Research White Paper
SmartyAnts Reading World

Comprehensive PreK-2 Reading Curriculum
Based on Respected Research and Literature

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DEVELOPING EARLY SKILLS IN LITERACY AND SUSTAINING THEM WITH SMARTYANTS

Introduction

Despite historical and drawn out debates on the best way to teach children how to read English, very little debate exists about the specific skills children need to develop in order to be successful readers today (Snow & Juel, 2005). In the landmark National Research Council publication, *Preventing Reading Difficulties in Young Children*, the Council emphasized that phonics activities and language activities that engage students with literary texts need to be integrated in order to reach all students (Snow, Burns, & Griffin, 1998; NICHD, 2000). These findings were supported by the National Reading Panel (NICHD, 2000).

Yet the context for the integration of comprehension and phonics activities into the literacy classroom has shifted and continues to shift as we move into an information-centered economy where the literacy demands placed on children have been rising. These demands, such as the ability to think critically while reading, become more complex as children move on to high school and into careers. Consequently, many young students are struggling to reach these new goals established by the National Research Council and National Reading Panel (Kamil, 2003; Snow & Biancarosa, 2003; Snow, Griffin, & Burns,2005). Estimates from the National Assessment of Educational Progress (NAEP) place only one third of fourth graders in the United States at or above the proficient level, leaving two thirds below proficient in reading tasks (NCES, 2011). Approximately the same percentage of eighth graders is proficient as fourth graders (NCES, 2011), begging the questions: What more could be done to address the other two thirds of struggling readers? and How can this gap be addressed through early intervention?

While many solutions have been proposed to address the performance gap, the most effective approach has been to focus on early intervention for all readers to bolster students' knowledge of the five components of reading: phonemic awareness, phonics, vocabulary, fluency, and reading comprehension (McCain & Mustard, 1999; Snow, Burns, & Griffin, 1998). Further, it is encouraged that interventions continue as needed for children (Snow & Biancarosa, 2003). As a result of these recommendations from researchers, increased efforts to address children's literacy needs produced a proliferation of reading-based software programs. However, many problems remained with how to determine the effectiveness of these software programs (Sandholtz, Ringstaff, & Dweyer, 1997; Schofield, 1995). More recently, a variety of ways have been proposed to evaluate such programs, including Bishop and Santoro's (2006) nine-point framework for beginning reading software that incorporates research from early reading education and instructional technology. The added dimensions of motivation and aesthetics afforded by scrutinizing the computer interface and instructional design, in addition to beginning reading content, provides a compelling, cross-disciplinary framework.

By blending elements from the National Research Council (Snow, Burns, & Griffin, 1998), the National Reading Panel (NICHD, 2000), and Bishop and Santoro's frameworks (2006), this white paper presents how SmartyAnts Reading World incorporates a range of research-based activities, practices, and games into an interactive reading program. In addition, an explanation of how SmartyAnts may serve special populations—English language learners and special education students—is offered.

SmartyAnts targets the needs of all struggling readers. Its research-based curriculum and pedagogy were created under the advisement of a core team of educators from Stanford University and the University of California, Berkeley:

- Dr. P. David Pearson, world-renowned reading researcher, professor, and dean emeritus of the University of California, Berkeley, Graduate School of Education

- Dr. Robert Calfee, distinguished professor emeritus of the Stanford University School of Education, and dean emeritus of the University of California, Riverside, Graduate School of Education

- Dr. Mia Callahan, graduate of Stanford University and University of California, Berkeley, and seasoned reading teacher of 30+ years

The designers of SmartyAnts employed the findings of landmark intervention studies to create the program including: Foorman, Francis, Fletcher, Schatschneider, & Mehta, 1998; Vellutino, Scanlon, Sipay, Small, Pratt, Chen, et al., 1996; Vellutino, Scanlon, & Jaccard, 2003; Torgesen, Wagner, Rashotte, Rose, Lindamood, Conway, et al., 1999, and the most influential national research studies of the past 50 years, such as: Bond & Dykstra, 1967; Chall, 1967; Anderson, Hiebert, Scott, & Wilkinson, 1985; Adams, 1990; Snow, Burns, & Griffin, 1998; NICHD, 2000. Whether used as a preventive measure for at-risk children before reading failure occurs, or as an intervention for children who have fallen behind their peers in reading development, SmartyAnts offers struggling readers a successful path to literacy and all its attendant rewards.

