



NEXT *GENERATION*

System 44 Next Generation Software Manual

For use with *System 44* Next Generation version 3.x or later
and Student Achievement Manager version 3.x or later



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Overview

System 44 Next Generation is a comprehensive reading intervention program designed for the most challenged older, struggling readers. It systematically leads students through a customized path to learn each of the 44 sounds of the English language and the letters or letter combinations that create those sounds. The program also adapts itself to each student's skills, so some students may move through the scope and sequence quickly; other students may repeatedly focus on certain topics.

Students are placed in *System 44* Next Generation based on their performance in *Phonics Inventory*. Students who are predecoders are placed in Series 1 so that they focus on all foundational skills, including basic consonant and vowel sounds. Students who are beginning decoders are placed in Series 4, allowing them to bypass the foundational skills of which they have shown mastery. Students who demonstrate decoding proficiency are placed in *READ 180*® Next Generation.

For instructions on how to install *System 44* Next Generation, see the [System 44 Next Generation Installation Guide](#). For instructions on managing students in *System 44* Next Generation with Student Achievement Manager (SAM), see [SAM Settings and Reports for System 44 Next Generation](#).

Instructional Path and Terminology

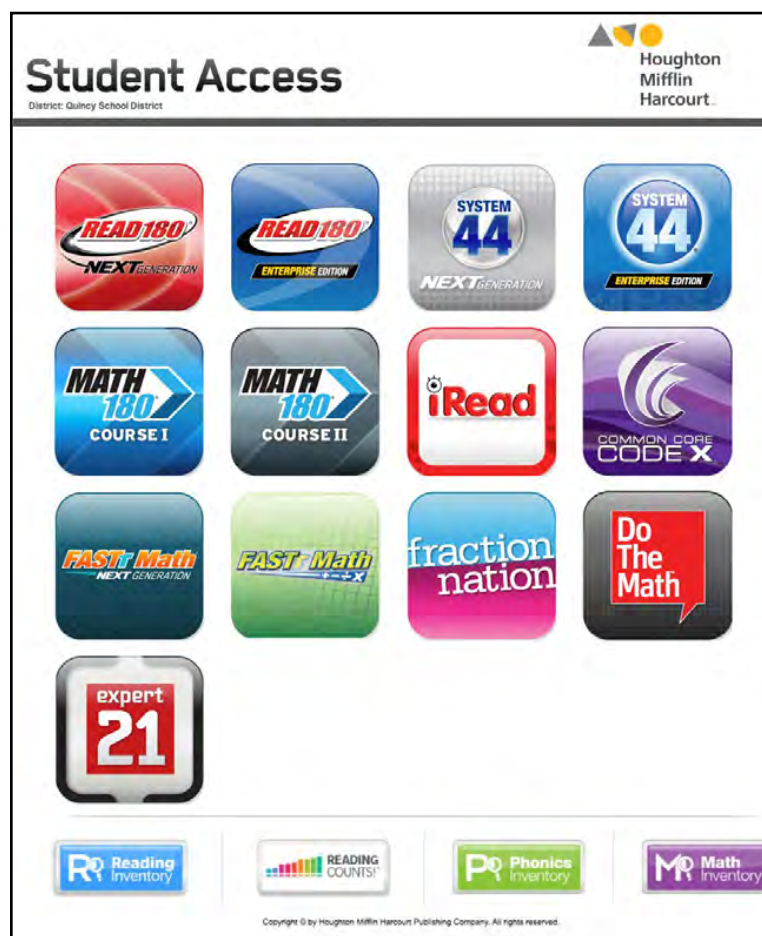
The *System 44* Next Generation path to mastery consists of different elements:

- An Activity is an exercise that students move through as they work to complete a topic.
- A Topic is a cycle of activities. A topic includes instruction and practice activities to ensure that students master the content.
- A Series is a group of topics that culminates in a Success Strand Topic. There are 25 series in the *System 44* Next Generation program.
- A Strand teaches students one facet of the *System 44* Next Generation scope and sequence. There are five color-coded strands in *System 44* Next Generation: the Code, Sight Words, Word Strategies, Success, and Writing.

Logging In

Students are enrolled in *System 44* Next Generation through Student Achievement Manager (SAM). See [Enrolling and Managing Students In Student Achievement Manager](#) for detailed instructions on enrolling students.

Once students are enrolled in *System 44* Next Generation, they may log in to the program through the Student Access screen on the student workstation. To open the Student Access screen, open the workstation's browser program and select the Student Access screen bookmark (see the [System 44 Next Generation Installation Guide](#) for help with bookmarking the Student Access screen).



The Student Access screen displays icons for all programs installed on the SAM server. Click the *System 44* Next Generation icon to open the *System 44* Next Generation Suite screen.



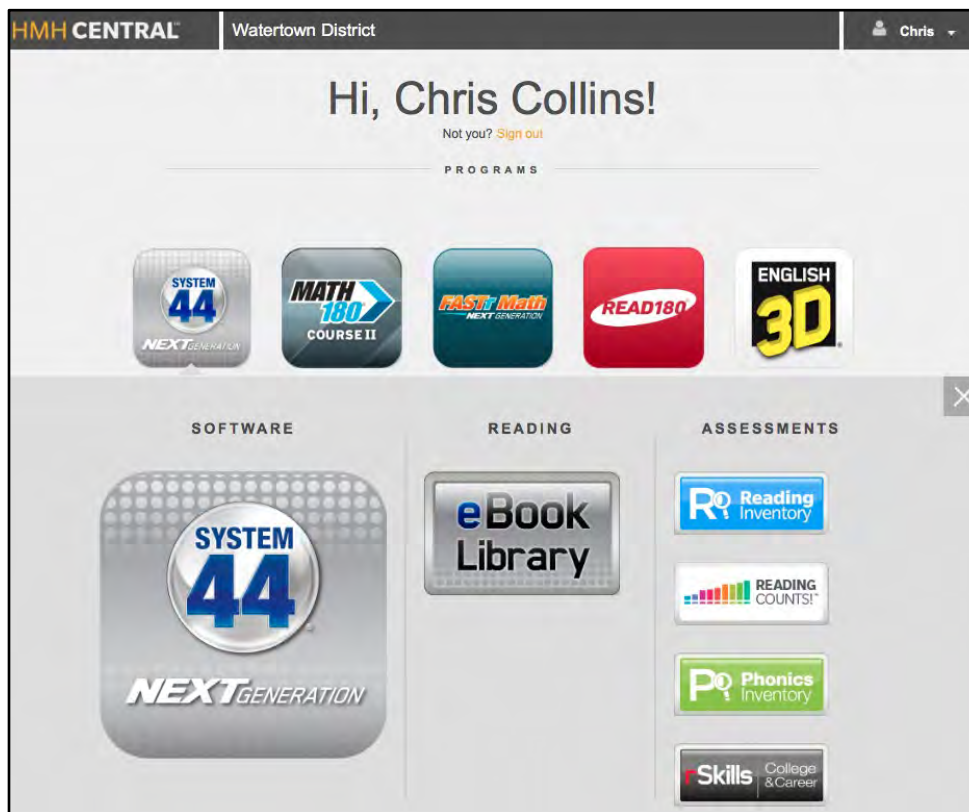
Click the *System 44* Next Generation icon to open the Login screen.



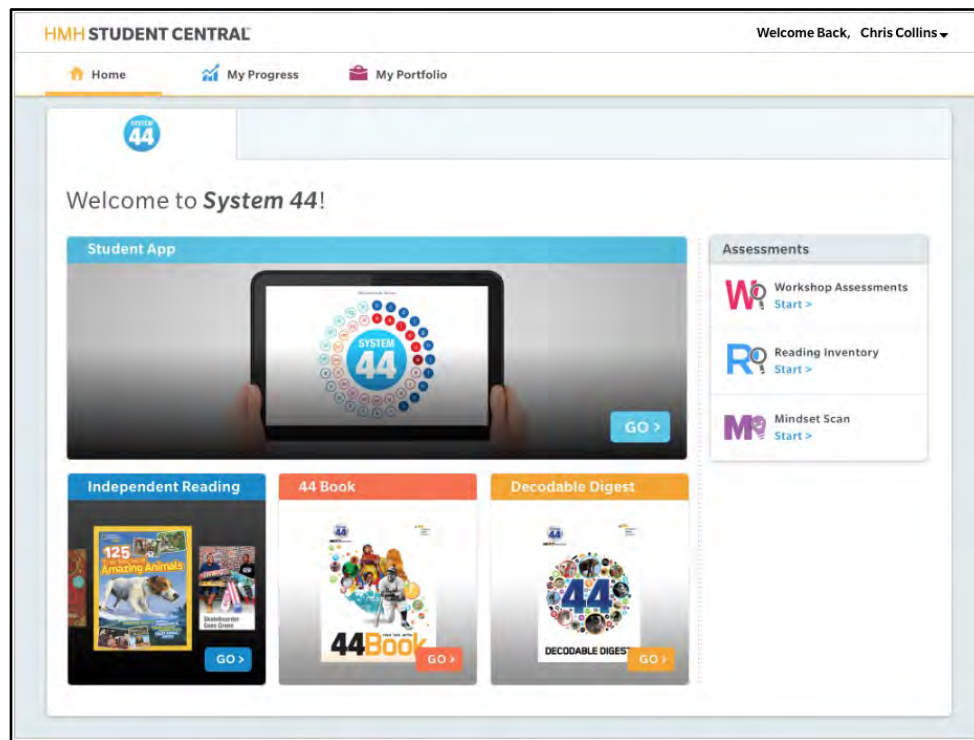
Log in with a SAM username and password and click **Go On** to enter the program and go to the Student Dashboard. Click **Help** at any time to get additional help with the program functionality. Click **Quit** to log out of *System 44* Next Generation. Logging out saves the last location so students may return directly to their last activity upon login.

Logging In With HMH Student Central

Students using HMH Student Central may log in to *System 44* Next Generation through their HMH Student Central portal.



Log in to HMH Student Central, then click the *System 44* Next Generation icon. Click the icon from the *System 44* suite screen to open the HMH Student Central *System 44* screen.



From the HMH Student Central screen, click **Go** in the Student App field to open *System 44* Next Generation.

To open Independent Reading click **Go** in the Independent Reading field.

To open the *44Book* or *Decodable Digest* in the Interactive Teaching System, click Go from the book's field. For more information on the Interactive Teaching System, see the ***Interactive Teaching System User's Guide*** at the *System 44* Next Generation support site (page 71).

Microphone Test

Many activities in *System 44* Next Generation require audio responses, so a working microphone is necessary.



To ensure the microphone is working, speak into it when this screen appears (it appears at every login). If the microphone is working, the audio waves to the left and right will appear green and students will proceed to their dashboard or their last activity.

If the program fails to detect any audio response three times, it directs students to get help from their teacher.

A Note for English Language Learners

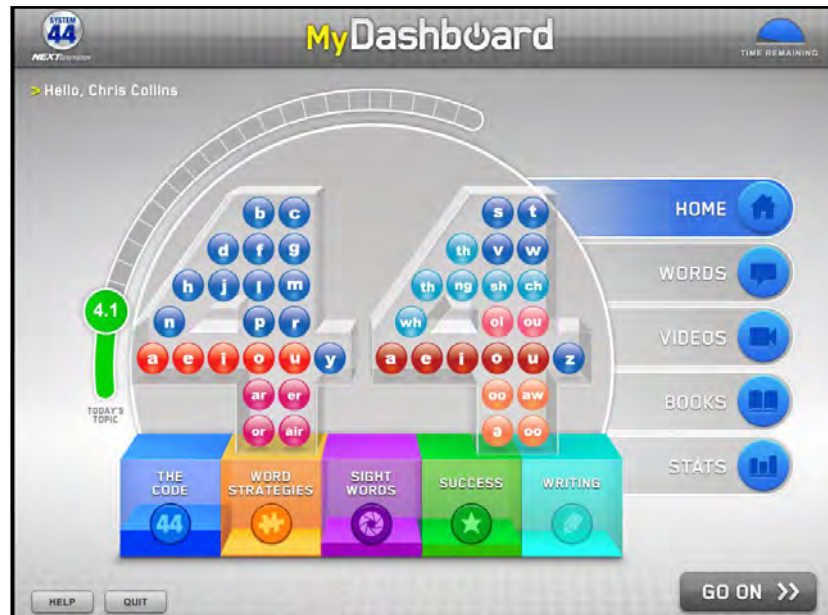
Teachers may use the *System 44* Next Generation Program Settings in SAM to activate Program Settings for English language learners. When Spanish Support is selected in the Program Settings, students see the **Español** button and other language support functions.

Students for whom this setting is not selected in SAM will not see these functions.

For more information see [SAM Settings and Reports for System 44 Next Generation](#).

The Student Dashboard

After logging in to *System 44* Next Generation, students go directly to their Student Dashboard. The Dashboard monitors and displays progress through *System 44* Next Generation. Students have 75 seconds to view their Dashboards and the timer at the top of the screen displays the time remaining before moving into the Topic. When students complete Topics they have additional time with the Dashboard.



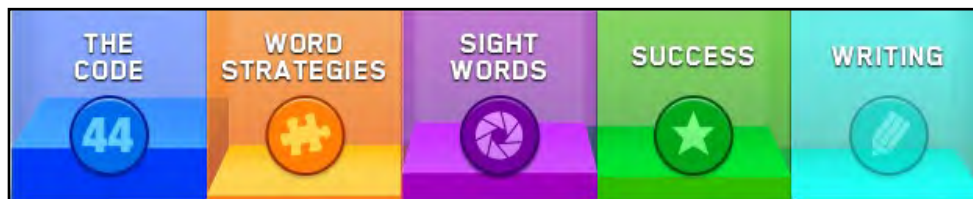
The Home Screen

The Home screen shows a summary of student work. The Today's Topic line graph visually displays student progress through the Topics and series. Student mastery of Topics and activities is also shown as the strand colors fill their respective boxes. Clicking the logo on each strand box opens the strand in Explore Mode (*page 12*). Clicking the menu options on the right shows student progress in different areas:

- **Words:** Click to view Target Words, as well as a count of words already mastered.
- **Videos:** Click to view all videos unlocked after mastering Success Topics.
- **Books:** Click to view all the *System 44* Library books for which students have finished *Reading Counts!* quizzes.
- **Stats:** Click to view the status of student milestones, including topics completed, topics fast-tracked, and sounds mastered.

Click **Go On** to close the Dashboard and move to the Topics and activities.

Explore Mode



Clicking the logo on each strand box opens the strand in Explore Mode. Click anywhere on the Dashboard to exit Explore Mode.

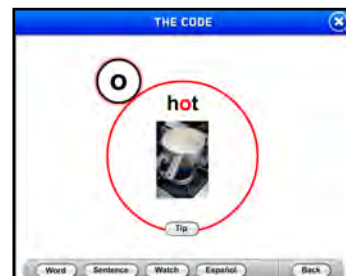
The Code

Clicking **The Code** introduces the strand and the 44 sound icons. The host explains the Code Strand and encourages the student to click one of the sound icons. Clicking one of the sound icons shows the sound, the sound in a word, and an accompanying image. Clicking the sound-spellings around the word and image changes the word and image to include that sound-spelling.



After hearing the sound-spelling and word read, students may choose from one of the following commands:

- **Tip:** Click for a decoding or pronunciation tip about the word
- **Word:** Click to hear the word pronounced
- **Sentence:** Click to hear the word used in a sentence
- **Watch:** Click to watch an animation showing how to pronounce the sound
- **Español:** Click to hear a Spanish translation of the word (for English language learners)
- **Back:** Return to the previous screen



Word Strategies

Clicking **Word Strategies** displays a puzzle with five pieces as the five strategies that *System 44* Next Generation teaches to break down large words. The host explains the different strategies for decoding represented in the puzzle.

The host encourages students to click a strategy puzzle piece to learn more about it. Clicking a puzzle piece shows a set of images that illustrates the strategy, followed by a word list of examples of the strategy. Clicking a word displays the word and an associated image.



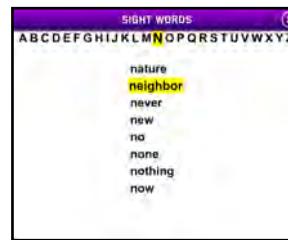
In Word Strategies, students may choose from one of the following commands:

- **Tip:** Click for a decoding or pronunciation tip about the word
- **Word:** Click to hear the word pronounced
- **Sentence:** Click to hear the word used in a sentence
- **Español:** Click to hear a Spanish translation of the word (for English language learners)
- **Back:** Return to the previous screen



Sight Words

Clicking **Sight Words** displays an interactive alphabet. The host encourages students to click a letter, which opens a list of sight words beginning with that letter. Clicking a word from the list shows the word and, where applicable, an accompanying image.



In Sight Words, student may choose from one of the following commands:

- **Word:** Click to hear the word pronounced
- **Sentence:** Click to hear the word used in a sentence
- **Español:** Click to hear a Spanish translation of the word (for English language learners)
- **Back:** Return to the previous screen

Success

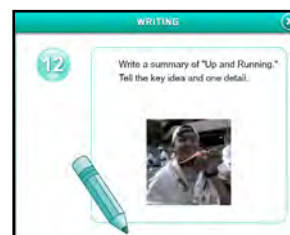
Clicking **Success** shows the Success window, which displays which *System 44* series have been successfully completed. Completed series icons are in green, and the student's current series is highlighted.



