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# Research Basis for Reading Products – Blaster and JumpStart

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## Research Basis for Knowledge Adventure Early Literacy Products

### Research as part of Development

All of the products from Knowledge Adventure begin with research and fact finding from the experts in the field – classrooms. All of our products are based on the latest scientific research regarding how children learn and how technology can be used to enhance and support that experience. By using research, professional writers and beta testing we are able to create products that provide supplemental support for early literacy and help ensure that teachers and students receive positive and rewarding results.

### JumpStart Phonics – Product Description

JumpStart Phonics provides teachers and students with a structured approach to phonics based on short and highly interactive learning sessions. The sessions combine interactivity, high graphic quality and auditory cues and feedback to present reading skills in a number of ways. The activities in the product deliver curriculum based on scientific reading research including:

- Print awareness
- Phonemic awareness
- Letter recognition
- The alphabet
- Explicit phonemic instruction
- Word building
- Sequencing

JumpStart and Reading Blaster Products are based on key findings from scientific research on phonemic awareness instruction. Our designs and content are based on the following precepts: (*Put Reading First: Report from the National Reading Panel*)

Phonemic awareness can be taught and learned.

Phonics instruction helps children learn the relationships between letters and sounds

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Children need opportunities to apply what they have learned about letters and sounds to the reading words in stories, poems, songs and games.

## Phonemic Awareness

In the JumpStart and Reading Blaster programs, children are provided with activities that facilitate phonemic awareness. In the design of the interactive activities, children are asked to demonstrate in the context of game play, phonemic awareness. The activity design allows children to make mistakes and learn from the mistakes, always moving forward towards a mastery of the discreet skill. Each success is rewarded, and each attempt is either reinforced, if successful, or corrected if incorrect. The following are examples of ways that children show phonemic awareness in the JumpStart Phonics and Reading Blaster series:

- 1) Recognizing that words begin with the same sound -
- 2) Isolating and identifying the last sound of a word
- 3) Combining or blending separate sounds to create a word
- 4) Identifying and making rhymes
- 5) Substituting phonemes to make new words
- 6) Combining or blending separate sounds to create a word

## Phonics instruction is part of a successful reading program

Phonics is an important part of a reading program. However, children need to have opportunities to apply those skills to reading and writing. Both JumpStart and Blaster provide opportunities for short reading experiences both on line and in off line printed materials and classroom activities.

## Children need time and repeated exposure to master the letter sound relationships

JumpStart Phonics and Reading Blaster acknowledge that letter-sound relationships is a key learning benchmark and that mastery is developed over time. The game designs of the programs encourages repeat play and exposure to the sequences of letters and sounds.

- 1.) Vowel letter-sound relationships are crucial to learning the alphabetic system. Each activity is leveled to introduce letters and letter sounds systematically and to allow practice and growth towards mastery.
- 2.) Printed practice is available to extend learning away from the computer.

- 3.) Reading products combined with Kid Works allows children to move from activity sheets that focus on letters and letter combinations to writing and story telling based in the KidWorks writing program.