A universal goal of all reading instruction has been to reach reading comprehension. Referred to as a keystone skill of reading, without comprehension early readers do not understand what they read, fail to read to learn, and ultimately struggle with literacy in their daily lives as adults. In order to understand the role that reading comprehension plays in later success, researchers have sought ways to model the reading process to understand where possible deficits or combinations of deficits in all stages of reading may inhibit further development.

Developmental Models of Reading

After extensive reviews of the extant research literature on reading, members of the National Research Council in their report *Preventing Reading Difficulties in Young Children* (Snow, Burns, & Griffin, 1998) highlighted the specific moments where the development of reading skills commonly break down, leading to difficulty comprehending text. By relying on high levels of scrutiny and empirical evidence, the report narrowed a broad range of concerns related to reading into five categories: phonemic awareness as one component of phonological awareness, phonics, fluency, vocabulary, and reading comprehension. Building on the conclusions of the National Research Council, the National Reading Panel (NRP) report was published by the NICHD in April 2000 (Snow et al., 1998). Both the National Research Council and the National Reading Panel report made it clear that a comprehensive approach to reading instruction is necessary if all children are to become efficient and effective readers. The essential components include explicit, systematic instruction in phonemic awareness (a sub-category of phonological awareness), phonics, fluency, vocabulary development, and comprehension strategies. Throughout the subsections below, this literature review refers to this model of reading to explain how developers at SmartyAnts have incorporated relevant strategies documented by scientific research into their software program.

Reading, however, is not purely a cognitive function; it occurs along developmental and social lines. Developmental psychologists have also highlighted other factors that affect a child's success at reading tasks, including difficulty of the task itself and motivation. Perhaps the most famous schema for understanding how a child's development relates to his or her ability to complete tasks is the zone of proximal development coined by Lev Vygotsky (1978), in which new concepts are challenging enough to engage and stretch the child, yet scaffolded appropriately to maintain success and motivation. Thus, the zone of proximal development is the space where a challenging developmental task is also potentially instructive.

From the outset, SmartyAnts addresses the individual child's zone of proximal development by assessing what the child knows through an interactive assessment. Moreover, computer-adaptive lessons are found throughout SmartyAnts, in which instruction and activities change based on the success of the student at playing games and answering questions. All of the lessons and games have consistent feedback throughout that encourages the child at the child's demonstrated level based on his or her current and prior successes with the program. It is evident that SmartyAnts meets or exceeds the criteria referenced in Table 1.1 for instructional technology programs targeting early reading skills. In addition, the program exceeds these requirements in some categories. Multiple opportunities to view progress occur in all games, the reward room, ant home, and store sections of the game most clearly.

Figure 1: The Assessment Pool is the pre-assessment that places children in an appropriately leveled learning environment.

Building Basic Skills

High quality technology-based interventions may help remedy early gaps in developing phonological awareness (Snow, Griffin, & Burns, 1998). Phonological awareness is the umbrella term, which incorporates phonemic awareness and syllabification, primarily. For many students, excepting those with reading difficulties, phonological awareness comes from routine interaction with family members (Werker & Lalonde, 1988). Deficits in phonemic awareness are much more common, however. Phonemic awareness at its simplest is the ability to manipulate individual sounds in words. Phonics, on the other hand, is the teaching of how sounds relate to word spellings in systematic ways. Each of these will be stressed with appropriate examples from the software below.

Recognizing Letters and Letter Sounds

Critical reviews of reading research, such as the one conducted by MacArthur, Ferretti, Okolo, and Cavalier (2001), highlight how technology can

Using Bishop and Santoro's framework (2006), the instructional support and assessment components of SmartyAnts address these criteria:

Table 1.1: An evaluation of SmartyAnts using Bishop and Santoro's Framework for Instructional Support and Assessment (2006)

Criterion	Inclusion in SmartyAnts
Instructionally Supportive:	
• The program makes content support available when the learner needs it	**Yes**
• The content support provided is helpful but not so prescriptive it short circuits learning	**Yes**
• The program uses informative and instantaneous feedback messages to support content learning	**Yes**
• The program branches automatically to accommodate learner's remediation needs	**Yes**
Assessing:	
• The program saves learners' work	**Yes continuously**
• The program provides progress summaries	**Yes**
• The program graphs or charts learner performance in an easily interpreted way	**Yes in multiple ways**
• The program interprets learner performance and makes recommendations for how to proceed	**Yes**
• The program includes an administrative function that tracks all learners working with the program	**Yes**

potentially teach phonological awareness and decoding skills, especially now that many software programs teach letter–sound correspondences and allow for the manipulation of sounds in words. This is of critical importance considering that one of the main stumbling blocks that children experience in developing their reading abilities is based on the simple concept that words are composed of both immutable and malleable components that, depending on their arrangements, create new words. Lessons 3-69 in SmartyAnts have children watching and participating in the creation of words from sounds. This occurs concurrently with the teaching of sound–letter correspondences.

