

Built especially for students who:

- Have developmental disabilities or autism
- Struggle with phonics
- Are nonreaders

Research-Based Instructional Strategies:

- Errorless learning
- Positive reinforcement
- Use of manipulatives
- Oral and sight word vocabulary
- Controlled vocabulary stories
- Social skills enrichment
- Continuous progress monitoring

Complete Print Program includes:

- Program Overview
- Mastery Test
- Lesson Plan/Record Books
- Word Recognition Books
- Picture Match cards and boards
- Phrase Match cards and boards
- Stories
- Reading and Social Skills Games
- 2 Display Masks
- Word Signs DVD
- *The Rides or Judy's Birthday Party* and certificates

EDMARK READING PROGRAM SECOND EDITION

READING LEVEL: K-3
INTEREST LEVEL: K-12

The *Edmark Reading Program* has long helped beginning readers of all ages who need an alternative to phonics to learn to read. The key to this success is the program's use of a carefully sequenced, highly repetitive word recognition method combined with errorless learning. The program motivates students by breaking learning into steps that ensure that even the poorest readers achieve over 90% accuracy. This approach eliminates incorrect responses and helps students view themselves as readers.

The *Edmark Reading Program* serves as a sole reading program or as a supplement to a phonics-based or other type of reading program. In Level 1, students learn 150 frequently seen sight words from kindergarten and Grade 1 reading levels, and the endings *-s*, *-ed*, and *-ing*. In Level 2, students learn an additional 200 words from Grades 1-3 reading levels.

Students begin by recognizing and reading a new word in isolation and then in the context of phrases, sentences, and stories. They use their newly learned words in a variety of reading activities to reinforce new learning, ensure automatic word recognition, and facilitate the generalization of their reading skills to new and varied situations.

Print and Edmark Online

The program is available in print and as Edmark Online, a web-based software version.

Each version can be used independently or in combination, providing educators with versatile tools to help students achieve reading success. The print and online versions have the same lesson structure in the same lesson sequence.

In Edmark Online, students experience audio directions, colorful graphics and animated guides, and constant positive feedback. Students can use any device with Internet access to interact with the program.

Edmark Online includes these features:

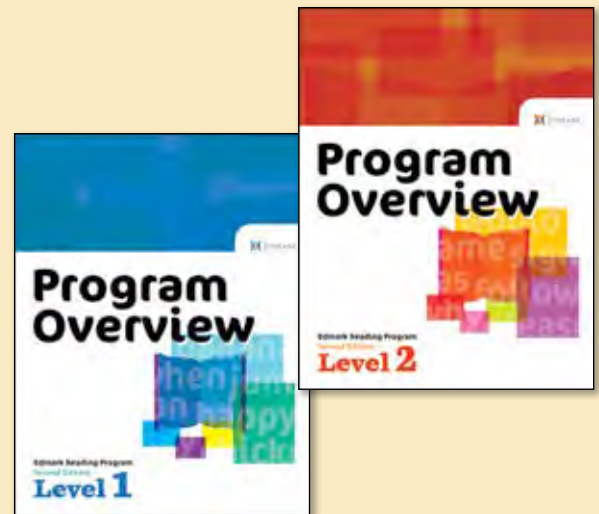
- Mastery Test provides placement and progress data.
- Progress monitoring is automatic.
- Teachers can customize and individualize the program.
- Students can click on sentences and stories to hear them read aloud.
- Homework, Bingo, Games, and more can be printed for off-line use.

An effective
alternative to
phonics!



Edmark Research Compilation

Science-based reading research supporting the efficacy of the Edmark Reading Program can be downloaded at www.proedinc.com.



