Blast Foundations Program (MOP) Mid-Interval Assessment

What is the Program (MOP) Mid-Interval Assessment in the Blast Reading Playground?

Blast teachers can use the Program Mid-Interval assessment to gauge the level of mastery students have achieved with the specific skills taught in *Blast* Units 1 through 14. This assessment can indicate whether a student has mastered the skills already taught or whether the student needs additional practice and reinforcement to reach mastery.

The *Blast MOP Assessment* is a series of 11 short games that the students will play, one after the other. The games were chosen for their ability to showcase your students' knowledge as accurately as possible without face-to-face interaction. Each game assesses one or more unique skills taught within the first 14 units of the *Blast* program. The concepts targeted in the assessment games are phonemic awareness, phonological awareness, phonics, letter-sound correspondence, decoding, and encoding. In total, the combined results of these 11 games will not address every skill you've taught within the *Blast* units, but they will assess the major phonemic awareness and phonics skills taught, as well as how students are able to use their phonemic awareness and phonics knowledge to decode controlled words.

How can I use the Blast MOP Mid-Interval Assessment?

The overall score of the MOP assessment games can be used to indicate a student's general mastery of *Blast* instruction in the first 14 units. It can provide a grade that can be used formally on a report card, or it can be used more informally to indicate the most appropriate next steps for each student as the student continues in the *Blast* program. You can also use the scores on individual games to determine students' level of mastery on specific skills. As students progress through *Blast* instruction, this MOP assessment, along with the results from the BOP (Beginning of Program) Baseline and eventually the EOP (End of Program) Summative, can be used to monitor progress with the key skills and concepts taught.

How long will it take my students to complete the Blast MOP Mid-Interval Assessment?

This MOP assessment will take most students between 15 and 30 minutes to complete and can be done in one sitting or broken up into multiple shorter sessions. Student progress will be saved at the end of each game (*when the next Start box appears, the previous game's score will be saved), so they can return to the assessment to complete the remaining games at any time.

FIGURE 1. Navigating to the assessment

Students should log in to the *Blast Reading Playground* using their normal passcodes. Once logged in, they will see a snowman (Middle of Program) icon in a "Show What You Know" section at the bottom of the main navigation screen. This icon represents the MOP assessment. When students click this icon, they will enter the MOP assessment. You will be able to lock and unlock the MOP assessment so that your students only have access to it when you want them to complete the assessment. (See the next page for information on locking and unlocking the assessment.) Students will have access to Beginning of Year (BOP) Baseline, Middle of Program (MOP) Mid-Interval, End of Program (EOP) Summative assessments in the *Reading Playgrounds* as you grant access. When all three assessments are given throughout the year, they serve to monitor progress with the skills and concepts taught in the *Blast* lessons.

How do my students begin the assessment?

A window will pop up when students click into the assessment. Students will click "Let's Go" to begin. They will view a short instructional video that explains how to complete the assessment, and they will then automatically be taken to the Game 1 screen where they will view the video instructions for Game 1. After completing the items in Game 1, they will see a pop up asking if they would like to play Game 2.

FIGURE 2. Students click "Let's Go" to get started.
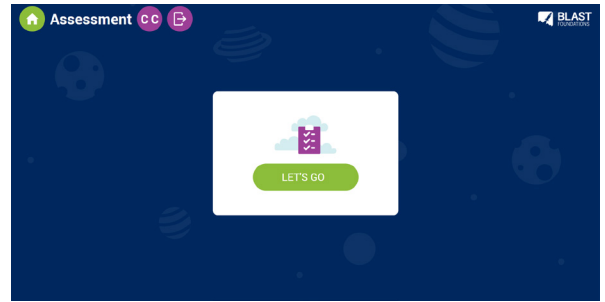
What content is tested in the Blast MOP Mid-Interval Assessment and how does it align to my standards?

The table below shows which content is assessed by game, as well as the number of items for each game and a summary of the directions students hear at the start of each game. The games are significantly shorter than the standard *Reading Playground* games. The last column shows how the skills assessed in each game align to the Common Core Foundational Skills Standards for Reading.