Figure 2: An ant on the Treadmill learning the sound associated with the letter c.

SmartyAnts directly teaches letter–sound correspondences in a variety of ways, including the Four Square, Hoops, Treadmill, and other games. When children enter a lesson they watch a brief teaching video from the Ant Coach. Children then have the option of playing a game like Treadmill, which as the name suggests, is based on the eponymous piece of gym equipment.

On the Treadmill, emerging readers are asked to jump on letters that are moving down the treadmill that the computer ant calls out to the child. When a letter has been identified a specific number of times accurately, the player wins that letter and is directed to incorporate that letter into words that are later used to build a story. If the child gets the letter wrong he or she is provided additional assistance and instruction in the form of additional letter-based tutorials called learning clouds. The transition is seamless in the games, as children then interact with the learning cloud videos that teach the sounds of the letters, often involving the inflating of letter-shaped-balloons.

Activities that accurately represent letter sounds, provide feedback for the child during the learning process, and include prolonged engagement with the tasks, should produce results for children who are just building their letter–sound correspondence knowledge and mimic proven instructional tasks used in early childhood education (Cunningham, 2005). All of the activities in SmartyAnts provide this type of instruction.

Phonemic Awareness and Phonics

Identifying letters and their sounds are part of the picture of developing robust phonological awareness, but isolating the sounds in particular words is even more important. Referred to as phonemic awareness, the ability to isolate sounds represents the "metalinguistic understanding that spoken words can be decomposed into phonological primitives, which in turn can be represented by alphabetic characters" (Pugh, Sandak, Frost, Moore, & Mencl, 2006, p. 65). Phonemic awareness is typically learned only in a classroom environment (Snow, Burns, & Griffin, 1998). Typically the sounds of letters, as well as letter combinations such as digraphs, diphthongs, and blends, also are taught in school in the form of phonics instruction.

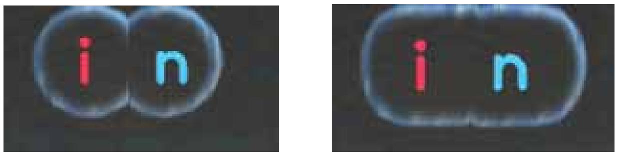

Figure 3: Word bubbles illustrating the process of sounding out and blending phonemes to create words

In a SmartyAnts game such as Four Square, the child playing the game will be given the opportunity to identify letters. Then the letters' relationship to a word illustrated on the screen above will be shown with each phoneme segmented both aurally and visually for the child to see. The visual segmentation occurs through the use of a word bubble that expands as the phoneme segments are then blended and pronounced as part of a word, an icon of which appears on the left side of the screen.

This technique corresponds to a popular instructional strategy called sound boxes. Sound boxes, just like many other strategies of breaking down phonemes in words, emphasize the individual phonemes as well as the putting the sounds together, or blending. Preliminary research has shown that the systematic use of sound boxes or phonemic segmentation has positive effects on developing phonemic awareness (McCarthy, 2008; Yeh & Connell, 2008).

Another way that phonemic awareness is explicitly taught in SmartyAnts is through the use of rhymes. Because traditional rhyming games require an understanding of how to manipulate sounds in words, they can be effective in teaching simple manipulation of phonemes. Research suggests that due to the complex nature of developing a tiered curriculum in many classrooms on phonemic awareness (McGee & Ukrainetz, 2009), computer-based programs may be one of the best ways of developing mastery in this area. Table 1.2 presents the aspects of alphabetic understanding and phonological awareness that are found in SmartyAnts.

Phonological awareness is taught in combination with alphabetic understanding in SmartyAnts. While the Bishop and Santoro (2006) framework suggests that it is best to learn phonemic awareness without letter representations, the National Reading Panel Report (NICHD, 2000, p.7) states that phonemic awareness instruction "is most effective when children are taught to manipulate phonemes by using letters of the alphabet". Furthermore , initial observations of children playing SmartyAnts suggest that children spontaneously speak the sounds and words taught within the program. So while two components of Bishop and Santoro's (2006) framework are not addressed exactly as articulated, deeper observations reveal that flaws may exist with the framework as designed.

