

Countdown Vocabulary Playground Game Mapping

Purpose of Countdown's Vocabulary Playground

The Vocabulary Playground provides independent practice in a play-based digital platform to merge learning, assessment, and vocabulary practice. All activities are research aligned and designed to accelerate the acquisition of skills and knowledge necessary to transform unfamiliar vocabulary into familiar and deeply understood words. These learning activities and games will give students the opportunity to master their understanding of Tier 2 vocabulary words they will encounter daily. The Vocabulary Playground will allow students to move through real life examples in multiple contexts. The teacher dashboard facilitates monitoring of student progression in an easy-to-use format alongside the Reading Playground.

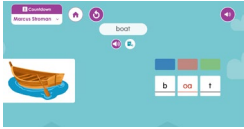
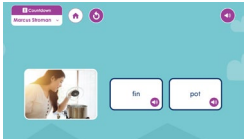
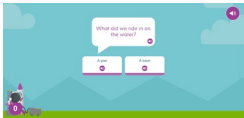
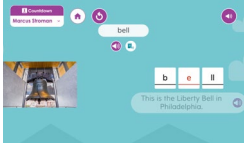
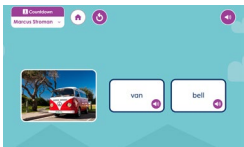
Organization of Units

Each unit in the Vocabulary Playground corresponds with a unit in (Blast, Countdown, or HD Word). The difference from the Reading Playground is that each unit will include vocabulary that students will see in the upcoming unit. For example, students may be working in Unit 3 of the Vocabulary Playground, but they will be learning and practicing vocabulary from Unit 4. This prepares them with some background knowledge on those words before they learn to decode them in the next unit. Similar to the Reading Playground, you will see nine activities after choosing a unit. The activities are numbered left-to-right and then top-to-bottom. In each unit, there will be three learning activities, where students gain knowledge of unfamiliar vocabulary terms with decodable patterns taught in the corresponding phonics lessons. The six remaining activities will be games where students can practice the previously taught vocabulary.

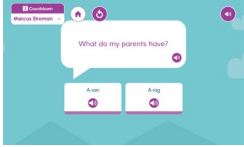
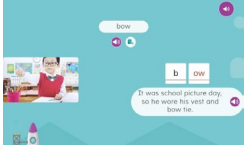
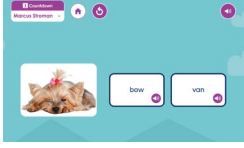
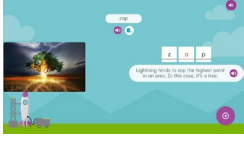
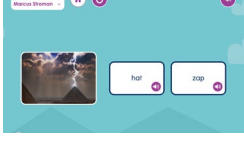
Game Directions

The Vocabulary Playground games start with a short directional video. These videos are designed to quickly review the material and demonstrate how to play the game. The auditory directions can be replayed by touching the button in the top right corner of each screen.



Unit 1				
Game #	Game Image	Game Name	Auditory Directions	Words
1		Deep Teach	Screen 1: "Let's learn some new words." Screen 2: "Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on." Screen 3: "Touch the image that matches the sentence. Then click the arrow at the bottom of the screen to move on."	Unit 1: boat, pan, sled
2		Deep Teach	Screen 1: "Let's learn some new words." Screen 2: "Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on." Screen 3: "Touch the image that matches the sentence. Then click the arrow at the bottom of the screen to move on."	Unit 2: pot, fin, hat
3		Match	Screen 1: Touch the word that describes the picture, and then touch the purple check button to check your work.	Unit 2: pot, fin, hat
4		Scenario	Screen 1: Listen to the sentence. Then choose the sentence that best answers the question. Then click the arrow at the bottom of the screen to move on.	Unit 1: boat, pan, sled
5		Scenario	Screen 1: Listen to the sentence. Then choose the sentence that best answers the question. Then click the arrow at the bottom of the screen to move on.	Unit 2: pot, fin, hat
Unit 2				
1		Deep Teach	Screen 1: "Let's learn some new words." Screen 2: "Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on." Screen 3: "Touch the image that matches the sentence. Then click the arrow at the bottom of the screen to move on."	Unit 3: van, rag, bell
2		Match	Screen 1: Touch the word that describes the picture, and then touch the purple check button to check your work.	Unit 3: van, rag, bell

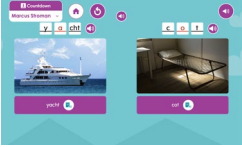
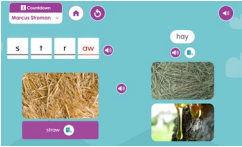
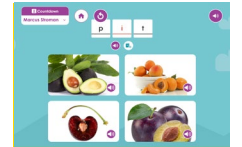
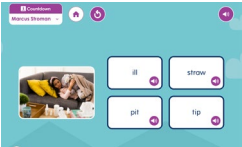
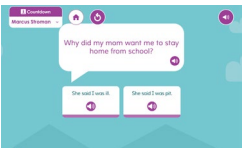
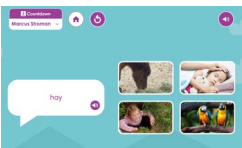
Countdown Vocabulary Game Mapping

Game #	Game Image	Game Name	Auditory Directions	Words
3		Scenario	Screen 1: Listen to the sentence. Then choose the sentence that best answers the question. Then click the arrow at the bottom of the screen to move on.	Unit 3: van, rag, bell
Unit 3				
1		Deep Teach	Screen 1: "Let's learn some new words." Screen 2: "Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on." Screen 3: "Touch the image that matches the sentence. Then click the arrow at the bottom of the screen to move on."	Unit 4: bow, tag, gate
2		Match	Screen 1: Touch the word that describes the picture, and then touch the purple check button to check your work.	Unit 4: bow, tag, gate
3		Scenario	Screen 1: Listen to the sentence. Then choose the sentence that best answers the question. Then click the arrow at the bottom of the screen to move on.	Unit 4: bow, tag, gate
Unit 4				
1		Deep Teach	Screen 1: "Let's learn some new words." Screen 2: "Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on." Screen 3: "Touch the image that matches the sentence. Then click the arrow at the bottom of the screen to move on."	Unit 5: zap, quiz, yam
2		Match	Screen 1: Touch the word that describes the picture, and then touch the purple check button to check your work.	Unit 5: zap, quiz, yam

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Game #	Game Image	Game Name	Auditory Directions	Words
3		Scenario	Screen 1: Listen to the sentence. Then choose the sentence that best answers the question. Then click the arrow at the bottom of the screen to move on.	Unit 5: zap, quiz, yam
Unit 5				
1		Deep Teach	Screen 1: "Let's learn some new words." Screen 2: "Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on." Screen 3: "Touch the image that matches the sentence. Then click the arrow at the bottom of the screen to move on."	Unit 6: dip, log, sob, pat, row
2		Light	Screen 1: After you hear two words you may already know combined in one sentence, click the book icon next to each word if you want to hear its definition.	Unit 6: ace, penny, arrow, mat, ostrich, otter, consonant, vowel, twin, hose
3		Match	Screen 1: Touch the word that describes the picture, and then touch the purple check button to check your work.	Unit 6: dip, log, sob, pat, row
4		Scenario	Screen 1: Listen to the sentence. Then choose the sentence that best answers the question. Then click the arrow at the bottom of the screen to move on.	Unit 6: dip, log, sob, pat, row
Unit 6				
1		Deep Teach	Screen 1: "Let's learn some new words." Screen 2: "Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on." Screen 3: "Touch the image that matches the sentence. Then click the arrow at the bottom of the screen to move on."	Unit 7: straw, tip, sit, pit, ill