Mastery Tests

Domain referenced, nationally field tested

Edmark Reading Program
Mastery Test Scoring Form
Level 1

Date of Testing: _____ through _____ Type of Administration: _____ Group: _____ Individual: _____
Student Name: _____ Subject 1: _____ Subject 2: _____
Examiner's Name: _____

Subject 1: Discrimination

Item	Answer	Score	Weight	Raw Score	Weighted Score
1. Dish	C	1	1.00		
2. Fish	B	1	1.00		
3. Show	A	1	1.00		
4. Fair	D	1	1.00		
5. Cow	C	1	1.00		
6. Big	B	1	1.00		
7. Ball	A	1	1.00		
8. Boy	D	1	1.00		
9. Pillow	C	1	1.00		
10. Yes	B	1	1.00		
11. Yellow	A	1	1.00		
12. Yard	D	1	1.00		
13. Girl	C	1	1.00		
14. Been	B	1	1.00		
15. Grass	A	1	1.00		
16. Green	D	1	1.00		
17. Pencil	C	1	1.00		
18. People	B	1	1.00		
19. Fence	A	1	1.00		
20. Purple	D	1	1.00		
21. Count	C	1	1.00		
22. Candy	B	1	1.00		
23. Carry	A	1	1.00		
24. Land	D	1	1.00		
25. Sad	C	1	1.00		
26. Said	B	1	1.00		
27. Paid	A	1	1.00		
28. Step	D	1	1.00		
29. Book	C	1	1.00		
30. Bread	B	1	1.00		
31. Drink	A	1	1.00		
32. Black	D	1	1.00		
33. Chair	C	1	1.00		
34. Chum	B	1	1.00		
35. Fair	A	1	1.00		
36. Check	D	1	1.00		
37. Elephant	C	1	1.00		
38. Telephone	B	1	1.00		
39. Telegraph	A	1	1.00		
40. Tell	D	1	1.00		
41. Pepper	C	1	1.00		
42. Caper	B	1	1.00		
43. Paper	A	1	1.00		
44. Apple	D	1	1.00		

Total Raw Score: _____
Total Weighted Score: _____

Edmark Reading Program
Mastery Test Scoring Form
Level 2

Date of Testing: _____ through _____ Type of Administration: _____ Group: _____ Individual: _____
Student Name: _____ Subject 1: _____ Subject 2: _____
Examiner's Name: _____

Subject 1: Discrimination

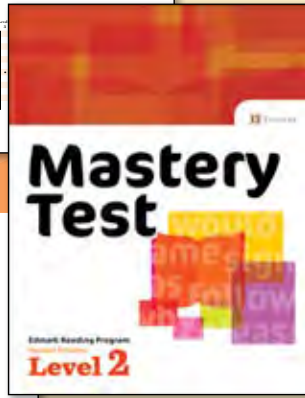
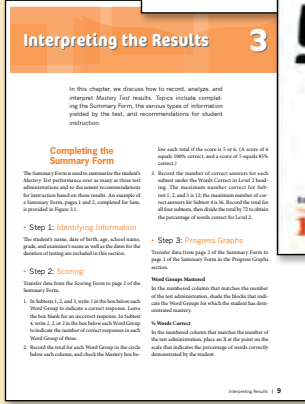
Item	Answer	Score	Weight	Raw Score	Weighted Score
1. Dish	C	1	1.00		
2. Fish	B	1	1.00		
3. Show	A	1	1.00		
4. Fair	D	1	1.00		
5. Cow	C	1	1.00		
6. Big	B	1	1.00		
7. Ball	A	1	1.00		
8. Boy	D	1	1.00		
9. Pillow	C	1	1.00		
10. Yes	B	1	1.00		
11. Yellow	A	1	1.00		
12. Yard	D	1	1.00		
13. Girl	C	1	1.00		
14. Been	B	1	1.00		
15. Grass	A	1	1.00		
16. Green	D	1	1.00		
17. Pencil	C	1	1.00		
18. People	B	1	1.00		
19. Fence	A	1	1.00		
20. Purple	D	1	1.00		
21. Count	C	1	1.00		
22. Candy	B	1	1.00		
23. Carry	A	1	1.00		
24. Land	D	1	1.00		
25. Sad	C	1	1.00		
26. Said	B	1	1.00		
27. Paid	A	1	1.00		
28. Step	D	1	1.00		
29. Book	C	1	1.00		
30. Bread	B	1	1.00		
31. Drink	A	1	1.00		
32. Black	D	1	1.00		
33. Chair	C	1	1.00		
34. Chum	B	1	1.00		
35. Fair	A	1	1.00		
36. Check	D	1	1.00		
37. Elephant	C	1	1.00		
38. Telephone	B	1	1.00		
39. Telegraph	A	1	1.00		
40. Tell	D	1	1.00		
41. Pepper	C	1	1.00		
42. Caper	B	1	1.00		
43. Paper	A	1	1.00		
44. Apple	D	1	1.00		