> ***Phonemic Awareness instruction "is most effective when children are taught to manipulate phonemes by using letters of the alphabet." -National Reading Panel Report (NICHD, 2000, p. 7)***

Table 1.2: An evaluation of SmartyAnts using Bishop and Santoro's Framework for Alphabetic Understanding and Phonological Awareness (2006)

Criterion	Inclusion in SmartyAnts
Alphabetic Understanding:	
• The program uses concrete representations for manipulating letters in the word	**Yes, with word bubbles**
• The program requires learners to manipulate the letter sound correspondences in words	**Yes, in Rhyme Time and Word Building in each lesson**
• The program develops learners' skill at producing letter–sound correspondences in words	**Yes, in Learning Clouds, Word Building, and Story Building**
Phonological Awareness:	
• The program only uses concrete representations, not text for manipulating speech units	**No, both are included**
• The program requires learners to manipulate targeted speech units auditorially	**Yes**
• The program develops learners' skill at producing targeted speech units	**Not Explicitly, SmartyAnts pilot research reveals that children naturally orally repeat the speech units they see the Ant Coach presenting in the learning clouds**

Reading Words and Phrases

Learning letter shapes, names, and sounds and becoming phonemically aware are all crucial to the child's ability to grasp the alphabetic principle that units of print map onto units of sound (Perfetti, 1984). For many children, this principle may be induced, but for most the concept is learned in school through explicit, systematic phonics instruction. The importance of grasping the alphabetic principle cannot be overemphasized: "Children must be able to independently decode the many unknown words and phrases that will be encountered in the early stages of reading. By acquiring some knowledge of spelling-to-sound mappings, the child will gain the reading independence that eventually leads to the levels of practice that are prerequisites to fluent reading" (Stanovich, 2000, p. 162). It is important to acknowledge, as well, that alphabet knowledge, phonemic awareness, and the understanding and use of the alphabetic principle needs to be in place early in the child's development (Biemiller, 1977-78; see also Allington, 1980, 1983, 1984).

Large differences in reading practice can begin to emerge, resulting in poorer readers being exposed to less text than their peers. Using the SmartyAnts computer program, the child's learning of letter–sound correspondences, phonics, and phonemic awareness is reinforced and automatized. Upon a strong foundation of early reading skills, the children using the program can develop emergent components of fluency, vocabulary, and reading comprehension which will help them complete increasingly complex reading tasks.

Fluency

Reading fluency has become an important predictor of reading comprehension skills in all learners (Kuhn & Stahl, 2000; Rasinski & Hoffman, 2003). Fluency is composed of three components: automaticity (automatic decoding), prosody (voice and intonation), and pacing. Essentially, a student who has appropriate reading fluency can read a text at his or her level at the correct speed and with the correct emotion and intonation. While all of these components cannot be addressed in an emergent way for preschool aged children, fluency becomes an important component of moving children past the stage where the identification of words, one-by-one, consumes so much reader attention. Instead, upon becoming more fluent, children can devote more cognitive resources to reading comprehension (Chard, Vaughn, & Tyler, 2002; LaBerge & Samuels, 1974; Posner & Snyder, 1975; Stanovich, 1980; Rasinski, 1989).

The use of chunking of phrases in the simple stories in the story-building module of each lesson moves students from word calling to reading with a natural pace and rhythm. Children are asked to select words initially that become part of a sentence in the story. As the child's ability to select words increases, so too does the length of the phrase that he or she selects. In order to keep pace with the game, the child is slowly eased into reading and recognizing longer phrases and sentences, following the fluency coach model described by the research team of fluency expert Dr. Tim Rasinski from Kent State University (Rasinski, Homan, & Biggs, 2009).

Vocabulary

The explicit teaching of vocabulary cannot happen early enough for students. Important studies such as those conducted by Hart and Risley (1995) clearly outline how early deficits in word knowledge become compounded over time, leaving children far behind their higher-achieving peers. Part of developing a robust vocabulary includes learning the most common words early on while also learning uncommon or academic words (Beck, McKeown and Kucan, 2002).

SmartyAnts teaches word recognition initially through phonemic awareness activities and later moves into learning words through word games incorporating sound/symbol correspondences (phonics) and practice reading the words in longer stories. Table 1.3 illustrates the degree to which early reading skills are incorporated into the program.