Clicking the highlighted icon shows student progress through the series.

Writing

Clicking **Writing** shows the Writing window, which displays the number of Writing activities completed by series. Completed series icons are in teal, and students' current series is highlighted.

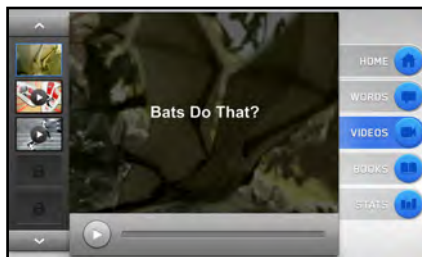


Clicking a series icon shows the Writing Strand activity for that series. This allows students to track their progress and preview upcoming Writing activities.

Menu Options

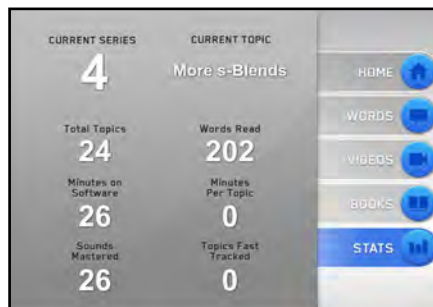
The Menu options on the right of the Dashboard show student data as they complete Topics and reach milestones in the software.

Clicking **Words** shows a list of Target Words, with mastered words in white and words yet to be mastered grayed-out. Clicking the arrows scrolls through the word list for that letter. As students move through the Topics, their amount of Target Words grows. Students may keep track of their words here. Students may also listen to audio pronunciations of the Target Words, as well as view context sentences and associated images.



Clicking **Videos** allows students to view all videos that have been unlocked when they mastered prior Topics. Clicking the arrows at the top and bottom of the video menu scrolls through the video list. Click the play button at the bottom of the video screen to start the video, click the pause button to stop it.

Clicking **Books** shows the *System 44* Library books the student has read and successfully finished a *Reading Counts!* quiz for. Successfully completing the *Reading Counts!* quiz for the book unlocks the book data. This data is also recorded in the Student Achievement Manager (SAM).



Clicking **Stats** shows student data in the software. This data is updated as students move through the Topics and activities.

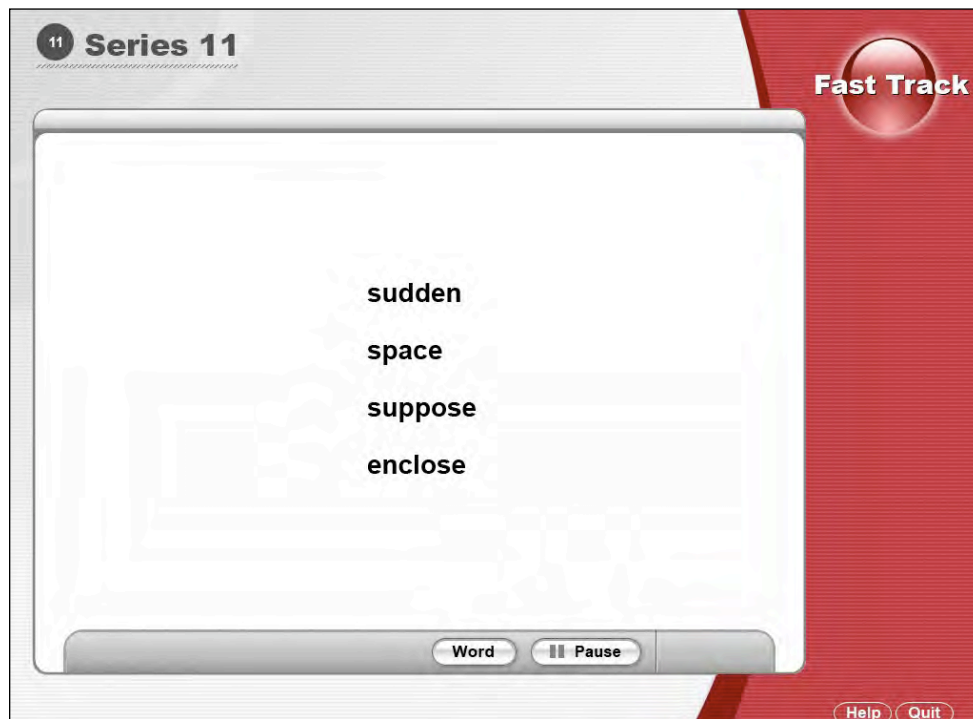
Fast Track

Starting in Series 4, students first complete a Fast Track Assessment before moving into a Topic. (Students who begin *System 44* in Series 4 automatically receive a Fast Track Assessment when they start the program.) The Fast Track Assessment determines if students already have mastery of skills taught in upcoming series and thus can skip a Series or Topics within that series. Series 4–24 each begin with a Fast Track Assessment (Series 1–3 and 25 do not).

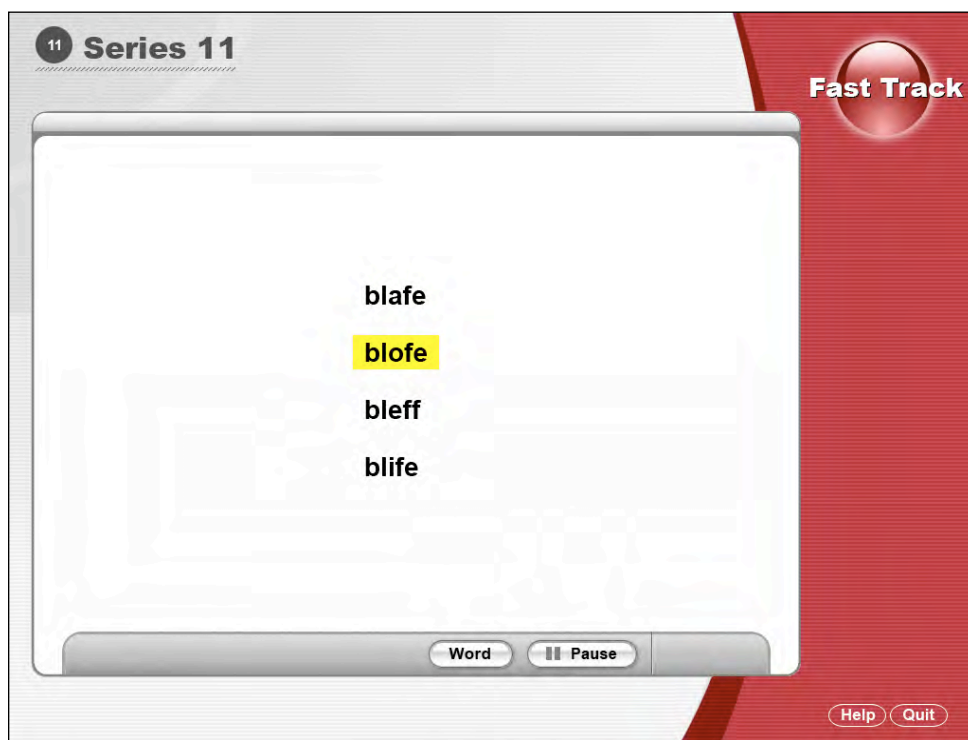
Students are set to receive Fast Track Assessments by default. Teachers may choose to disable Fast Track Assessments for some students by using the *System 44* Next Generation Program Settings in SAM (see [SAM Settings and Reports for System 44 Next Generation](#)).

Fast Track Assessment

Depending on the series, the Fast Track Assessment consists of one or 2 sections. Fast Track begins with an animated example, during which the host explains the directions. Click **Start** to begin.



The first section shows a list of real words. One of the words is read aloud. Click the pronounced word. Click **Word** to hear the word repeated or **Pause** to pause the assessment.



The second section shows a list of nonsense words. One of the nonsense words is read aloud. Click the pronounced word. Click **Word** to hear the word repeated or **Pause** to pause the assessment.

The Assessment determines whether students have developed the skills to decode words based on reading sounds rather than on memorizing words.

At the end of Fast Track, the **Go On** button appears. Students who have displayed a mastery level of the skills skip the series or Topic and move to the next Fast Track Assessment at the start of the next series. Students who have not displayed mastery move to the Student Dashboard and begin the next series.

Starting a Series—The Code Strand

Overview

System 44 Next Generation series start with The Code Strand. The Code presents the 44 sounds of the English language and the different letter combinations that represent them. Activities in The Code move from letter-sound correspondence through fluent word recognition.

Ivan, the host of The Code Strand, leads students through The Code's four zones:



- **Smart Zone:** Direct instruction on the topic helps build skills and academic language
- **Word Zone:** Modeling and blending practice develops fluent decoding of words
- **Spelling Zone:** Application of known sound-spellings to encoding
- **Fluency Zone:** Skills learned in the other zones promote skills transfer and build fluency and comprehension

The Code Strand ends with a Progress Monitor assessment, which determines if students have mastered the Topic. If they achieve mastery in the assessment, they return to their Student Dashboard; if not, they return to the Smart Zone to repeat the topic.

In Topics 1.1–1.5, new zones are gradually introduced to students. In other Topics, students move through the zones in the same order.

Smart Zone

The Smart Zone presents direct instruction on the topic to help build skills and familiarity with academic language before targeted practice.

Other activities in the Smart Zone occur only with sound-spellings that may be practiced in isolation.

Direct Instruction



At the beginning of each topic in The Code, Ivan presents direct instruction and modeling of sound-spelling correspondences. Direct Instruction presentations play uninterrupted for approximately one to three minutes.

Students who cycle through a Topic a second or third time see a short version of the Direct Instruction video. To see the longer version click **Hear More**.

Study Sounds

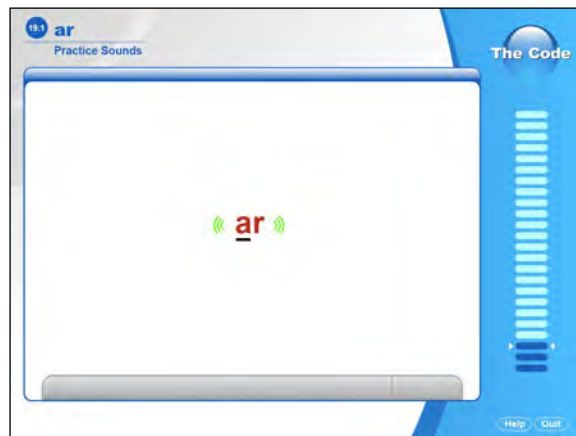
Study Sounds allows students to practice generating the target sound(s). Students hear each sound and watch it displayed on-screen. Depending on the topic, between one and three sound-spellings appear on-screen, one at a time. After hearing the sound pronounced, click **Record** to record a pronunciation; then click **Play** to hear it back. Click **Record** a second time to improve the pronunciation.



When satisfied with the pronunciation, click **Go On** to move to the next activity.

Click **Watch** to watch an animation of the sound being spoken. Click **Tip** to see short segments from the Direct Instruction video. Click **Español** to hear a pronunciation tip in Spanish (if enabled for English language learners).

Practice Sounds



In Practice Sounds, students practice speaking one or more sound-spellings aloud to build accuracy. Students hear each sound read aloud as it is highlighted on-screen, then are prompted to pronounce each sound.

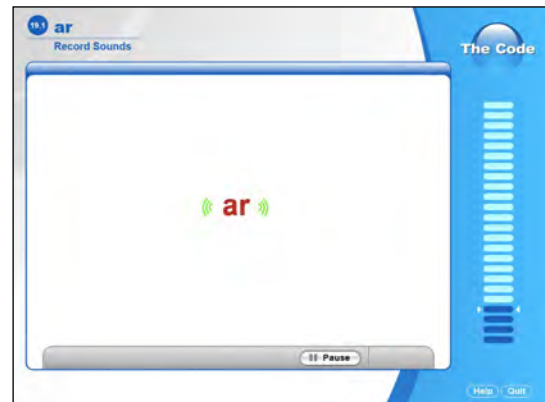
When each sound-spelling is pronounced three times, the Go On button appears. Click **Go On** to move to the next activity.

Record Sounds

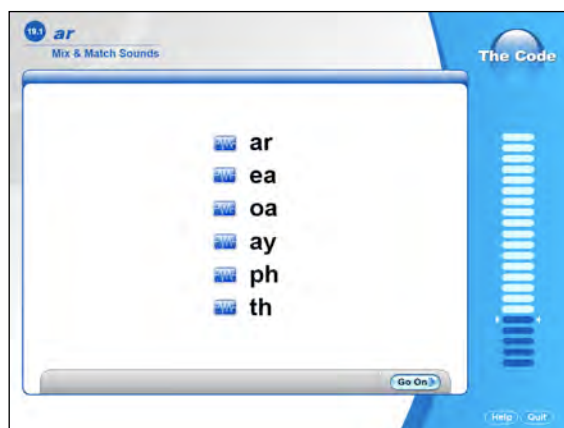
In Record Sounds, students see and hear a series of sound-spellings one at a time and are prompted to read them aloud. The animated sound waves surrounding the sound-spelling show the reading has been recorded.

If no reading is recorded, students are prompted to read the sound-spelling aloud.

When all the sound-spellings are read and recorded, students move to the Mix & Match Sounds activity, where they work with the recordings they just made.



Mix & Match Sounds



In Mix & Match Sounds, students match sound-spellings to recordings of them.

Click the sound wave icon to hear the recordings. Match the recording with the correct sound-spelling by dragging the icon to the empty space next to a sound-spelling. When all the sounds are matched, the **Done** button appears. Click it to receive feedback.

If all the sounds are matched correctly, students move to the next activity. Incorrectly matched sounds pop out of the spaces so students may try to match the sounds a second time.

After 2 attempts the **Go On** button appears. Click it to move to the next activity.

Sound Challenge

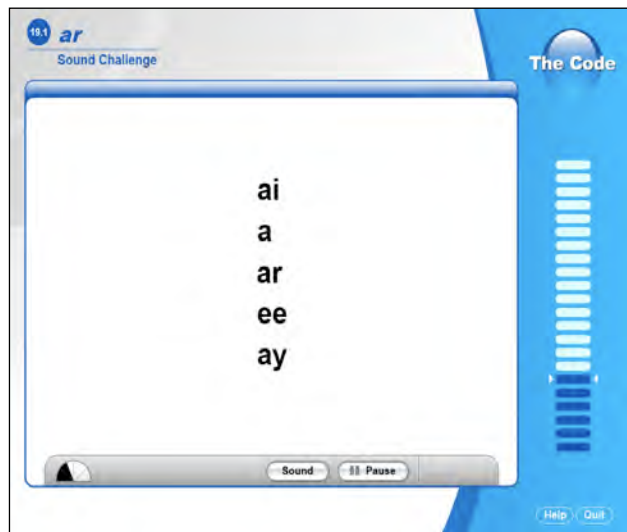
Sound Challenge displays a list of sound-spellings on-screen. As the sounds are read, click the sound-spelling as fast as possible.

Click **Sound** to hear the sound read again. Click Pause to pause the activity or **Continue** to resume the activity.

When all the rounds of the Sound Challenge are finished, the **Go On** button appears. Click it to move to a feedback screen.

The feedback screen shows how many sound-spellings were clicked correctly and how many were missed.

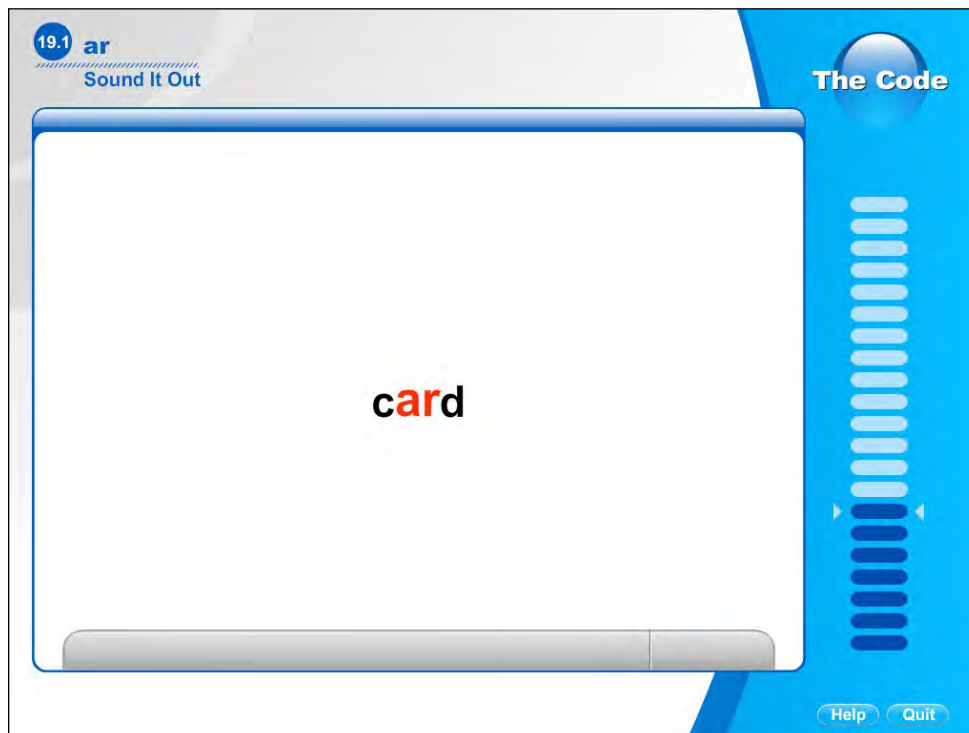
Click **Go On** to move to the next activity.