Total Raw Score: _____
Total Weighted Score: _____



Subject 1: Discrimination

Examples	Level 1	Level 2			
☆	dish	fish	show	fair	
○	cow	big	ball	boy	
▼	1	pillow	yes	yellow	yard
★	2	girl	been	grass	green
○	3	pencil	people	fence	purple
▼	4	count	candy	carry	land
★	5	sad	said	paid	step
○	6	book	bread	drink	black
▼	7	chair	chum	fair	check
★	8	elephant	telephone	telegraph	tell
○	9	pepper	caper	paper	apple



Mastery Test

- Continuous progress monitoring
- Determine mastery of Edmark words
- Determine placement within the program
- Identify targeted reading objectives for student IEPs
- Portable and permanent record of progress

Contents

- Manual
- 15 test booklets
- 15 scoring forms
- 15 summary forms

Lesson Plan/Record Book

Lesson Plan/Record Book

- Continuous progress monitoring
- Lesson planning
- Pack of 5
- 153 lessons in Level 1
- 200 lessons in Level 2

Lesson 20 with

Activity	Date	Words Missed
Word Recognition	_____	_____
Picture Match	_____	_____
Phrase Match	_____	_____
Stories	_____	_____
Comprehension	_____	_____
Take-Away Readers	_____	_____
Homework	_____	_____
Spelling	_____	_____
Bingo	_____	_____

Notes: _____

Lessons 11–20 Posttest

Lesson	Word	Check Word Errors
1 (L14)	little	<input type="checkbox"/>
2 (L17)	green	<input type="checkbox"/>
3 (L11)	airplane	<input type="checkbox"/>
4 (L5)	see	<input type="checkbox"/>
5 (L19)	chicken	<input type="checkbox"/>
6 (L8)	yellow	<input type="checkbox"/>
7 (L12)	the	<input type="checkbox"/>
8 (L8)	fish	<input type="checkbox"/>
9 (L18)	put	<input type="checkbox"/>
10 (L2)	a	<input type="checkbox"/>
11 (L13)	girl	<input type="checkbox"/>
12 (L3)	car	<input type="checkbox"/>
13 (L6)	ball	<input type="checkbox"/>
14 (L10)	I	<input type="checkbox"/>
15 (L16)	box	<input type="checkbox"/>
16 (L7)	and	<input type="checkbox"/>
17 (L20)	with	<input type="checkbox"/>
18 (L18)	in	<input type="checkbox"/>
19 (L1)	horse	<input type="checkbox"/>
20 (L19)	boy	<input type="checkbox"/>

