



NEXT *GENERATION*

System 44
Next Generation
for iPad®
Guide



Houghton Mifflin Harcourt.
Professional Services



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System 44 Next Generation for iPad 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 in districts that have their SAM Server hosted in data centers or with an active Product Support Plan may now access System 44 Next Generation for iPad®.

Students are placed in System 44 Next Generation based on their performance in the *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 System 44® Next Generation.

System 44 for iPad has an updated interface for touch-based interactions, but teachers should feel confident that it was carefully designed so that students can work seamlessly across desktop and iPad as all core functionality remains the same.

For more information on System 44 Next Generation student software, see the [System 44 Next Generation Software Manual](#). For information on System 44 Next Generation settings and reports in Student Achievement Manager (SAM), see [SAM Settings and Reports for System 44 Next Generation](#).

Downloading and Configuring System 44 Next Generation App

To download and access System 44 Next Generation for iPad, districts and users must meet the following requirements:

- iPad 2 or later
- iOS 7 or later
- Hosted SAM Server or Local SAM Server with Product Support
- Headphone with microphone recommended (available separately)

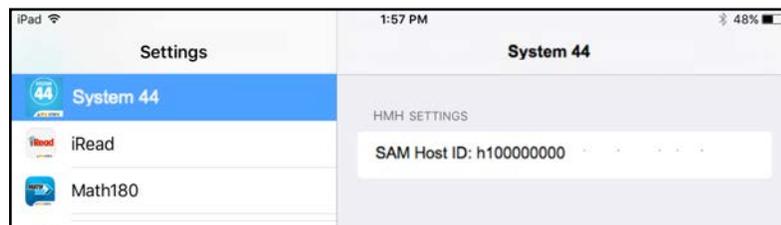


Download the System 44 app from the iTunes App Store.

Program Settings



Prior to opening the app, tap the **Settings** icon on the iPad Home screen.



Tap the **System 44** link from the Settings menu.

In the Site ID field, enter the host ID if it is a district hosted SAM Server. The host ID is the number that starts with h1 followed by eight digits in the SAM Server URL:

- SAM Server URL: [http://h100000000.\[server name\]](http://h100000000.[server name])
- Host ID: h100000000

If the district SAM Server is locally installed, enter the server URL in the Site ID field:

- [http://\[SAM Server Name or IP Address\]:55880](http://[SAM Server Name or IP Address]:55880)

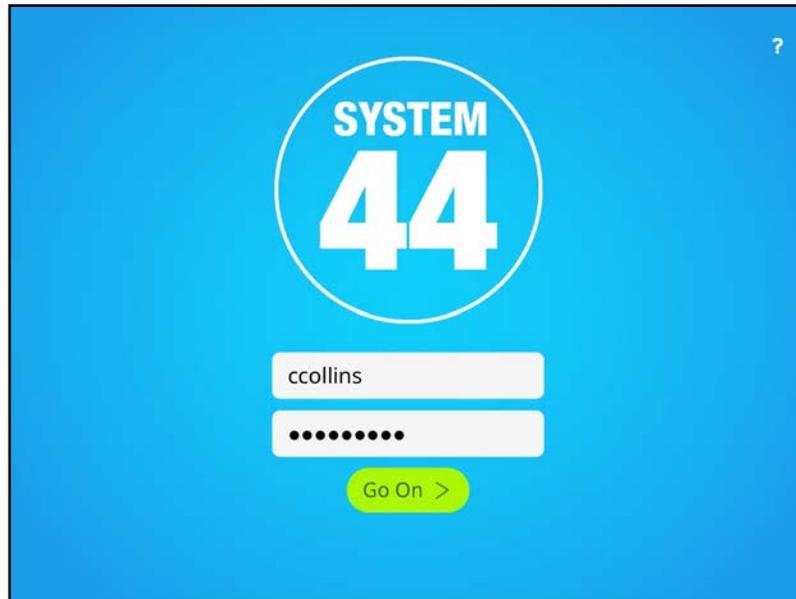
SAM Server URL information is also available from the district SAM administrator.

Press the Home button to return to the iPad Home screen. Tap the app to open it and move to the *System 44* Login screen (page 7).

Guided Access

Guided Access is an iOS function that allows users to modify their device settings. Teachers and administrators may use Guided Access to control which iPad functions and buttons are enabled or disabled for student use. For more information on accessing and using Guided Access, see the [iPad User Guide](#) available at apple.com.

Logging In



Tapping the *System 44* app from the iPad Home screen opens the *System 44* Login screen.

Type in the SAM username and password and tap **Go On**.

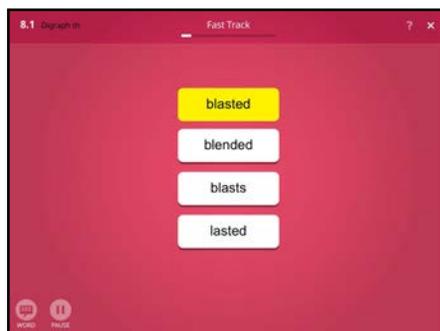


Teacher Tip

Encourage students who have questions or who want to show an accomplishment to bring the iPad directly to you, rather than raising their hand and waiting for a response.

Fast Track Assessments

Starting in Series 4, students 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 Assessment determines if students have developed the skills to decode words based on reading sounds rather than on memorizing words. 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](#)).



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

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

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



At the end of Fast Track, the **Go On** button appears. Tap it to move on. Students who have displayed a mastery level of the skills 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 current Series.



Teacher Tip

Encourage students to take advantage of the privacy the iPad affords when doing their work. Establishing work areas in the classroom where students may work on the iPad without being distracted by other students' work is one way to accomplish this.

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:

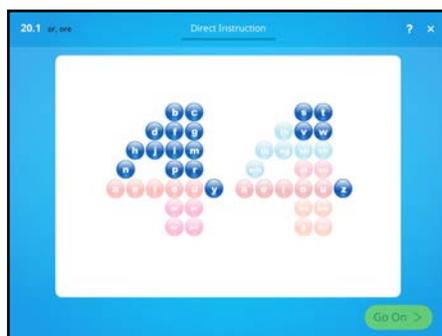


- **Smart Zone:** Direct instruction on the Topic builds skills and academic language
- **Word Zone:** Modeling and blending practice develops fluent decoding of words
- **Spelling Zone:** Application of known sound-spellings to encoding
- **Fluency Zone:** Skills learned in the other zones promote skills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

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 a Direct Instruction video. Direct Instruction presentations play uninterrupted for approximately one to three minutes.

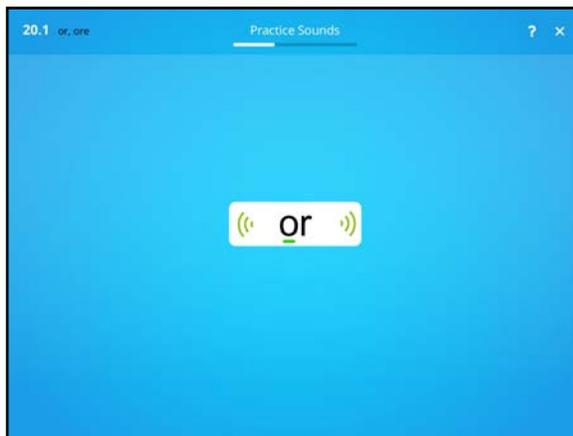
Students who cycle through a Topic a second or third time see a short version of the Direct Instruction video. To see the longer version tap **Hear More**.

Study Sounds

In Study Sounds, students hear each sound and watch it displayed onscreen. Depending on the Topic, between one and three sound-spellings appear onscreen, one at a time. After hearing the sound pronounced, tap **Record** to record a pronunciation; then tap **Play** to hear it back. Tap **Record** a second time to improve the pronunciation. When satisfied with the pronunciation, tap **Go On** to move to the next activity.

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

Practice Sounds

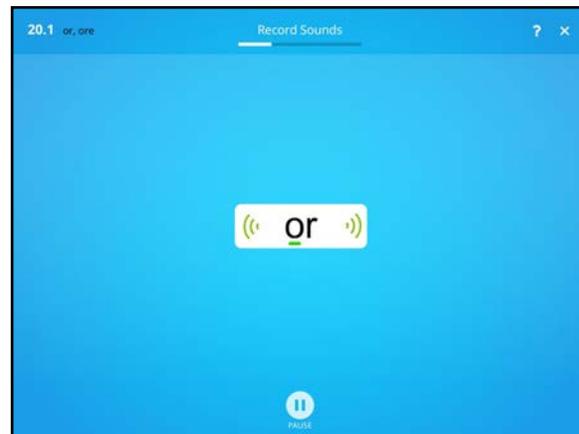


In Practice Sounds, students practice speaking one or more sound-spellings aloud to build accuracy. Students hear each sound read aloud as it is highlighted onscreen, then are prompted to pronounce each sound.

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

Record Sounds

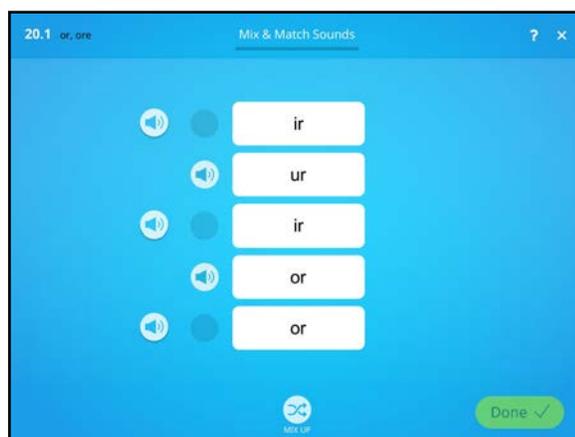
In Record Sounds, students see and hear a series of sound-spellings one at a time, and are prompted to read them aloud. The animated sound waves surrounding the sound-spelling show the reading has been recorded.