FIGURE 3. Blast Assessment, Example Game
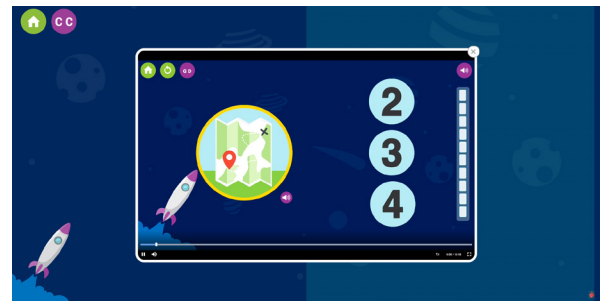
What is assessed?

Game #	Category	Content Assessed	# of Items	Summary of Directions	Need to Have Taught Through	Standards Alignment
1	Phonemic Awareness	Counting Phonemes	5	Students see and hear the name of a picture and choose the number of phonemes they hear in the word.	Unit 13	RF.1.2, RF.1.2.c, RF.1.2.d
2	Phonemic Awareness	Identifying Vowel Sounds	6	Students hear a word and touch the picture that represents its vowel sound.	Unit 11	RF.1.2.a, RF.1.2.c
3	Phonemic Awareness	Segmenting Phonemes	5	Students sort pictures into the three color tiles group or the four color tiles group based on whether they hear three sounds or four sounds in the word.	Unit 13	RF.1.2.d
4	Phonemic Awareness	Blending Phonemes	5	Students hear a series of isolated sounds. They blend the sounds and touch the picture representing the word they hear.	Unit 13	RF.1.2.b
5	Phonemic Awareness	Phoneme Addition/ Deletion	6	Students hear two words and determine which sound (first or last) was added to or removed from the first word to create the second word.	Unit 13	RF.1.2, RF.1.2.c, RF.1.2.d
6	Phonemic Awareness	Phoneme Substitution	5	Students hear two words and determine if the first, middle, or last phoneme differs between the two words.	Unit 13	RF.1.2, RF.1.2.c, RF.1.2.d
7	Phonological Awareness	Counting Syllables	5	Students sort pictures to the 1 or 2 group based on how many syllables they hear in each word.	Unit 14	RF.1.2
8	Phonics	Short Vowels, Digraphs, 2-Sound Blends	5	Students choose the correct word from three choices.	Unit 13	RF.1.2.d, RF.1.3, RF.1.3.a
9	Phonics	Short Vowels, Chunk all, Double Trouble, Trigraphs	5	Students choose the correct word from three choices.	Unit 13	RF.1.2.d, RF.1.3, RF.1.3.b
10	Phonics	Digraphs, Blends, Trigraphs, Chunks, Double Trouble	6	Students see a word broken into individual letters. They label each letter as part of a digraph, blend, trigraph, chunk, or Double Trouble spelling pattern.	Unit 13	RF.1.2.d, RF.1.3, RF.1.3.a, RF.1.3.b
11	Phonics	Heart Words	10	Students see three heart words and choose the one they hear.	Unit 14	RF.1.3

FIGURE 4. Start Games

FIGURE 4. Start Games

FIGURE 5. Locking and unlocking the assessment
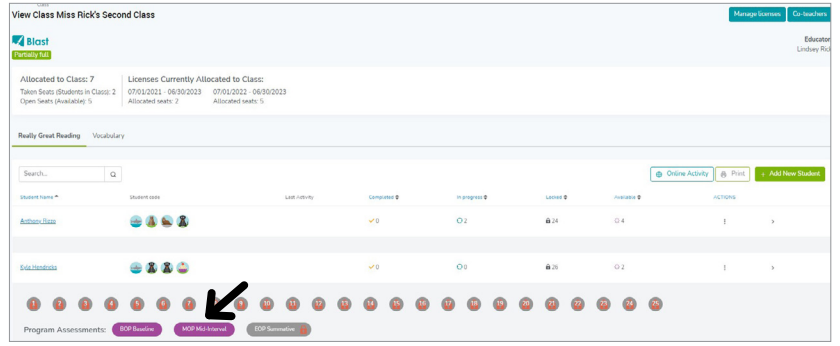
How do I lock and unlock my students' assessment access?

Locking and unlocking the assessment will ensure your students have access to it only when you want them to. To do this, follow the steps below:

1. Log in to your Teacher Dashboard.

2. Click into your class.

3. Click the arrow on the right side of the first student in your class.

4. Click MOP next to "Assessment Units" (see Figure 5).

5. A box will appear. We recommend that you unlock all games in the MOP assessment which can be done by clicking the box next to "Apply for all games" near the top of the screen. If you wish to split the MOP assessment into smaller portions, or you only want your students to complete certain games, only select the box next to the desired games before proceeding.