Notes: _____

Lessons 164–173 Posttest

Lesson	Word	Check Word Errors
1 (L162)	back	<input type="checkbox"/>
2 (L165)	be	<input type="checkbox"/>
3 (L158)	would	<input type="checkbox"/>
4 (L170)	number	<input type="checkbox"/>
5 (L159)	that	<input type="checkbox"/>
6 (L160)	from	<input type="checkbox"/>
7 (L164)	day	<input type="checkbox"/>
8 (L165)	many	<input type="checkbox"/>
9 (L165)	how	<input type="checkbox"/>
10 (L173)	make	<input type="checkbox"/>
11 (L166)	word	<input type="checkbox"/>
12 (L168)	his	<input type="checkbox"/>
13 (L154)	time	<input type="checkbox"/>
14 (L159)	if	<input type="checkbox"/>
15 (L167)	some	<input type="checkbox"/>
16 (L171)	more	<input type="checkbox"/>
17 (L181)	as	<input type="checkbox"/>
18 (L172)	about	<input type="checkbox"/>
19 (L163)	like	<input type="checkbox"/>
20 (L167)	people	<input type="checkbox"/>
21 (L11)	airplane	<input type="checkbox"/>
22 (L12)	the	<input type="checkbox"/>
23 (L13)	girl	<input type="checkbox"/>
24 (L4)	little	<input type="checkbox"/>
25 (L15)	in	<input type="checkbox"/>
26 (L16)	box	<input type="checkbox"/>
27 (L17)	green	<input type="checkbox"/>
28 (L18)	put	<input type="checkbox"/>
29 (L19)	chicken	<input type="checkbox"/>
30 (L20)	with	<input type="checkbox"/>

Notes: _____

Lesson 174 first

Activity	Date	Words Missed
Word Recognition	_____	_____
Take-Away Readers	_____	_____
Homework	_____	_____

Notes: _____

Lesson 175 men

Activity	Date	Words Missed
Word Recognition	_____	_____
Stories	_____	_____
Comprehension	_____	_____
Homework	_____	_____

Notes: _____

Word Recognition

- Level 1, Books 1–3 and Display Masks (2)
- Level 2, Books 1–4 and Display Masks (2)
- 153 activities in Level 1 and 200 in Level 2
- Students repeatedly hear, see, point to, and read
- Repeated exposure to reinforce previously learned words

Word Recognition

The image displays two sets of materials for word recognition. On the left, a worksheet for Lesson 51 (continued) shows a text passage: "A dog is in the water with a fish. The boy has a boat. You find a lo...". Below the text are several blue display masks with white horizontal bars. Next to it is the cover of the 'Word Recognition Level 1' book, which features the words 'horse', 'ap', 'you', 'candy', 'boy', and 'dog' in various colors and orientations. On the right, a worksheet for Lesson 156 shows a text passage: "When will the children see the zoo? It was six and they were go...". Below the text are several orange display masks with white horizontal bars. Next to it is the cover of the 'Word Recognition Level 2' book, which features the words 'would', 'people', 'history', 'know', and 'day' in various colors and orientations.




Stories

- Level 1, Stories 1–3
- Level 2, Stories 1–4
- 86 stories in Level 1 and 100 stories in Level 2
- Stories contain only familiar words.
- Discussion questions encourage conversation and promote comprehension
- Supports total communication

Stories

The image displays materials for stories. At the top, two story pages are shown side-by-side: 'A Fish and a Ball' featuring a goldfish in a bowl and a yellow ball, and 'A Horse and a Boy' featuring a yellow horse and a boy. Below these are two more story pages: 'A Week at the Farm' (Lesson 257) and 'Riding a Horse' (Lesson 257). The 'A Week at the Farm' page includes a dialogue between a mother and a child about going to a farm. The 'Riding a Horse' page includes a dialogue about riding a horse. To the left of the 'A Week at the Farm' page is the cover of the 'Stories Level 2' book, which features a colorful abstract design. To the right of the 'Riding a Horse' page is the cover of the 'Stories Level 1' book, which features a colorful abstract design. A blue banner with the text 'PRINT or E-BOOK' is overlaid on the bottom right of the story pages.















Picture Match

1 a horse		4 a horse
2 a car		5 a horse a car
		6 a car a horse
		

Picture Match Level 1

- 39 Picture Match activities
- 39 Picture Match boards
- 263 Picture Match cards
- Students read, comprehend, and correctly place picture cards

Phrase Match

					10 a boy and a horse
					
					
11 fish					12 The bikes must stop at the corner.
					