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.

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

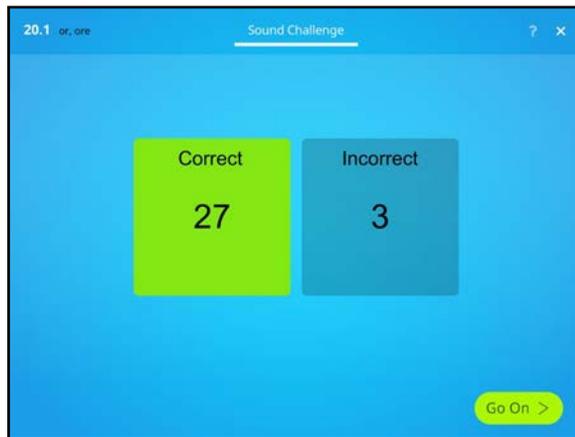
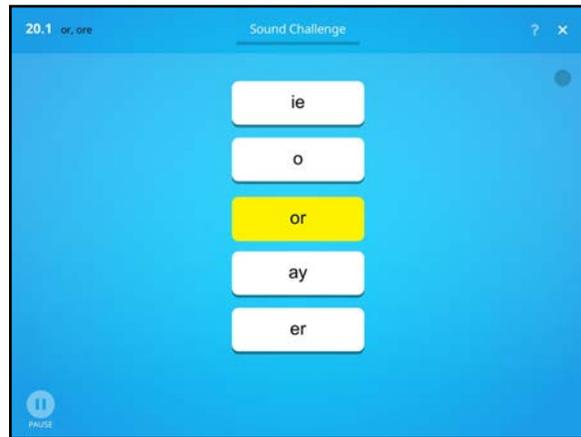
If all the sounds are matched correctly, students move to the next activity. Incorrectly matched sounds pop out of the spaces so students may try to match the sounds a second time.

After two attempts the **Go On** button appears. Tap it to move to the next activity.

Sound Challenge

Sound Challenge displays a list of sound-spellings onscreen. As the sounds are read, tap the sound-spelling as fast as possible. A circle timer at the top right of the screen shows how much time students have to respond.

Tap **Sound** to hear the sound read again. Tap **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. Tap it to move to a feedback screen.

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

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

Word Zone

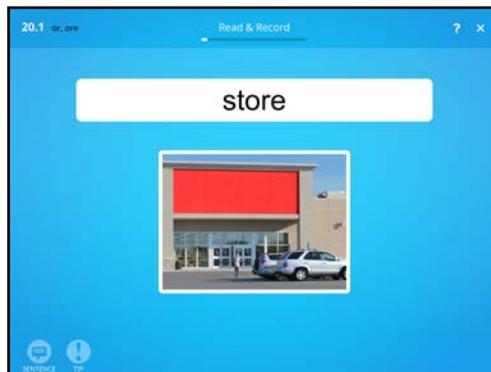
The Word Zone presents words that include the sound-spellings from the Smart Zone.

Sound It Out

In Sound It Out, students watch as a word with the target sound-spelling is displayed and read aloud. 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. Tap it to move to the next activity.



Read & Record



Read & Record shows a series of target and review words onscreen. Record these words as they appear, following a specific blending prompt.

Tap **Record** to record the word. Tap **Play** to hear the recording and compare it to the model. Tap **Sentence** to replay the context sentence or **Tip** to hear a decoding tip. Tap **Español** to hear a Spanish cognate or translation with a

pronunciation tip (if selected for English language learners). Tap **Record** again to rerecord the sound, or tap **Done** to finish recording. After tapping **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. Tap it to move to the next activity.

Word List



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

Tap **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.

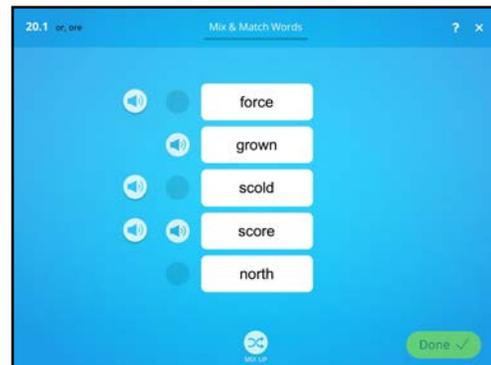
Tap **Record** to rerecord. Tap **Tip** to hear a decoding tip. When every word on the list is recorded, the **Go On** button appears. Tap it to move to the next activity. Recordings are saved for use in the next activity.

Mix & Match Words

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

Tap the sound wave icon to hear the recordings, or tap the word to hear it pronounced. Then tap **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. Tap 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 two attempts the **Go On** button appears. Tap it to move to the next activity.

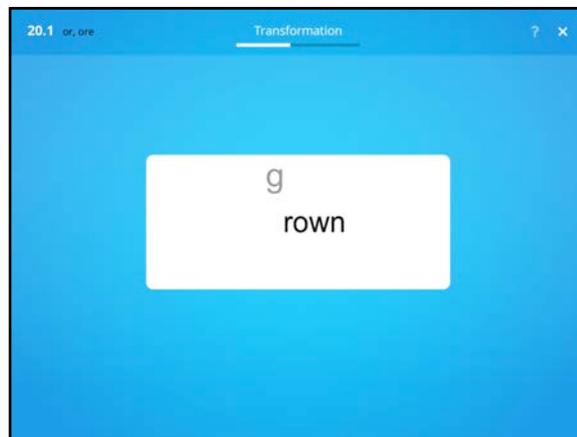
Word Challenge

Word Challenge displays a list of words onscreen. As the words are read, tap the word as fast as possible. A circle timer at the top right of the screen shows how much time students have to respond. Tap **Word** to hear the word read again. Tap **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. Tap it to move to a feedback screen. The feedback screen shows how many sound-spellings were clicked correctly and how many were missed. Tap **Go On** to move to the next activity.

Transformation

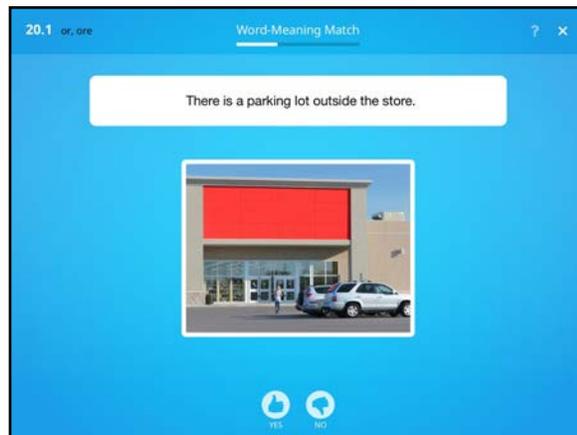


In Transformation, students watch as animated words transform into other words by substituting letters at the beginning, middle, or end of the word.

Read the word, then tap **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. Tap 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.

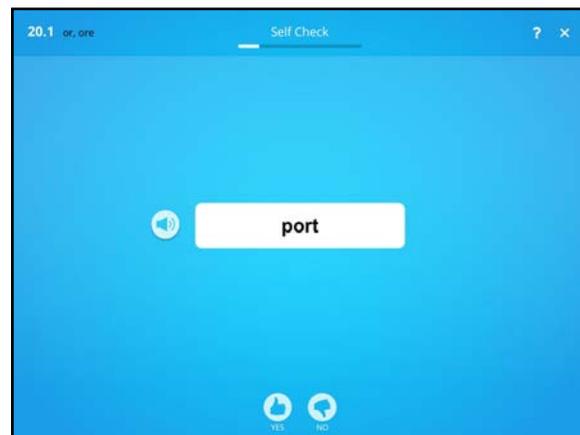
After reading the sentence aloud, the sentence appears with an accompanying image. Decide if the image matches the sentence by tapping either the **Yes** or the **No** button below the image. Tap **Done** to find out if the answer is correct. If the answer is correct, a

new sentence appears. If not, students hear feedback before continuing.

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

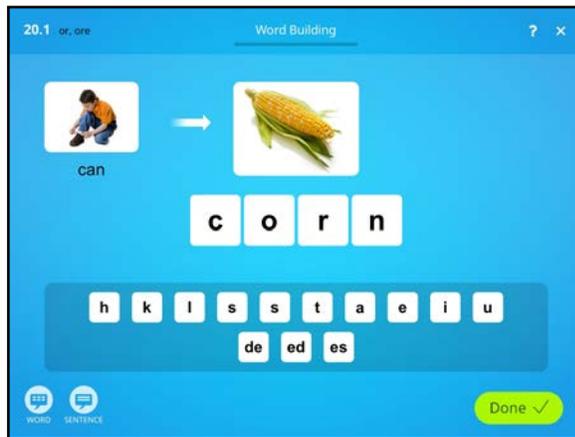
Self Check

Self Check provides a limited amount of time to read and record target and other study words. Tap the **Record** button to record the word, then listen to the recording and the word read aloud. Judge the accuracy of the recording by tapping the **Yes** button to approve the recording or the **No** button to rerecord the word. A circle timer at the top right of the screen shows how much time students have to respond. 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. Tap **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, touch and drag tiles down from the given word or up from the tile bank. Some words require multiple changes to form the new word.

Tap **Word** to hear the word repeated or **Sentence** to hear the word in a sentence. Tap **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. Tap it to move to the next activity.

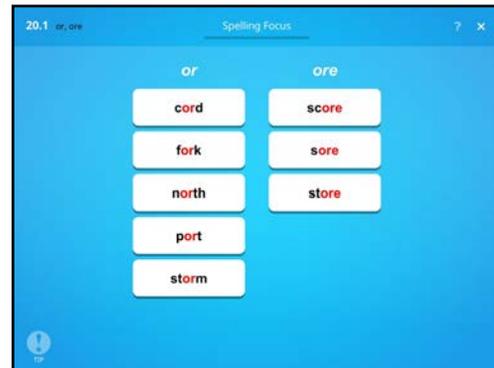
Spelling Zone

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. Tap a word to see and hear a specific decoding tip for that word. Tap **Tip** to hear the spelling tip again.