Word Zone

The Word Zone presents words that include the sound-spellings from the Smart Zone.

Sound It Out



In Sound It Out, students watch as a word with the target sound-spelling is displayed and read aloud, and then they are prompted to blend the next word along with the reader. Students then blend the third word on their own. Once students have blended all the target words in the activity, the **Go On** button appears. Click it to move to the next activity.

Read & Record

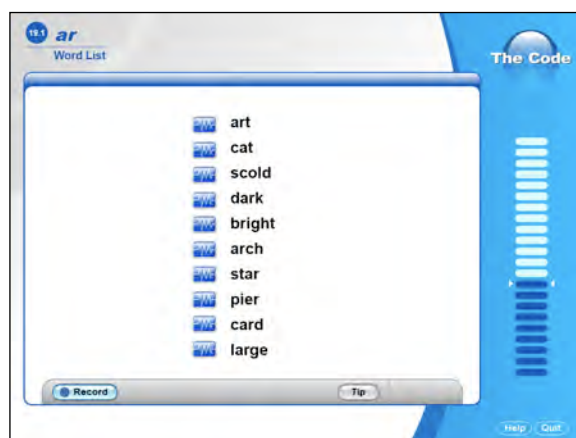
Read & Record shows a series of Target and review words on-screen. Record these words as they appear, following a specific blending prompt.

Click **Record** to record the word. Click **Play** to hear the recording and compare it to the model. Click **Sentence** to replay the context sentence or **Tip** to hear a decoding tip. Click **Español** to hear a Spanish cognate or translation with a pronunciation tip (if selected for English language learners). Click **Record** again to rerecord the sound, or click **Done** to finish recording. After clicking **Done**, an image and a context sentence appear to help connect word and meaning.



When all the words are recorded, the **Go On** button appears. Click it to move to the next activity.

Word List



Word List presents a list of Target words to record under a time constraint.

Click **Record** to begin recording the list of words (a prompt is heard if it takes too long to start). A sound wave icon appears next to each word as it is recorded. When the list is recorded, a prompt directs a comparison of the student recordings to the words read in the software. Click **Record** to rerecord.

Click **Tip** to hear a decoding tip. When every word on the list is recorded, the **Go On** button appears. Click it to move to the next activity. Recordings are saved for use in the next activity.

Mix & Match Words

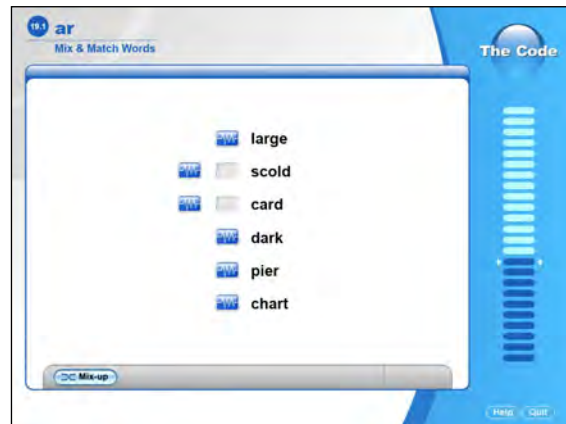
Mix & Match Words matches the Word List words to recordings of them.

Click the sound wave icon to hear the recordings, or click the word to hear it pronounced. Then click **Mix-Up** to randomly mix the words and recordings.

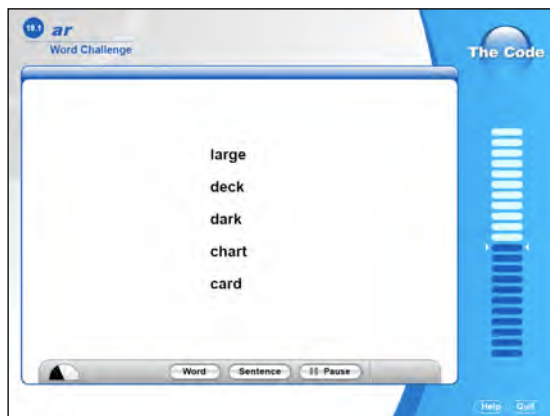
Match the recording with the correct word by dragging the icon to the empty space next to a word. When all the sounds are matched, the **Done** button appears. Click it to receive feedback.

If all the sounds are matched correctly, students receive positive feedback and move to the next activity. Incorrectly matched sounds pop out of the spaces so students may try to match the sounds a second time.

After 2 attempts the **Go On** button appears. Click it to move to the next activity.



Word Challenge



Word Challenge displays a list of words on-screen. As the words are read, click the word as fast as possible. Click **Word** to hear the word read again. Click Pause to pause the activity, or **Continue** to continue the activity and the timer. Time allotted differs for each student, depending on prior performance in the series.

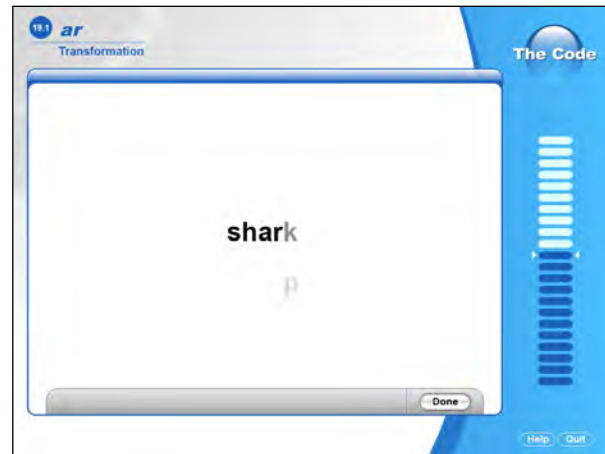
When all the rounds of the Word Challenge are finished, the **Go On** button appears. Click it to move to a feedback screen. The feedback screen shows how many words were clicked correctly and how many were missed. Click **Go On** to move to the next activity.

Transformation

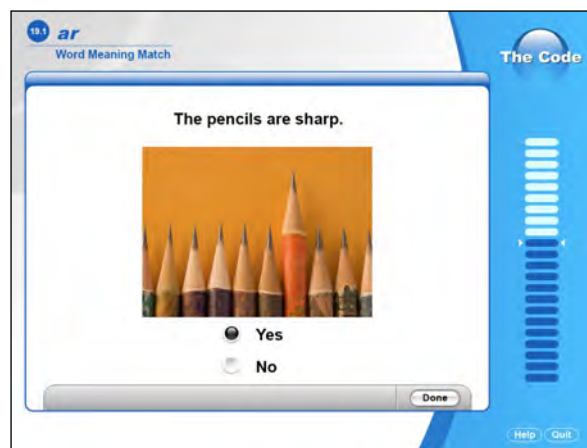
In Transformation, students watch as animated words transform into other words by substituting letters at the beginning, middle, or end of the word.

Read the word, then click **Done** to hear the word pronounced. When Done is clicked, one or more letters change, transforming the word into another word. Repeat the activity with the new word.

When all of the words have been read, the **Go On** button appears. Click it to move to the next activity.



Word Meaning Match



Begin Word Meaning Match by reading a word aloud, then reading a decodable sentence that contains the word.

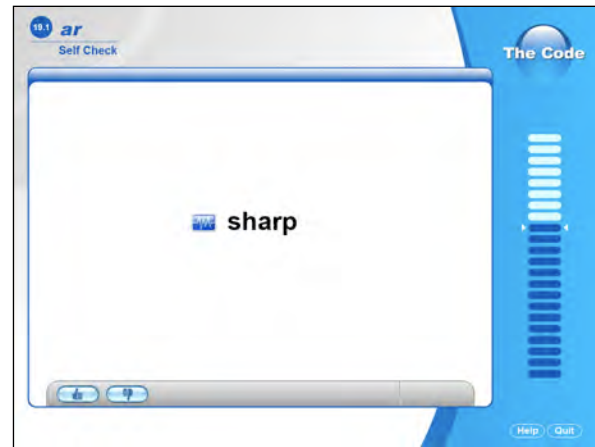
After reading the sentence aloud, the sentence appears with an accompanying image. Decide if the image matches the sentence by clicking either the **Yes** or the **No** button below the image. Click **Done** to find out if the answer is

correct. If the answer is correct, a new sentence appears. If not, students hear feedback before continuing.

When the sentence prompts are finished, a performance summary appears. Click **Go On** to move to the next activity.

Self Check

Self Check provides a limited amount of time to read and record target and other study words. Click the **Record** button to record the word, then listen to the recording and the word read aloud. Judge the accuracy of the recording by clicking the Thumbs Up button to approve the recording or the Thumbs Down button to rerecord the word. The timer in the lower right corner of the screen shows the time remaining. Time allotted differs for each student, depending on prior performance in the series.



When all the words on the list are recorded, the results are displayed. Click **Go On** to move to the next activity.

Word Building



At the beginning of the Word Building activity, students read a word and are prompted to change it to another word by replacing some of its letters with ones from the tiles at the bottom of the screen. To replace the letters, drag tiles down from the given word or up from the tile bank. Some words require multiple changes to form the new word.

Click **Word** to hear the word repeated or **Sentence** to hear the word in a

sentence. Click **Done** when the new word is completed.

If the word is correct, another word appears. If the word is incorrect, feedback specific to their error is heard, along with a prompt to try again. When all the words in the activity are successfully created, a feedback screen and the **Go On** button appear. Click it to move to the next activity.

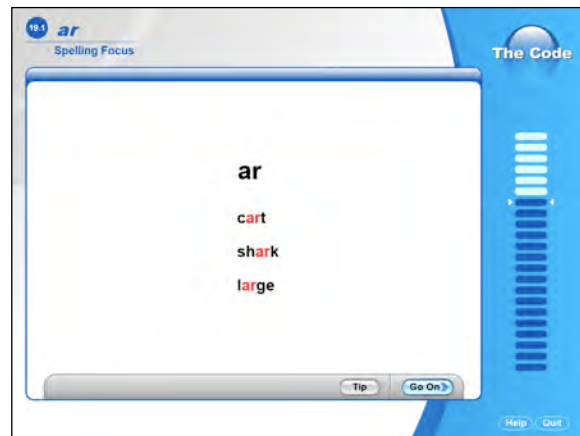
Spelling Zone

The Spelling Zone contains activities that teach how to apply known sound-spellings to encoding.

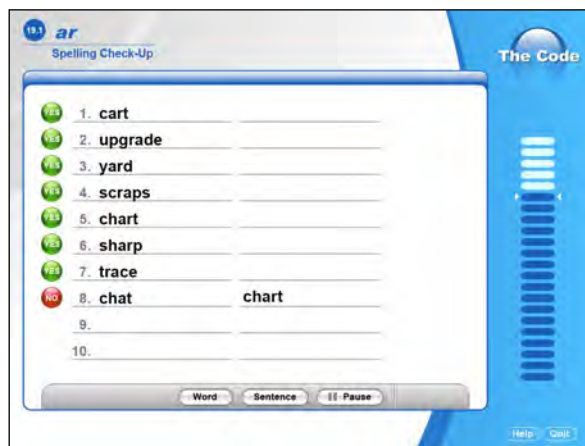
Spelling Focus

Spelling Focus shows important spelling rules and generalizations by playing a spelling tip and displaying a word that illustrates the spoken tip. Click a word to see and hear a specific decoding tip for that word. Click **Tip** to hear the spelling tip again.

Click **Go On** to move to the next activity.



Spelling Check-Up



Spelling Check-Up assesses spelling of up to 20 words to create or add to the list of study words.

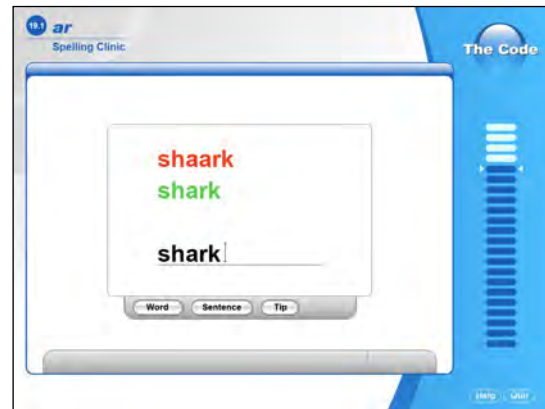
After hearing the word pronounced, used in a context sentence, and read a second time, type the word, then press **Enter**. Click **Word** to hear the word repeated or **Sentence** to hear the context sentence a second time.

Click **Pause** to pause the activity and **Continue** to resume it.

After all the words are typed, the activity displays correctly spelled words and the correct spelling of misspelled words, which are added to the list of study words. When all words are spelled, the **Go On** button appears. Click it to move to the next activity.

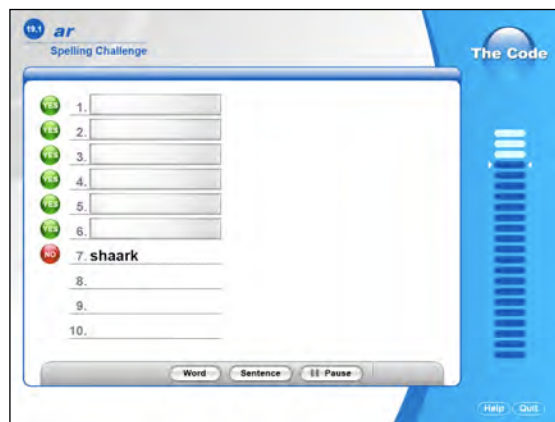
Spelling Clinic

The Spelling Clinic provides practice and feedback with the spelling study words. It displays the misspelled words one at a time, alongside the correct spelling, pronounces the word twice, and reads a spelling tip for the word. It then hides the word. When prompted, type the word and press **Enter**. The program provides feedback showing if the word was spelled correctly. If the word is spelled correctly, the next word in the list appears. If it is misspelled, type the word again after listening to the corrective feedback.



Click **Word** to hear the word read again, **Sentence** to hear a context sentence, or **Tip** to hear the tip a second time. When all the words are spelled correctly, the **Go On** button appears. Click it to move to the next activity.

Spelling Challenge



Spelling Challenge presents the spelling study words one at a time. After hearing the word pronounced, type the word and press **Enter**. If the word is spelled correctly, the next word appears. If the word is misspelled, corrective feedback shows the error. Click **Word** to hear the word again or **Sentence** to hear the word in a sentence. Click **Pause** to pause the activity and **Continue** to restart the activity.

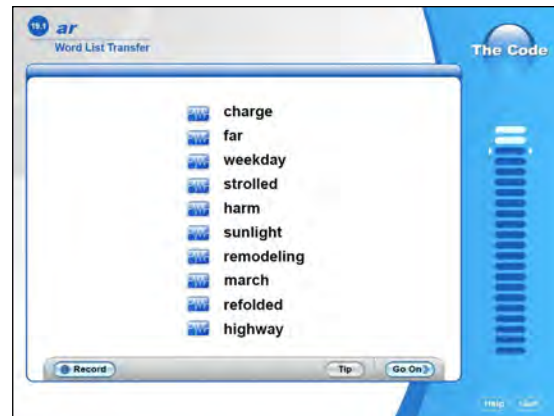
When the Challenge is finished, a performance summary appears. Click **Go On** to move to the next activity. If all the spelling words were mastered, the Spelling Challenge comes up in review mode and is only done once.

Fluency Zone

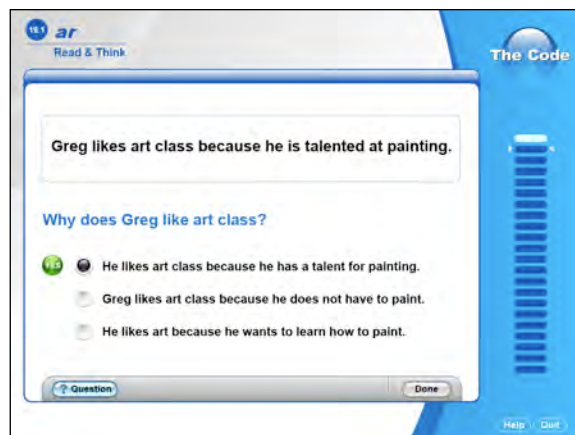
The Fluency Zone contains activities that help students transfer skills, build fluency and comprehension, and promote reading and thinking about the meaning of text.

Word List Transfer

Word List Transfer requires transferring decoding skills to new words made up of known sound-spellings. When the list of words is displayed, click **Record** to record each word. A sound wave icon appears next to each recorded word. When prompted, listen and compare the recordings to the word readings. To rerecord a word, click the word to highlight it, click **Tip** to hear a decoding tip for the word, then click **Record** to rerecord the word. When the list is completed, the **Go On** button appears. Click it to move to the next activity.



