**CRSuccessLearning.com** 



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# Early Childhood Level

# COUNTDOWN

# **CR Success Jump Start to Literacy**

4

Students are taught alphabetic knowledge through **FOUR** cycles of instruction. Our pilot teachers observed students learn all the basic consonant and vowel sounds after just 26 days of instruction. Written to meet research-based objectives for language and literacy, Jump Start is aligned to Early childhood state standards.

3

Appropriate even for **THREE**-year olds! The instruction was designed to accommodate single-age and multi-age classrooms by offering differentiated instruction to meet developmental needs.

2

Organized by **TWO** settings (whole group and small group sessions), Jump Start teaches the right skills which lead to reading gains. Students who receive Jump Start instruction will enter kindergarten with strong phonemic awareness skills (isolating, segmenting, blending, and manipulating phonemes), motor memory for lowercase letters, mastery of basic concepts of print, and automatic recognition of 19 consonants and the 5 short vowel sounds.

1

**ONE** kit is all you need to deliver research-based literacy practices without replacing your entire program. Preschoolers won't need to sit still as they sing, dance, play games and use hands-on materials. Each cycle is preceded by suggestions for learning centers, background knowledge for teachers, and ongoing assessment tools to meet every child at their point of need.

Jump
to a great
beginning in
literacy!



# Jump Start to Literacy Program



# Jump Start to Literacy

A Strategic Early Childhood Literacy Program by CR Success

The organization of the Jump Start Literacy Program was influenced by the research on Alphabet Knowledge Instruction (Jones, Clark, Reutzel, 2012). Students are taught alphabetic knowledge through multiple, distributed instructional cycles. The lessons in Jump Start are unique presentations that reflect the distinct advantages of presenting letters in different sequences. Each cycle, therefore, has a different focus and a different organization of letters. This method allows for letters to be introduced, practiced, and then revisited a number of times. It also promotes differentiation of instruction.



Cycle 1 - Sounds and Actions

Cycle 2 - Sounds, Actions, and Letters

Cycle 3 - Sounds, Actions, Letters, and Words

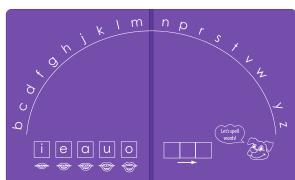
Cycle 4 - Sounds, Actions, Letters, Words, and Books

Jump Start has 115 instructional days. For programs with a 3 or 2 day schedule for younger students, we suggest stretching out the instruction across 2 years.

Year 1: Cycles 1, 2 Year 2: Cycles 3, 4

#### **Key Features**

- Jump Start has a flexible curriculum that can easily be incorporated into a core program.
- The program is uniquely responsive to the individual student; the cycle method allows the teacher to personalize and differentiate instruction for each student.
- The objectives align with the state's foundational literacy standards.
- Explicit skills such as handwriting, phonemic awareness, and the sound-letter correspondence are taught in a developmentally appropriate manner that is active and multisensory.
- Activities with mnemonics, movement, music, and active play enhance students' learning and retention.
- Students are exposed to high-quality literature, rhymes, songs and chants with a particular emphasis on classic nursery rhymes.
- Students use the uniquely designed magnetic letter folder, which promotes highly focused and active instruction.



- Teachers are given multiple opportunities to progress monitor students and to differentiate instruction.
- Jump Start to Literacy is the beginning of CR Success Learning's Pre K-5 programs, along with First Steps, Streamlined 1, Streamlined 2, and Wordsmith, that align the components of research-based literacy instruction.





# Jump Start to Literacy Goals and Resources

	Jump Start to Literacy  Teacher's Guide	Action Sound Cards	Trace & Erase Cards	Wall Cards	Jump Start Magnet Folder  Magnetic Folder	ca† Photo Cards	Nursery Rhyme Book	Trade Books
I can say the sound of letters and show a gesture for consonants and short vowels.	<b>√</b>	1						
I can trace letters using large movements.	<b>√</b>		<b>✓</b>					
I can copy my name.	✓			1				
I can understand basic concepts.	<b>√</b>							
I can segment, blend, and manipulate phonemes in two and three- phoneme words.	✓				<b>√</b>	<b>✓</b>		
With help, I can build two and three-phoneme words.	<b>√</b>				1			
I can understand concepts of print.	<b>√</b>						1	1
I can retell stories.	1						<b>√</b>	1
I understand that sounds map onto letters.	<b>√</b>				1	1		





### **Jump Start Kit Includes:**

- Jump Start Teacher's Guide Includes Jump Start Black Line Master CD
- Jump Start's Big Book of Nursery Rhymes
- 50 Photo Cards
- 5 Vowel Cards
- 1 JumPup Card
- 104 Letter Tracing Cards (4 of each letter)
- 28 Sound-Action Cards
- 26 Alphabet Wall Cards
- 1 JumPup Puppet
- Magnetic Folder Poster
- Organizer for Materials
- 4 Published Books:

I Went Walking Bark, George Actual Size, The Three Little Pigs

- Convenient Carry Tote Bag
- 5 Jump Start Magnetic Folders

Jump Start Kit
2nd Edition
Includes 5 Jump Start
Magnetic Folders and
Letter Sets