	13 The big bike race is about to begin.				

Phrase Match Level 1

- 39 Phrase Match activities
- 39 Phrase Match boards
- 392 Phrase Match cards
- Students read, comprehend, and match phrases to illustrations

Phrase Match Level 2

- 25 Phrase Match activities
- 25 Phrase Match boards
- 99 Phrase Match cards
- Students read, comprehend, and match phrases to illustrations

Fun for all ages!

Reading and Social Skills Games

Includes card games, board games, and games of movement

- 30 games with lesson plans in Level 1
- 40 games with lesson plans in Level 2
- Reinforces Edmark words
- Students develop social skills
- Teaches basic game-playing procedures

Contents

- Two 2-sided game-boards for each level
- Manual including lesson plans
- Word Cards
- Game pieces and dice



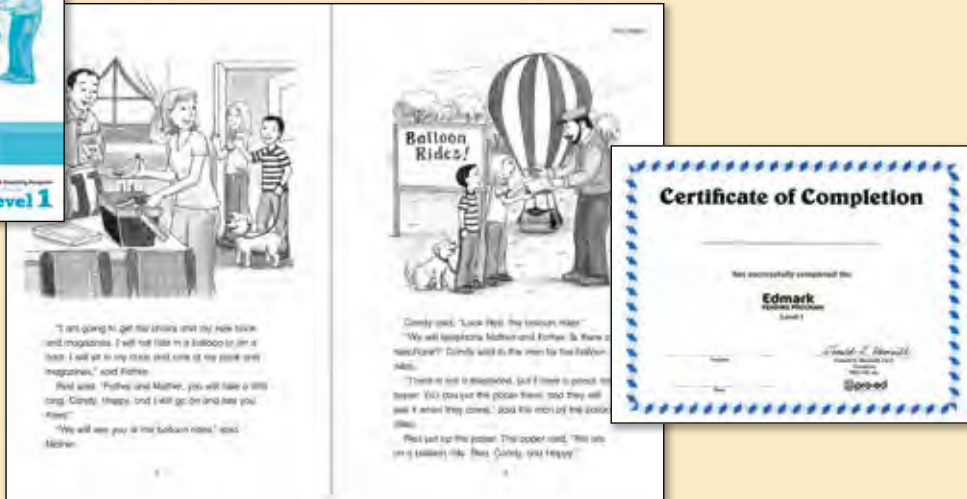
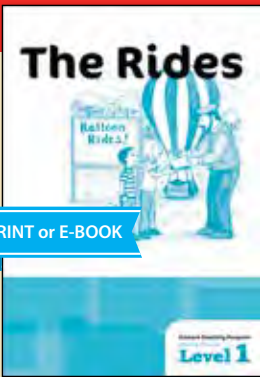
Reading and Social Skills Games



The Rides

The Rides

PRINT or E-BOOK



The Rides

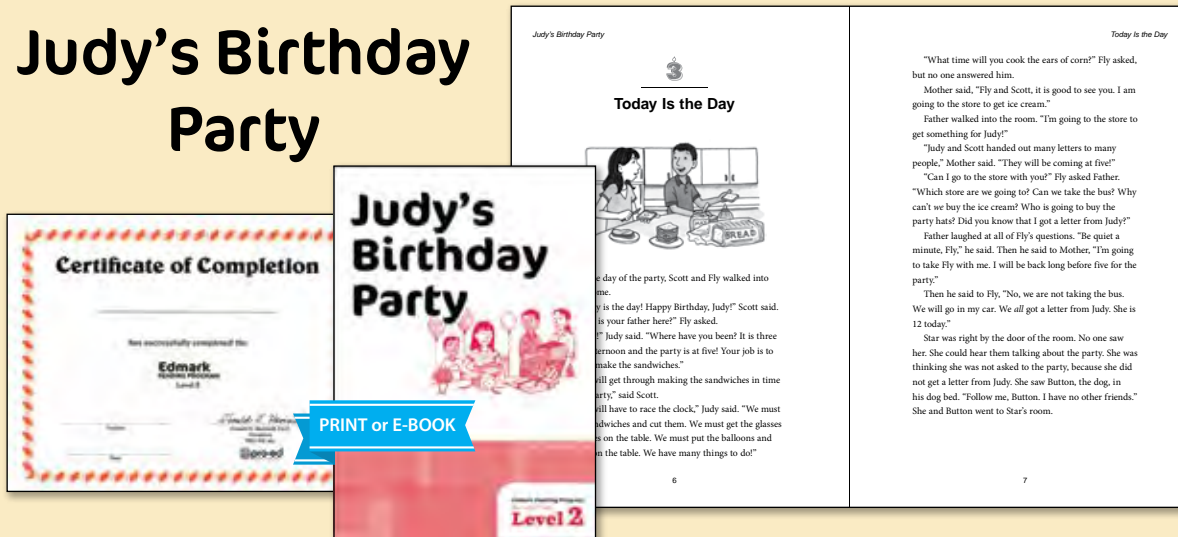
Uses all of the words taught in Level 1.

