



For the first step, you will set a timer and the student will read as much of the passage as possible during the given time. You can decide how much time you would like to give the student. The most common would be I minute, but for some faster readers, this may be too much time. After the time is up, the student will mark where they stopped reading.



The second step is to have the student reread the passage at their own pace. Do NOT set a timer for this portion. The student will read the ENTIRE passage without being timed.



This third step allows the student to go back into the text to work on a particular skill. They will underline or highlight words in the passage for the skill in the box to the right of the passage. This is really just another opportunity for the students to reread the passage while they look for these particular words.



This fourth step is a Silly Read. The student will read in the voice given in the box to the right of the passage. This is a fun way for students to go back and practice their reading fluency. **Step 5**

The final step is exactly like the first step. Set the timer for the same amount of time that you gave the student on the first read. The student will try to beat his/her place from the first reading of the passage. If they beat it, they will color in the smiley face at the bottom of the page. If they do not beat their time, they will color in the sad face.