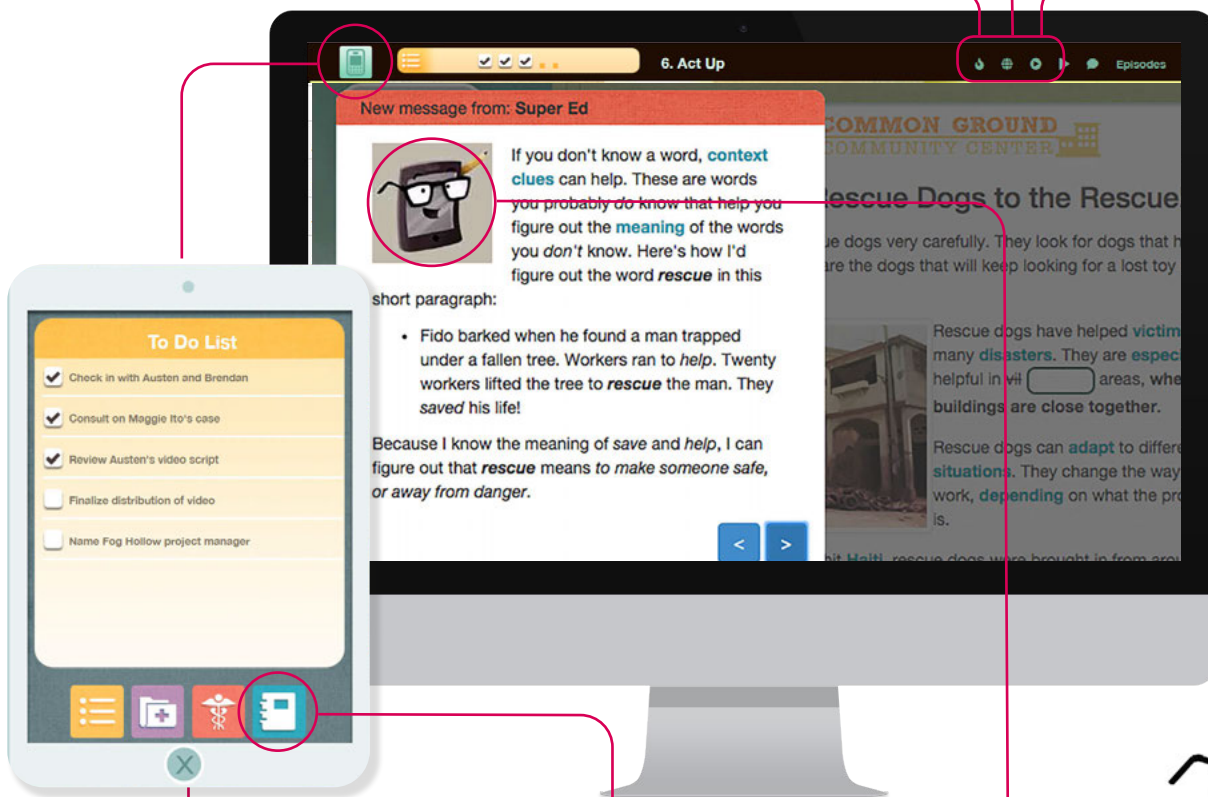Shows you what items you can click in the room.

Language translation
Access over 100 languages in gameplay to reach English Language Learners.

Audio read aloud
Provide audio to help readers access the text and choose their characters voice.

To Do List
- ✔ Check in with Austen and Brendan
- ✔ Consult on Maggie Ito's case
- ✔ Review Austen's video script
- ☐ Finalize distribution of video
- ☐ Name Fog Hollow project manager

6. Act Up   Episodes

New message from: Super Ed

If you don't know a word, **context clues** can help. These are words you probably *do* know that help you figure out the **meaning** of the words you *don't* know. Here's how I'd figure out the word *rescue* in this short paragraph:

- Fido barked when he found a man trapped under a fallen tree. Workers ran to *help*. Twenty workers lifted the tree to *rescue* the man. They *saved* his life!

Because I know the meaning of *save* and *help*, I can figure out that *rescue* means *to make someone safe, or away from danger.*

COMMON GROUND COMMUNITY CENTER

Rescue Dogs to the Rescue

...ue dogs very carefully. They look for dogs that h... ...re the dogs that will keep looking for a lost toy

Rescue dogs have helped **victim**... many **disasters**. They are **espec**... helpful in **vit**[   ] areas, whe... buildings are close together.

Rescue dogs can **adapt** to differe... **situations**. They change the way... work, **depending** on what the pr... is.

...t **Haiti**, rescue dogs were brought in from arou...

Mobile Device
Read messages, check your to do list, access the glossary from your mobile device.

Glossary
Students can use the glossary to access new words in context.

Super Ed
Our support hero, Super Ed, helps readers with clues and support.

Don't take it from us, hear from fellow educators!

Read to Lead Love Notes

"Read to Lead helped my students who were reluctant readers become much more confident. When we first started, everyone was at the support level, but they immediately started improving. It helps that they can see their progress!"

– Tiffany Randle, Educator
Pixley, CA

"Read to Lead allows me to cover some of the ELA standards in a way that is completely unlike any of the other resources that I have available. The interactivity and the game-like feel make it fun for the students rather than feeling like work."

– Selena Price, Educator
Thorsby, Alabama

"Read to Lead helps students on ALL levels, it's not just focused on the highest or lowest functioning students. It helps even the most struggling child build literacy."

– Terrance Sims, Educator
Milwaukee, WI

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