

Spellodrome

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1. Introduction

Welcome to Spellodrome!

Based on the proven success of Mathletics, Spellodrome is a program that will inspire better results! Like Mathletics, Spellodrome is designed by educators with the right balance of stimulation and support.

Spelling is a valuable skill integral to effective literacy skills. Writing for a particular purpose is a complex process that can be hindered by poor spelling. Similarly, when reading, poor spellers can lack confidence decoding unfamiliar words. Proficient spellers are good communicators with effective literacy skills.

Spellodrome is a stimulating program that will help students to develop critical spelling awareness. Students will be thrilled as they race real time against Cyclobot and other students in *The Spellodrome*.

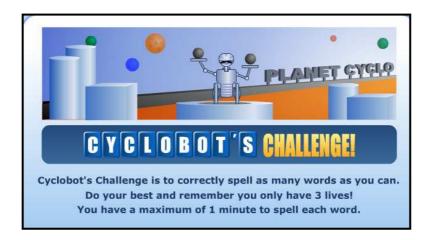
Parents and teachers will be delighted in the progress made each week. Students, parents and teachers will love Spellodrome!



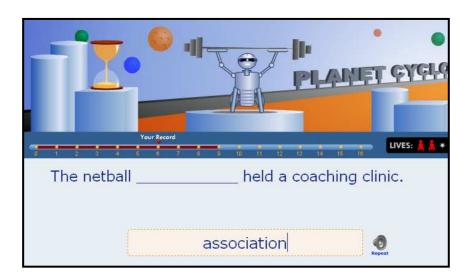
2. Cyclobot's Challenge

Each week, before students can enter *The Spellodrome*, they must complete a weekly spelling test consisting of up to 16 words that get increasingly difficult. This is known as *Cyclobot's Challenge*. Improvement in this section is reported on each week.

Please note that Cyclobot's Challenge only appears once a week.



Students listen to the word and then use the keypad or type the letters to spell the word. They have 3 lives which ensures that the length of the test is suited to their ability. Any student only gets a maximum of 3 errors before they move on to *The Spellodrome*. These words become the focus words for the week.



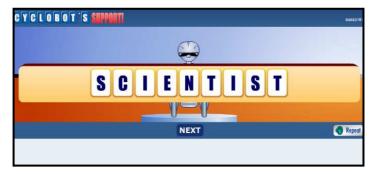
3. Cyclobot's Support!

"This Week's Focus Words" are the 3 words that are spelled incorrectly from the weekly test. They are displayed across the top of the student's homepage. Students can practice these words anytime by clicking on one of them and entering Cyclobot's Support. They can also enter Cyclobot's Support by clicking on any of the words that come up in the report in My Word List.



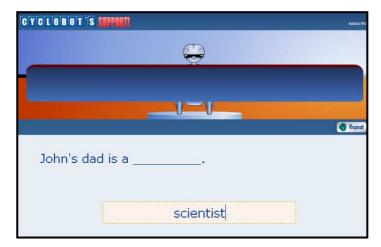
LOOK, SAY,

The student sees the word and hears it. The student should also say the word out loud.



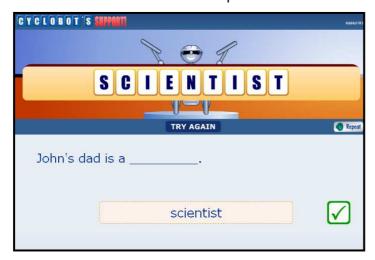
COVER, WRITE,

The word is then covered and the student types in the letters, spelling the word.



CHECK.

Lastly, the word is revealed and instant feedback is provided.



Cyclobot's Support is based on the technique "Look, Say, Cover, Write, Check" that many teachers use as part of their spelling program.

This method has proven to be very effective due to the fact that it is a de-

This method has proven to be very effective due to the fact that it is a defined process.

Students are encouraged to sound out the words, form the letters and check that the word looks correct.

4. The Spellodrome

The three levels within Spellodrome are: *Rookie Spelling, Master Spelling and Championship Spelling.* The words within each level increase with difficulty and are worth different amounts of points.



After the students select a level from their homepage, they can view a summary of their progress. From here they *Enter The Spellodrome*.



After the students enter *The Spellodrome*, they are shown the word family or letter pattern they are about to practice. Some examples of word families are below.