Tap **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, tap the write-in field to bring up the keyboard and type the word, then tap the Enter key on the keyboard. Tap **Word** to hear the word repeated or **Sentence** to hear the context

sentence a second time.

Tap **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. Tap it to move to the next activity.



Teacher Tip

The *System 44* app may also be used with an external keyboard for students who want or need additional support. See the [iPad User Guide](#) for more information.

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 and the keyboard appears, type the word and tap the Enter key on the keyboard. 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.



Tap **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. Tap 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, tap the write-in field to bring up the keyboard, type the word, and tap the Enter key on the keyboard. If the word is spelled correctly, the next word appears. If the word is misspelled, corrective feedback shows the error. Tap **Word** to hear the word again or **Sentence** to hear the word in a sentence. Tap **Pause** to pause the activity and **Continue** to restart the activity.

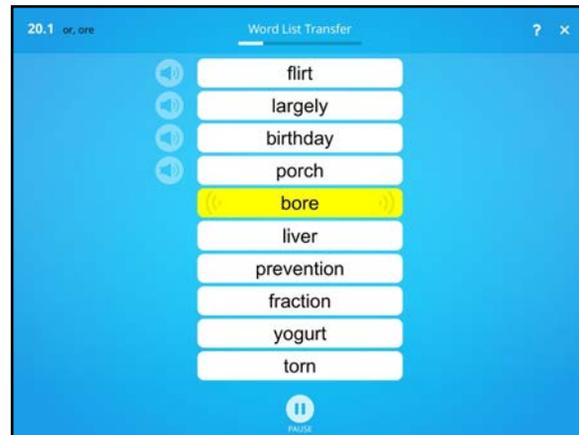
When the Challenge is finished, a performance summary appears. Tap **Go On** to move to the next activity. If all the spelling words were mastered, the Spelling Challenge comes up in review mode and is done only once.

Fluency Zone

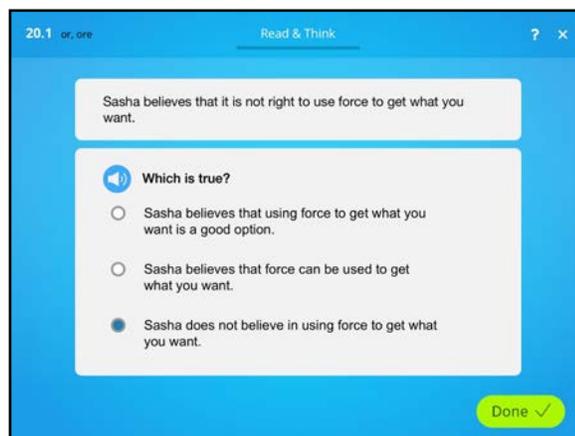
The Fluency Zone contains activities that help students transfer skills, build fluency and comprehension, and promote reading and thinking about the meaning of text.

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, Tap **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, tap the word to highlight it, tap **Tip** to hear a decoding tip for the word, then tap **Record** to rerecord the word. When the list is completed, the **Go On** button appears. Tap it to move to the next activity.



Read & Think

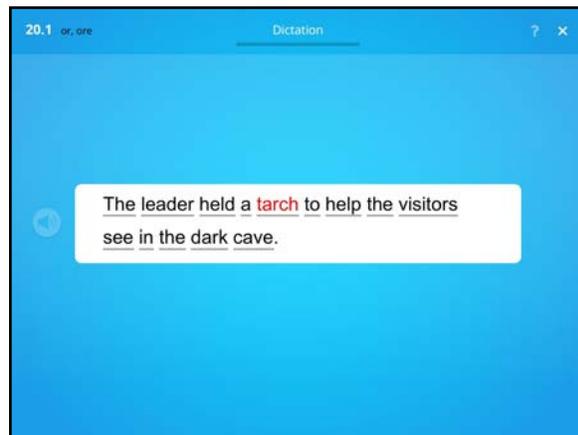


Read & Think displays target and study words in decodable sentences. Read the displayed sentence and listen to the related question. When the answer choices appear, tap the button next to the chosen answer, then tap **Done** to see the correct answer. Tap **Question** to hear the question again. Correct 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. Tap 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

Dictation Activity first appears in Series 4. It presents a sentence containing target words. Listen for the sentence, then tap the field to bring up the keyboard and type the sentence out. To hear the sentence again and check typing, tap the speaker icon. Tap **Done** when the sentence is typed.



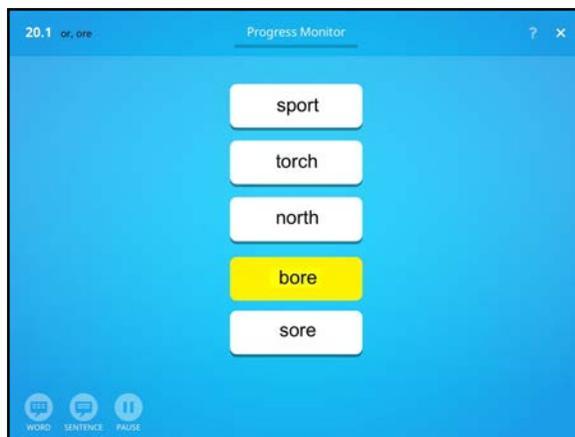
Mistyped words appear in red.

Fix any mistyped words, then tap

Done again. If the sentence is typed correctly, a new sentence appears.

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

Progress Monitor

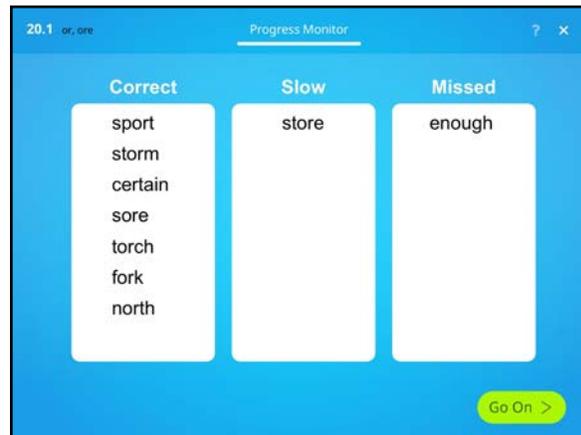


Progress Monitor tests students' mastery of the Topic. It displays a list of five words. One word is read aloud. Select the read word by tapping it within two seconds. When the word is selected, a new list of five words appears to repeat the exercise. Words correctly identified in 1.5 seconds or less are marked Fast. Words correctly identified in less than two seconds but more than 1.5 seconds are marked Slow. Words misidentified or not identified within two seconds are marked Missed.

Words

Tap **Pause** to pause the activity; tap **Continue** to resume it. Tap **Word** to hear the word repeated or **Sentence** to hear the word read in a sentence. Tapping any button restarts the allotted time and reshuffles the list.

When all the lists are finished, a feedback screen shows which words were answered Fast, which were answered Slow, and which were Missed. When 70% of the target words appear in the Fast column, the **Go On** button appears. Tap it to move to the next activity. If 70% 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:

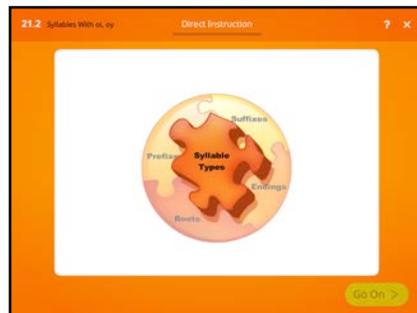


- **Smart Zone:** A direct instruction video introduces the decoding strategies and methodology.
- **Word Zone:** Activities develop fluent decoding through modeling and blending.
- **Spelling Zone:** Activities create a customized study list of spelling words used in subsequent activities.
- **Fluency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

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 tap **Hear More**. Tap **Go On** to move to the next activity.

Word Zone

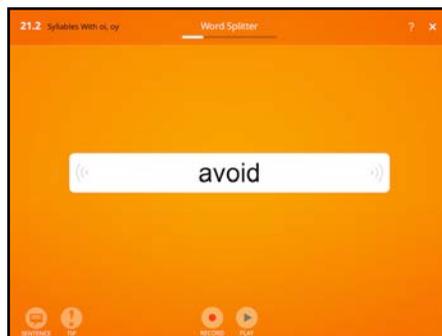
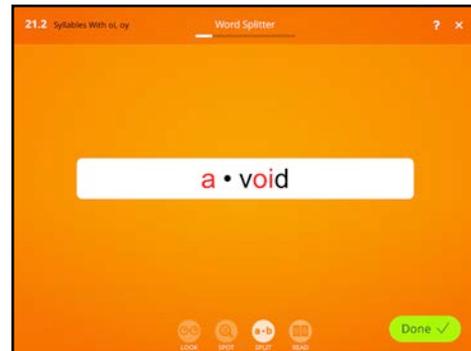
The Word Zone provides practice with word parts. The activities in the Word Zone develop fluent decoding of words through modeling and practice of blending.

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.

Tapping **Look** launches prompts to select endings, prefixes, and suffixes. Tapping **Spot** launches prompts to identify the vowel in the base word to help with identifying the number of syllables. Tap the **Split** button to place the cursor at syllable breaks to split the word. Tap **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 using all of the tools, tap any a second time to hear the strategy repeated, or tap **Done** to move to the second part of Word Splitter.



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

Tap **Record** to make a recording of the word. The sound wave icon appears next to the word. Tap **Play** to hear the recording followed by the reading of the word. When each word has been recorded, the **Go On** button appears. Tap it to move to the next activity.

