

## TIPS FOR USING FUNNIX

- [Testing & Placement](#) – Click on the link to read more instructions on how to place students within the program.
- [Using the Program](#) – Click on the link to read more about how to use the program.
  - Select a quiet place without distractions.
  - Sit next to the student(s) with the student(s) directly in front of the computer screen.
  - The student(s) should be able to touch things that are presented on the screen. Give them a drinking straw if reaching is a problem.
  - It is very important that student(s) track – touch the sounds and words as they read them out loud.
  - Lessons should be taught at the same time each day.
  - Allow about 30 minutes per day.
  - Try to complete a lesson a day.
  - It's a good idea to repeat lessons if the student(s) isn't firm on them.
  - If you are not able to get through a lesson because the student(s) requires a lot of corrections, start the lesson over the next day, and try to complete the entire lesson during that period.
  - When you repeat a lesson, do not act like it is punishment. Treat it as if it is something the student(s) should like to do. "Last time we did a pretty good job with this lesson. This time, let's see if we can get through the whole lesson this period." It's a good idea to repeat some early lessons, just so the child doesn't get the idea that repeating them is punishment.
  - The adult operates the mouse.
  - Make sure the student(s) responds to the tasks and questions the narrator presents. The student(s) should not just sit and observe. They are to respond correctly and immediately.
  - Model how the student(s) should respond. If a student(s) isn't responding, or their timing isn't with the clicks, show them how to do it. "My turn. I can answer those questions. Watch..."
  - Give positive feedback for correct responses! Quickly praise the student(s), "Nice job!" "That's great!"
  - Correct mistakes immediately. The basic procedure for correcting a mistake is:
    1. Say the correct answer as soon as you hear a mistake.
    2. Ask student(s) about the answer.
    3. Direct the program to repeat the task the student(s) missed.
    4. If the student(s) is still not firm on a task, repeat the difficult part of the exercise later.
  - Do not correct a specific task more than 3 times in a row or 6 times during a lesson! Model the task, take a break from the task, and present the exercise later. "That was hard. We'll come back and try that again later this lesson."
  - Keep the lessons moving.
  - Set expectations you know that the student(s) can exceed. Tell them that the lessons are hard, that only very smart student(s) are able to do them, and even smart student(s) have trouble finishing lessons during the period. You may want to say something like, "This program has many lessons. I'll circle the day on the calendar 3 weeks from now. By that date, I think we can get through Lesson \_\_\_ if we work really hard!" Frequently remind them of their progress toward the goal!
  - Remember, meeting your expectations is reinforcing to the student(s). Exceeding your expectations is even more reinforcing!
- [Adapting the Program for Groups](#) – Click on the link to read how to adapt Funnix for use in small groups.