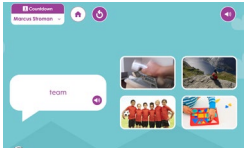
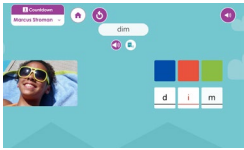
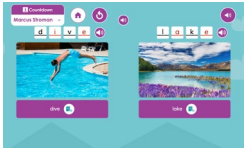
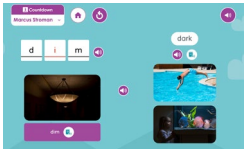
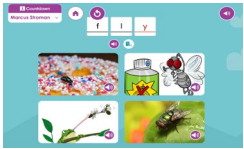
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Game #	Game Image	Game Name	Auditory Directions	Words
2		Light	Screen 1: After you hear two words you may already know combined in one sentence, click the book icon next to each word if you want to hear its definition.	Unit 7: yacht, cot, hamster, nest, infant, kiwi, hanger, mask, hip, sap
3		Related	Screen 1: Listen to a word you've already learned. Then you'll learn a synonym, a word that means almost the same thing. Choose the picture that shows the meaning of this new word. Then click on the arrow to move on. Screen 2: You already know the word (word #1). The word (word #2) is a synonym that means almost the same thing as (word #1).	Unit 7: straw, hay, ill, sick, pit, hole, sit, perch, tip, peak
4		Click It	Screen 1: Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on. Screen 2: You've already learned that the word (word #1) means (insert paraphrased definition), now touch each picture to hear (word #1) used in a different way.	Unit 7: pit, straw, tip
5		Match	Screen 1: Touch the word that describes the picture, and then touch the purple check button to check your work.	Unit 7: straw, tip, sit, pit, ill
6		Scenario	Screen 1: Listen to the sentence. Then choose the sentence that best answers the question. Then click the arrow at the bottom of the screen to move on.	Unit 7: straw, tip, sit, pit, ill
7		Touch Word	Screen 1: Touch the picture that best shows the meaning of the word, and then touch the purple check button to check your work.	Unit 7: hay, sick, hole, perch, peak

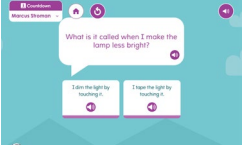
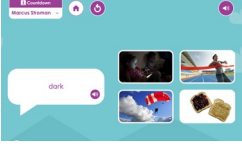
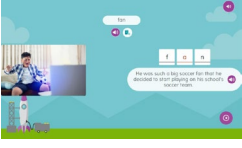
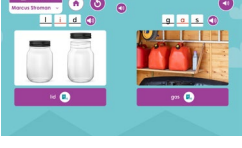
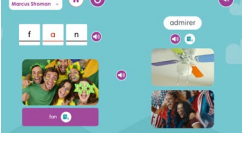
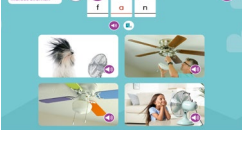
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Game #	Game Image	Game Name	Auditory Directions	Words
Unit 7				
1		Deep Teach	Screen 1: "Let's learn some new words." Screen 2: "Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on." Screen 3: "Touch the image that matches the sentence. Then click the arrow at the bottom of the screen to move on."	Unit 8: club, mix, part, ram, rim
2		Light	Screen 1: After you hear two words you may already know combined in one sentence, click the book icon next to each word if you want to hear its definition.	Unit 8: olive, jar, rap, last, pod, rot, top, net, mad, pad
3		Related	Screen 1: Listen to a word you've already learned. Then you'll learn a synonym, a word that means almost the same thing. Choose the picture that shows the meaning of this new word. Then click on the arrow to move on. Screen 2: You already know the word (word #1). The word (word #2) is a synonym that means almost the same thing as (word #1).	Unit 8: club, group, mix, stir, part, piece, ram, slam, rim, edge
4		Click It	Screen 1: Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on. Screen 2: You've already learned that the word (word #1) means (insert paraphrased definition), now touch each picture to hear (word #1) used in a different way.	Unit 8: club, mix, ram
5		Match	Screen 1: Touch the word that describes the picture, and then touch the purple check button to check your work.	Unit 8: club, mix, part, ram, rim
6		Scenario	Screen 1: Listen to the sentence. Then choose the sentence that best answers the question. Then click the arrow at the bottom of the screen to move on.	Unit 8: club, mix, part, ram, rim

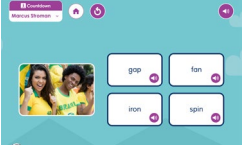
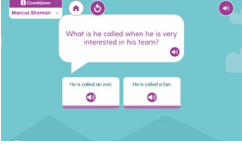
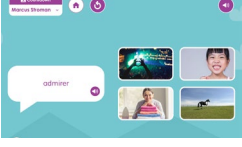
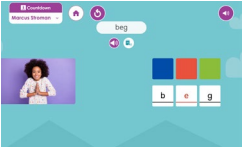
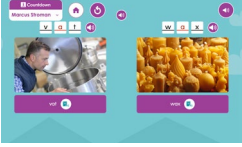
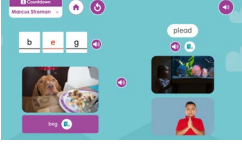
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Game #	Game Image	Game Name	Auditory Directions	Words
7		Touch Word	Screen 1: Touch the picture that best shows the meaning of the word, and then touch the purple check button to check your work.	Unit 8: team, stir, piece, slam, edge
Unit 8				
1		Deep Teach	Screen 1: "Let's learn some new words." Screen 2: "Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on." Screen 3: "Touch the image that matches the sentence. Then click the arrow at the bottom of the screen to move on."	Unit 9: dim, first, fly, jam, tape
2		Light	Screen 1: After you hear two words you may already know combined in one sentence, click the book icon next to each word if you want to hear its definition.	Unit 9: dive, lake, add, cod, chess, same, beak, chin, fetch, cube
3		Related	Screen 1: Listen to a word you've already learned. Then you'll learn a synonym, a word that means almost the same thing. Choose the picture that shows the meaning of this new word. Then click on the arrow to move on. Screen 2: You already know the word (word #1). The word (word #2) is a synonym that means almost the same thing as (word #1).	Unit 9: dim, dark, first, initial, fly, glide, jam, jelly, tape, record
4		Click It	Screen 1: Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on. Screen 2: You've already learned that the word (word #1) means (insert paraphrased definition), now touch each picture to hear (word #1) used in a different way.	Unit 9: fly, tape
5		Match	Screen 1: Touch the word that describes the picture, and then touch the purple check button to check your work.	Unit 9: dim, first, fly, jam, tape