Word List

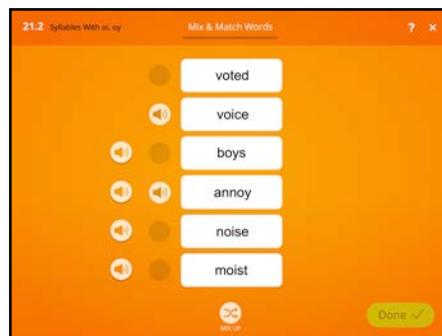
In Word List, students record a list of Topic words under a time constraint.

Tap **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.



Tap **Record** to rerecord. Tap **Tip** to hear a decoding tip. When every word on the list is recorded, the **Go On** button appears. Tap 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.

Tap the sound wave icon to hear the recordings, or tap the word to hear it pronounced. Then tap **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. Tap 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 two attempts the **Go On** button appears. Tap it to move to the next activity.

Sentence Fill-In

Sentence Fill-In reinforces understanding of Topic words and their function in sentences.

Tap the blank space in the sentence to open a pull-down menu of Topic words. Tap the correct word to highlight it, then tap **Done** when sure of the choice. If the correct word is chosen, the sentence is locked onscreen 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. Tap it to move to the next activity.

Word Challenge



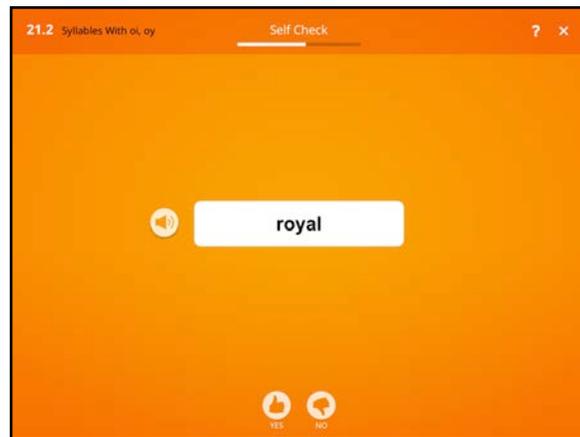
Word Challenge displays a list of words onscreen. As the words are read, tap the word as fast as possible. A circle timer at the top right of the screen shows how much time students have to respond.

Tap **Word** to hear the word read again. Tap **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. Tap it to move to a feedback screen that shows which words were Correct and which were Missed. Tap **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. Tap the **Record** button to record the word, then listen to the recording and the word read aloud. Judge the accuracy of the recording by tapping the **Yes** button to approve the recording or the **No** button to rerecord the word. A circle timer at the top right of the screen shows how much time students have to respond. 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. Tap **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 a word that illustrates the spoken tip. Tap a word to see and hear a specific decoding tip for that word. Tap **Tip** to hear the spelling tip again.

Tap **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, tap the write-in field to bring up the keyboard and type the word, then tap the

Enter key on the keyboard. Tap **Word** to hear the word repeated or **Sentence** to hear the context sentence a second time.

Tap **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. Tap 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 and the keyboard appears, type the word and tap the Enter key on the keyboard. 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.



Tap **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. Tap 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, tap the write-in field to bring up the keyboard, type the word, and tap the Enter key on the keyboard. If the word is spelled correctly, the next word appears. If the word is misspelled, corrective feedback shows the error. Tap **Word** to hear the word again or **Sentence** to hear the word in a sentence. Tap **Pause** to pause the activity and **Continue** to restart the activity.

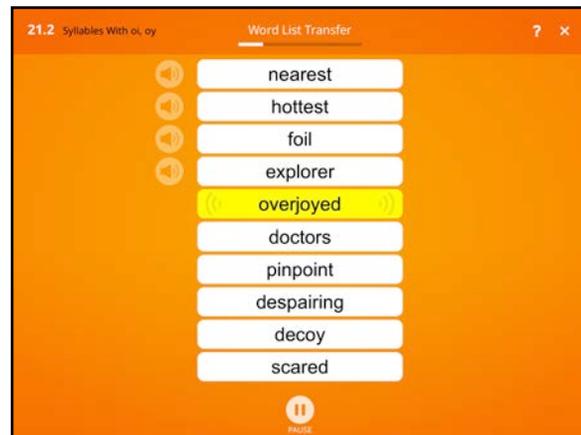
When the Challenge is finished, a performance summary appears. Tap **Go On** to move to the next activity. If all the spelling words were mastered, the Spelling Challenge comes up in review mode and is done only once.

Fluency Zone

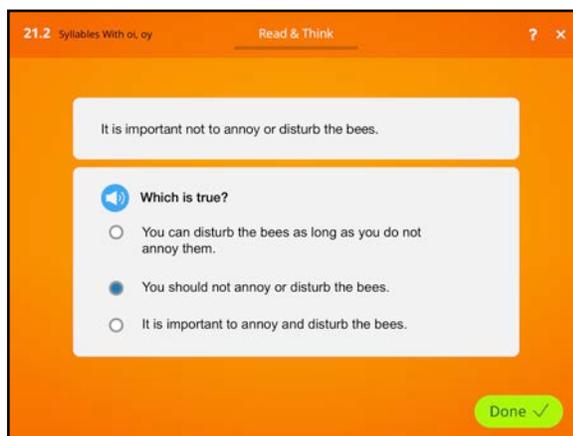
The Fluency Zone presents activities that transfer skills, build fluency and comprehension, and promote reading and thinking about the meaning of text.

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, tap **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, tap the word to highlight it, tap **Tip** to hear a decoding tip for the word, then tap **Record** to rerecord the word. When the list is completed, the **Go On** button appears. Tap it to move to the next activity.



Read & Think

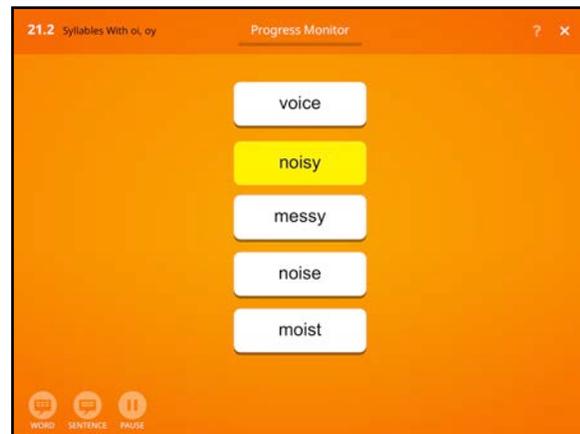


Read & Think displays target and study words in decodable sentences. Read the displayed sentence and listen to the related question. When the answer choices appear, tap the button next to the chosen answer, then tap **Done** to see the correct answer. Tap **Question** to hear the question again. Correct 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. Tap 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.

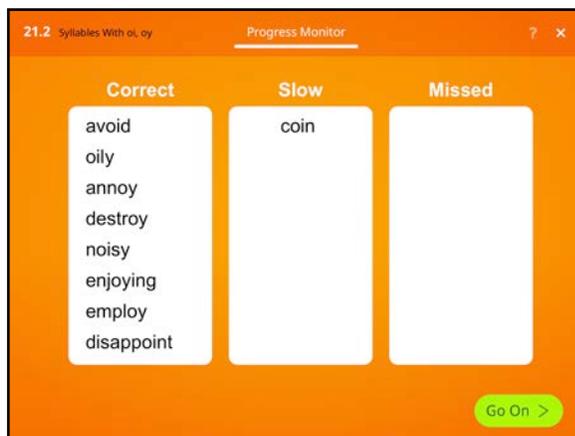
Progress Monitor

The Progress Monitor tests students' mastery of the Topic content. It displays a list of five words. One word is read aloud. Select the read word by tapping it within 1.5 seconds. When the 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 two seconds but more than 1.5 seconds are marked Slow. Words misidentified or not identified within two seconds are marked Missed.

Tap **Pause** to pause the activity; tap **Continue** to resume it. Tap **Word** to hear the word repeated or **Sentence** to hear the word read in a sentence. Tapping any button restarts the allotted time and reshuffles the list.



When the activity is finished, a feedback screen shows which words were answered Fast, which were answered Slow, and which were Missed. When 70% of the target words appear in the Fast column, the **Go On** button appears. Tap it to move to the next activity. If 70% 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 score 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.

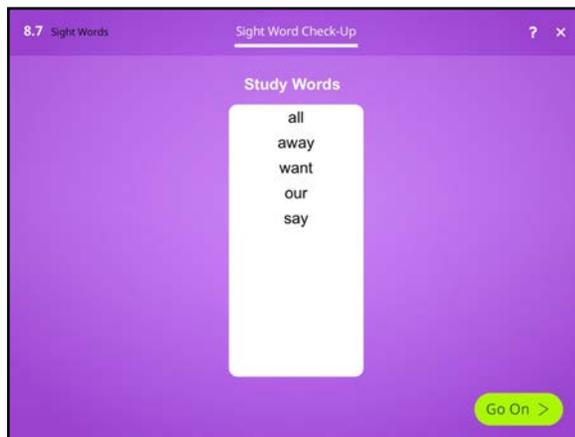
Sight Word Check-Up

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. Tap the read aloud word to choose it. To be considered a recognized sight word, it must be correctly identified in two out of three lists.



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



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

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

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

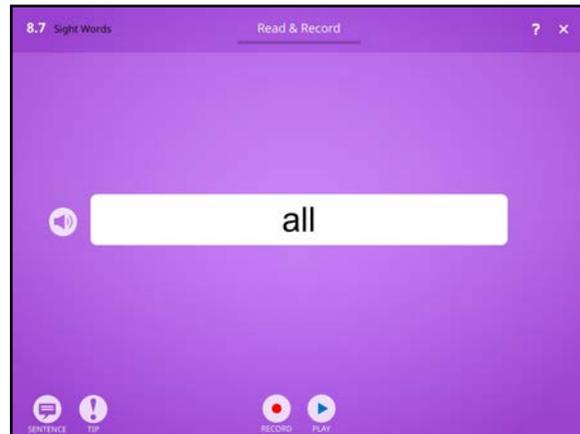
Word Zone

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 onscreen. Read the word and listen to the decodable context sentence, then record the words as they appear.