**JSKT \$529** 

**Jump Start** 

**Magnet Folder** 

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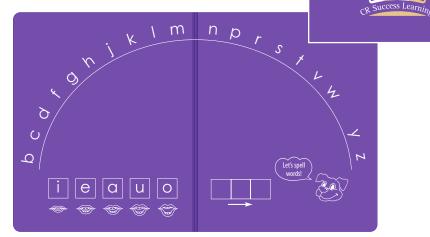
# **Jump Start Materials ala carte**

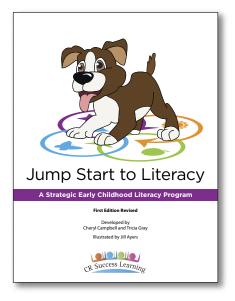
#### **Jump Start Magnetic Folder and Letter Set**

This magnetic folder with 30 letter tiles is an interactive tool to promote student's fluency in sound-letter correspondences (consonants and short vowels) and word recognition (simple VC and CVC words). At the same time, this tool develops the phonemic awareness skills of identifying, segmenting, blending, and manipulating phonemes. The letter tiles are large and are designed to be easily moved. Mnemonic tiles for *b* and *d* help with letter discrimination. These tiles are perfect for young children in a supervised setting.

FLS-3 \$49

	С	<b>6</b>	f	g	h	j
k		m	n	р	r	S
†	٧	W	Χ	У	Z	
а	е	i	0	u		
а	е	i	0	u		





# Jump Start Teacher's Guide

(214 pages)

Includes Jump Start Black Line Masters CD (digital download available upon request)

This comprehensive manual presents each of the four cycles, with student outcomes, suggested center activities, background knowledge for the teacher, descriptions of routines/procedures, interactive read-aloud plans, daily lessons, assessments, and suggestions for differentiation.

The digital files contain assessments and masters for activity sheets.

JSM-2 \$179

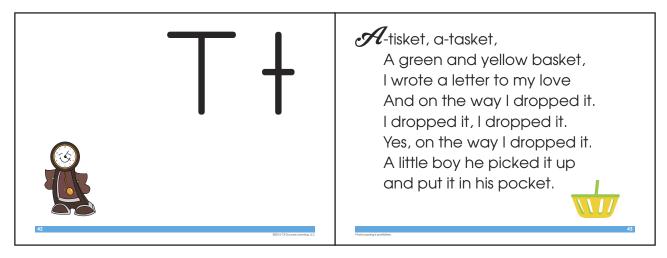


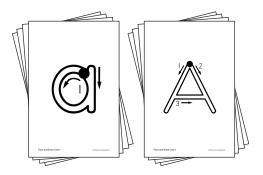
## **Jump Start's Big Book of Nursery Rhymes**

This oversized book (13" x 9.5") is an ABC book of nursery rhymes. Each rhyme was chosen to highlight a phoneme of the alphabet and to further develop the sound-letter correspondence. The rhythm and cadence of the rhyme draw the child's attention to the sounds of the language. Each spread is designed for display. (108 pages)









## **Letter Tracing Cards** (4 of each letter)

The tracing cards are used in small group instruction to develop students' motor memory of each lowercase and capital letter formation (104 cards, 5.5" x 8.5").

JS-TC \$30

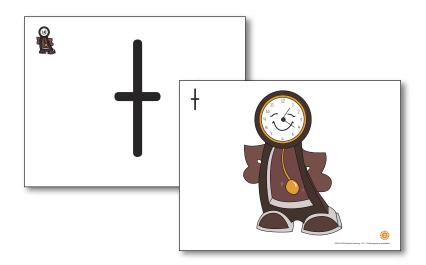
### **JumPup Puppet**

The adorable JumPup puppet will become the mascot in your classroom. It will be used to promote student's responses during instruction, while adding a playful dimension.

JS-Pup \$25







#### **Jump Start Action Cards**

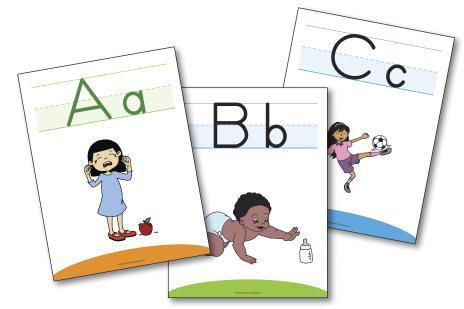
The picture on the front side of these cards is designed to quickly evoke the sound of a certain letter. The backside of the cards shows the corresponding letter, with a small sound-action picture. The pictures are multi-cultural and developmentally appropriate. These cards are highly effective in developing sound-symbol associations. (28 cards, 11" x 8.5")

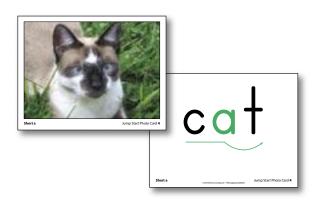
JS-AC \$35

#### **Jump Start Alphabet Wall Cards**

These cards are used to show the uppercase and lowercase letter, with the correct letter formation, and the sound-action picture. These cards are intended to be displayed in the classroom throughout the year. (26 cards, 8.5" x 11")

**JS-AWC \$35** 





## **Jump Start Photo Cards**

The photo cards display appealing photographs of VC and CVC words. They are organized by the short vowel sound; there are ten cards for each vowel sound (50 cards,  $5.5" \times 4.25"$ ). In addition, the 5 vowel cards ( $5.5" \times 4.25"$ ) and JumPup card are included ( $4.5" \times 6.625"$ ).

JS-PC \$25