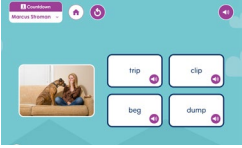
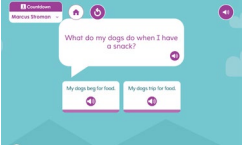
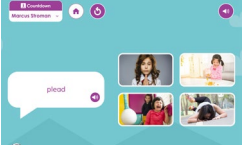
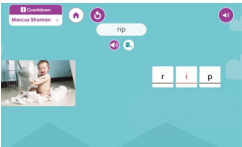
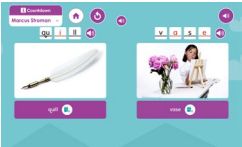
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Game #	Game Image	Game Name	Auditory Directions	Words
6		Scenario	Screen 1: Listen to the sentence. Then choose the sentence that best answers the question. Then click the arrow at the bottom of the screen to move on.	Unit 9: dim, first, fly, jam, tape
7		Touch Word	Screen 1: Touch the picture that best shows the meaning of the word, and then touch the purple check button to check your work.	Unit 9: dark, initial, glide, jelly, record
Unit 9				
1		Deep Teach	Screen 1: "Let's learn some new words." Screen 2: "Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on." Screen 3: "Touch the image that matches the sentence. Then click the arrow at the bottom of the screen to move on."	Unit 10: fan, gap, iron, roam, spin
2		Light	Screen 1: After you hear two words you may already know combined in one sentence, click the book icon next to each word if you want to hear its definition.	Unit 10: lid, gas, match, mow, itch, rug, robe, bag, rose, quilt
3		Related	Screen 1: Listen to a word you've already learned. Then you'll learn a synonym, a word that means almost the same thing. Choose the picture that shows the meaning of this new word. Then click on the arrow to move on. Screen 2: You already know the word (word #1). The word (word #2) is a synonym that means almost the same thing as (word #1).	Unit 10: fan, admirer, gap, space, iron, flatten, roam, wander, spin, rotate
4		Click It	Screen 1: Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on. Screen 2: You've already learned that the word (word #1) means (insert paraphrased definition), now touch each picture to hear (word #1) used in a different way.	Unit 10: fan, iron

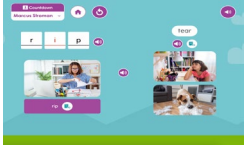
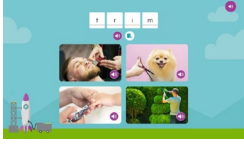
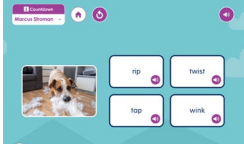
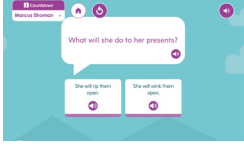
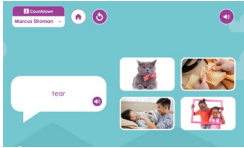
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Game #	Game Image	Game Name	Auditory Directions	Words
5		Match	Screen 1: Touch the word that describes the picture, and then touch the purple check button to check your work.	Unit 10: fan, gap, iron, roam, spin
6		Scenario	Screen 1: Listen to the sentence. Then choose the sentence that best answers the question. Then click the arrow at the bottom of the screen to move on.	Unit 10: fan, gap, iron, roam, spin
7		Touch Word	Screen 1: Touch the picture that best shows the meaning of the word, and then touch the purple check button to check your work.	Unit 10: admirer, space, flatten, wander, rotate
Unit 10				
1		Deep Teach	Screen 1: "Let's learn some new words." Screen 2: "Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on." Screen 3: "Touch the image that matches the sentence. Then click the arrow at the bottom of the screen to move on."	Unit 11: beg, clip, dump, bawl, trip
2		Light	Screen 1: After you hear two words you may already know combined in one sentence, click the book icon next to each word if you want to hear its definition.	Unit 11: vat, wax, tale, rub, cab, nail, doze, brook, chalk, bury
3		Related	Screen 1: Listen to a word you've already learned. Then you'll learn a synonym, a word that means almost the same thing. Choose the picture that shows the meaning of this new word. Then click on the arrow to move on. Screen 2: You already know the word (word #1). The word (word #2) is a synonym that means almost the same thing as (word #1).	Unit 11: beg, plead, clip, trim, dump, unload, bawl, weep, trip, stumble

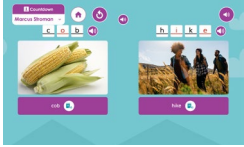
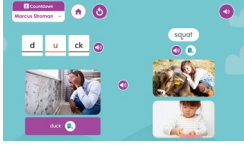
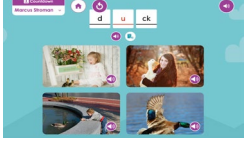
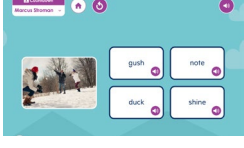
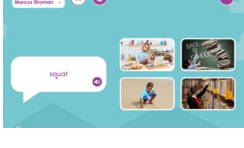
Countdown Vocabulary Game Mapping

Game #	Game Image	Game Name	Auditory Directions	Words
4		Click It	Screen 1: Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on. Screen 2: You've already learned that the word (word #1) means (insert paraphrased definition), now touch each picture to hear (word #1) used in a different way.	Unit 11: clip, dump, trip
5		Match	Screen 1: Touch the word that describes the picture, and then touch the purple check button to check your work.	Unit 11: beg, clip, dump, bawl, trip
6		Scenario	Screen 1: Listen to the sentence. Then choose the sentence that best answers the question. Then click the arrow at the bottom of the screen to move on.	Unit 11: beg, clip, dump, bawl, trip
7		Touch Word	Screen 1: Touch the picture that best shows the meaning of the word, and then touch the purple check button to check your work.	Unit 11: plead, trim, unload, weep, stumble
Unit 11				
1		Deep Teach	Screen 1: "Let's learn some new words." Screen 2: "Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on." Screen 3: "Touch the image that matches the sentence. Then click the arrow at the bottom of the screen to move on."	Unit 12: rip, tap, trim, twist, wink
2		Light	Screen 1: After you hear two words you may already know combined in one sentence, click the book icon next to each word if you want to hear its definition.	Unit 12: quill, vase, chain, pin, tusk, fog, hen, drag, comb, wag

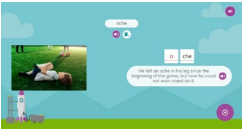
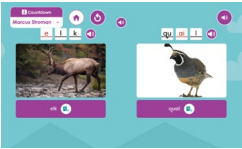
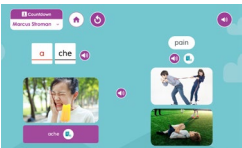
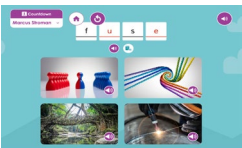
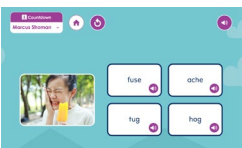
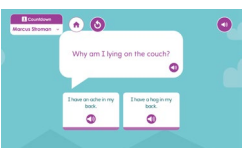
Countdown Vocabulary Game Mapping