Tap **Record** to record the word. Tap **Play** to hear the recording and compare it to the model. Tap **Sentence** to replay the context sentence or **Tip** to hear a decoding tip. Tap **Español** to hear a Spanish cognate or translation with a pronunciation tip (if selected for English language learners). Tap **Record** again to rerecord the sound, or tap **Done** to finish recording. After tapping **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. Tap it to move to the next activity.

Word List



Word List presents a list of Topic words to record under a time constraint. Tap **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. Tap **Record** to

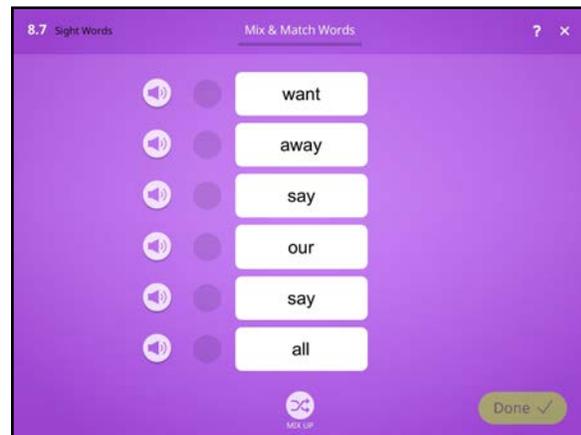
rerecord. Tap **Tip** to hear a decoding tip. When every word on the list is recorded, the **Go On** button appears. Tap it to move to the next activity. Recordings are saved for use in the next activity.

Mix & Match Words

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

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

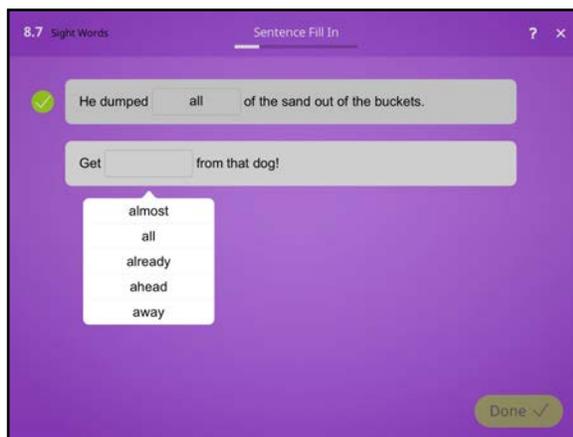
Match the recording with the correct word by dragging the icon to the empty space next to a word. When all the sounds are matched, the **Done** button appears. Tap it to receive feedback.



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 two attempts the **Go On** button appears. Tap 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.

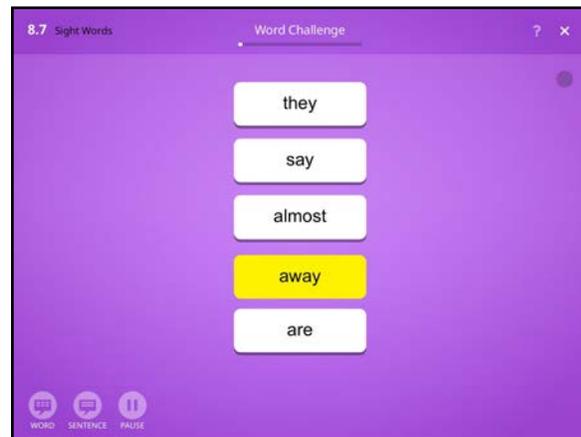
Tap the blank space in the sentence to open a pull-down menu of Topic words. Tap the correct word to highlight it, then tap **Done** when sure of the choice. If the correct word is chosen, the sentence is locked onscreen and students receive

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. Tap it to move to the next activity.

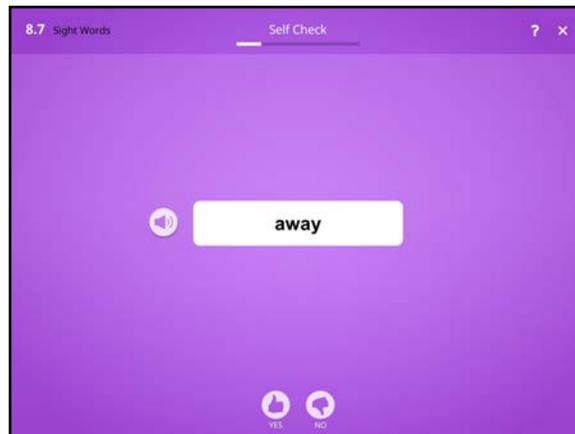
Word Challenge

Word Challenge displays a list of words onscreen. As the words are read, tap the word as fast as possible. A circle timer at the top right of the screen shows how much time students have to respond. Tap **Word** to hear the word read again. Tap **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. Tap it to move to a feedback screen. The feedback screen shows how many sound-spellings were clicked correctly and how many were missed. Tap **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. Tap the **Record** button to record the word, then listen to the recording and the word read aloud. Judge the accuracy of the recording by tapping the **Yes** button to approve the recording or the **No** button to rerecord the word. A circle timer at the top right of the screen shows how much time students have to respond. 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. Tap **Go On** to move to the next activity.

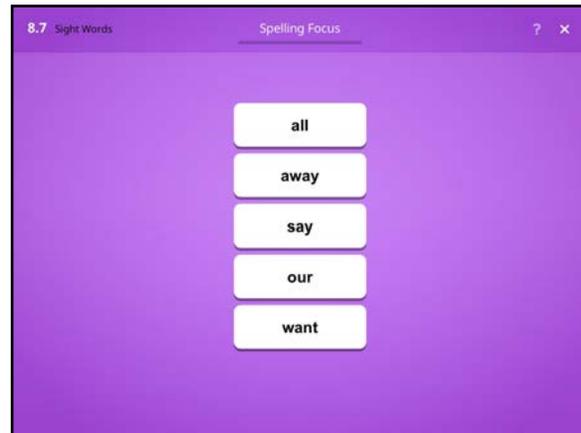
Spelling Zone

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

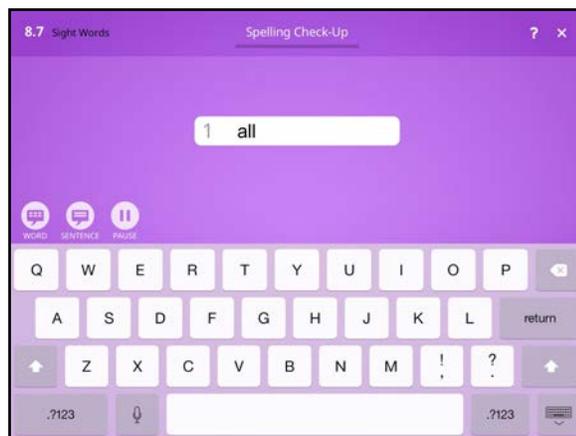
Spelling Focus

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

Tap **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.

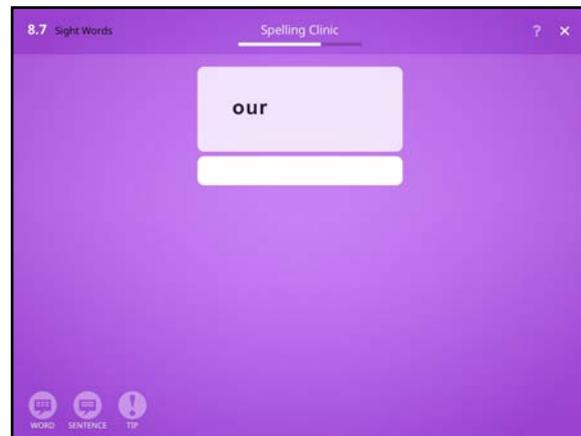
After hearing the word pronounced, used in a context sentence, and read a second time, tap the write-in field to bring up the keyboard and type the word, then tap the Enter key on the keyboard. Tap **Word** to hear the word repeated or **Sentence** to

hear the context sentence a second time. Tap **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. Tap it to move to the next activity.

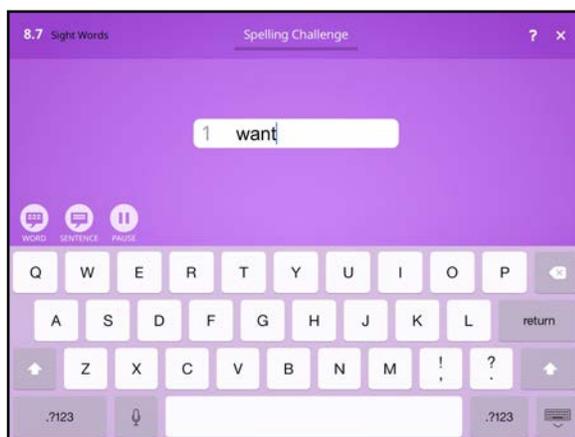
Spelling Clinic

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 and the keyboard appears, type the word and tap the Enter key on the keyboard. 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.



Tap **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. Tap 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 the Enter key on the keyboard. If the word is spelled correctly, the next word appears. If the word is misspelled, corrective feedback shows the error.