Words beginning with 'sl'

Words containing 'ph'

Words ending with 'ary'

Mixed Words

Words containing 'i-e'

Words ending with 'able'

Words containing 'ice'

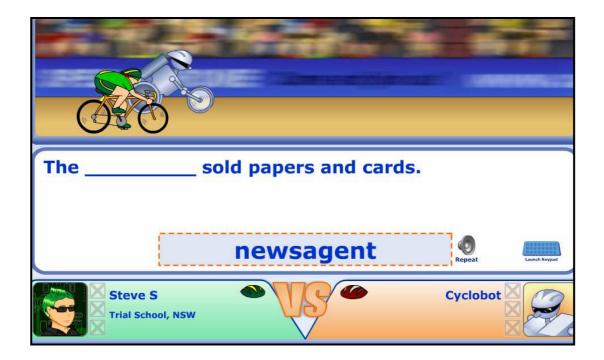
Words beginning with 'fl'

Words ending with 'tion'

Learning spelling words that are organized in particular groups such as word families and letter patterns, reinforces a recognition of how words look and sound. This encourages students to develop their own spelling strategies.

To win points, the student races against Cyclobot around *The Spellodrome*. The aim is to spell as many words as possible before they strike out after three errors.

The student listens to each word as it is used in a sentence. They then spell the word by typing the letters or using the keypad.



Spelling is not just a visual skill. Students also have to know how a word sounds. In Spellodrome they are able to listen to the word as many times as needed.

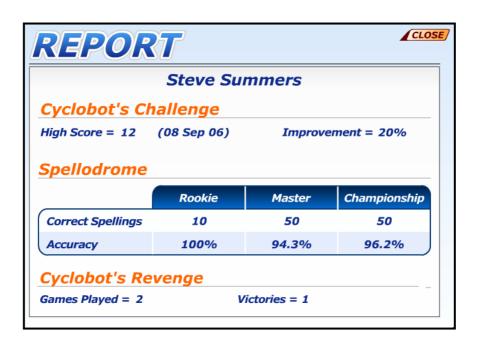
Listening to the word in a sentence helps students to understand what the word means – this develops vocabulary and improves writing!

4. Reporting and Feedback

Results are displayed straight after each race.



They can open their report from the homepage which shows progress in each section of *Spellodrome*.



Clear and immediate feedback is a valuable way for students to take responsibility and ownership for their own learning.

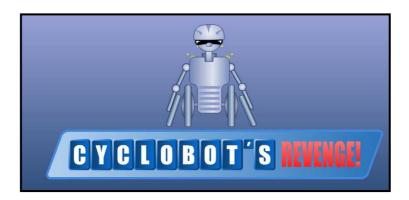
The tab *This week's words*, links to a list of words spelled incorrectly during the week. Identifying errors can provide a clear picture of how students can best be supported. The report clears each week so it is easy to stay up to date on a student's support needs.



Students can return to *Cyclobot's Support* and practice using the *Look, Say, Cover, Write, Check* method by clicking on any word within this report.

6. Cyclobot's Revenge

This section is a really fun way to practice newly gained spelling skills. It is essentially the timeless game Hangman presented in a captivating new way where students practice their recognition of word formation.

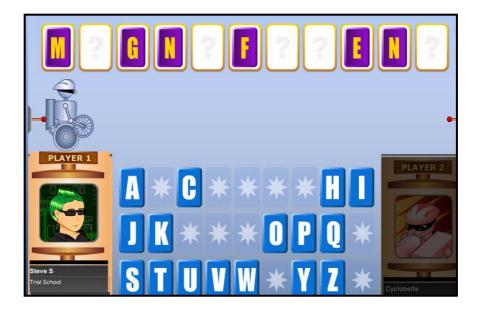


The student plays real time against a member of the Spellodrome community or even a member of Planet Cyclo!

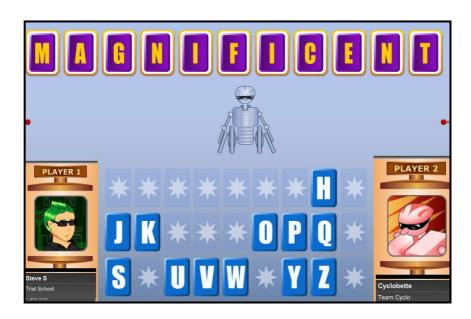


Games are a great way to reinforce newly learned skills and to reward hard work!

In *Cyclobot's Revenge*, selecting a correct letter leads to another turn. Students are required to strategise the way letters are blended together to form words as letter patterns begin to emerge.



The winner is the player who completes the word!



Spellodrome inspires better results with the right balance of stimulation and support.