Game #	Game Image	Game Name	Auditory Directions	Words
3		Related	Screen 1: Listen to a word you've already learned. Then you'll learn a synonym, a word that means almost the same thing. Choose the picture that shows the meaning of this new word. Then click on the arrow to move on. Screen 2: You already know the word (word #1). The word (word #2) is a synonym that means almost the same thing as (word #1).	Unit 12: rip, tear, tap, poke, trim, border, twist, wind, wink, blink
4		Click It	Screen 1: Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on. Screen 2: You've already learned that the word (word #1) means (insert paraphrased definition), now touch each picture to hear (word #1) used in a different way.	Unit 12: trim
5		Match	Screen 1: Touch the word that describes the picture, and then touch the purple check button to check your work.	Unit 12: rip, tap, trim, twist, wink
6		Scenario	Screen 1: Listen to the sentence. Then choose the sentence that best answers the question. Then click the arrow at the bottom of the screen to move on.	Unit 12: rip, tap, trim, twist, wink
7		Touch Word	Screen 1: Touch the picture that best shows the meaning of the word, and then touch the purple check button to check your work.	Unit 12: tear, poke, border, wind, blink
Unit 12				
1		Deep Teach	Screen 1: "Let's learn some new words." Screen 2: "Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on." Screen 3: "Touch the image that matches the sentence. Then click the arrow at the bottom of the screen to move on."	Unit 13: duck, note, pile, seek, shine

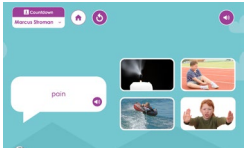
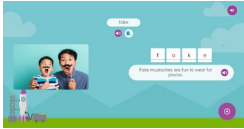
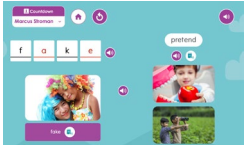
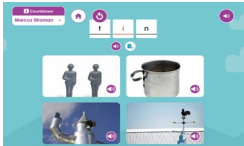
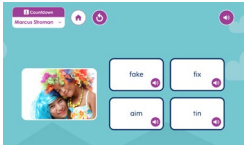
Countdown Vocabulary Game Mapping

Game #	Game Image	Game Name	Auditory Directions	Words
2		Light	Screen 1: After you hear two words you may already know combined in one sentence, click the book icon next to each word if you want to hear its definition.	Unit 13: sheet, heat, worm, rake, bean, gold, jog, seal
3		Related	Screen 1: Listen to a word you've already learned. Then you'll learn a synonym, a word that means almost the same thing. Choose the picture that shows the meaning of this new word. Then click on the arrow to move on. Screen 2: You already know the word (word #1). The word (word #2) is a synonym that means almost the same thing as (word #1).	Unit 13: duck, squat, note, record, pile, heap, seek, search, shine, glow
4		Click It	Screen 1: Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on. Screen 2: You've already learned that the word (word #1) means (insert paraphrased definition), now touch each picture to hear (word #1) used in a different way.	Unit 13: squat, record, heap, search, glow
5		Match	Screen 1: Touch the word that describes the picture, and then touch the purple check button to check your work.	Unit 13: duck, note, pile, seek, shine
6		Scenario	Screen 1: Listen to the sentence. Then choose the sentence that best answers the question. Then click the arrow at the bottom of the screen to move on.	Unit 13: duck, note, pile, seek, shine
7		Touch Word	Screen 1: Touch the picture that best shows the meaning of the word, and then touch the purple check button to check your work.	Unit 13: duck, note, pile, seek, shine

Countdown Vocabulary Game Mapping

Game #	Game Image	Game Name	Auditory Directions	Words
Unit 13				
1		Deep Teach	Screen 1: "Let's learn some new words." Screen 2: "Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on." Screen 3: "Touch the image that matches the sentence. Then click the arrow at the bottom of the screen to move on."	Unit 14: ache, fuse, hog, quit, tug
2		Light	Screen 1: After you hear two words you may already know combined in one sentence, click the book icon next to each word if you want to hear its definition.	Unit 14: rattle, vehicle, jot, different, oat, nibble, side-walk, cactus
3		Related	Screen 1: Listen to a word you've already learned. Then you'll learn a synonym, a word that means almost the same thing. Choose the picture that shows the meaning of this new word. Then click on the arrow to move on. Screen 2: You already know the word (word #1). The word (word #2) is a synonym that means almost the same thing as (word #1).	Unit 14: ache, pain, fuse, wick, hog, pig, quit, stop, tug, drag
4		Click It	Screen 1: Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on. Screen 2: You've already learned that the word (word #1) means (insert paraphrased definition), now touch each picture to hear (word #1) used in a different way.	Unit 14: fuse, hog
5		Match	Screen 1: Touch the word that describes the picture, and then touch the purple check button to check your work.	Unit 14: ache, fuse, hog, quit, tug
6		Scenario	Screen 1: Listen to the sentence. Then choose the sentence that best answers the question. Then click the arrow at the bottom of the screen to move on.	Unit 14: ache, fuse, hog, quit, tug

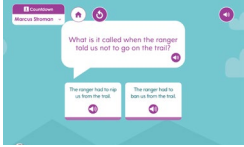
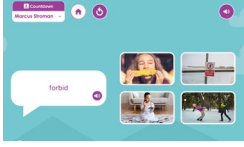
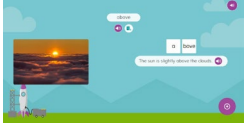
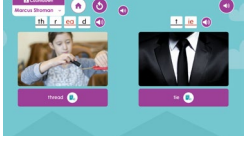
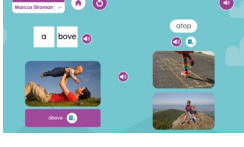
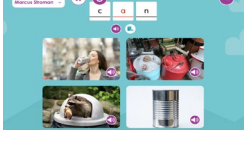
Countdown Vocabulary Game Mapping

Game #	Game Image	Game Name	Auditory Directions	Words
7		Touch Word	Screen 1: Touch the picture that best shows the meaning of the word, and then touch the purple check button to check your work.	Unit 14: pain, wick, pig, stop, drag
Unit 14				
1		Deep Teach	Screen 1: "Let's learn some new words." Screen 2: "Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on." Screen 3: "Touch the image that matches the sentence. Then click the arrow at the bottom of the screen to move on."	Unit 15: fake, fix, rig, tab tin
2		Light	Screen 1: After you hear two words you may already know combined in one sentence, click the book icon next to each word if you want to hear its definition.	Unit 15: aim, bin, lot, neat, each, rib, sop, sag, enter, jug
3		Related	Screen 1: Listen to a word you've already learned. Then you'll learn a synonym, a word that means almost the same thing. Choose the picture that shows the meaning of this new word. Then click on the arrow to move on. Screen 2: You already know the word (word #1). The word (word #2) is a synonym that means almost the same thing as (word #1).	Unit 15: fake, pretend, fix, repair, rig, devise, tab, label, tin, canister
4		Click It	Screen 1: Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on. Screen 2: You've already learned that the word (word #1) means (insert paraphrased definition), now touch each picture to hear (word #1) used in a different way.	Unit 15: tin
5		Match	Screen 1: Touch the word that describes the picture, and then touch the purple check button to check your work.	Unit 15: fake, fix, rig, tab tin