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

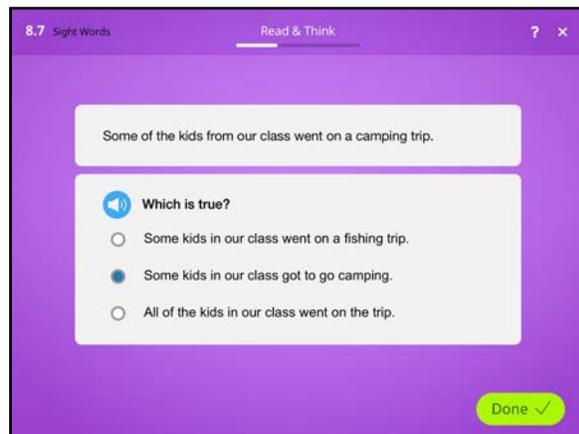
Tap **Pause** to pause the activity and **Continue** to restart the activity. Tap **Go On** to move to the next activity.

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, tap the button next to the chosen answer, then tap **Done** to see the correct answer. Tap **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. Tap 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.

Progress Monitor



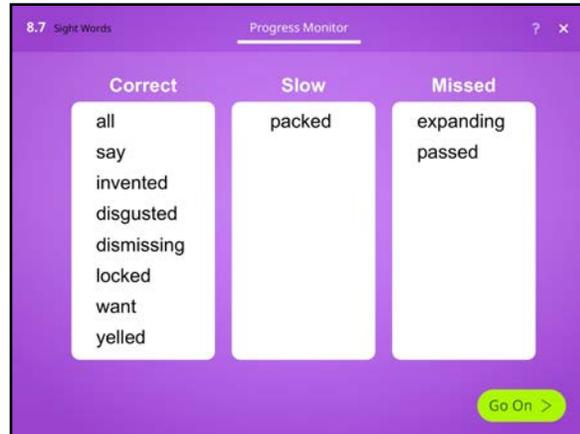
Progress Monitor tests students' mastery of the Topic content through a series of assessment trials. It displays a list of five words. One word is read aloud. Select the read word by tapping it within two seconds. When the word is selected, a new list of five words appears to repeat the exercise.

Words correctly identified in 1.5 seconds or less are marked Fast.

Words correctly identified in less than two seconds but more than 1.5 seconds are marked Slow. Words misidentified or not identified within two seconds are marked Missed.

Tap **Pause** to pause the activity; tap **Continue** to resume it. Tap **Word** to hear the word repeated or **Sentence** to hear the word read in a sentence. Tapping any button restarts the allotted time and reshuffles the list.

When all the lists are finished, a feedback screen shows which words were answered Fast, which were answered Slow, and which were Missed. When 70% of the target words appear in the Fast column, the **Go On** button appears. Tap it to move to the next activity. If 70% of the target words are not in the Fast column, the Topic is repeated with refreshed content based on individual 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.

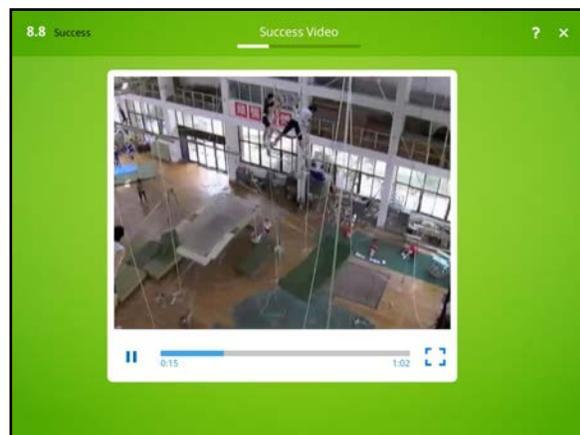
Upon entering the Success Strand, Mark offers congratulations and describes the activities in the strand. Unlike the

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).

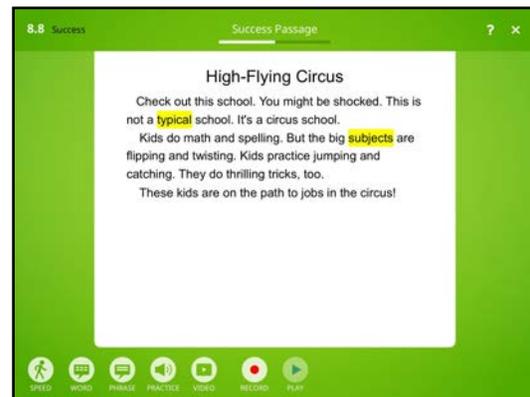
Tap **Pause** to pause the video, or tap **Play** to continue it. At the end of the video, tap **Go On** to move to the next activity. Students may also expand the video to full-screen mode by tapping the button on the lower right of the screen.



Success Passage

Success Passage 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. Tap a highlighted word to hear it pronounced. When comfortable with the words, tap **Done**. The series' power words are now highlighted. Tap these words to hear them pronounced, then tap **Done** to continue.



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

Record the passage by tapping **Record** and speaking the passage into the mic. To pause the recording, tap **Pause**. To return to the video, tap **Video**. Tap **Play** to hear the recording played back. To rerecord the passage, tap **Record** again. When satisfied with the recording, tap **Go On** to move to the next activity.

Context Passage



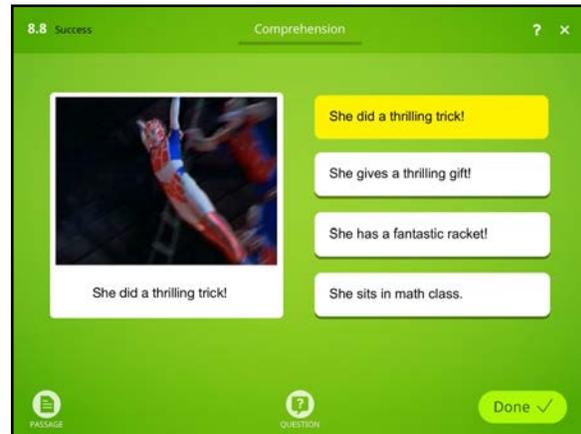
The Context Passage activity presents the Success Passage with some information missing. Tap the blank space to open a word list at the right of the screen. Tap and select the best choice based on the context. To hear a word in the word list read aloud, tap the speaker icon. When all the spaces are filled, the **Done** button appears. Tap 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. Tap it to move to the next activity.

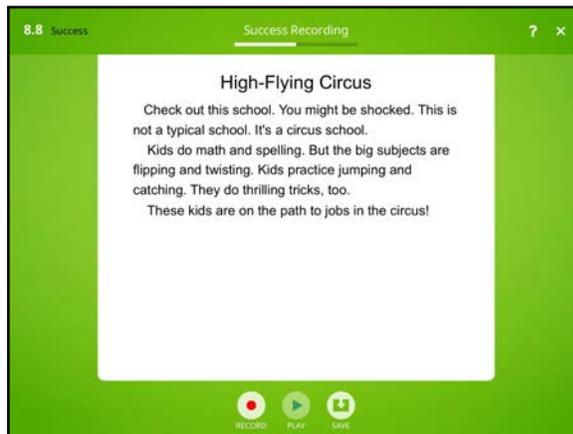
Comprehension

Comprehension 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 tapping the button next to it and tapping **Done**. To hear the question again, tap **Question**. If the question is answered correctly, the next question appears. If it is answered incorrectly, a prompt directs another attempt. The activity contains two or three questions, depending on the series. When all are answered correctly, the **Go On** button appears. Tap 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. Tap **Record** to begin recording the passage. Tap **Pause** to pause the recording, or **Continue** to resume it. Tap **Play** to hear the recording played back. To rerecord the passage, tap **Record** again. When satisfied with the recording, tap **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](#)).

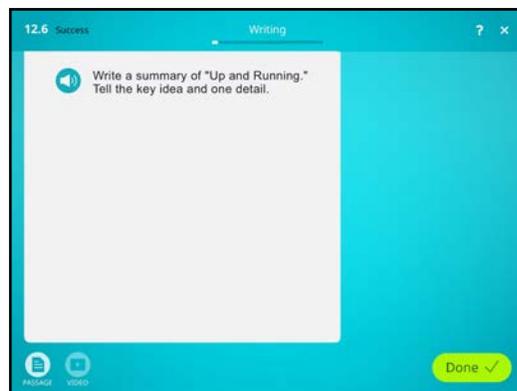
After saving the recording, the **Go On** button appears. Tap it to move on. In Series 1–11, finishing the Success Recording finishes the series. Starting with Series 12, finishing the Success Recording leads to the Writing Strand.

Writing Strand

The Writing Strand begins with Series 12. It provides students an opportunity to write, revise, and publish written work based on the Success passages. They save their final work in their SAM Student Digital Portfolios for teacher feedback and assessment.

Teachers may use the Program Settings in SAM to choose whether a student works in the Writing Strand.

Read



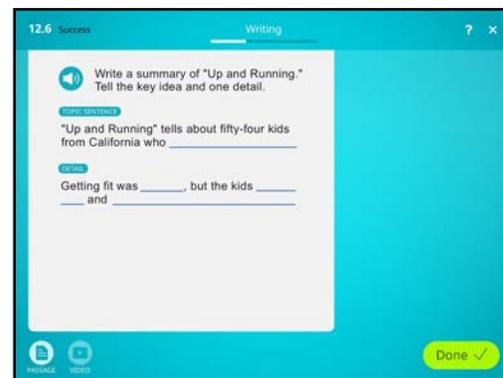
The Writing Strand starts with a comprehension question based on the Success Passage.

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

Write

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

Tap the write-on lines to bring up the keyboard, then type in words to fill in the blanks of the sentence prompts. To hear the question again, tap the speaker icon. To go back to the passage, tap **Passage**. Tap **Video** to rewatch the Success video.



When the words are typed in, the **Go On** button appears. Tap 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 students how well the sentences draw from evidence in the passage. Tap 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.

Tap **Passage** to go back to the passage, or tap **Video** to rewatch the video. To hear the original question read, tap the speaker icon.



