

# What Makes Your School Special

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Geneva Early Learning Program

BOE

9/23/2024



# One of our BIG Goals at GELP...

- **Prepare our Junior Vikings for Success in Kindergarten and Beyond!**
  - How do we get there?
    - Consistency in Practice
      - Scheduling, Communication, Expectations, and Standards
    - Curricular Alignment
      - Social Emotional Learning – Second Step
      - Phonics – Really Great Reading-Launchpad
      - Numeracy – Eureka Math-PreK
    - Developing Skills at an Age and Developmentally Appropriate Standard
      - How can we develop literacy skills when students are not yet *literate*?

# Story Champs Program

- A Multitiered, Systematic, and Explicit Language Program.
- Strengthens academic language through storytelling
- Strengthens skills of recalling, sharing of information, acquiring word meanings through context, expanding content knowledge, writing, and comprehending.
- Stories built around common childhood experiences and themes to aide in learning new and difficult vocabulary and complex language features.

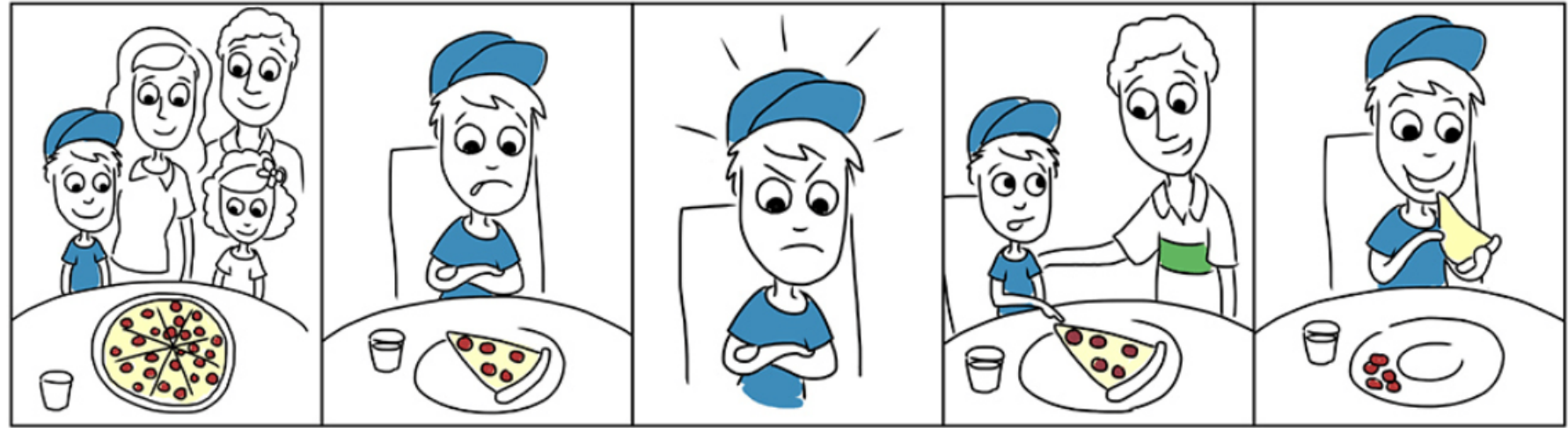


# Why Story Champs?

- Students with stronger oral language foundations have less difficulty meeting academic expectations throughout school.
- Program exposes students to expository oral and written language proven to improve language development.
- Uses icons and actions to make abstract structures and concepts more concrete.
- Multiple opportunities for differentiation using whole and small group instruction.
- Opportunities for generalization across literacy opportunities
- Allows for teaching LITERACY skills without being LITERATE!



Example of  
basic story  
structure:





# GELP Teachers and Junior Vikings in Action!





# Differentiation Opportunities -



# Measuring Progress and Success

- Narrative Listening Measure
  - Benchmark Assessment
    - BOY, MOY, EOY
  - Individually proctored
  - Targets Story Grammar/Elements

NLM LISTENING
Preschool Benchmark: STORY 1
FALL

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Child/ID \_\_\_\_\_ Audio File \_\_\_\_\_ Examiner \_\_\_\_\_ Date \_\_\_\_\_

**LISTENING RETELL**

Examiner says, "I'm going to tell you a story. Please listen carefully. When I'm done, you are going to tell me the same story. Are you ready?" Examiner reads the story word for word at a moderate pace with normal inflection.  Pictures  No Pictures

Last week, **Morgan** was **waiting in the doctor's office**. She was **there** because she was **sick**. **Morgan's throat hurt**. She had a **terrible cough**. She was **sad** because she did not like being sick. When the **nice** doctor came into the room, Morgan **said**, "I **need help**. Can I **get some medicine to make me feel better**?" The **doctor gave her some medicine**. Then Morgan was **better**. Her cough **quickly went away**.

Examiner says, "Thanks for listening. Now you tell me that story." After child appears to be done, examiner says, "Are you finished?" Prompts (up to 3x), "It's OK. Just do your best." and/or "I can't help, but you can just tell the parts you remember."

STORY GRAMMAR (SG)	2 POINTS		1 POINT		0		LANGUAGE COMPLEXITY (LC) Word #Times Used	EPISODE (E) (from green 2 point SG)				
	Character	Morgan / any name	a girl / the girl	1	0	then		1	2	3		
Setting	sitting in the doctor's office	2	waiting / doctor's office / at the doctor	1	0	because	1	2	3			
Problem	was sick / throat hurt / had a bad cough	2 [F]	felt bad / throat	1	0	when	1	2	3			
Feeling	sad / mad / angry	2	didn't like it / cried	1	0	after	1	2	3			
Attempt	asked for medicine / said, "Can I get medicine?"	2 [A]	said to doctor / asked for help	1	0	LC SUBTOTAL						
Consequence	doctor gave her some medicine	2 [C]	helped her / medicine	1	0	OTHER TARGETS						
Ending	felt better / cough went away	2 [E]	did it / good job	1	0	Target #Times Used						
SG SUBTOTAL							/14		LISTENING RETELL SCORE (SG+LC+E)		/29	

STORY QUESTIONS (SQ) 1x				VOCABULARY USE (VU)			
Who was this story about?				Circle 1 for every modifier or less common word the child uses			
Where was Morgan in the beginning of the story?	2	1	0	terrible	1	horrible, nasty, yucky	1
Why was Morgan sad?	2	1	0	nice	1	kind, sweet, gentle, helpful	1
What did they do to fix the problem?	2	1	0	quickly	1	fast, suddenly, rapidly	1
How did the story end?	2	1	0	Notes:			
What will Morgan do when she gets sick again?	2	1	0	VOCABULARY SCORE (VU)			
STORY QUESTIONS SCORE (SQ)				/12			

**PERSONAL GENERATION**

(Turn on audio recorder). Examiner says, "In this story, Morgan got sick. Tell me a story about a time when you got sick." If the child doesn't tell a story, encourage the child (up to 3x) to produce a thematically related story. Score the story using the NLM Flow Chart (see Examiner's Manual for details).

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# We are open for learning... everyday!! Come on by to see us in action and get in on the fun!!