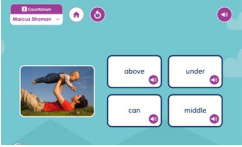
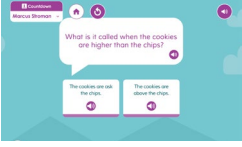
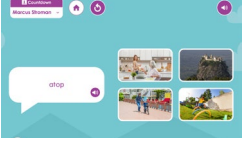
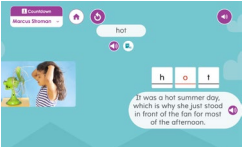
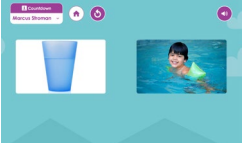
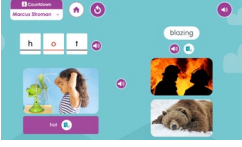
Countdown Vocabulary Game Mapping

Game #	Game Image	Game Name	Auditory Directions	Words
6		Scenario	Screen 1: Listen to the sentence. Then choose the sentence that best answers the question. Then click the arrow at the bottom of the screen to move on.	Unit 15: fake, fix, rig, tab tin
7		Touch Word	Screen 1: Touch the picture that best shows the meaning of the word, and then touch the purple check button to check your work.	Unit 15: pretend, repair, devise, label, canister
Unit 15				
1		Deep Teach	Screen 1: "Let's learn some new words." Screen 2: "Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on." Screen 3: "Touch the image that matches the sentence. Then click the arrow at the bottom of the screen to move on."	Unit 16: ban, dab, lob, nip, under
2		Light	Screen 1: After you hear two words you may already know combined in one sentence, click the book icon next to each word if you want to hear its definition.	Unit 16: tux, twins, lab, sum, act, devour, bet, mitt, inside, sub
3		Related	Screen 1: Listen to a word you've already learned. Then you'll learn a synonym, a word that means almost the same thing. Choose the picture that shows the meaning of this new word. Then click on the arrow to move on. Screen 2: You already know the word (word #1). The word (word #2) is a synonym that means almost the same thing as (word #1).	Unit 16: ban, forbid, dab, tap, lob, throw, nip, nibble, under, below
4		Match	Screen 1: Touch the word that describes the picture, and then touch the purple check button to check your work.	Unit 16: ban, dab, lob, nip, under

Countdown Vocabulary Game Mapping

Game #	Game Image	Game Name	Auditory Directions	Words
5		Scenario	Screen 1: Listen to the sentence. Then choose the sentence that best answers the question. Then click the arrow at the bottom of the screen to move on.	Unit 16: ban, dab, lob, nip, under
6		Touch Word	Screen 1: Touch the picture that best shows the meaning of the word, and then touch the purple check button to check your work.	Unit 16: forbid, tap, throw, nibble, below
Unit 16				
1		Deep Teach	Screen 1: "Let's learn some new words." Screen 2: "Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on." Screen 3: "Touch the image that matches the sentence. Then click the arrow at the bottom of the screen to move on."	Unit 17: above, ask, can, hop, middle
2		Light	Screen 1: After you hear two words you may already know combined in one sentence, click the book icon next to each word if you want to hear its definition.	Unit 17: thread, tie, bat, rat, needle, sock, wig, yarn, ox, rough
3		Related	Screen 1: Listen to a word you've already learned. Then you'll learn a synonym, a word that means almost the same thing. Choose the picture that shows the meaning of this new word. Then click on the arrow to move on. Screen 2: You already know the word (word #1). The word (word #2) is a synonym that means almost the same thing as (word #1).	Unit 17: above, atop, ask, inquire, can, able, hop, jump, middle, median
4		Click It	Screen 1: Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on. Screen 2: You've already learned that the word (word #1) means (insert paraphrased definition), now touch each picture to hear (word #1) used in a different way.	Unit 17: can

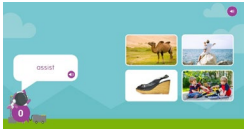
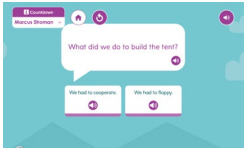
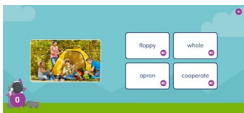
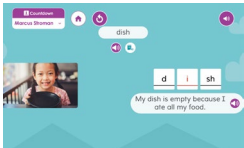
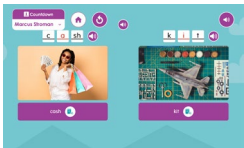
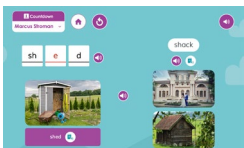
Countdown Vocabulary Game Mapping

Game #	Game Image	Game Name	Auditory Directions	Words
5		Match	Screen 1: Touch the word that describes the picture, and then touch the purple check button to check your work.	Unit 17: above, ask, can, hop, middle
6		Scenario	Screen 1: Listen to the sentence. Then choose the sentence that best answers the question. Then click the arrow at the bottom of the screen to move on.	Unit 17: above, ask, can, hop, middle
7		Touch Word	Screen 1: Touch the picture that best shows the meaning of the word, and then touch the purple check button to check your work.	Unit 17: atop, inquire, jump, able, median
Unit 17				
1		Deep Teach	Screen 1: "Let's learn some new words." Screen 2: "Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on." Screen 3: "Touch the image that matches the sentence. Then click the arrow at the bottom of the screen to move on."	Unit 18: hot, nap, oven, quarrel, yield
2		Light	Screen 1: After you hear two words you may already know combined in one sentence, click the book icon next to each word if you want to hear its definition.	Unit 18: bed, relax, nurse, thermometer, yolk, omlet, fireworks, concert
3		Related	Screen 1: Listen to a word you've already learned. Then you'll learn a synonym, a word that means almost the same thing. Choose the picture that shows the meaning of this new word. Then click on the arrow to move on. Screen 2: You already know the word (word #1). The word (word #2) is a synonym that means almost the same thing as (word #1).	Unit 18: hot, blazing, nap, sleep, oven, stove, quarrel, argue, yield, produce

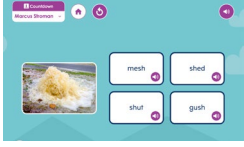
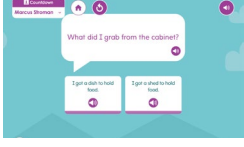
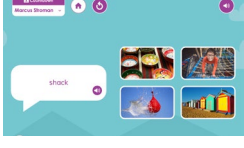
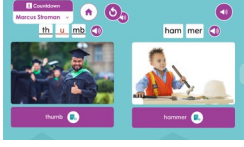
Countdown Vocabulary Game Mapping