- A reward for completing Level 1
- 24 pages
- Pack of 5 and 5 certificates

Judy's Birthday Party

Judy's Birthday Party

PRINT or E-BOOK



Judy's Birthday Party

Uses all of the words taught in Level 2.

- A reward for completing Level 2
- 28 pages
- Pack of 5 and 5 certificates



Word Signs Level 1 & Level 2, DVD

Word Signs Level 1 & Level 2, DVD

- 350 video demonstrations of the signs for each Edmark word
- Includes universal forms of the signs
- Supports total communication
- Included in Level 1 and Level 2



Edmark Reading Program—Print Supplements

These print items are purchased separately.

Level 1

- Homework—230 activities
- Spelling—75 activities
- Bingo—150 activities
- Comprehension—286 activities
- Take-Away Readers—50 stories

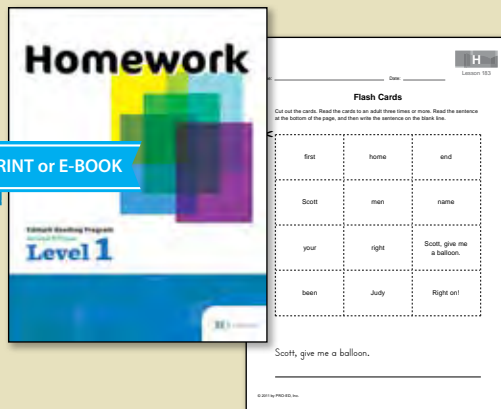
Level 2

- Homework—199 activities
- Spelling—53 activities
- Bingo—200 activities
- Comprehension—140 activities
- Take-Away Readers—58 Stories

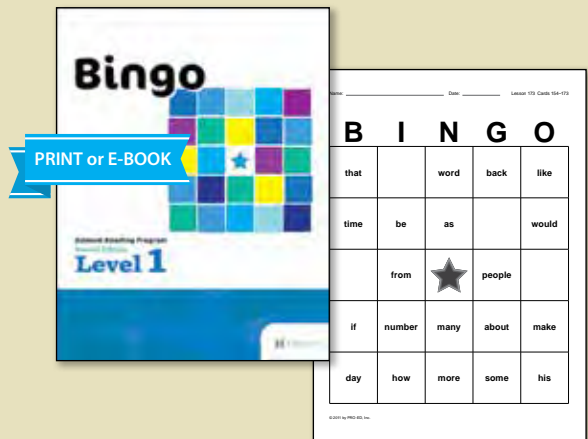
Supplemental Reading Lessons

- 90 stories
- Vocabulary from Level 1 and Level 2
- Comprehension questions include “who,” “what,” “when,” “where,” and “why”
- Enhance comprehension, spelling, and writing skills