As students master the words by identifying them correctly at least three times in the games, they accumulate the words in the reward room. Here students can see which words they have mastered as well as ones they are still working on. When the words are clicked on, they are segmented and pronounced using the word bubbles. This dynamic word-wall style presentation corresponds to well-known practices for enriching vocabulary instruction, because it often organizes the words into families, morphological categories, and/or phonetic categories depending on the level of the student (Beck & McKeown, 2007).

Reading Comprehension

Developing a deep understanding of what is read comes about through a complex set of cognitive processes and through fluency with a variety of reading related cognitive tasks. Early on, however, generally teaching reading comprehension stresses recall, sequencing, predicting and summarizing as requisite skills of reading comprehension (Snow, Burns, & Griffin, 1998).

In SmartyAnts, the Story Game Show, which is accessible after completing a variety of games on the activity board, is the main site of reading comprehension activities. A variety of questions asked in a game show like format allow the child to demonstrate mastery of a library of stories that are read prior to the game show beginning. Metacognitive thinking strategies are modeled throughout both by the host of the show and the ant friends that the child invites to play along and react to the story (Harvey & Goudvis, 2007).

Figure 4: Story Game Show where questions about the stories provide clues to early reading comprehension skills

Table 1.3: An evaluation of SmartyAnts using Bishop and Santoro's Framework for Word Reading (2006)

Criterion	Inclusion in SmartyAnts
Word Reading	
• The program introduces new words in isolation as opposed to within the context of a story	**Yes**
• Reading passages and/or words are presented at learner's skill level	**Yes, lessons are scaffolded and adaptive to individual's needs**
• Words presented are embedded across multiple texts and/or activities	**Yes, through multiple activities and in both phonics stories and authentic children's literature in the Story Quiz Game Show**

In SmartyAnts, the Story Quiz Game Show, which is accessible after completing a lesson, is the main site of reading comprehension activities. A variety of questions asked in a game show format allow the child to demonstrate mastery of a library of stories that are read prior to the game show beginning. Metacognitive thinking strategies are modeled throughout both by the host of the show and the ant friends that the child invites to play along and react to the story. Metacognitive modeling is an essential element of effective reading instruction (Harvey & Goudvis, 2007).

Accumulating Words: Motivating Children to Continue to Read

By far, the most important aspect of a technology-based reading program is its motivational components. Our understanding of reading motivation and the nature of motivation in general has improved in recent years (Eccles, 1983, 2009; Ford, 1995; Ford & Smith, 2007; Ryan & Deci, 1985, 2000). Across these different models for understanding motivation a few theoretical constructs remain fairly consistent. For example, self-determination theory (Ryan & Deci, 1985, 2000), with its component structure of autonomy, competence, and relatedness, presents a fruitful approach to understanding the individual profile of young readers. In this model, autonomy refers to the degree to which an individual perceives that he or she can determine his or her relationship to a task; competence stresses the individual's perception of his or her ability to do the task itself; and relatedness reveals the degree to which an individual feels connected to the task. Additionally, from the perspective of research on motivation and reading more specifically, Guthrie and Wigfield (2000) highlight how technology serves as a strong motivator for struggling readers.

Technology-based reading programs, which offer choice and stress mastery for early readers, may also help develop the skills that students need (Bishop & Santoro, 2006; Barker & Torgesen, 1995; Torgesen & Barker, 1995). Throughout the SmartyAnts program students develop competence through the completion of leveled and scaffolded tasks and lessons. Students develop autonomy through the choices they have in activities and in selecting what they would like to master first. Additionally, relatedness is developed through the interaction between each student's virtual ant friends, parent letters found in the teacher's guide, and the Daily Woof newsletter, which touts the child's accomplishments to selected family and friends via email.

Additionally, relatedness is developed through the interaction between each student's virtual ant friends, parent letters found in the teacher's guide, and the Daily Woof newsletter, which touts the child's accomplishments to selected family and friends.

Table 1.4: An evaluation of SmartyAnts using Bishop and Santoro's Framework for Aesthetics and Operational Components (2006)