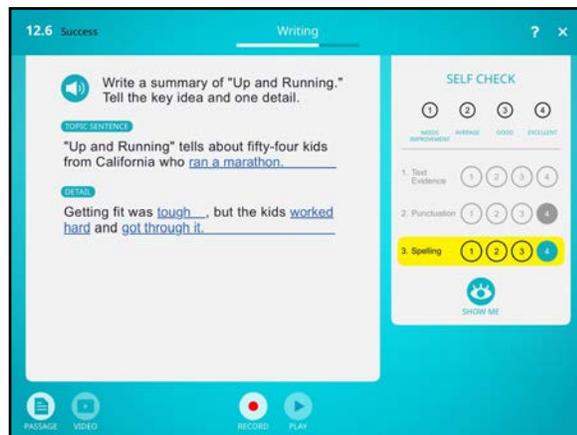
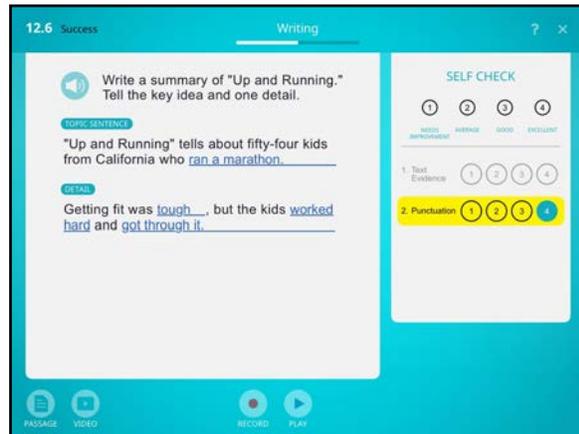
A prompt also encourages students to record their work as they revise.

When the typed words are revised, rerate the text evidence. When the writing is revised, the **Go On** button appears. Tap 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 rerate the punctuation. When the punctuation is correct, the **Go On** button appears. Tap 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, tap **Show Me**. The misspelled words appear in red.

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

Publish



In Publish, the writing is prepared for publication 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 tap **Done** when finished.

Next, tap **Record** to make a recording of the writing and check for any remaining errors.

Tap **Play** to listen to the recording. Tap **Reset** to go back to the writing and make any changes. Then tap **Record** to re-record it. To save the writing without publishing it, click **Save**.

When the writing is ready to be published and all revisions are made, tap **Send**. This sends the writing to the teacher through the Student Digital Portfolio.





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.

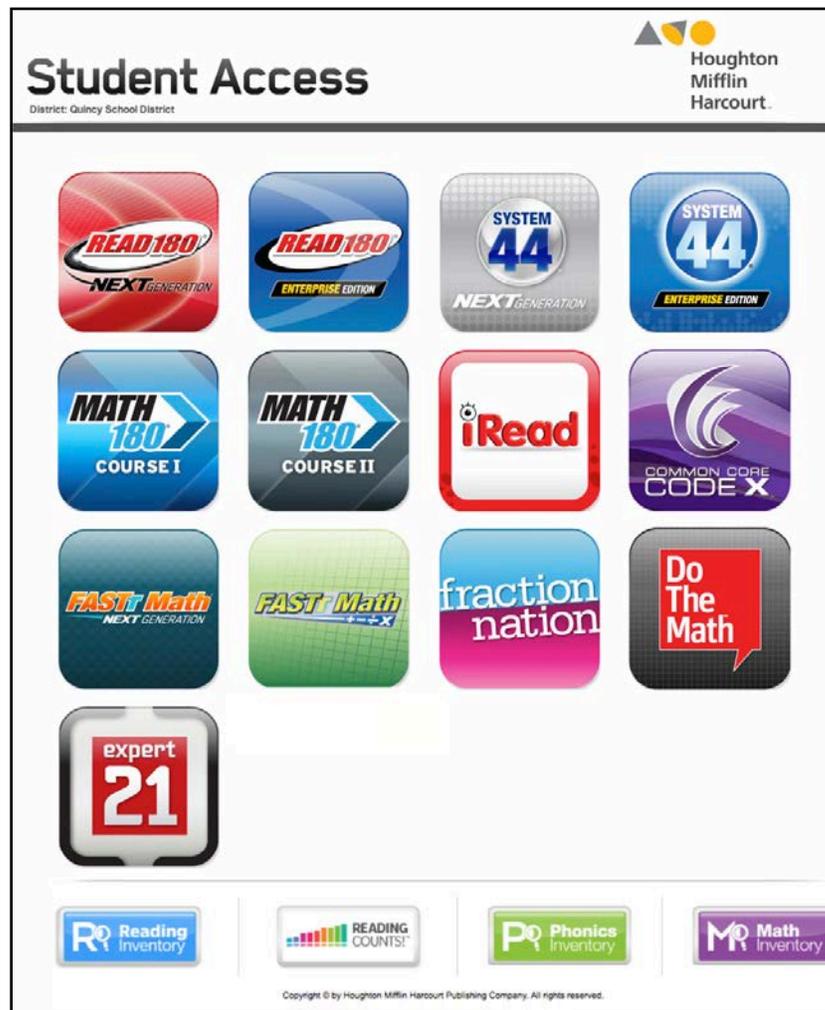
The eBook Library

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.

For more detailed information on the eBook Library, see the [System 44 Next Generation Software Manual](#) on the [System 44 Product Support](#) website (page 57).

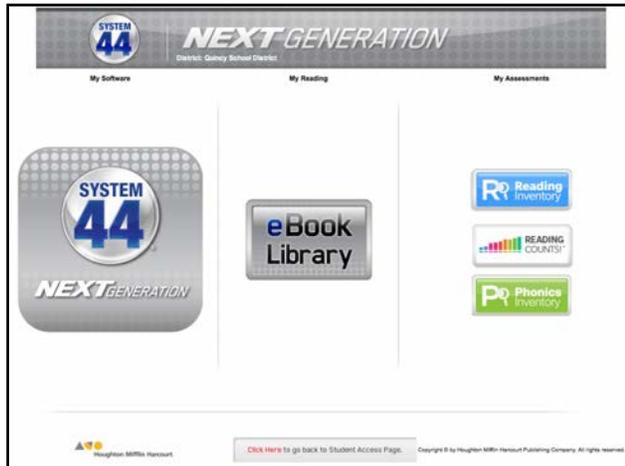
Logging In

To log in to the eBook Library from the iPad, use Student Access screen:

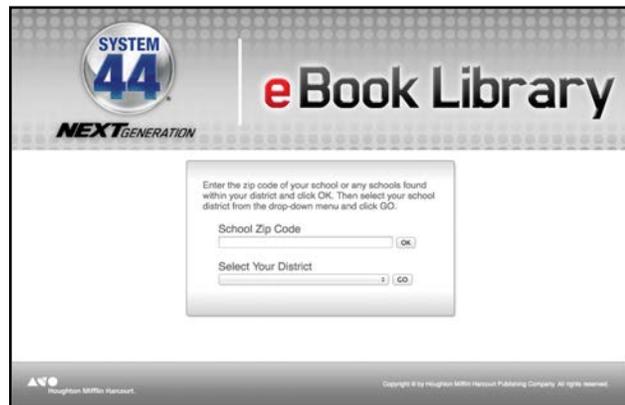


1. Open Safari. Enter the URL for the Student Access screen (available from the SAM administrator) in Safari's URL field and tap **Go**.

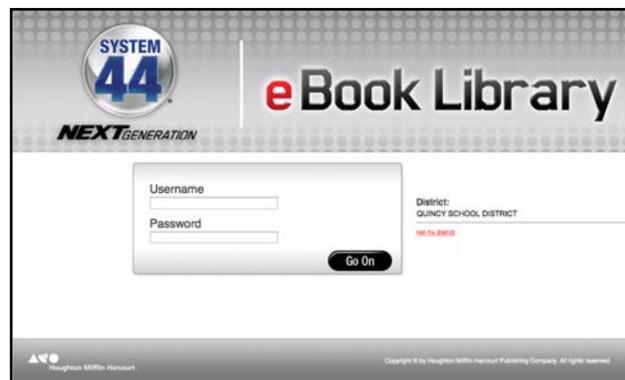
2. Tap the System 44 Next Generation icon, then tap the eBooks Library icon from the System 44 Next Generation Access screen.



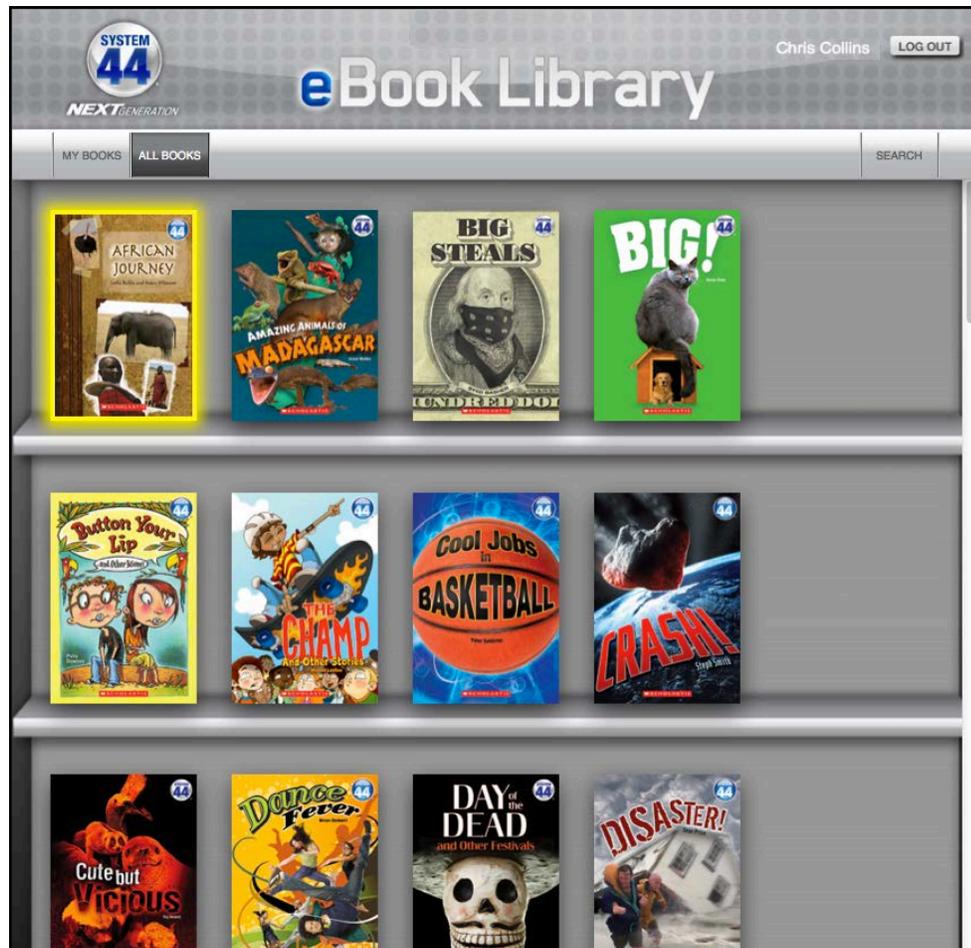
3. At first login, enter the district's ZIP code in the School Zip Code field and tap OK, then select the district from the pull-down menu and tap Go.