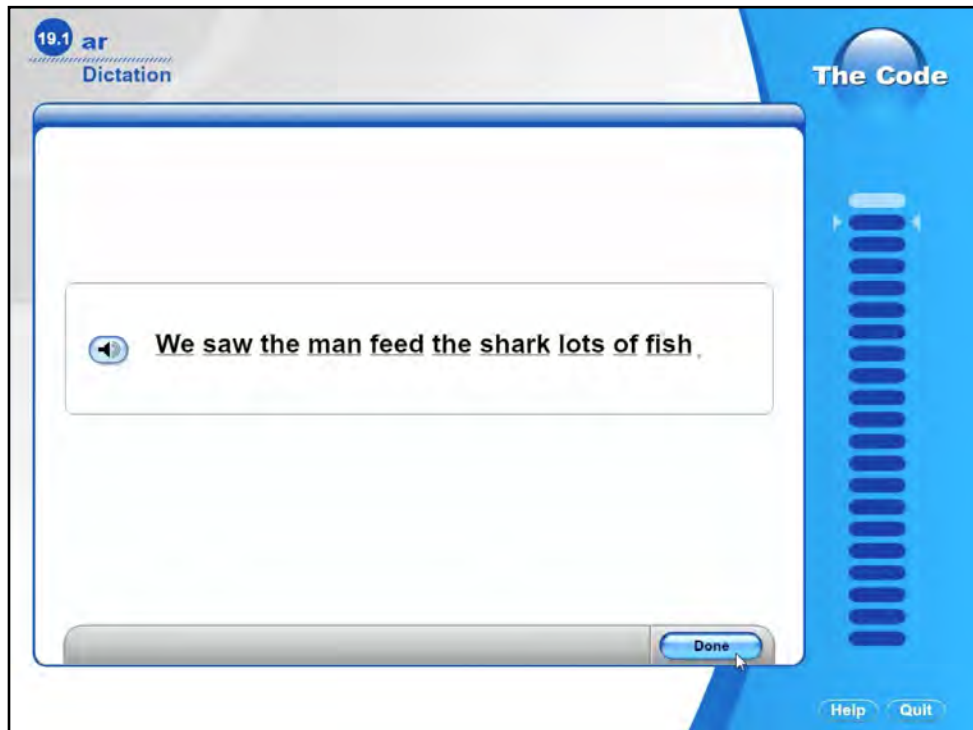
Read & Think



Read & Think displays target and study words in decodable sentences. Read the displayed sentence and listen to the related question. When the answer choices appear, click the button next to the chosen answer, then click **Done** to see the correct answer. Click **Question** to hear the question again. Correct answers prompt the next question. Incorrect answers prompt feedback and an additional

chance to answer the question. When all questions are answered, the **Go On** button appears. Click it to move to the next activity. Students who repeat the topic up to three times may complete all the Read & Think items available and thus skip the activity in subsequent cycles.

Dictation Activity



The Dictation Activity first appears in Series 4. It presents a sentence containing target words to measure listening and decoding skills. Listen for the sentence, then type the sentence out in the spaces provided. To hear the sentence again and check typing, click the speaker icon. When finished typing the sentence, click **Done**.

Mistyped words will appear in red. Fix any mistyped words, then click **Done** again. If the sentence is typed correctly, a new sentence appears.

When the sentence is completed, the **Go On** button appears. Click it to move to the next activity.

Progress Monitor

Progress Monitor tests students' mastery of the topic content through a series of assessment trials.

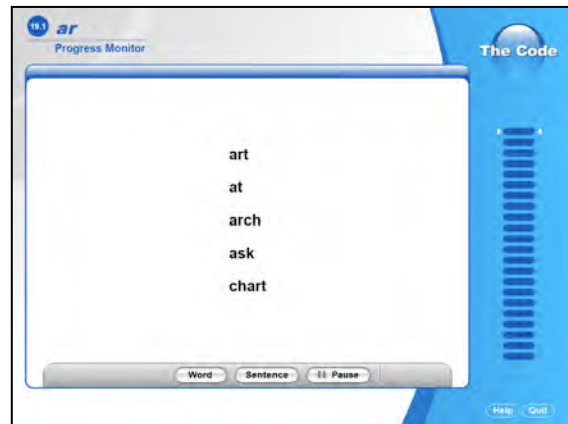
Progress Monitor displays a list of five words. One word is read. Select the read word by clicking it within 2 seconds. When the read word is selected, a new list of five words appears to repeat the exercise.

Words correctly identified in 1.5 seconds or less are marked Fast; words correctly identified in less than 2 seconds but more than 1.5 seconds are marked Slow. Words misidentified or not identified within 2 seconds are marked Missed.

Click Pause to pause the activity, and click **Continue** to resume it. Click **Word** to hear the word repeated or **Sentence** to hear the word read in a sentence. Clicking any button restarts the allotted time and reshuffles the list.

When all the lists are finished, results appear on a feedback screen. The screen shows which words were answered Fast, which were answered Slow, and which were Missed.

When 70 percent of the target words appear in the Fast column, the Go On button appears. Click it to move to the next activity. If 70 percent of the target words are not in the Fast column, the topic is repeated with refreshed content based on individual performance.



Word Strategies Strand

Overview

Activities in the Word Strategies Strand provide learning and practice with syllable strategies and word analysis, as well as word endings, prefixes, suffixes, and word roots.

At the beginning of the Word Strategies Strand, Erica, the strand's host, introduces the four Zones:

- **Smart Zone:** A direct instruction video introduces the decoding strategies and methodology
- **Word Zone:** Activities develop fluent decoding through modeling and blending
- **Spelling Zone:** Activities create a customized study list of spelling words used in subsequent activities
- **Fluency Zone:** Decodable text and activities that require reading and thinking about text promote skills transfer and build fluency and comprehension



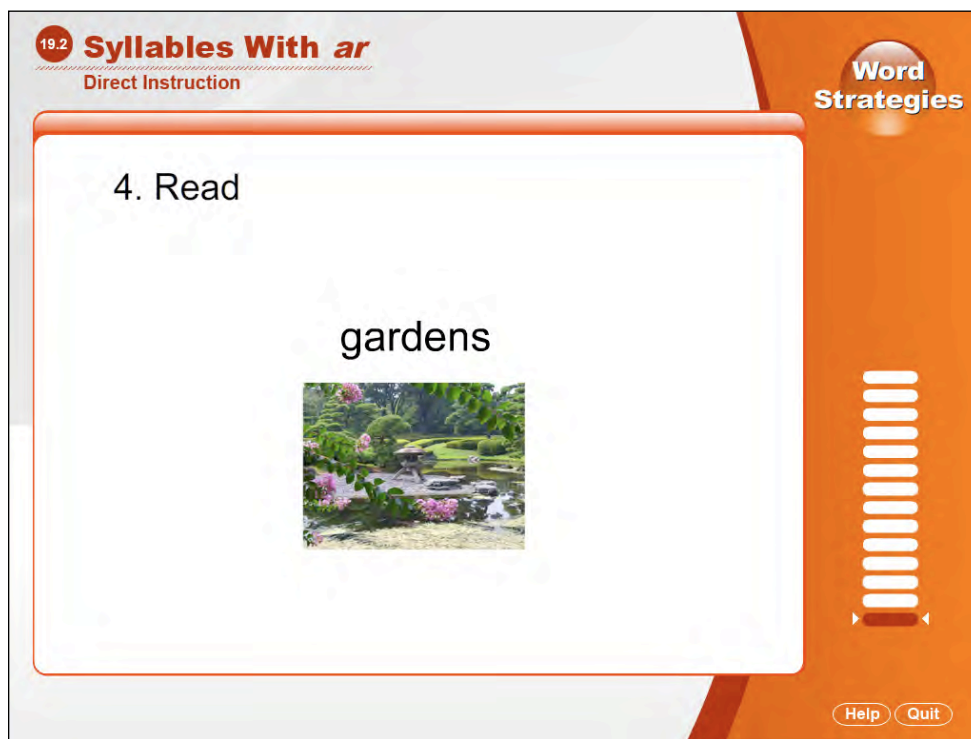
The Fluency Zone ends with a Progress Monitor assessment, which determines whether students return to the Student Dashboard to begin the next Topic, or repeat the Word Zone with a new cycle of activities and a new set of study and Target words.

Students who move through the cycle of activities numerous times may complete the content for certain activities. When this happens, the program skips these activities. Students who return to a Word Strategies topic in a subsequent session resume at the zone in which they were last working.

Smart Zone

The Smart Zone consists of a Direct Instruction video that introduces the decoding strategies and methodology for the topic.

Direct Instruction



Erica narrates a Direct Instruction video that explains key concepts about word parts, syllable types, and word attack strategies.

The Direct Instruction video plays uninterrupted for approximately one to three minutes.

Second and third Topic cycles show a short version of the Direct Instruction video. To see the longer version click **Hear More**.

Word Zone

The Word Zone provides practice with word parts. The activities in the Word Zone develop fluent decoding of words through modeling and practice of blending.

Word Splitter

Word Splitter is a two-part activity.

The first part prompts the use of word analysis tools. Two or more tools are displayed in the first part, depending on the Topic.

Clicking **Look** launches prompts to click endings, prefixes, and/or suffixes. Click **Spot** to launch prompts to identify the vowel in the base word, to help with identifying the number of syllables. Click the **Split** button to place the cursor at syllable breaks to split the word. Click **Read** to prompt reading of each syllable or word part, followed by the whole word. Each use of a tool prompts positive feedback for correct responses and adaptive feedback for incorrect responses. After clicking all the available tools, relick any to hear the strategy repeated, or click **Done** to move to the second part of Word Splitter.



The second part of Word Splitter displays the topic word. Click the **Sentence** button to hear the word in a sentence. Click the **Tip** button to hear a decoding tip. Click **Español** to hear the tip or cognate in Spanish (if selected for English language learners).

Click **Record** to make a recording of the word. The sound wave icon appears next to the word. Click **Play** to hear the recording followed by the reading of the

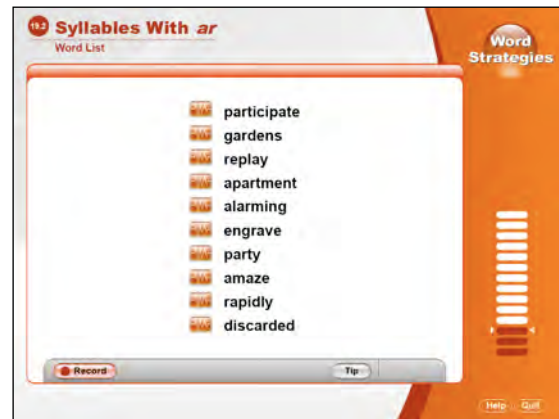
word. When each word has been recorded, the **Go On** button appears. Click it to move to the next activity.

Word List

In Word List, students record a list of topic words under a time constraint.

Click **Record** to begin recording the list of words (students who do not begin hear a prompt). A sound wave icon appears next to each word as it is recorded. When all the words are recorded, a prompt directs a comparison of the recordings to the read words. Click **Record** to rerecord. Click **Tip** to hear a decoding tip.

When every word on the list is recorded, the **Go On** button appears. Click it to move to the next activity. Recordings are saved for use in the next activity.



Mix & Match Words



Mix & Match Words, matches the Word List topic words to recordings of them.

Click the sound wave icon to hear the recordings, or click the word to hear it pronounced. Then click **Mix Up** to randomly mix the words and recordings.

Match the recording with the correct word by dragging the icon to the empty space next to a word. When all

the sounds are matched, the **Done** button appears. Click it to receive feedback.

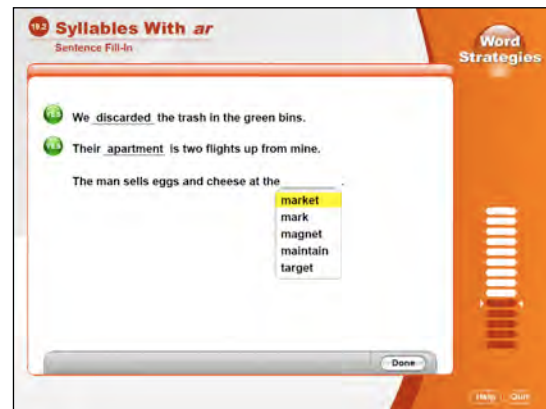
If all the sounds are matched correctly, students receive positive feedback and move to the next activity. Incorrectly matched sounds pop out of the spaces so students may try to match the sounds a second time.

After 2 attempts the **Go On** button appears. Click it to move to the next activity.

Sentence Fill-In

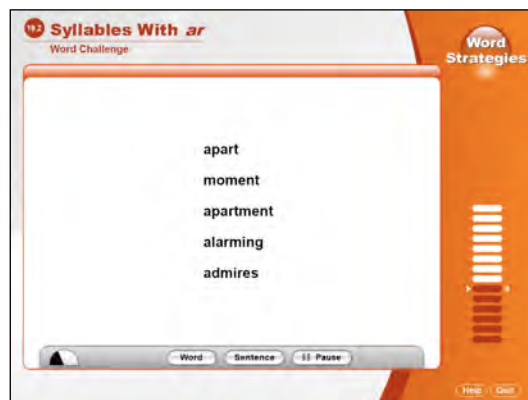
Sentence Fill-In reinforces understanding of topic words and their function in sentences. Five sentences are presented in the activity.

Click the blank space in the sentence to open a pull-down menu of topic words. Choose the correct word by clicking to highlight it. Click **Done** when sure of the choice. If the correct word is chosen, the sentence is locked on-screen and students receive positive feedback. If an incorrect word is chosen, a prompt directs a second try. Prompts repeat until the correct word is chosen.



When all the sentences have been completed correctly, the **Go On** button appears. Click it to move to the next activity.

Word Challenge



Word Challenge displays a list of words on-screen. As the words are read, click the word as fast as possible.

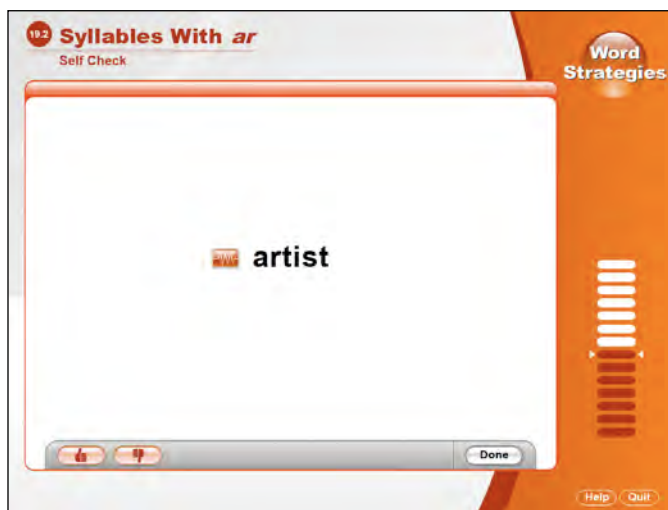
Click **Word** to hear the word read again. Click **Pause** to pause the activity; or **Continue** to resume the activity and the timer. The timer at the bottom left of the screen shows how much time is left to click each word. Time allotted differs for each student, depending on prior performance in the series.

When all the rounds of the Word Challenge are finished, the **Go On** button appears. Click it to move to a feedback screen that shows which words were Correct and which were Missed. Click **Go On** to move to the next activity.

Self Check

In Self Check, students are given a limited amount of time to read and record their topic words and review words. Click the **Record** button to record the word, then listen to the recording and the word read aloud. Judge the accuracy of the recording by clicking the Thumbs Up button to approve the recording or the Thumbs Down button to rerecord the word. A timer in the lower right corner of the screen shows the time remaining. Time allotted differs for each student, depending on prior performance in the series.

When all the words on the list are recorded, the results are displayed. Click **Go On** to move to the next activity.

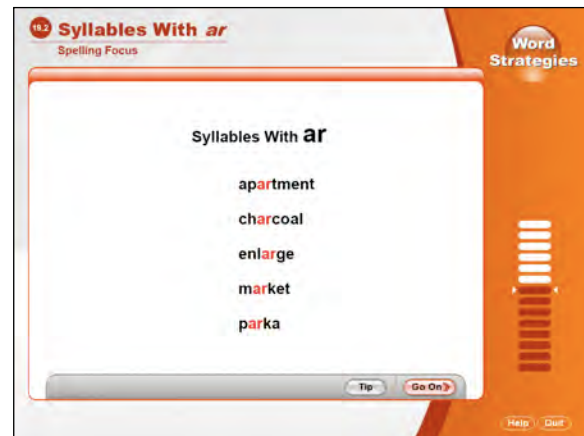


Spelling Zone

The Spelling Zone consists of four activities that create a customized study list of spelling words for each student. This list becomes the focus of subsequent activities.

Spelling Focus

Spelling Focus shows important spelling rules and generalizations by playing a spelling tip and displaying words that illustrate the spoken tip. Click a word to see and hear a specific decoding tip for that word. Click **Tip** to hear the spelling tip again. Click **Go On** to move to the next activity.