6. Check the box next to "Apply for all students in this class" if you would like this change to occur for all students and then click the green Unlock button. If you wish to only make this change for one student, just click the green button.

7. The assessment will now be locked or unlocked.

How do I unlock more games at a later time?

To unlock additional games, follow the first four steps for locking and unlocking an assessment. Then, click "Edit available games" before following steps five through seven for locking and unlocking an assessment. These games will be available to your student(s) the next time the MOP Assessment is started.

How do I reset game data for a specific student?

In the event you need to reset game data for a student, follow the first four steps for locking and unlocking an assessment. Then click "Reset games statistics" and select the game you wish to have the student play again before clicking the green "Save" button. This game will then appear for the student to replay the next time the student logs in to the assessment.

How do I access the results from this assessment?

After students have completed the assessment, you can access the results through the School and Teacher Dashboards. By clicking on "Reports" in the left-hand sidebar, you can access the "By Assessments" performance report. There are two report views to choose from: Summary and Detailed by Games. In the Summary report, the composite score for the entire assessment is located on the left-hand side. Additionally, a composite score for each main skill assessed is also shown. Just like the Summary report, the Detailed by Games report shows the main skills assessed; however, the score for each individual game associated with the main skills is also shown. Furthermore,

FIGURE 6. Detailed by Game Report

FIGURE 7. Summary Report

each column can be sorted. Student names can be sorted alphabetically from A to Z or from Z to A. Note that this will sort the students based on their first name. By clicking on the word or arrows, each game's column can be sorted based on percentages from low to high or high to low.

The percentages are color-coded, giving a nice, quick visual for how well a student performed in each game. The colors are on a gradient scale from green to yellow to orange to red. The darker the green the stronger the mastery over the content. As the percentage decreases, so does the hue before changing to the next color. The colors indicate, at a quick glance, which students may need additional support or review of the materials.

FIGURE 8.
Colors reflect approximate level of mastery

New for Fall 2022!

1:1 Oral Decoding

Many skills can be assessed by students individually and independently playing the games in the *Reading Playground*, but there is no substitute for the information that can be gained by a teacher listening to a child read words in isolation and tracking the child's miscues. The 1:1 Oral Decoding portion of the assessment is meant to give you the chance to assess your students' decoding as they read words aloud. You will work with each student 1:1 for approximately 5-7 minutes as they read words aloud from the 1:1 Oral Decoding Student Pages. You will record whether they read the word correctly, misread the word, self-corrected, or did not attempt the word in the MOP assessment Oral Decoding section of your Teacher Dashboard.

You will be able to access the 1:1 Oral Decoding recording form on the MOP assessment screen in your Teacher Dashboard.

You will also be able to access the results of the Oral Decoding assessment in the Reports section of your Teacher Dashboard. More information about the 1:1 Oral Decoding can be found in the MOP 1:1 Oral Decoding Assessment document which you will also find in your Teacher Dashboard.

The table at the end of this document explains when we recommend using the *Reading Playground's 1:1 Oral Decoding Assessment* vs. the *1st Grade Foundational Skills Survey* (FSS1).
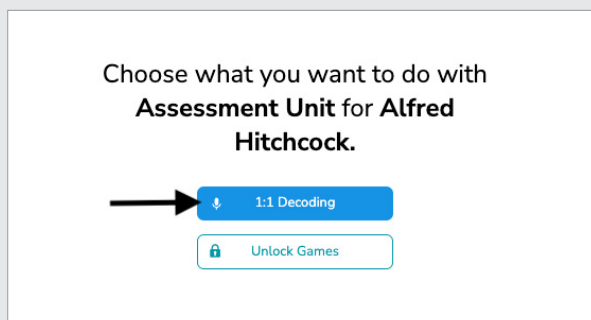
FIGURE 9. 1:1 Oral Decoding Pop-up

Choose what you want to do with **Assessment Unit** for **Alfred Hitchcock.**

🎤 1:1 Decoding

🔒 Unlock Games

FIGURE 10. Oral Decoding Miscue Recording

Correct	Miscues	Incorrect	Self-Correct	No Try
✓	Words — Type all incorrect attempts here. If there are multiple incorrect attempts, separate them with commas.	✕	SC	NT
✓	Words	✕	SC	NT
✓	Words	✕	SC	NT
✓	Words	✕	SC	NT
✓	Words	✕	SC	NT