4. Enter the SAM username and password and tap Go On to go to the eBooks Library.



The eBook Library Screen



The eBook Library screen displays book covers showing the *System 44* Next Generation paperback titles available as eBooks. The student's current eBook is at the top left of the screen and highlighted in yellow. To open the current eBook, tap the cover. To open a new eBook, tap the cover for a preview of the eBook, then tap the **Read It!** button. Students may tap **My Books** to view the eBook they are currently reading along with four other books of similar Lexile® measure, or tap **All Books**, which shows all available eBooks. To search for titles by Lexile measure, author, or genre, tap the **Search** button.

Reading an eBook

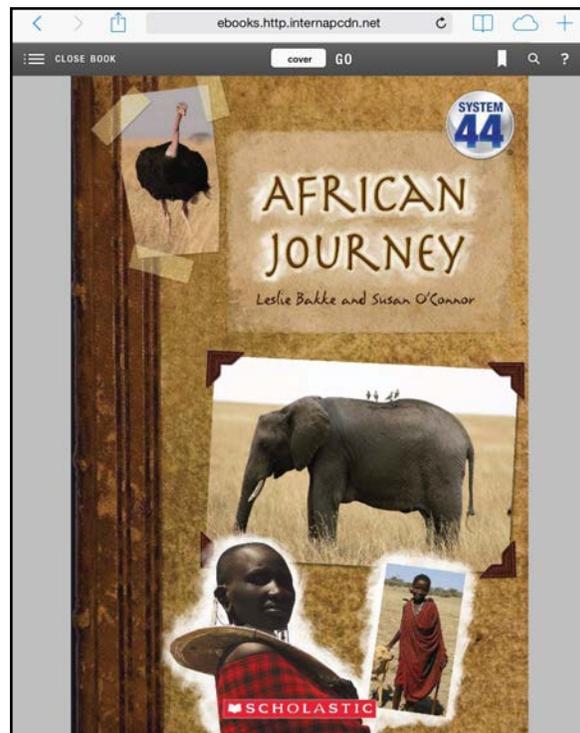
To navigate an eBook, swipe the page from right to left to move forward a page, or left to right to move back a page.



To go to a particular page, enter the page number in the field at the top of the screen and tap **Go**.



To bookmark a page, tap the ribbon icon, then tap the page to be bookmarked. The bookmark will appear on the page.



To zoom in or out of the page, use the iPad's spread and pinch finger gestures. To access the Search feature, tap the magnifying glass icon. For help with eBooks functionality, tap the question mark icon.



Tap the speaker icon on any page of the eBook to hear that section of the eBook read aloud; tap the icon a second time to pause audio playback. To close the book and return to the eBook Library, tap **CLOSE BOOK**. To view the Table of Contents, tap the list icon, then tap a Table of Contents entry to jump to that section.

Tap and hold on text to bring up the Add Note or Highlight options. You can view the lists of notes and highlights placed throughout the eBook by going to the Table of Contents view.

Using the iPad in the Classroom

Here are some best practices and classroom tips for working with the *System 44* app on the iPad.

Using the iPad

- *System 44* requires students record themselves speaking. Headphones with microphones are strongly recommended. If these are not available, be sure students speak directly into the iPad microphone.



- When the *System 44* app is first launched, students see a request to access the microphone. Be sure to inform students they will see this, and to tap **Yes** when they do. Otherwise, a teacher or administrator will need to update the device settings to use the microphone or the apps will not work. To update the settings:
 - Tap the Settings icon.
 - Tap **Privacy**, then tap **Microphone**.
 - Pull the switches to green (on) for the *System 44* app.
- iPad cases may block the built-in microphone on the iPad. Cases that accommodate the microphone or using headphones with a microphone are strongly recommended.
- iOS 7 or later features multitasking gestures that allow users to swipe between apps or to move to the iPad Home screen. Teachers may want to disable this feature on iPads in their classrooms. To disable multitasking gestures, tap **Settings**, then tap **General**. Slide the switch next to Multitasking Gestures to off. For more information disabling multitasking gestures, see the [iPad User Guide](#) available at apple.com.



- In the *System 44* app, tapping the iPad Home button or returning to the home screen logs the user out of the software. Make sure students know if they tap the Home button they will need to log into the app again.
- Make sure the iPad is charged and connected to the Internet and your district's SAM Server. Tap the Settings icon on the iPad, then tap **System 44** to view the settings. The SAM Server URL should be listed under Site ID. Contact your District Administrator for more assistance.
- Show students how to tell if the iPad is connected to the Internet (with multiple bars appearing in the upper left corner of the home screen). The iPad should be connected before they attempt to log in.
- Show students how to charge the iPad, and keep spare chargers in the classroom (students can use the apps while the iPad is charging).
- If students are experiencing technical issues while using the iPad, consider allowing them to bring the device to you for troubleshooting to reduce disruptions.
- If you are experiencing issues with an app, check for updates in the App Store. The app is updated regularly, and it is important to be using the latest version.

In the Classroom

- Apps work best when students use the iPad on a supported surface, such as a desk or table, or even their own lap. Holding it unsupported while typing or tapping the function buttons may lead to incorrect responses.
- However, when using the eBook Library, encourage students to take the iPad to the reading corner or other comfortable part of the room to read their eBooks.
- Establish classroom areas where students may work on the iPad without being distracted by other students' work. This will allow students to take advantage of the privacy the iPad affords when doing their work.
- Encourage students with questions or whowant to show an accomplishment to bring the iPad directly to you, rather than raising a hand and waiting for a response.

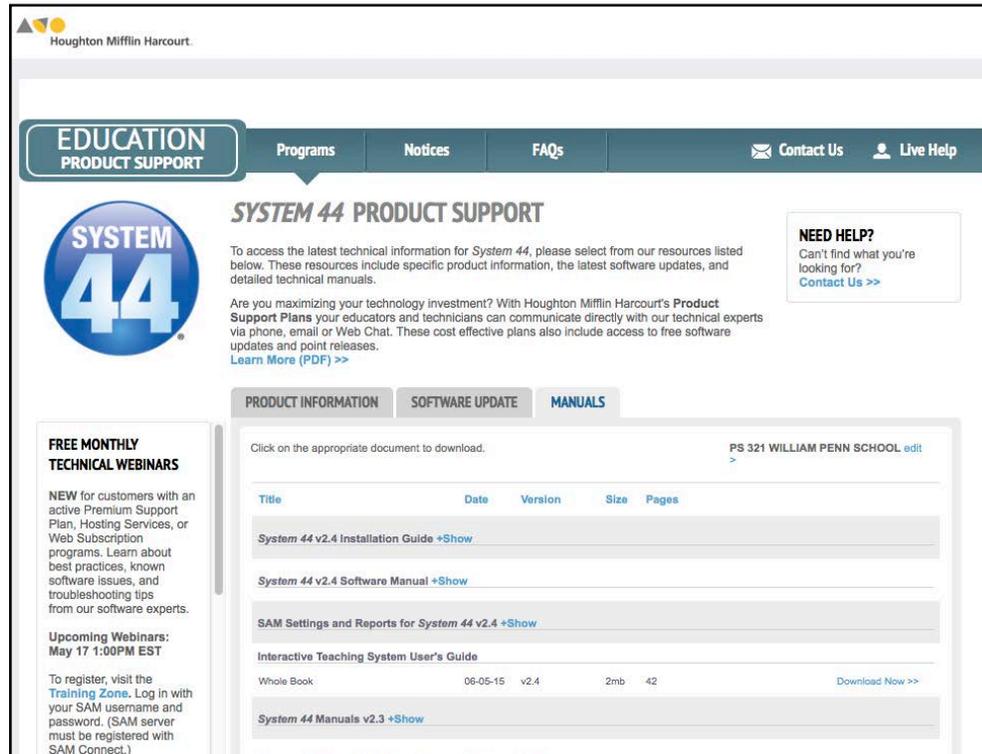


Accessibility

- The *System 44* app is designed for touch screen interactions, including using the iPad onscreen keyboard. However, the app also supports external keyboards for students needing extra support. The onscreen keyboard, but it also supports external keyboards, for those students that need extra support. See the *iPad User Guide* available at apple.com for information on using external keyboards with the iPad.
- The *System 44* app supports the following accessibility features, which can be accessed on an iPad running iOS 7 or later:
 - **Dynamic Type**, which allows students or teachers to increase the font size of the reading passages.
 - **High Contrast Mode** for students with vision issues.

Technical Support

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



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.

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