Spelling Check-Up



Spelling Check-Up assesses 20 of the spelling list words. The assessment separates the words that are spelled correctly from ones that require further study.

After hearing the word pronounced, used in a context sentence, and read a second time, type the word, then press **Enter**. Click **Word** to hear the word repeated or **Sentence** to hear the context sentence a second time. Click

Pause to pause the activity and **Continue** to resume it.

After all the words are typed, the activity displays correctly spelled words and the correct spelling of misspelled words, which are added to the list of study words. When all words are spelled, the **Go On** button appears. Click it to go on to the next activity.

Spelling Clinic

The Spelling Clinic provides practice and feedback with study words. It displays the misspelled word one at a time, alongside the correct spelling, pronounces the word twice, and reads a spelling tip for the word. It then hides the word. When prompted, type the word and press **Enter**. The program provides feedback showing if the word was spelled correctly. If the word is spelled correctly, the next word in the list appears. If it is misspelled, type the word again after listening to the corrective feedback.



Click **Word** to hear the word read again, **Sentence** to hear a context sentence, or **Tip** to hear the tip a second time. When all the words are spelled correctly, the **Go On** button appears. Click it to move to the next activity.

Spelling Challenge



The Spelling Challenge presents words one at a time. After hearing the word pronounced, type the word and press **Enter**. If the word is spelled correctly, the next word appears. If the word is misspelled, corrective feedback shows the error.

Click **Word** to hear the word again or **Sentence** to hear the word in a sentence. Click **Pause** to pause the activity and **Continue** to restart

the activity.

When the Challenge is finished, a feedback screen shows the results of the activity. Click **Go On** to move to the next activity. If all the study words are mastered, the Spelling Challenge comes up in review mode and is only done once.

Fluency Zone

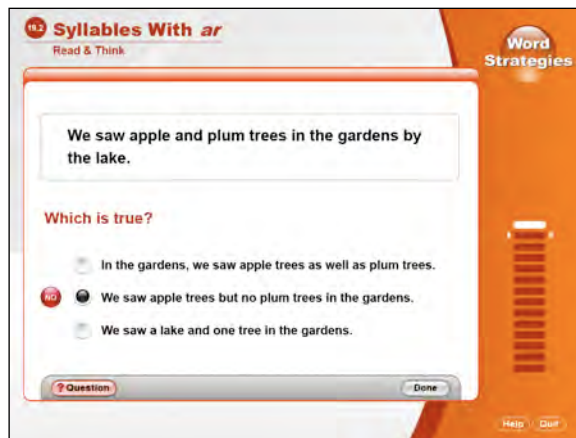
The Fluency Zone presents activities that transfer skills, build fluency and comprehension, and promote reading and thinking about the meaning of text.

Word List Transfer

Word List Transfer requires transferring decoding skills to new words made up of known sound-spellings. When the list of words is displayed, click **Record** to record each word. A sound wave icon appears next to each recorded word. When prompted, listen and compare the recordings to the word readings. To rerecord a word, click the word to highlight it, click **Tip** to hear a decoding tip for the word, then click **Record** to rerecord the word. When the list is completed, the **Go On** button appears. Click it to move to the next activity.



Read & Think



Read & Think displays already learned target and study words in decodable sentences. Read the displayed sentence and listen to the related question. When the answer choices appear, click the button next to the chosen answer, then click **Done** to see the correct answer. Click **Question** to hear the question again. Correct answers prompt the next question. Incorrect answers prompt feedback and a

prompt to re-answer the question. When all questions are answered, a feedback screen appears with the **Go On** button. Click it to move to the next activity. Students who repeat the topic up to three times may skip the activity in subsequent cycles.

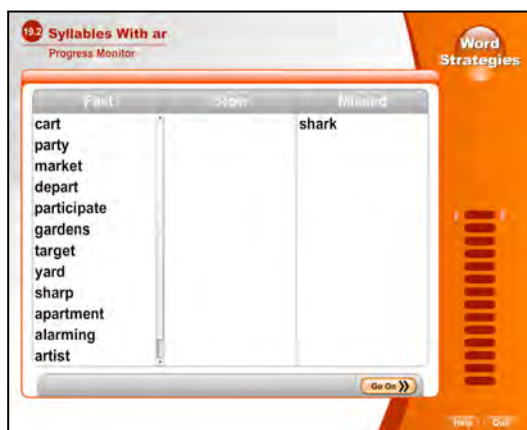
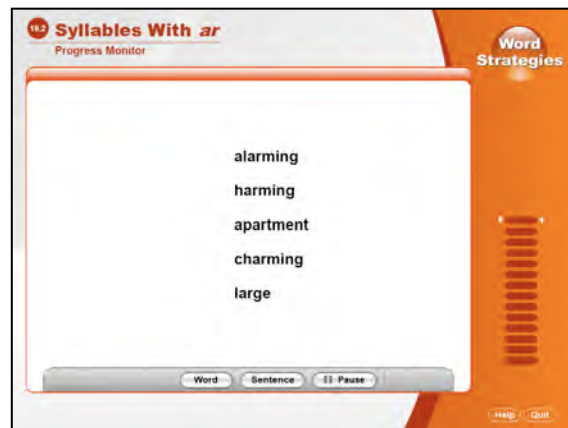
Progress Monitor

The Progress Monitor tests students' mastery of the topic content through a series of assessment trials.

Progress Monitor displays a list of five words. One word is read. Select the read word by clicking it within 1.5 seconds. When the read word is selected, a new list of five words appears to repeat the exercise.

Words correctly identified in 1.5 seconds or less are marked Fast; words correctly identified in less than 2 seconds but more than 1.5 seconds are marked Slow. Words misidentified or not identified within 2 seconds are marked Missed.

Click Pause to pause the activity, and click **Continue** to resume it. Click **Word** to hear the word repeated or **Sentence** to hear the word read in a sentence. Clicking any button restarts the allotted time and reshuffles the list.



When all the lists are finished, results appear on a feedback screen. The screen shows which words were answered Fast, which were answered Slow, and which were Missed.

When 70 percent of the target words appear in the Fast column, the Go On button appears. Click it to move to the next activity. If 70 percent of the target words are not in the Fast column, the topic is repeated with refreshed content based on individual performance.

Sight Words Strand

Overview

In the Sight Words Strand, students build automatic recognition of high-frequency English sight words.

Students meet Mark, the Sight Words host, who guides them through the strand's four zones:

- **Smart Zone:** An assessment of sight words proficiency, which creates a customized list of study sight words
- **Word Zone:** Focuses on the study sight words list from the Smart Zone to build automaticity and recognition
- **Spelling Zone:** Spelling practice with the study sight words
- **Fluency Zone:** Applies knowledge of study sight words in comprehension and assessment activities



The Fluency Zone ends with a Progress Monitor assessment, which determines whether students return to the Student Dashboard to begin the next Topic, or repeat the Word Zone with a new cycle of activities and a new list of study sight words. Study sight word lists may vary depending on progress in prior cycles.

Smart Zone

The Smart Zone begins with the Sight Word Check-Up, which assesses proficiency with the Topic's sight words. If students achieve a high enough measure on the Check-Up, they go directly to the next topic.

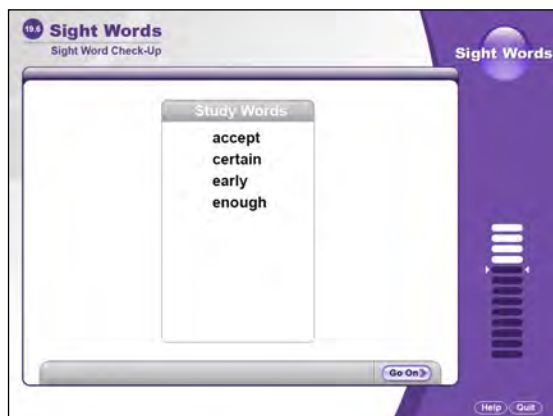
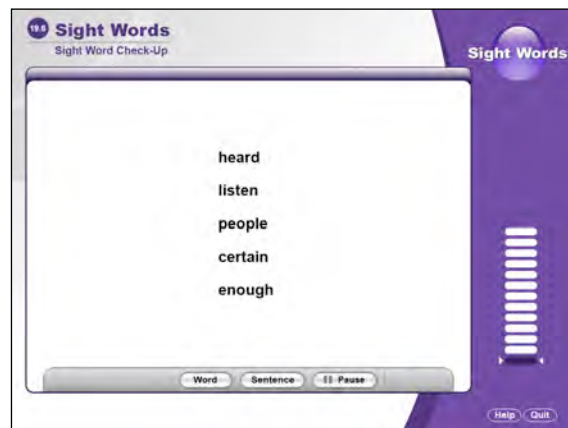
If students need to learn the Topic's sight words, the software creates a customized word list for use in the Sight Words strand activities.

Sight Word Check-Up

The Sight Words Check-Up uses a set of 10 sight words to assess accuracy and speed of sight word recognition.

When the sight words are displayed, one is read aloud. Click the read aloud word to choose it. To be considered a recognized sight word, it must be correctly identified in 2 out of three lists.

A word that is missed or identified slowly will automatically become a sight study word and goes on that list.



Click **Word** to hear the word again, click **Sentence** to hear the word in a sentence, or click **Pause** to pause the activity, then click **Continue** to continue it.

At the end of the Check-Up, the sight study word list is displayed.

Click **Go On** to move to the Word Zone.

Word Zone

Activities in the Word Zone focus on the customized list of study sight words.

Read & Record

Read & Record shows a series of study sight words. Read the word and listen to the decodable context sentence, then record the words as they appear.

Click **Record** to record the word. Click **Play** to hear the recording and compare it to the model. Click **Sentence** to replay the context sentence or **Tip** to hear a decoding tip. Click **Español** to hear a Spanish translation and pronunciation tip (if selected for English language learners). Click **Record** again to rerecord the sound, or click **Done** to finish recording. After clicking **Done**, an image and a context sentence appear to help connect word and meaning.



When all words are recorded, **Go On** appears. Click it to move to the next activity.

Word List



Word List presents a list of topic words to record under a time constraint. Click **Record** to begin recording the list of words. A sound wave icon appears next to each word as it is recorded. When the list is recorded, a prompt directs a comparison of the recordings to the read words. Click **Record** to rerecord. Click **Tip** to hear a decoding tip. When every word on the list is recorded, the **Go On** button appears. Click it to move to the next activity. Recordings are saved for use in the next activity.

Mix & Match Words

Mix & Match Words matches study sight words to recordings of them.

Click the sound wave icon to hear the recordings, or click the word to hear it pronounced. Then click **Mix-Up** to randomly mix the words and recordings.

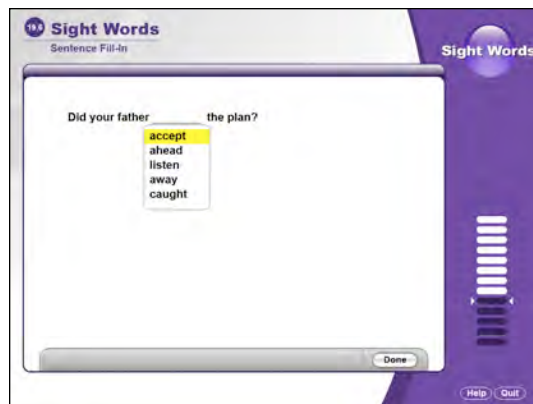
Match the recording with the correct word by dragging the icon to the empty space next to a word. When all words are matched, the **Done** button appears. Click it to finish.



If all the sounds are matched correctly, students receive positive feedback and move to the next activity. Incorrectly matched sounds pop out of the spaces so students may try to match the sounds a second time.

After 2 attempts the **Go On** button appears. Click it to move to the next activity.

Sentence Fill-In



Sentence Fill-In reinforces understanding of sight words. Five decodable sentences are presented in the activity.

Click the blank space in the sentence to open a pull-down menu of sight words. Choose the correct topic word by clicking it to highlight it. Click **Done** when sure of the choice. If the correct word is chosen, the sentence is locked on-screen and positive feedback is

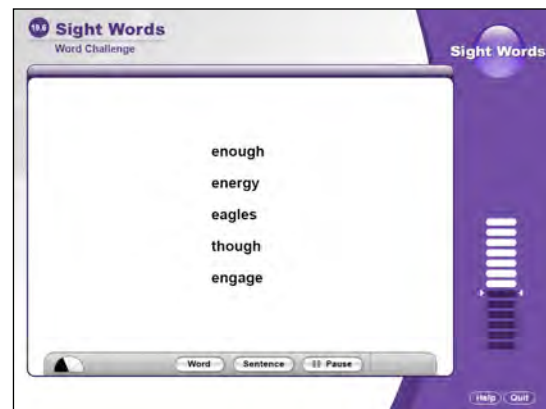
heard. If an incorrect word is chosen, a prompt directs a second try. Prompts repeat until the correct word is chosen.

When all sentences are correctly completed, the **Go On** button appears. Click it to move to the next activity.

Word Challenge

Word Challenge displays a list of words on-screen. As the words are read, click the word as fast as possible. A timer at the lower left of the screen shows how much time is left in the activity. Time allotted differs for each student, depending on prior performance in the series.

Click **Word** to hear the word read again. Click Pause to pause the activity; or **Continue** to resume the activity and the timer. Time allotted differs for each student, depending on prior performance in the series.



When all the rounds of the Word Challenge are finished, the **Go On** button appears. Click it to move to a feedback screen. The feedback screen shows how many sound-spellings were clicked correctly and how many were missed.

Click **Go On** to move to the next activity.

Self Check



Self Check provides a limited amount of time to read and record study sight words. Click the **Record** button to record the word, then listen to the recording and the word read aloud. Judge the accuracy of the recording by clicking the Thumbs Up button to approve the recording or the Thumbs Down button to rerecord the word.

When all the words on the list are recorded, the results are displayed. Click **Go On** to move to the next activity.

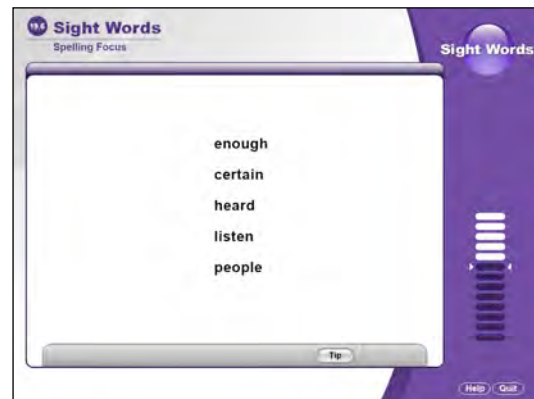
Spelling Zone

Spelling Zone activities provide practice in spelling skills with study sight words.

Spelling Focus

Spelling Focus shows important spelling rules and generalizations by playing a spelling tip and displaying a word that illustrates the spoken tip. Click a word to see and hear a specific decoding tip for that word. Click **Tip** to hear the spelling tip again.

Click **Go On** to move to the next activity.



Spelling Check-Up



Spelling Check-Up assesses spelling of up to 20 words to create or add to the list of study sight words.

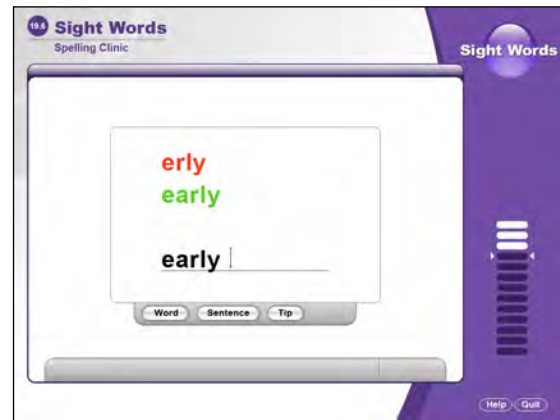
After hearing the word pronounced, used in a context sentence, and read a second time, type the word, then press **Enter**. Click **Word** to hear the word repeated or **Sentence** to hear the context sentence a second time.

Click **Pause** to pause the activity and **Continue** to resume it.

After all the words are typed, the activity displays correctly spelled words and the correct spelling of misspelled words, which are added to the list of study words. When all words are spelled, the **Go On** button appears. Click it to move to the next activity.

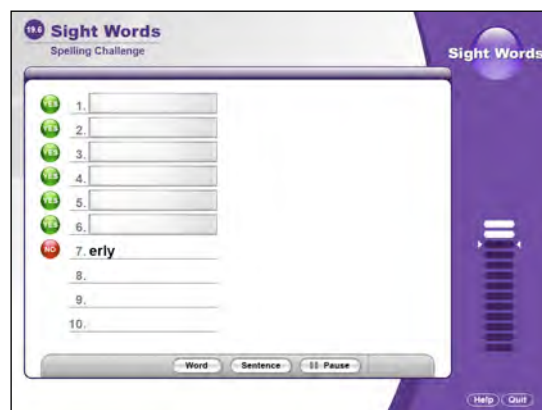
Spelling Clinic

The Spelling Clinic provides practice and feedback with study sight words. It displays the misspelled words one at a time, alongside the correct spelling, pronounces the word twice, and reads a spelling tip for the word. It then hides the word. When prompted, type the word and press **Enter**. The program provides feedback showing if the word was spelled correctly. If the word is spelled correctly, the next word in the list appears. If it is misspelled, type the word again after listening to the corrective feedback.