Game #	Game Image	Game Name	Auditory Directions	Words
4		Match	Screen 1: Touch the word that describes the picture, and then touch the purple check button to check your work.	Unit 18: hot, nap, oven, quarrel, yield
5		Scenario	Screen 1: Listen to the sentence. Then choose the sentence that best answers the question. Then click the arrow at the bottom of the screen to move on.	Unit 18: hot, nap, oven, quarrel, yield
6		Touch Word	Screen 1: Touch the picture that best shows the meaning of the word, and then touch the purple check button to check your work.	Unit 18: blazing, sleep, stove, argue, produce
Unit 18				
1		Deep Teach	Screen 1: "Let's learn some new words." Screen 2: "Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on." Screen 3: "Touch the image that matches the sentence. Then click the arrow at the bottom of the screen to move on."	Unit 19: cooperate, floppy, observe, plump, whole
2		Light	Screen 1: After you hear two words you may already know combined in one sentence, click the book icon next to each word if you want to hear its definition.	Unit 19: apron, overalls, kayak, island, routine, reliable, violin, oboe, easel, keyboard
3		Related	Screen 1: Listen to a word you've already learned. Then you'll learn a synonym, a word that means almost the same thing. Choose the picture that shows the meaning of this new word. Then click on the arrow to move on. Screen 2: You already know the word (word #1). The word (word #2) is a synonym that means almost the same thing as (word #1).	Unit 19: cooperate, assist, floppy, limp, observe, notice, plump, chunky, whole, complete

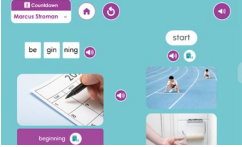
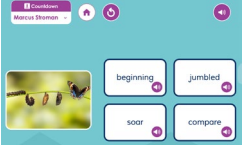
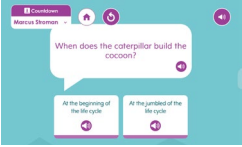
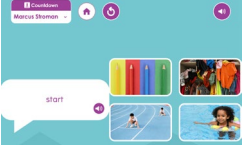
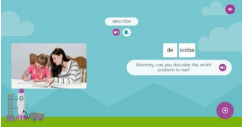
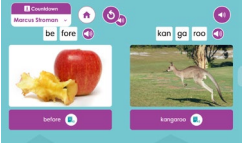
Countdown Vocabulary Game Mapping

Game #	Game Image	Game Name	Auditory Directions	Words
4		Match	Screen 1: Touch the word that describes the picture, and then touch the purple check button to check your work.	Unit 19: cooperate, floppy, observe, plump, whole
5		Scenario	Screen 1: Listen to the sentence. Then choose the sentence that best answers the question. Then click the arrow at the bottom of the screen to move on.	Unit 19: cooperate, floppy, observe, plump, whole
6		Touch Word	Screen 1: Touch the picture that best shows the meaning of the word, and then touch the purple check button to check your work.	Unit 19: assist, limp, notice, chunky, complete
Unit 19				
1		Deep Teach	Screen 1: "Let's learn some new words." Screen 2: "Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on." Screen 3: "Touch the image that matches the sentence. Then click the arrow at the bottom of the screen to move on."	Unit 20: dish, gush, mesh, shed, shut
2		Light	Screen 1: After you hear two words you may already know combined in one sentence, click the book icon next to each word if you want to hear its definition.	Unit 20: cash, kit, wish, shop, push, shin, hush, lush
3		Related	Screen 1: Listen to a word you've already learned. Then you'll learn a synonym, a word that means almost the same thing. Choose the picture that shows the meaning of this new word. Then click on the arrow to move on. Screen 2: You already know the word (word #1). The word (word #2) is a synonym that means almost the same thing as (word #1).	Unit 20: shed, shack, dish, bowl, gush, spurt, shut, close,

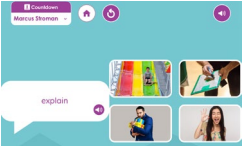
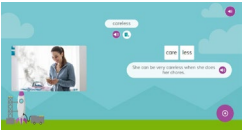
Countdown Vocabulary Game Mapping

Game #	Game Image	Game Name	Auditory Directions	Words
4		Click It	Screen 1: Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on. Screen 2: You've already learned that the word (word #1) means (insert paraphrased definition), now touch each picture to hear (word #1) used in a different way.	Unit 20: dish, shed
5		Match	Screen 1: Touch the word that describes the picture, and then touch the purple check button to check your work.	Unit 20: dish, gush, mesh, shed, shut
6		Scenario	Screen 1: Listen to the sentence. Then choose the sentence that best answers the question. Then click the arrow at the bottom of the screen to move on.	Unit 20: dish, gush, mesh, shed, shut
7		Touch Word	Screen 1: Touch the picture that best shows the meaning of the word, and then touch the purple check button to check your work.	Unit 20: shack, bowl, spurt, close
Unit 20				
1		Deep Teach	Screen 1: "Let's learn some new words." Screen 2: "Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on." Screen 3: "Touch the image that matches the sentence. Then click the arrow at the bottom of the screen to move on."	Unit 21: beginning, compare, jumbled, soar, wipe
2		Light	Screen 1: After you hear two words you may already know combined in one sentence, click the book icon next to each word if you want to hear its definition.	Unit 21: thumb, hammer, dozen, parlor, sort, envelope, squint, lightning, eggplant, ham

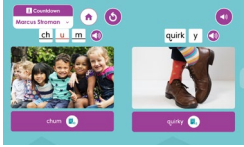
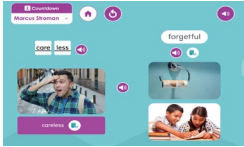
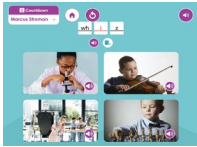
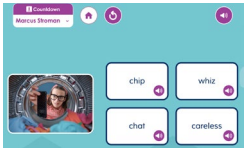
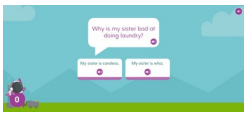
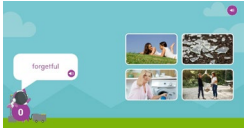
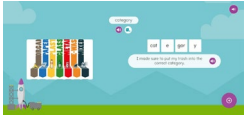
Countdown Vocabulary Game Mapping

Game #	Game Image	Game Name	Auditory Directions	Words
3		Related	Screen 1: Listen to a word you've already learned. Then you'll learn a synonym, a word that means almost the same thing. Choose the picture that shows the meaning of this new word. Then click on the arrow to move on. Screen 2: You already know the word (word #1). The word (word #2) is a synonym that means almost the same thing as (word #1).	Unit 21: beginning, start, compare, match, jumbled, messy, soar, float, wipe, wash
4		Match	Screen 1: Touch the word that describes the picture, and then touch the purple check button to check your work.	Unit 21: beginning, compare, jumbled, soar, wipe
5		Scenario	Screen 1: Listen to the sentence. Then choose the sentence that best answers the question. Then click the arrow at the bottom of the screen to move on.	Unit 21: beginning, compare, jumbled, soar, wipe
6		Touch Word	Screen 1: Touch the picture that best shows the meaning of the word, and then touch the purple check button to check your work.	Unit 21: start, match, messy, float, wash
Unit 21				
1		Deep Teach	Screen 1: "Let's learn some new words." Screen 2: "Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on." Screen 3: "Touch the image that matches the sentence. Then click the arrow at the bottom of the screen to move on."	Unit 22: describe, greedy, joyful, slick, tough
2		Light	Screen 1: After you hear two words you may already know combined in one sentence, click the book icon next to each word if you want to hear its definition.	Unit 22: before, kangaroo, after, extinct, sea, scaly, tumble, skateboard, next, slide

