### **Providing challenge**

- In Reading Eggs students must complete 10 lessons and pass the end-of-map quiz to achieve a certificate.
- Reading Eggs is set up so that individual features unlock when students get to a certain point on the lessons map. Students can always see what their next goal is and can explore their new area when they succeed!
- The Story Factory in Reading Eggs provides students with the challenge of creating their own story and entering it into a competition.
- In Reading Eggspress students must achieve 1000 points in 1 week to earn a certificate, encouraging them to develop a habit of regular reading and learning.
- The Stadium in Reading Eggspress gives students the option of choosing an easy mode or challenging themselves with a difficult level. Students also choose who they wish to challenge or play against the computer.

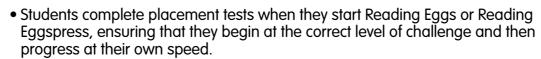
# 7

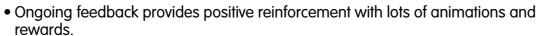
#### **Constructive feedback**

- Teachers can view detailed reports on students' usage and progress, enabling them to identify strengths and weaknesses and give feedback or set work accordingly.
- Students using Reading Eggspress receive detailed feedback in the My Progress area, including their Lexile level progress and the points they need for their weekly certificate.
- Students see themselves making progress as they move through the maps and up the levels in English Skills, Spelling and Driving tests.



# **Building self-belief**





- Year group levels and expectations set by the teacher are not visible to students

   meaning they only see their own progress and won't compare themselves to
   others.
- The Targets area in Reading Eggs encourages students to keep aiming higher, by encouraging them to set increasingly challenging targets.



### **Encouraging independence**

- All students can access the library and choose from 2500+ books. They can search for books in different ways and mark their favourites for easy reference.
- The Story Factory encourages students to write independent texts, submit them into a competition and access them on their own bookshelf.
- The Library and Story Factory both encourage students to submit reviews of what they have read and share their own thoughts.
- Students can exchange their eggs for clothing for their avatars and items for their virtual homes
- The comprehension lessons in Reading Eggspress all centre around a focus book, introducing students to a wide range of text types and vocabulary and ensuring that they are always building on their skillset and word range.
- Audio support throughout Reading Eggs allows children to develop a greater understanding of pronunciation, tone and pace when reading aloud, as well as their understanding of the text.
- A choice of trading cards at the end of a lesson allows students to express personal taste.

# Embracing mistakes as learning opportunities

- When an incorrect answer is entered, the program signals to the student that it is incorrect (without the repeated use of red crosses) and immediately encourages them to try again.
- Students must achieve 80%+ in the end-of-map quizzes to be able to proceed to the next map.
   They are encouraged to go back and revisit learning.
- In Driving Tests students must get all the answers correct to have the chance to play the reward game. They only repeat questions that they made errors on and focus on learning from these mistakes.



# Developing a love of learning

- As students work through the program, they read texts from across all types of genre, giving them the opportunity to decide which they particularly enjoy
- Reading Eggs and Fast Phonics are designed specifically for younger learners and feature fun characters, animations, songs, and colourful and endearing illustrations.
- Reading Eggspress has an age-appropriate interface and draws on gamification to ensure students enjoy learning.
- A balance of extrinsic and intrinsic motivational elements motivates students to keep exploring and learning.