Click **Word** to hear the word read again, **Sentence** to hear a context sentence, or **Tip** to hear the tip a second time. When all the words are spelled correctly, the **Go On** button appears. Click it to move to the next activity.

Spelling Challenge



The Spelling Challenge presents sight study words one at a time. After hearing the word pronounced, type the word and press **Enter**. If the word is spelled correctly, the next word appears. If the word is misspelled, corrective feedback shows the error.

Click **Word** to hear the word again or **Sentence** to hear the word in a sentence.

Click **Pause** to pause the activity and **Continue** to restart the activity.

When the Challenge is finished, a performance summary appears. Click **Go On** to move to the next activity.

Fluency Zone

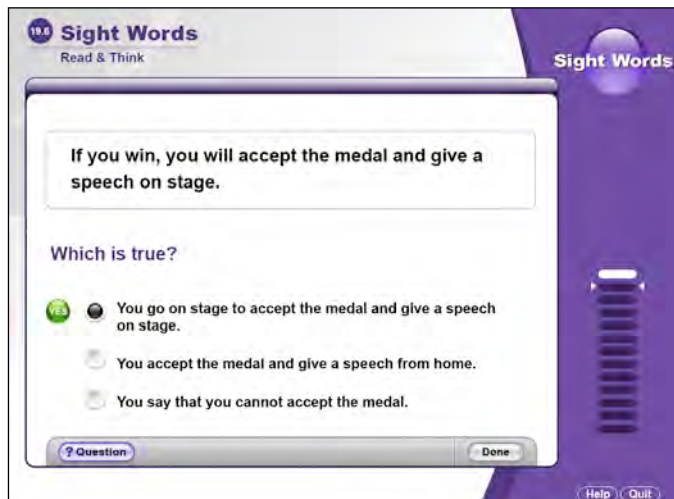
The Fluency Zone tests knowledge of study sight words with comprehension and assessment activities.

Read & Think

Read & Think displays study words already learned in decodable sentences. Read the displayed sentence and listen to the related question. When the answer choices appear, click the button next to the chosen answer, then click **Done** to see the correct answer. Click **Question** to hear the question again. Correct answers prompt the next

question. Incorrect answers prompt feedback and an additional chance to answer the question. When all questions are answered, a feedback screen with the **Go On** button appears. Review the feedback screen, then click it to move to the next activity.

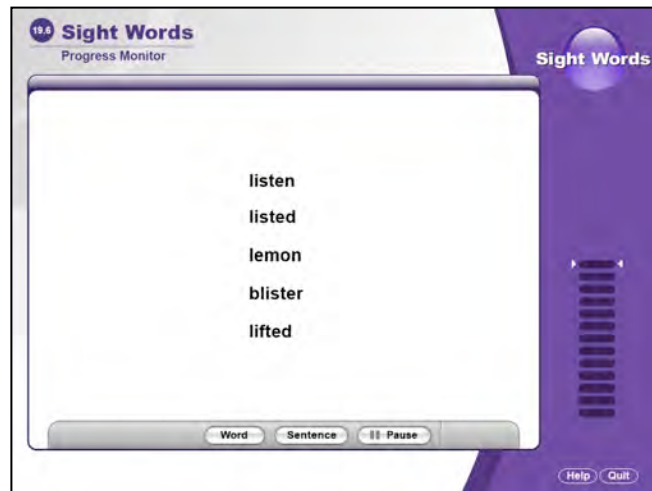
Students who repeat the topic a number of times may complete all the Read & Think items available and thus skip the activity in subsequent cycles.



Progress Monitor

Progress Monitor tests students' mastery of the topic content through a series of assessment trials.

Progress Monitor displays a list of five words. One word is read. Select the read word by clicking it within 2 seconds. When the read word is selected, a new list of five words appears to repeat the exercise.



Words correctly identified in 1.5 seconds or less are marked Fast; words correctly identified in less than 2 seconds but more than 1.5 seconds are marked Slow. Words misidentified or not identified within 2 seconds are marked Missed.

Click Pause to pause the activity, and click **Continue** to resume it. Click **Word** to hear the word repeated or **Sentence** to hear the word read in a sentence. Clicking any button restarts the allotted time and reshuffles the list.

When all the lists are finished, results appear on a feedback screen. The screen shows which words were answered Fast, which were answered Slow, and which were Missed.

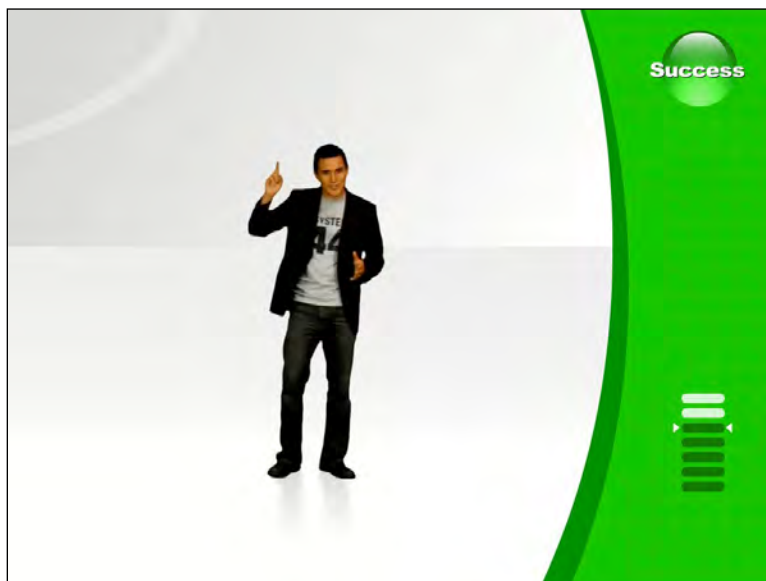


When all of the study sight words appear in the Fast column, the Go On button appears. Click it to move to the next activity. If some of the words are in the Slow or Missed columns, the Topic starts again (at the Word Zone) with refreshed content based on performance.

Success Strand

Overview

Mastering all the Topics in a series leads to the Success Strand, which is centered around the Success video, a short nonfiction video that is connected to the text passage.



Upon entering the Success Strand, Ivan offers congratulations and describes the activities in the strand. Unlike the other strands, there are no zones in the Success Strand. The Success Strand starts with the video and provides one final chance to show mastery of the Topics covered in the series with an application to a nonfiction text passage. The video provides background information and vocabulary that helps access the text passage.

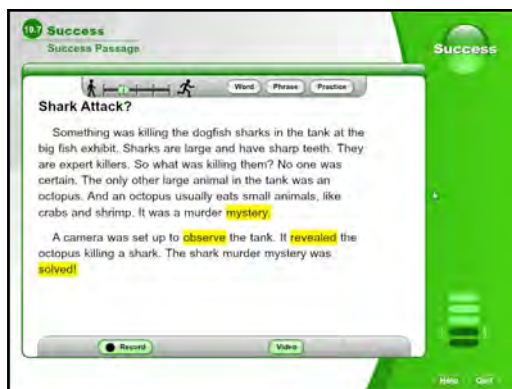
Success Video

The Success Video introduces the information presented in the strand. The video starts automatically (English language learners hear a video summary in Spanish before the video begins).

Click Pause to pause the video, or click Play to continue it. At the end of the video, click **Go On** to move to the next activity.



Success Passage



The Success Passage activity tells the same story in the same words as the Success Video offering different kinds of reading support.

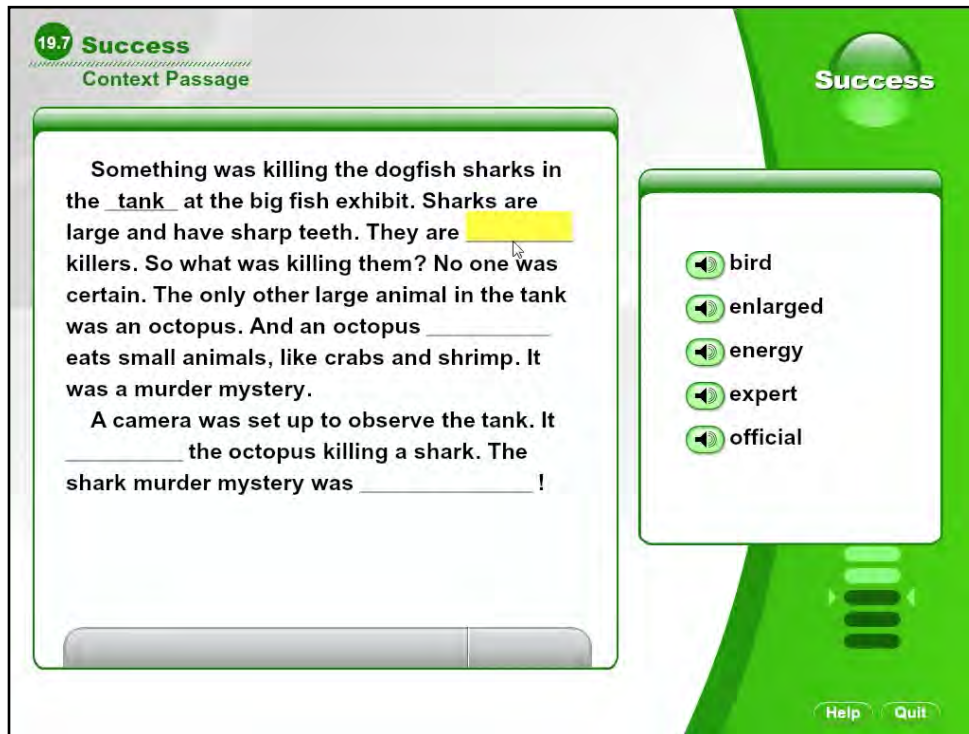
At first view, the decodable words in the passage are highlighted. Click these highlighted words to hear them pronounced. When comfortable with the words, click **Done**. The series' power words are now highlighted. Click these words to hear them pronounced, then

click **Done** to continue.

Click **Word** to hear the passage read word for word or **Phrase** to hear the passage read phrase by phrase. Click **Practice** to read the passage as highlighted. To slow down the reading and highlighting, slide the control bar at the upper left of the screen. Slide it to the left to slow down the reading. Slide it to the right to speed up the reading.

Record the passage by clicking **Record**. To pause the recording, click Pause. To return to the video, click **Video**. Click Play to hear the recording played back. To rerecord the passage, click **Record** again. When satisfied with the recording, click **Go On** to move to the next activity.

Context Passage



19.7 Success
Context Passage

Something was killing the dogfish sharks in the tank at the big fish exhibit. Sharks are large and have sharp teeth. They are killers. So what was killing them? No one was certain. The only other large animal in the tank was an octopus. And an octopus eats small animals, like crabs and shrimp. It was a murder mystery.

A camera was set up to observe the tank. It the octopus killing a shark. The shark murder mystery was !

bird
enlarged
energy
expert
official

Success

Help Quit

The Context Passage activity presents the Success Passage with some information missing. Click the blank space to open a word list at the right of the screen and select the best choice based on the context.

To hear a word in the word list read aloud, click the speaker icon. To use the word to fill the blank, click it. The word appears in the blank space. When all the spaces are filled, the **Done** button appears. Click it to move on in the activity.

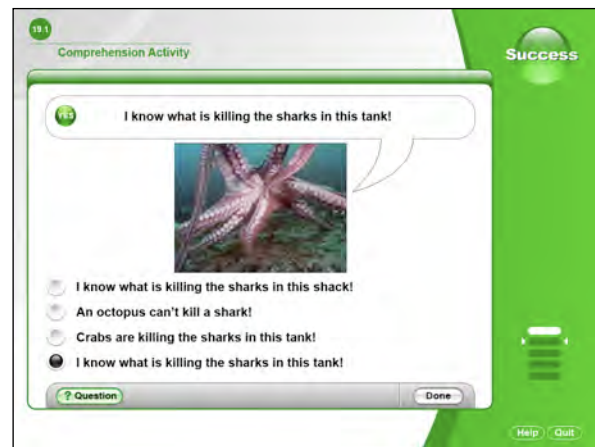
If spaces are filled incorrectly, corrective feedback prompts and directs an attempt to correct the mistake.

When all the spaces are filled correctly, the **Go On** button appears. Click it to move to the next activity.

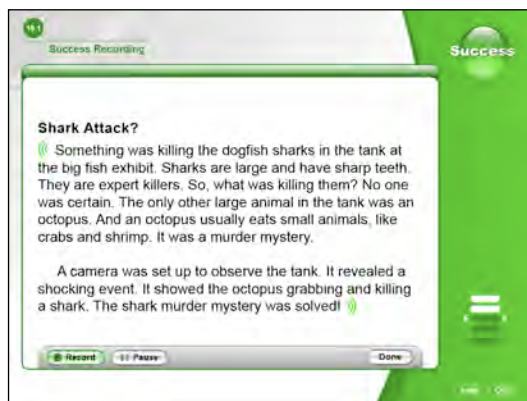
Comprehension Activity

Comprehension Activity tests comprehension skills by asking for the best caption for an image.

An image and four possible captions appear. Listen to the question and read each caption, then choose a caption by clicking the button next to it and clicking **Done**. To hear the question again, click **Question**. If the question is answered correctly, the next question appears. If it is answered incorrectly, a prompt directs another attempt. The activity contains 2 or three questions, depending on the series. When all are answered correctly, the **Go On** button appears. Click it to move to the next activity.



Success Recording



Success Recording presents the Success Passage and a fluency tip to help with reading the passage. Click **Record** to begin recording the passage. Click **Pause** to pause the recording, or **Continue** to resume with it. Click **Play** to hear the recording played back. To rerecord the passage, click **Record** again. When satisfied with the recording, click **Save**.

When recordings are saved, they are sent to teachers for review and assessment in the Student Digital Portfolio (for more information on the Student Digital Portfolio, see [SAM Settings and Reports for System 44 Next Generation](#)).

After saving the recording, the **Go On** button appears. Click it to move on. In Series 1–11, finishing the Success Recording finishes the series. Starting with Series 12, finishing the Success Recording leads to the Writing Strand.

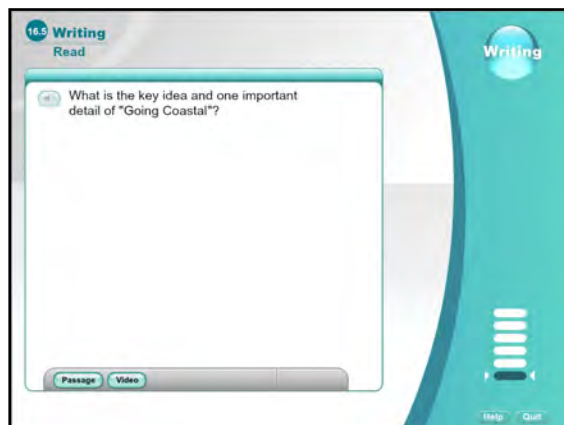
Writing Strand

The Writing Strand provides an opportunity for students to write, revise, and publish written work. Students write and respond to Success passages and save their final work in their SAM Student Digital Portfolios for teacher feedback and assessment.

The Writing Strand begins with Series 12. Teachers may use the Program Settings in SAM to choose if a student works in the Writing Strand or not. (The default setting is to enable the Writing Strand.)



Read



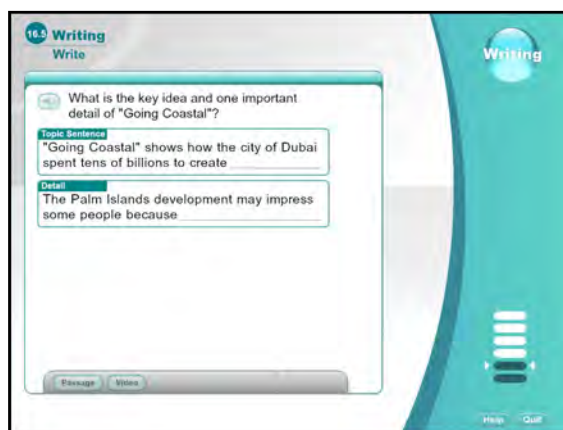
Read presents a comprehension question based on the Success Passage to start the writing activity.

Listen as the question is read aloud. To hear it again, click the speaker icon. To go back to the passage, click **Passage**. Click **Video** to view the Success video again.

Write

After listening to the question, 2 sentence prompts appear, one for the Topic Sentence and one for a Detail. As students progress, this will increase to a Topic Sentence, 2 details, and a conclusion.

Type in words to fill in the blanks of the sentence prompts. To hear the question again, click the speaker icon. To go back to the passage, click **Passage**. Click **Video** to view the Success video again.



When the words are typed in, the **Go On** button appears. Click to move to the next activity.

Revise

Revise organizes the revision process through prompts and scaffolded steps.

After finishing the sentences, the Self Check menu appears. The first revise step is Text Evidence, and it asks how well the sentences draw from evidence in the passage. Click a number to rate the text evidence.