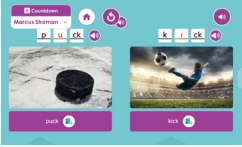
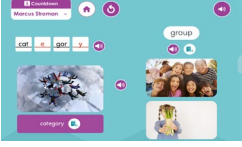
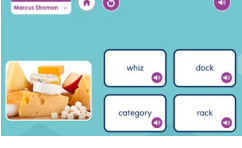
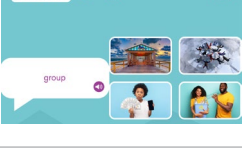
Countdown Vocabulary Game Mapping

Game #	Game Image	Game Name	Auditory Directions	Words
3		Related	Screen 1: Listen to a word you've already learned. Then you'll learn a synonym, a word that means almost the same thing. Choose the picture that shows the meaning of this new word. Then click on the arrow to move on. Screen 2: You already know the word (word #1). The word (word #2) is a synonym that means almost the same thing as (word #1).	Unit 22: describe, explain, greedy, selfish, joyful, delighted, slick, slippery, tough, strong
4		Click It	Screen 1: Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on. Screen 2: You've already learned that the word (word #1) means (insert paraphrased definition), now touch each picture to hear (word #1) used in a different way.	Unit 22: slick
5		Match	Screen 1: Touch the word that describes the picture, and then touch the purple check button to check your work.	Unit 22: describe, greedy, joyful, slick, tough
6		Scenario	Screen 1: Listen to the sentence. Then choose the sentence that best answers the question. Then click the arrow at the bottom of the screen to move on.	Unit 22: describe, greedy, joyful, slick, tough
7		Touch Word	Screen 1: Touch the picture that best shows the meaning of the word, and then touch the purple check button to check your work.	Unit 22: explain, selfish, delighted, slippery, strong
Unit 22				
1		Deep Teach	Screen 1: "Let's learn some new words." Screen 2: "Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on." Screen 3: "Touch the image that matches the sentence. Then click the arrow at the bottom of the screen to move on."	Unit 23: careless, chat, chap, garbage, whiz

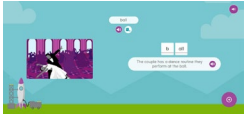
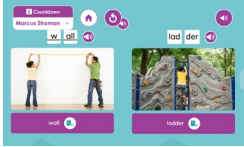
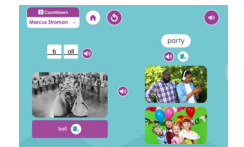
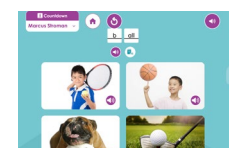
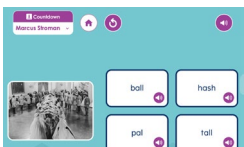
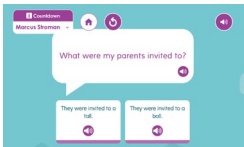
Countdown Vocabulary Game Mapping

Game #	Game Image	Game Name	Auditory Directions	Words
2		Light	Screen 1: After you hear two words you may already know combined in one sentence, click the book icon next to each word if you want to hear its definition.	Unit 23: chum, quirky, whale, spine, chap, ax, weigh, bat, acorn, chimney
3		Related	Screen 1: Listen to a word you've already learned. Then you'll learn a synonym, a word that means almost the same thing. Choose the picture that shows the meaning of this new word. Then click on the arrow to move on. Screen 2: You already know the word (word #1). The word (word #2) is a synonym that means almost the same thing as (word #1).	Unit 23: careless, forgetful, chat, talk, chap, man, garbage, rubbish, whiz, hustle
4		Click It	Screen 1: Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on. Screen 2: You've already learned that the word (word #1) means (insert paraphrased definition), now touch each picture to hear (word #1) used in a different way.	Unit 23: whiz
5		Match	Screen 1: Touch the word that describes the picture, and then touch the purple check button to check your work.	Unit 23: careless, chat, chap, garbage, whiz
6		Scenario	Screen 1: Listen to the sentence. Then choose the sentence that best answers the question. Then click the arrow at the bottom of the screen to move on.	Unit 23: careless, chat, chap, garbage, whiz
7		Touch Word	Screen 1: Touch the picture that best shows the meaning of the word, and then touch the purple check button to check your work.	Unit 23: forgetful, talk, man, rubbish, hustle
Unit 23				
1		Deep Teach	Screen 1: "Let's learn some new words." Screen 2: "Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on." Screen 3: "Touch the image that matches the sentence. Then click the arrow at the bottom of the screen to move on."	Unit 24: category, dock, pack, rack, shock

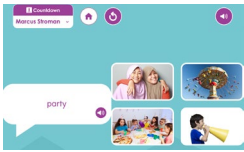
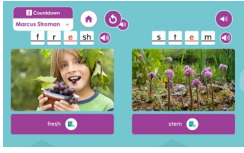
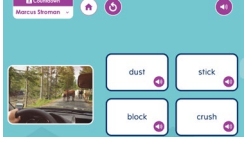
Countdown Vocabulary Game Mapping

Game #	Game Image	Game Name	Auditory Directions	Words
2		Light	Screen 1: After you hear two words you may already know combined in one sentence, click the book icon next to each word if you want to hear its definition.	Unit 24: puck, kick, sick, sip, neck, igloo, coordinate, maroon, prefer, vary
3		Related	Screen 1: Listen to a word you've already learned. Then you'll learn a synonym, a word that means almost the same thing. Choose the picture that shows the meaning of this new word. Then click on the arrow to move on. Screen 2: You already know the word (word #1). The word (word #2) is a synonym that means almost the same thing as (word #1).	Unit 24: category, group, dock, pier, pack, fill, rack, shelf, shock, surprise
4		Click It	Screen 1: Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on. Screen 2: You've already learned that the word (word #1) means (insert paraphrased definition), now touch each picture to hear (word #1) used in a different way.	Unit 24: dock, pack
5		Match	Screen 1: Touch the word that describes the picture, and then touch the purple check button to check your work.	Unit 24: category, dock, pack, rack, shock
6		Scenario	Screen 1: Listen to the sentence. Then choose the sentence that best answers the question. Then click the arrow at the bottom of the screen to move on.	Unit 24: category, dock, pack, rack, shock
7		Touch Word	Screen 1: Touch the picture that best shows the meaning of the word, and then touch the purple check button to check your work.	Unit 24: group, pier, fill, shelf, surprise

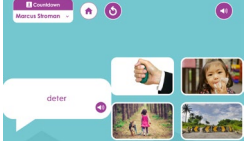
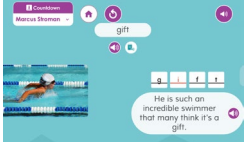
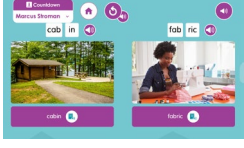
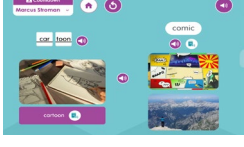
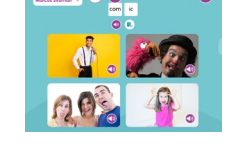
Countdown Vocabulary Game Mapping