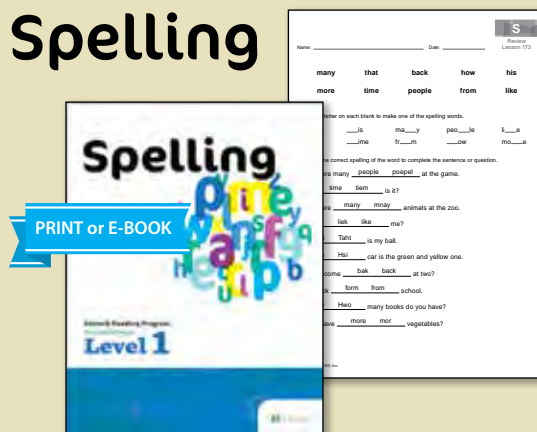
Homework



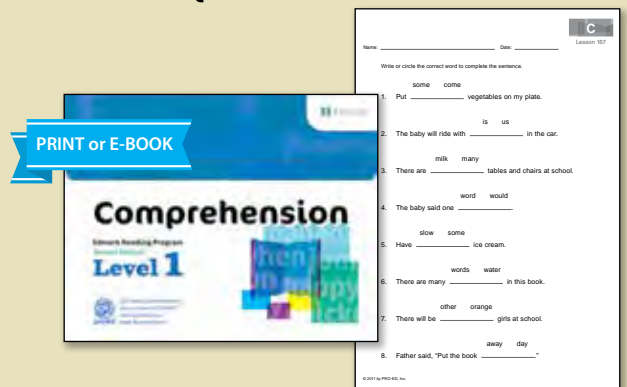
Bingo



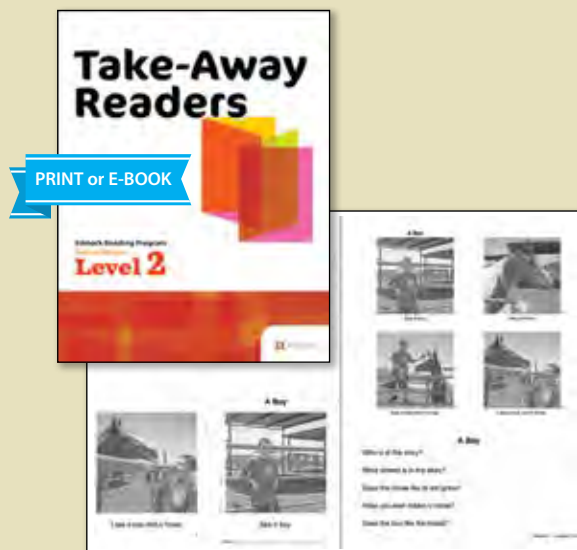
Spelling



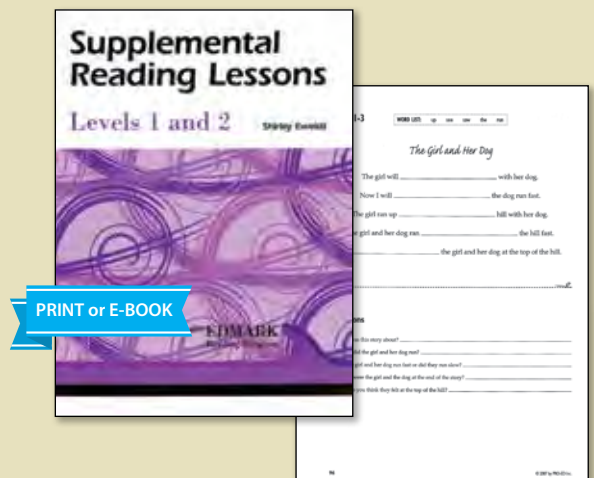
Comprehension



Take-Away Readers



Supplemental Reading Lessons



Reading Level: K–3
Interest Level: 5–12

Recommended for Students with:

- Autism spectrum disorders
- Intellectual disabilities

There are four kits within the series:

• Fast Food/Restaurant Words—

Teaches 100 words that will help students order a meal from a fast food establishment or a restaurant menu. Words include *pizza*, *cheese*, *chicken*, *biscuit*, and *salad*

• Grocery Words—

Teaches 100 words that will help students read and write grocery lists and find items in a grocery store. Words include *tuna*, *shampoo*, *flour*, *sausage*, and *laundry detergent*

• Job/Work Words—

Teaches 100 words related to getting and keeping a job, including such words as *Social Security Number*, *help wanted*, *hard hat area*, *Monday*, and *January*

• Signs Around You—

Teaches 100 words that will help students read commonly occurring signs, such as *First Aid*, *Taxi*, *Do Not Enter*, *No Smoking*, and *Poison*

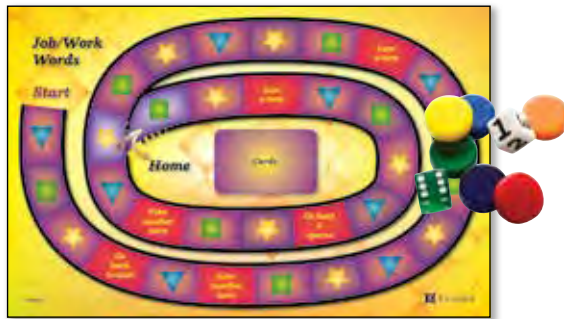
Functional Word Series—Second Edition

The *Edmark Reading Program Functional Words Series—Second Edition* teaches 400 functional sight words. The *Functional Words Series* can be implemented as part of a functional living and community skills program or as a supplement to other reading programs.

The *Functional Words Series* uses the well-known word recognition method from the *Edmark Reading Program*, involving repeated exposure to target words within a variety of engaging learning activities. Students learn 100 new words at a moderate pace in each of four functional areas: Fast Food/Restaurant Words, Grocery Words, Job/Work Words, and Signs Around You. Components include:



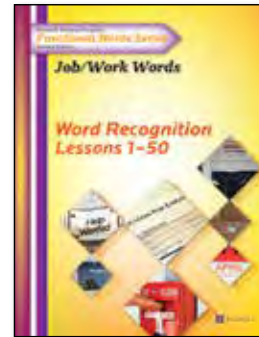
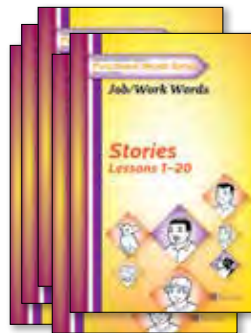
Teacher's Guide—This detailed program guide addresses the research supporting the program and fully describes the program components and how to implement them. The Teacher's Guide also includes answer keys for the Stories Activities and the Reading and Social Skills Games lesson plans.



Reading and Social Skills Games—Games reinforce the functional vocabulary and promote generalization by requiring students to use reading skills in a social setting. Students also develop social skills and a basic understanding of various game-playing procedures. The Games include a full-color gameboard, playing pieces, and dice.

Stories and Stories Activities

—The Stories are in a standard paperback format. Each of the five Stories books contains 10 stories—1 story for every two words taught. The stories throughout the series include a common cast of characters, with a few other characters introduced to facilitate various story lines. Character Illustrations are included as printable PDFs. Students may use the illustrations of the story characters to follow the various people they read about and as an aid to comprehending the stories. Also available separately.



Display Masks—Two vinyl masks allow isolation of target words and phrases for ease of learning.

CD-ROM—Includes printable files for: Lesson Plan/Record, 300 Vocabulary Exercises, Stories Activities and Character Illustrations, Reading and Social Skills Games lessons and materials, and Word Lists.

Word Recognition—Two spiral-bound books contain the target words in order of presentation. Target words are first introduced within the Word Recognition activity.



Photo Cards—100 full-color photo cards reinforce vocabulary comprehension and extend students' understanding of the newly learned words. Also available separately.



Word Cards—100 word cards are included in each kit. The lesson numbers are in the upper right corner. Also available separately.