If the rating is too low, or not supported by the writing, a prompt invites revisiting the writing and the passage.

Click **Passage** to go back to the passage, or click **Video** to see the video again. To hear the original question read, click the speaker icon.



A prompt also encourages students to record their work as they revise.

When the typed words are revised, re-rate the text evidence. When the writing is revised, the **Go On** button appears. Click it to move on with the activity.

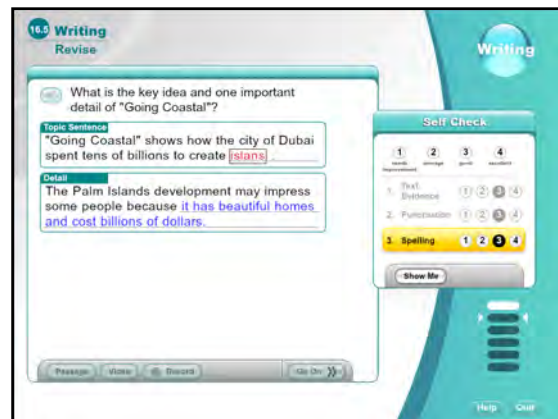
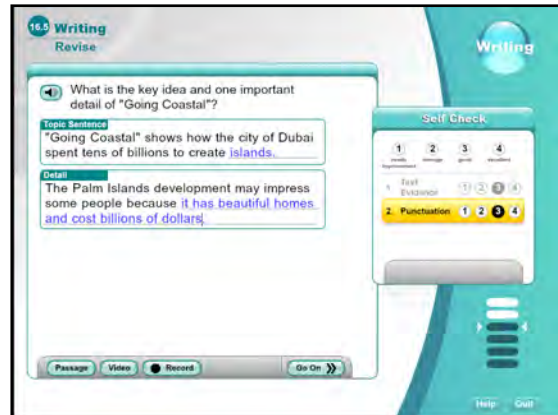
The next revision step is punctuation. A prompt reminds students to make sure all sentences have end punctuation (a period, question mark, or exclamation point).

Examine the writing and rate how well the sentences are punctuated.

If the rating is too low, or not supported by the writing, the areas to be corrected appear in red. Make the necessary corrections, then re-rate the punctuation. When the punctuation is correct, the **Go On** button appears. Click it to move on with the activity.

The next prompt is for spelling. Rate how well the typed words are spelled. If the rating is too low or not supported by the writing, a prompt invites a second look. To see which words are misspelled, click **Show Me**. The misspelled words appear in red.

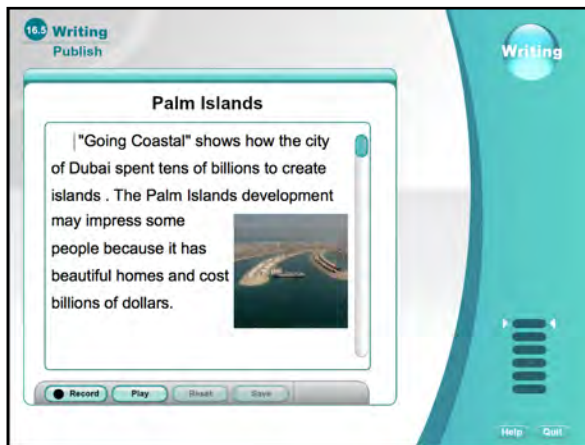
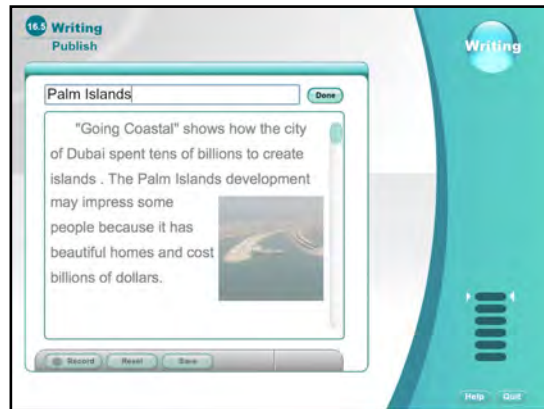
Make the necessary corrections, and then click **Go On** to move on with the activity.



Publish

In Publish, the writing is prepared to be published and sent to the teacher in the Student Digital Portfolio.

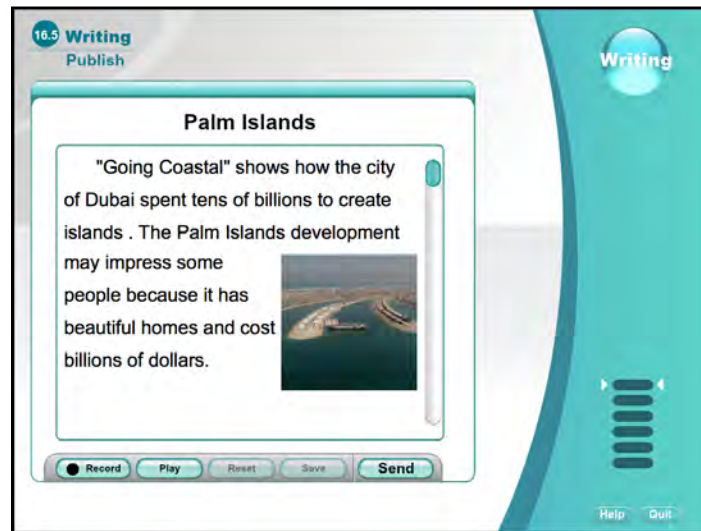
The first step in Publish is to type a title for the writing. A prompt shows where to do this. Type a title and click **Done** when finished.



Next, make a recording of the writing and check for any remaining errors. To record the writing, click **Record**.

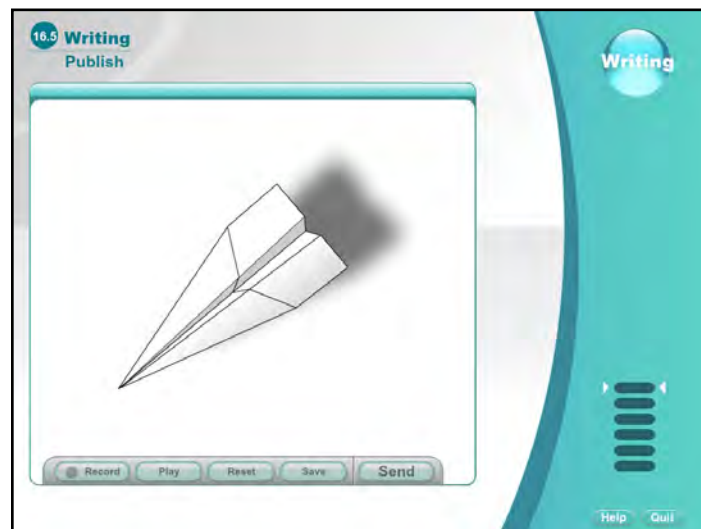
Click Play to listen to the recording. Click **Reset** to go back to the writing and make any changes. Then click **Record** to record the writing.

To save the writing without publishing it, click **Save**.



When the writing is ready to be published and all revisions are made, click **Send**.

This sends the writing to the teacher through the Student Digital Portfolio.



An animation shows the writing on its way.



Finishing a Series

In Series 1–11, finishing the Success Recording finishes the series. Starting in Series 12, the series finishes when students submit their writing to be published in the Student Digital Portfolio, if the Writing Strand is enabled for that student.

Students who successfully finish a series have achieved a milestone. It should give students a sense of how much their reading fluency has improved since the start of the series and also leave them feeling prepared to begin the next series. When a series is finished, students return to the Student Dashboard and see their status updated to reflect their achievement.

When they next log in to *System 44* Next Generation, they automatically move on to the next Series.

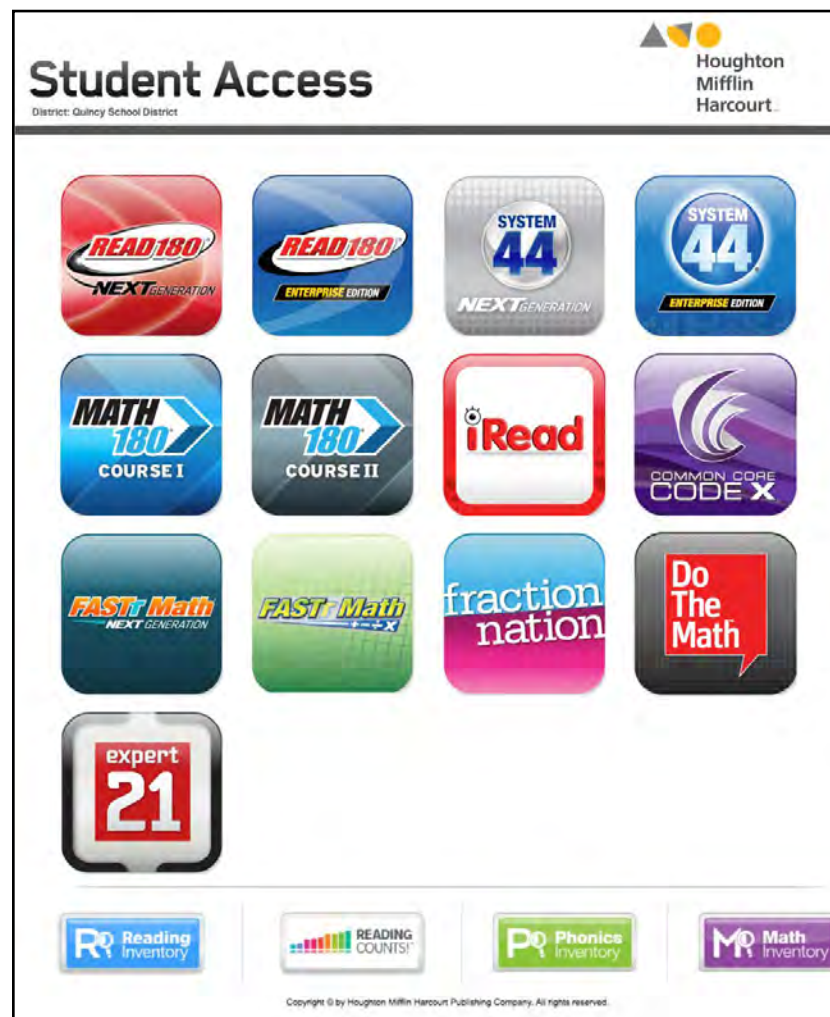
The eBooks Library

The eBook Library is a browser-based component of *System 44* Next Generation that provides electronic versions of many of the *System 44* Next Generation Paperback Library titles. Students may access their eBook Library from any computer with an Internet connection (for example, in a classroom, in a library, or at home).

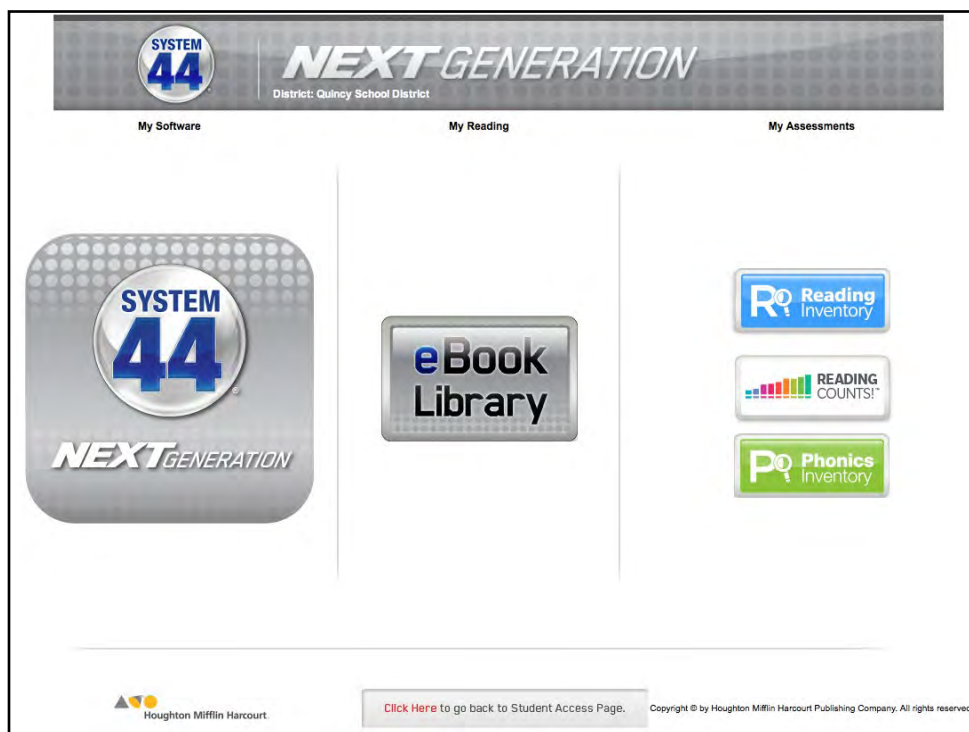
Logging In

Students may access their eBook Library from the *System 44* Next Generation Suite access screen or their My Reading gateway.

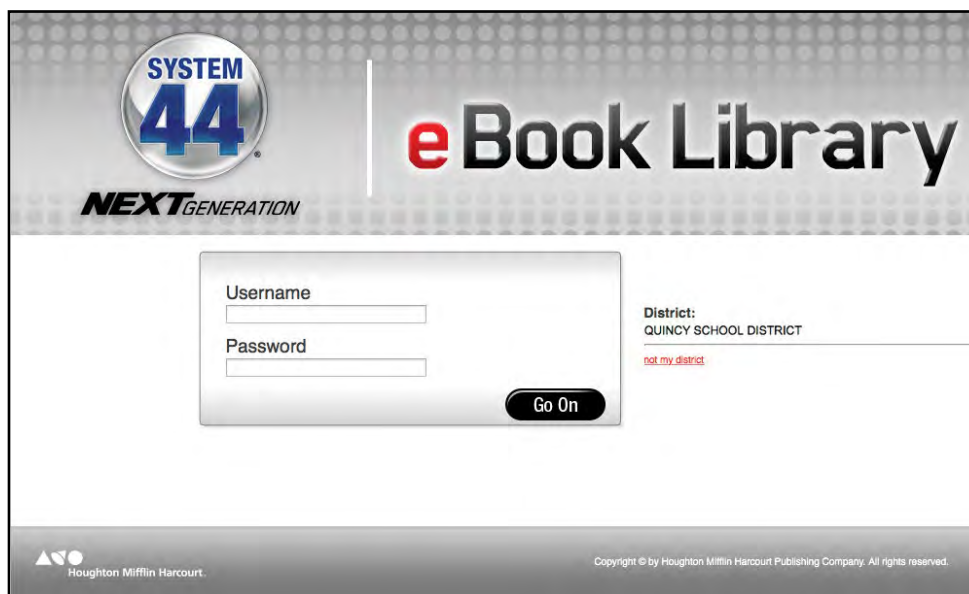
Student Access Screen



Beginning at the Student Access screen, students click the **System 44 Next Generation** icon to go to the *System 44* Next Generation Suite access screen.

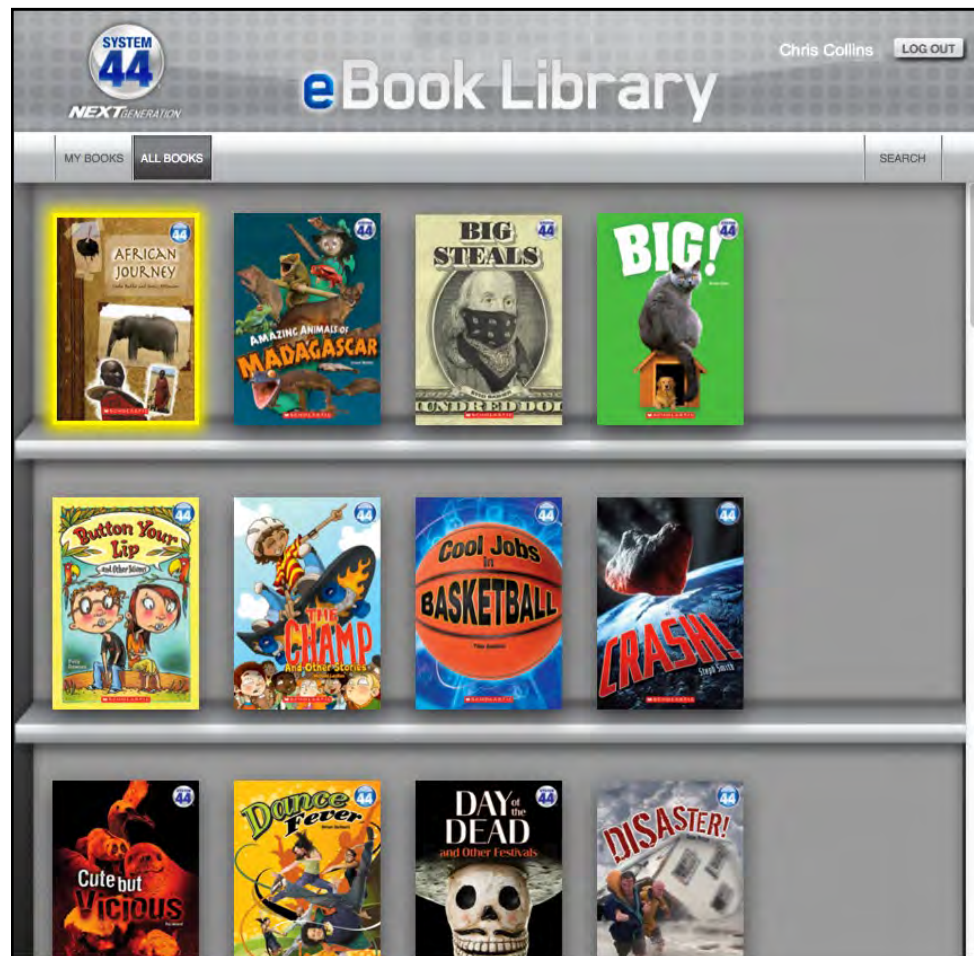


Click the **eBook Library** icon to launch the eBook Library.