Game #	Game Image	Game Name	Auditory Directions	Words
Unit 24				
1		Deep Teach	Screen 1: "Let's learn some new words." Screen 2: "Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on." Screen 3: "Touch the image that matches the sentence. Then click the arrow at the bottom of the screen to move on."	Unit 25: ball, call, hash, pal, tall
2		Light	Screen 1: After you hear two words you may already know combined in one sentence, click the book icon next to each word if you want to hear its definition.	
3		Related	Screen 1: Listen to a word you've already learned. Then you'll learn a synonym, a word that means almost the same thing. Choose the picture that shows the meaning of this new word. Then click on the arrow to move on. Screen 2: You already know the word (word #1). The word (word #2) is a synonym that means almost the same thing as (word #1).	Unit 25: ball, party, call, holler, hash, medley, pal, friend, tall, high
4		Click It	Screen 1: Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on. Screen 2: You've already learned that the word (word #1) means (insert paraphrased definition), now touch each picture to hear (word #1) used in a different way.	Unit 25: ball
5		Match	Screen 1: Touch the word that describes the picture, and then touch the purple check button to check your work.	Unit 25: ball, call, hash, pal, tall
6		Scenario	Screen 1: Listen to the sentence. Then choose the sentence that best answers the question. Then click the arrow at the bottom of the screen to move on.	Unit 25: ball, call, hash, pal, tall

Countdown Vocabulary Game Mapping

Game #	Game Image	Game Name	Auditory Directions	Words
7		Touch Word	Screen 1: Touch the picture that best shows the meaning of the word, and then touch the purple check button to check your work.	Unit 25: party, holler, medley, friend, high
Unit 25				
1		Deep Teach	Screen 1: "Let's learn some new words." Screen 2: "Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on." Screen 3: "Touch the image that matches the sentence. Then click the arrow at the bottom of the screen to move on."	Unit 26: block, crush, dust, step, stick
2		Light	Screen 1: After you hear two words you may already know combined in one sentence, click the book icon next to each word if you want to hear its definition.	Unit 26: fresh, stem, gift, plush, grin, drum, clam, grip, lamp, plan
3		Related	Screen 1: Listen to a word you've already learned. Then you'll learn a synonym, a word that means almost the same thing. Choose the picture that shows the meaning of this new word. Then click on the arrow to move on. Screen 2: You already know the word (word #1). The word (word #2) is a synonym that means almost the same thing as (word #1).	Unit 26: block, deter, crush, compress, dust, wipe, step, walk, stick, adhere
4		Click It	Screen 1: Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on. Screen 2: You've already learned that the word (word #1) means (insert paraphrased definition), now touch each picture to hear (word #1) used in a different way.	Unit 26: block, crush, dust, step, stick
5		Match	Screen 1: Touch the word that describes the picture, and then touch the purple check button to check your work.	Unit 26: block, crush, dust, step, stick

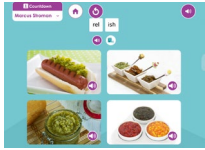
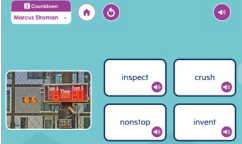
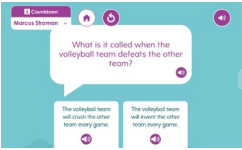
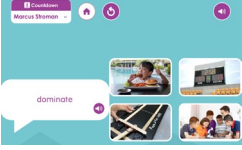
Countdown Vocabulary Game Mapping

Game #	Game Image	Game Name	Auditory Directions	Words
6		Scenario	Screen 1: Listen to the sentence. Then choose the sentence that best answers the question. Then click the arrow at the bottom of the screen to move on.	Unit 26: block, crush, dust, step, stick
7		Touch Word	Screen 1: Touch the picture that best shows the meaning of the word, and then touch the purple check button to check your work.	Unit 26: deter, compress, wipe, walk, adhere
Unit 26				
1		Deep Teach	Screen 1: "Let's learn some new words." Screen 2: "Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on." Screen 3: "Touch the image that matches the sentence. Then click the arrow at the bottom of the screen to move on."	Unit 27: comic, gift, object, solid, upset
2		Light	Screen 1: After you hear two words you may already know combined in one sentence, click the book icon next to each word if you want to hear its definition.	Unit 27: subject, backpack, cabin, fabric, potluck, contest, runt, mascot, picnic, public
3		Related	Screen 1: Listen to a word you've already learned. Then you'll learn a synonym, a word that means almost the same thing. Choose the picture that shows the meaning of this new word. Then click on the arrow to move on. Screen 2: You already know the word (word #1). The word (word #2) is a synonym that means almost the same thing as (word #1).	Unit 27: comic, cartoon, gift, talent, object, thing, solid, dense, upset, unhappy
4		Click It	Screen 1: Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on. Screen 2: You've already learned that the word (word #1) means (insert paraphrased definition), now touch each picture to hear (word #1) used in a different way.	Unit 27: comic

Countdown Vocabulary Game Mapping

Game #	Game Image	Game Name	Auditory Directions	Words
5		Match	Screen 1: Touch the word that describes the picture, and then touch the purple check button to check your work.	Unit 27: comic, gift, object, solid, upset
6		Scenario	Screen 1: Listen to the sentence. Then choose the sentence that best answers the question. Then click the arrow at the bottom of the screen to move on.	Unit 27: comic, gift, object, solid, upset
7		Touch Word	Screen 1: Touch the picture that best shows the meaning of the word, and then touch the purple check button to check your work.	Unit 27: cartoon, talent, thing, dense, unhappy
Unit 27				
1		Deep Teach	Screen 1: "Let's learn some new words." Screen 2: "Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on." Screen 3: "Touch the image that matches the sentence. Then click the arrow at the bottom of the screen to move on."	Unit 28: crush, inspect, invent, nonstop, relish
2		Light	Screen 1: After you hear two words you may already know combined in one sentence, click the book icon next to each word if you want to hear its definition.	Unit 28: attic, cobweb, expect, nutmeg, contact, bobsled, unzip, laptop, unpack, sundress
3		Related	Screen 1: Listen to a word you've already learned. Then you'll learn a synonym, a word that means almost the same thing. Choose the picture that shows the meaning of this new word. Then click on the arrow to move on. Screen 2: You already know the word (word #1). The word (word #2) is a synonym that means almost the same thing as (word #1).	Unit 28: crush, dominate, inspect, examine, invent, create, nonstop, continuous, relish, enjoy

Countdown Vocabulary Game Mapping

Game #	Game Image	Game Name	Auditory Directions	Words
4		Click It	Screen 1: Listen to the word. Then touch each image to hear the word used in a sentence. Then click the arrow at the bottom of the screen to move on. Screen 2: You've already learned that the word (word #1) means (insert paraphrased definition), now touch each picture to hear (word #1) used in a different way.	Unit 28: relish
5		Match	Screen 1: Touch the word that describes the picture, and then touch the purple check button to check your work.	Unit 28: crush, inspect, invent, nonstop, relish
6		Scenario	Screen 1: Listen to the sentence. Then choose the sentence that best answers the question. Then click the arrow at the bottom of the screen to move on.	Unit 28: crush, inspect, invent, nonstop, relish
7		Touch Word	Screen 1: Touch the picture that best shows the meaning of the word, and then touch the purple check button to check your work.	Unit 28: dominate, examine, create, continuous, enjoy