iBalance

*iBalance* is designed to support the development of a student’s visual perceptual skills, particularly visual perceptual span, visual memory, and left-to-right scanning ability. *iBalance* consists of two activities, *Scan* and *Flash*.

**Students Assigned**

Students are assigned to *iBalance* when their silent reading rate is below 140 words per minute, as measured during the *InSight* assessment.

**iBalance Lesson Screen**

Students are taken to the *iBalance* lesson screen each time they chose to complete work in *iBalance*.

**Choose an Activity**

When beginning a new *iBalance* lesson, students may choose to start with either the *Scan* or *Flash* activity. When returning to an unfinished *iBalance* lesson, students will continue with the activity in progress until the requisite number of points needed to complete the activity is earned.

**Assignment Completion**

Students get credit for completing a weekly assignment or lesson in *iBalance* by earning a total of 120 points.

- **Flash Points** – Students work in the Flash activity until 70 points are earned.

- **Scan Points** – Students work in the Scan activity until 50 points are earned.

**Progress Bar**

The *Progress Bar* shows a student his or her progress within *iBalance*. The *Progress Bar* displays how many *Activity Badges* are needed to “level up” to the next level, how many *Activity Badges* the student must earn towards the current level goal, and how many assignments are required and have been completed for the current week.

- **This Week Assignments** – Just above the *Progress Bar*, students see a record of the assignments they have completed during the current week. The number of boxes indicates the number of assignments due for that week. Students receive credit for a completed assignment (indicated by a check mark) when they earn 120 points on the lesson. Empty boxes indicate the number of remaining weekly assignments.

- **Activity Badges** – The level bars indicate the number of *Activity Badges* required to complete *Scan* and *Flash* levels. The number of *Activity Badges* required to complete each level is dynamically determined for each activity and for each student based on individualized instructional goals and ongoing performance.
• **Earning Activity Badges** – At the completion of an *iBalance* lesson, students can earn an activity badge for Flash, for Scan, or for both activities. Students earn *Activity Badges* by completing the activities with 80% success.

**Scan Activity**

*Scan* is an activity in *iBalance* that helps students strengthen visual-perceptual skills. Visual-perceptual skills are foundational skills that pave the way for fluency and automaticity in silent reading. Specifically, students strengthen their visual discrimination skills while increasing their scanning rate.

**Task**

During the *Scan* activity, a *Guided Window* helps students’ eyes scan across lines of “text” in which the letters have been replaced by closed and open circles. Students are instructed to press the spacebar on a computer keyboard or to tap the touchscreen on a tablet each time a group of circles containing an open circle appears within the *Guided Window*.

**Scan Levels**

The rate of the *Guided Window* in the *Scan* activity increases as students progress through each of the ten *Scan* levels.

**Scan Result Screen**

Students see a *Scan* result screen following the completion of each page of scanning.

• **Targets Shown** – The total number of targets, or “open circles,” presented on a *Scan* page.

• **Hits** – The number of times the student correctly identified a group of circles containing an “open circle” by hitting the spacebar or tapping the touchscreen.

• **Misses** – The number of times the spacebar was incorrectly pressed or the screen was incorrectly tapped when a group of circles with an “open circle” was not present within the *Guided Window*.

• **Lesson Points** – Students earn a point for each correct hit and lose a point for each miss. The total points earned from the page of *Scan* are added to the *Lesson Points Bar* and count toward completing the lesson.

• **Lesson Points Bar** – The *Lesson Points Bar* displays the cumulative points the students has earned, in *Scan* and *Flash*, towards assignment completion.

**Flash Activity**

*Flash* is an activity in *iBalance* that develops the ability to quickly recognize several letters in parallel within a fraction of a second. It specifically strengthens visual discrimination and visual memory, while increasing letter recognition span.
Task

During the Flash activity, groups of three letters are flashed briefly at varying distances to the right and left from the center of the screen. Students are instructed to type the letters that were flashed. Each group of three letters (trigram) is a letter cluster that appears frequently within the words students encounter in SeeReader and ReadAround.

Flash Levels

As students progress through each of the ten levels of Flash, the letter clusters are flashed at increasing distances from the center of the screen.

Flash Results Screen

Students see the Flash result screen following each set of 15 flashes, or after 70 points have been earned.

- **Lesson Points** – For each set of 15 flashes, a student has the potential to earn 45 points. Students earn one point for each correctly typed letter. The total points earned from the set of 15 flashes are added to the Lesson Points Bar.

- **Lesson Points Bar** – The Lesson Points Bar displays the cumulative points the students has earned toward assignment completion in Scan and Flash activities.

Lesson Results Screen

When the student earns 120 points, the iBalance lesson is complete and the student receives credit for completing an iBalance weekly assignment. At this point the iBalance Results Screen is displayed. The lesson result screen provides a detailed overview of the completed iBalance lesson.

Flash Results

- **Number Correct out of Total Possible** – The number of points earned in Flash during the iBalance lesson versus the total possible points the student could have earned in Flash during the lesson.

- **Percent Correct** – The total points earned in Flash during the iBalance lesson divided by the total possible Flash points that could have been earned in the lesson. Students earn an Activity Badge for Flash lessons completed with 80% or higher accuracy.

Scan Results

- **Number Correct out of Total Possible** – The number of points earned in Scan during the iBalance lesson versus the total possible points the student could have earned in Scan during the lesson.

- **Percent Correct** - The total points earned in Scan during the iBalance lesson divided by the total possible Scan points that could have been earned in the lesson. Students earn an activity badge for Scan lessons completed with 80% or higher accuracy.
Achievements

Students can earn achievements for *Scan* and/or *Flash* by completing a lesson with a perfect score of 100% accuracy in either or both activities.

Awards

When students earn all of the *Activity Badges* required to progress to the next level, they will receive an *iBalance Level Award*.

[Click here](#) to read a summary of the *Rules of the Game for iBalance*.

Instructional Pathway

Level Completion

*Flash* and *Scan* are independent activities. It is possible for a student to advance to a higher level in one activity and not the other. The number of *Activity Badges* required to level up is dynamically adjusted based on a student's personalized instructional goals as well as ongoing performance. Students progress to the next level when they earn the required number of *Activity Badges* for each of the activities. If a student completes all of the required levels in one activity, thereby demonstrating grade-level mastery of the activity, he or she will continue to complete lessons in the activity which has not yet been mastered.

*iBalance Completion*

Because students need to work in *iBalance* only until they make sufficient progress toward developing their efficiency skills, students assigned to *iBalance* will be allowed to exit the program upon completing the level deemed appropriate for their grade level. After a student has completed *iBalance*, the teacher can choose to have the component remain available to students as an optional activity. Lessons completed after this point count as bonus lessons.