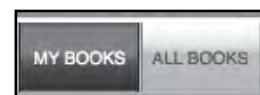
At first login, enter the district Zip code and select the district from the pull-down menu, then type in the username and password and click **Go On**.

The eBook Library Screen



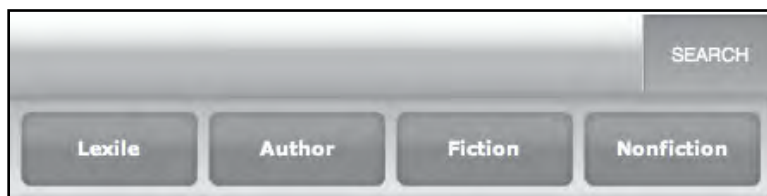
The eBook Library screen shows all available books for the student's *System 44* Next Generation stage. The student's current book is highlighted in yellow in the upper left corner. The current book may be opened directly by clicking the cover.

Students may select **My Books**, which shows the eBook they are currently reading along with others in their current series, or **All Books**, which shows all the *System 44* Next Generation eBooks.

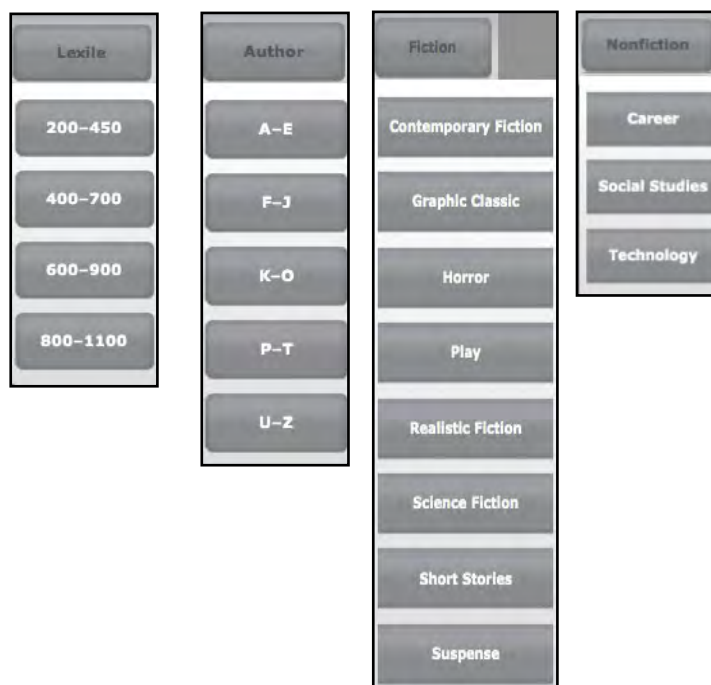


Click a cover to open the preview window and read a summary. To hear the summary read aloud, click the speaker icon. To open the eBook, click **Read It!**

To search for an eBook, click **Search** to open a menu of search categories, then click a category to open a pull-down menu of search filters.



To display only the eBooks that fall within a certain Lexile measure range, click **Lexile** and choose a Lexile® measure from the pull-down menu.

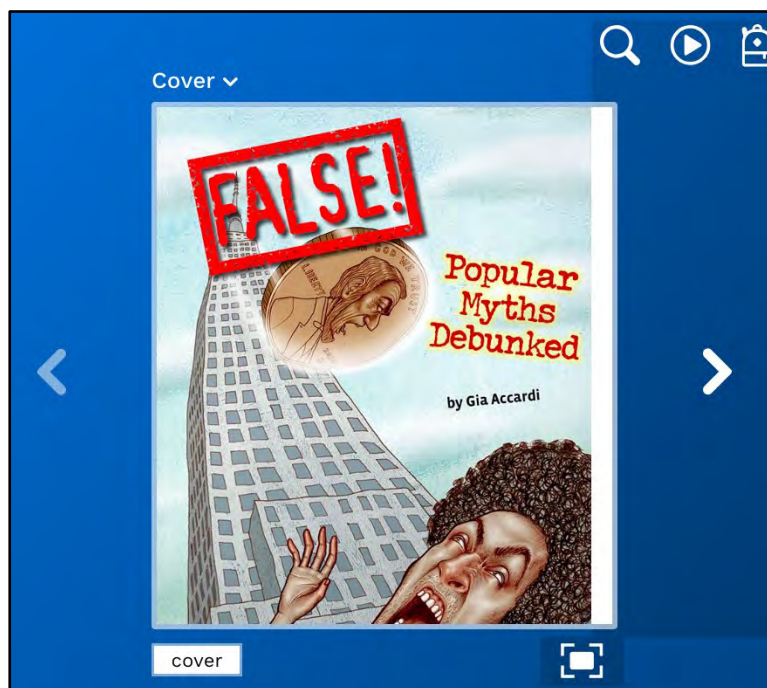


To show only titles by certain authors, click **Author** and choose a button from the pull-down menu to limit the eBook Library display.

To limit the display to a certain genre, click **Fiction** or **Nonfiction** and choose a genre from the pull-down menus.

To log out of the eBook Library, click **Logout**. The eBook Library also logs users out after 30 minutes of inactivity.

Using the eBook viewer



Clicking **Read It!** on the eBook preview opens the eBook viewer. The eBook viewer has many functions to help students navigate the eBook.



Click the arrow at the top of the eReader screen next to the section heading to view the Table of Contents. Click a heading to go to that section of the eBook.



Click the page number field and enter a page number to move to that page in the eBook.

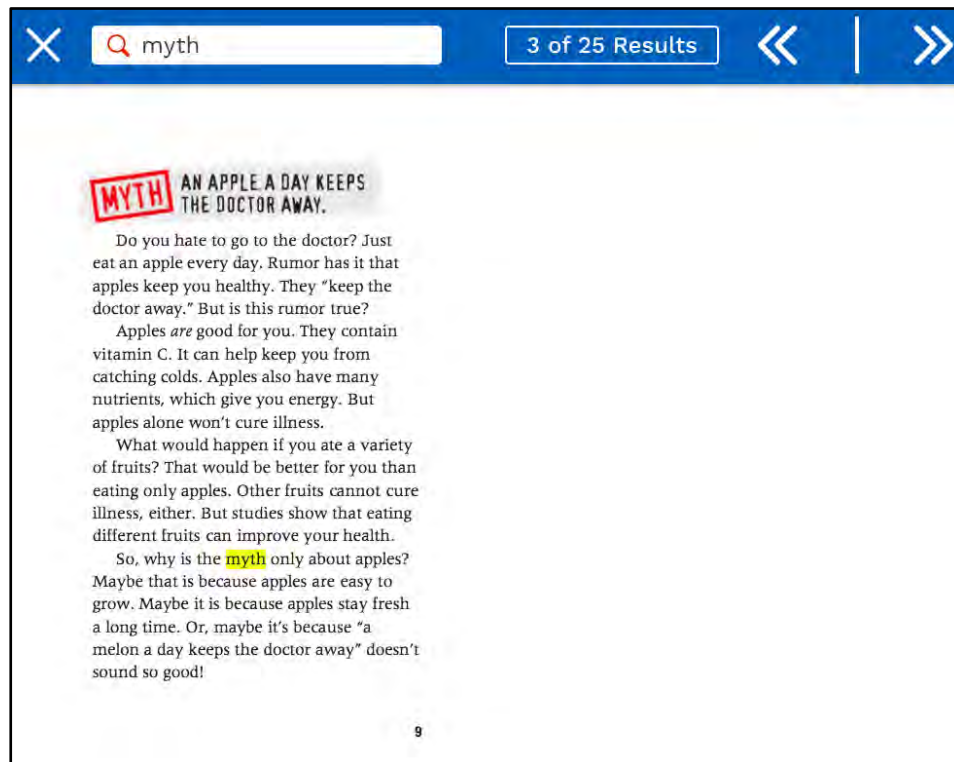


Use the arrows to move forward or backward through the eBook.

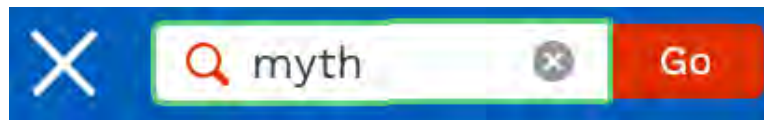


Use the full-screen button to expand the eReader to full screen.

Search View



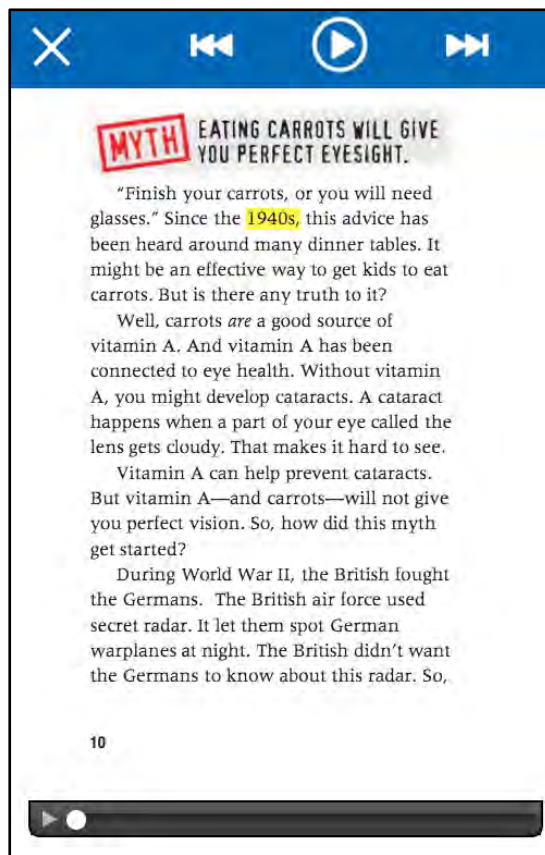
Click **Search** to open Search view. Scrolling over the icon identifies it.



In Search view, search for a word or phrase by entering it into the search window at the top of the screen and clicking **Go**. Search view will show how many times the word or phrase occurs and highlight the word on the visible page. Use the arrows to scroll forward or backward through the eBook and view the selected word or phrase.

Click **X** to close Search view.

Read Aloud View



In Read Aloud view, students may view their eBook and have it read aloud to them. In Read Aloud view, the words being read are highlighted in the text for students to follow along.

The read aloud will start when Read Aloud view is opened.



Click the **Read Aloud** icon to open Read Aloud view. Scrolling over the icon identifies it.



To pause or stop the read aloud, click the **Play/Pause** button. The button toggles between play and pause as the reading is paused or played.



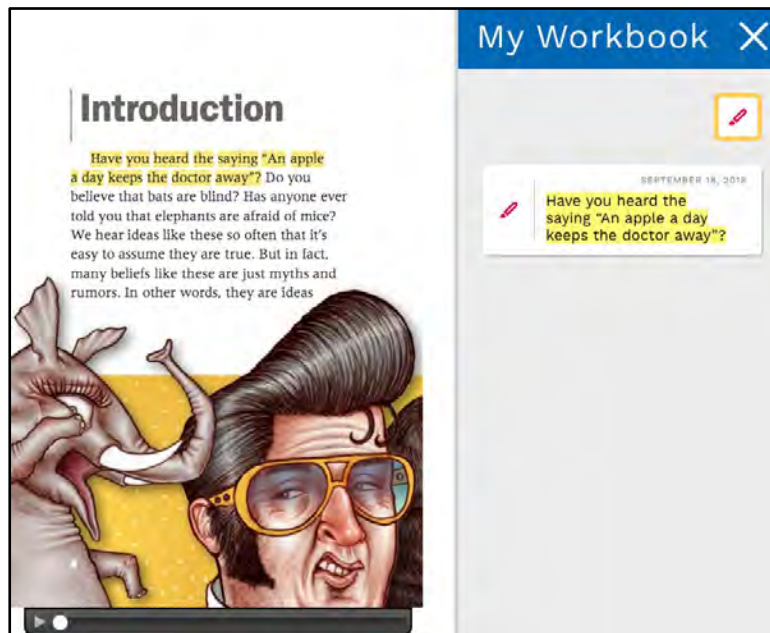
Use the arrow keys to move forward or backward through the read aloud.



At the bottom of the screen is a play bar. Students who wish to hear the visible page read aloud without the text highlights may use the Play bar. Click the **Play/Pause** button at the left of the Play bar to start the audio. The button toggles between play and pause.

Click **X** to close Read Aloud view.

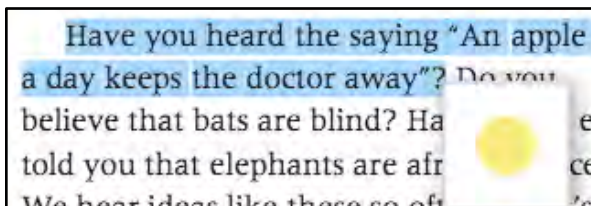
My Workbook View



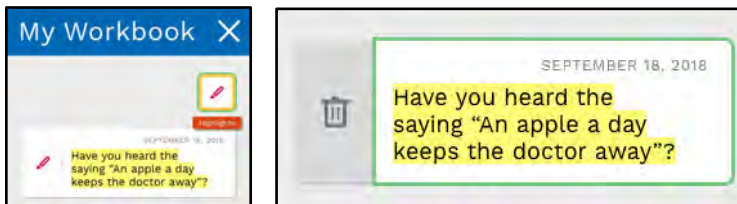
My Workbook view lets teachers and students highlight and save passages from the eBook.



Click the **My Workbook** icon to open My Workbook view. Scrolling over the icon identifies it.



To highlight, scroll over the text to be highlighted. A **Highlight** button appears. Click the button to highlight the text. The highlight will appear in the selected color.



The highlight will also appear in the My Workbook column at right. To delete the highlight, scroll over the **Highlight** button, which will toggle to a **Trash** icon. Click the **Trash** icon.



Technical Support

For questions or other support needs, visit the [System 44 Product Support](http://hnhco.com/s44ng/productsupport) website at: hnhco.com/s44ng/productsupport.

EDUCATION PRODUCT SUPPORT Programs Notices FAQs Contact Us Live Help

SYSTEM 44 NEXT GENERATION PRODUCT SUPPORT

To access the latest technical information for System 44 Next Generation, please select from our resources listed below. These resources include specific product information, the latest software updates, and detailed technical manuals.

Are you maximizing your technology investment? With Houghton Mifflin Harcourt's Product Support Plans your educators and technicians can communicate directly with our technical experts via phone, email or Web Chat. These cost effective plans also include access to free software updates and point releases. [Learn More \(PDF\) >>](#)

NEED HELP?
Can't find what you're looking for?
[Contact Us >>](#)

UPGRADING FROM SYSTEM 44 ENTERPRISE EDITION TO NEXT GENERATION
To Upgrade to Next Generation follow the following steps:

1. Install Next Generation Software
2. Unenroll Students from Enterprise Edition Software
3. Call 1-877-234-7323 to Convert
4. Re-enroll Students in Next Generation

For more instructions: [Download PDF](#).

PRODUCT INFORMATION SOFTWARE UPDATE MANUALS

Click on the appropriate document to download. PS 321 WILLIAM PENN SCHOOL edit >

Title	Date	Version	Size	Pages	
System 44 Next Generation v2.4 Installation Guide					
Whole Book	01-01-16	v2.4	1.7mb	51	Download Now >>
System 44 Next Generation v2.4 Software Manual					
Whole Book	01-01-16	v2.4	4mb	70	Download Now >>
SAM Settings and Reports for System 44 Next Generation v2.4					
Whole Book	01-01-16	v2.4	2.3mb	48	Download Now >>
System 44 Next Generation v2.4 for iPad Guide +Show					
Next Generation Dashboard Guide					
Whole Book	04-13-18	v2.4	1.6mb	37	Download Now >>

At the site, users will find program documentation, manuals, and guides, as well as Frequently Asked Questions and live chat support.

For specific questions regarding the System 44, contact customer service to speak to a Houghton Mifflin Harcourt technical support representative at:

- 1-800-283-5974 (current version of System 44)
- 1-800-927-0189 (other versions)

For specific questions about using SAM with System 44 programs, click **Help** in the Quick Links along the top of any screen in SAM.