Criterion	Inclusion in SmartyAnts
Aesthetics:	
• The media used is high quality	**Yes, Original art and 3D graphics are used**
• Screens are laid out in well-organized ways	**Yes, navigation is intuitive for children as young as three years old**
• Screens are neither overly stimulating nor boring	**Yes, white space is included around the game interface, and limited graphics appear on each screen to enhance instruction.**
• The "look and feel" of this program is likely to be pleasing to the learner	**Yes, bright colors and graphics are used**
• Media are used to create themes/metaphors that relate to content and help create meaning	**Yes, ant characters are used in all phonics stories and images provide a visual definition of words**
• Learner is able to modify the interface according to individual preferences	**Yes, screen and audio settings can be adjusted. Children can purchase clothes and accessories for their ant avatar, virtual dog and ant friends to change their appearance**
Operational Supports:	
• All operational instructions are supplied auditorially within the program	**Yes, with visual demonstrations from the Flea character**
• Operational instructions can be reviewed as necessary	**Yes**
• Instructions supplied within the program will be helpful for the intended audience	**Yes**
• The interface responds with prompt and informative invalid action messages when appropriate	**Yes**
• After repeated invalid actions the interface shows the learner how to correctly operate the function	**Yes**
• The interface takes advantage of what learners already know	**Yes, children can skip instructions if they already know how to play**
• Program functions are placed in equivalent if not identical locations on screens	**Yes, always**
• Things on the screen appear to function the way the user might expect	**Yes, the program is fully intuitive with no variation in navigational tools**

Evaluating Aesthetics and Operational Elements of SmartyAnts

One of the pervasive problems with instructional software, especially software that targets reading skills, is that it is often aesthetically confusing and does not present an intuitive interface. Bishop and Santoro's (2006) framework for evaluating technology-based interventions for reading includes aesthetic and operational elements as well, because good instructional technology does the technology as well as the instructional elements well. Presented in Table 1.4, these elements have also been considered by the designers of SmartyAnts.

Special Populations: Reading Disabilities and English Language Learners

In general, most struggling readers fall into two broad groups (Torgesen, 2004). The first group includes children who, despite adequate oral language development, have an underlying deficit in phonological processing. They are, by nature, less sensitive to the sounds in language and have difficulty understanding the alphabetic principle—the fact that symbols in print can represent those sounds. Consequently, remembering letter–sound associations, mapping sounds to symbols to read words, and creating mental representations of words for automatic and fluent reading is a tremendous challenge for these children. This cluster of symptoms that is sometimes referred to as dyslexia affects between 5-17% of the United States population, depending on the threshold used to define the impairment (Shaywitz, 2003), and it results in slow and inaccurate reading, poor spelling, difficulty with written expression, and, consequently, challenges in all academic endeavors. Current research has provided clear evidence that dyslexia is not due to a lack of intelligence or desire to learn, but rather to differences in brain organization and function (Dehaene, 2009). It occurs in people of all backgrounds and intellectual levels, often runs in families, and exists on a continuum from mild to severe (Dehaene, 2009).

Children in the second group display weaknesses in both oral language development and the phonological skills necessary for skilled reading. These may be English language learners, children with developmental delays in language, or economically and educationally disadvantaged children with fewer opportunities for rich language development. Because environmental conditions

Figure 5: Children play an English vocabulary game at the beginning of each of the 67 story lessons in the dual-language version of SmartyAnts to learn over 1,300 English words.

that affect oral language development also impact the growth of phonemic awareness, print awareness, and letter knowledge (McArdle & Chhabra, 2004), these children are doubly affected when it comes to learning to read.

SmartyAnts shows promise in both populations for similar reasons. The instruction provided is explicit, scaffolded, and matched to the students demonstrated needs. The designers of SmartyAnts have made few assumptions about the required prerequisite skills of children who use the program: mainly that they need to be able to hear the voices of the characters and that the child must be capable of using a mouse. Sound–letter correspondences, phonemic awareness, and simple reading fluency, vocabulary, and reading comprehension are not taught in such a way that excludes children who are English language learners or who have a reading disability. The only difference is that certain sections like sound–letter correspondences and phonemic segmentation may take more time for these children to complete successfully—though the nonjudgmental and private nature of the software program itself offers a more sensitive treatment of these often stigmatized populations. Moreover, the program has been translated into multiple languages so that children can hear directions in their native language if dual-language instruction is desired. For these children, the program also includes an additional vocabulary pre-teaching module in every lesson, so that children will more effectively learn new vocabulary in the context of their native language and English.

Conclusion

While formal experimental studies of the effectiveness of SmartyAnts are currently underway, initial interaction in the immersive environment makes plain the purposeful and research-based design that affects each lesson and each component of early reading success from recognizing English orthography to beginning reading comprehension (Snow, Griffin, & Burns, 1998; NICHD, 2000). In addition, of the components that Bishop and Santoro (2006) outline in their framework for early literacy computer programs, all of the research-based components are present and usually in more than one situation. Based on strong scientific evidence, SmartyAnts is one pathway to developing the skills of early readers, both generally and specifically.

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