Really Great Reading's Recommended Assessment Timeline

FOR TIER I

	Kindergarten	1st Grade	2nd Grade	3rd–5th Grade
Fall Benchmark	● BOP Baseline Assessment in the Countdown Reading Playground ●● FSSK Form BOYKa	● BOP Baseline Assessment in the Blast Reading Playground ●● FSS1 Form BOY1a *Optional SWS: Pre-Primer & Primer*	● BOP Baseline Assessment in the HD Word Reading Playground ●● BDS BOY (Form A) & Grade Level ORF Measure *Optional SWS: 2nd Grade*	● BOP Baseline Assessment in the HD Word Reading Playground ●● BDS & ADS BOY (Form A) & Grade Level ORF Measure *Optional SWS: 3rd Grade*
Fall Progress Monitor	● See the "Using the Countdown Reading Playground as Formative Assessment" document for formative assessment options and instructional recommendations. ● FSSK Form BOYKb	● See the "Using the Blast Reading Playground as Formative Assessment" document for formative assessment options and instructional recommendations. ● FSS1 Form BOY1b	● See the "Using the HD Word Reading Playground as Formative Assessment" document for formative assessment options and instructional recommendations. ● BDS Form B & ORF at Instructional Level	● See the "Using the HD Word Reading Playground as Formative Assessment" document for formative assessment options and instructional recommendations. ● BDS & ADS Form B & ORF at Instructional Level
Winter Benchmark	● MOP Mid-Interval Assessment in the Countdown Reading Playground ●● FSSK Form MOYKa	● MOP Mid-Interval Assessment in the Blast Reading Playground ●● FSS1 Form MOY1a & Grade Level ORF Measure *Optional = SWS: 1st Grade*	● MOP Mid-Interval Assessment in the HD Word Reading Playground ●● BDS & ADS MOY & Grade Level ORF Measure *Optional SWS: 2nd Grade*	● MOP Mid-Interval Assessment in the HD Word Reading Playground ●● BDS & ADS MOY & Grade Level ORF Measure *Optional SWS: 3rd Grade*
Winter Progress Monitor	● See the "Using the Countdown Reading Playground as Formative Assessment" document for formative assessment options and instructional recommendations. ● FSSK Form MOYKb	● See the "Using the Blast Reading Playground as Formative Assessment" document for formative assessment options and instructional recommendations. ● FSS1 Form MOY1b & ORF at Instructional Level	● See the "Using the HD Word Reading Playground as Formative Assessment" document for formative assessment options and instructional recommendations. ● BDS & ADS Form C & ORF at Instructional Level	● See the "Using the HD Word Reading Playground as Formative Assessment" document for formative assessment options and instructional recommendations. ● BDS & ADS Form C & ORF at Instructional Level
Spring Benchmark	● Summative EOP Assessment in the Countdown Reading Playground ●● FSSK Form EOYKa	● Summative EOP Assessment in the Blast Reading Playground ●● FSS1 Form EOY1a & Grade Level ORF Measure *Optional = SWS: 1st Grade*	● Summative EOP Assessment in the HD Word Reading Playground ●● BDS & ADS EOY & Grade Level ORF Measure *Optional = SWS: 2nd Grade*	● Summative EOP Assessment in the HD Word Reading Playground ●● BDS & ADS EOY & Grade Level ORF Measure *Optional SWS: 3rd Grade*

KEY

FSSK=Kindergarten Foundational Skills Survey
FSS1=1st Grade Foundational Skills Survey
BDS=Beginning Decoding Survey
ADS=Advanced Decoding Survey
SWS=Sight Word Survey
LKS=Letter Knowledge Survey

ORF=Oral Reading Fluency
BOP=Beginning of Year
MOP=Middle of Year
EOP=End of Year

● = recommended for teachers/students **with** access to the Reading Playgrounds

● = OPTIONAL for teachers/students **with** access to the Reading Playgrounds

● = recommended for teachers/students **without** access to the Reading Playgrounds

You can download most of the above-mentioned assessments from the Really Great Reading website https://www.reallygreatreading.com/diagnostics.

To order the Beginning & Advanced Decoding Surveys Forms A-G go to https://www.reallygreatreading.com/shop/diagnostic-decoding-surveys-users-guide-and-student-materials

For more information on assessment in the Reading Playgrounds, see: reallygreatreading.com/assessment-reading-playground