Dear Parent,

The better your child can read, the greater his or her opportunity to be successful in school (and in life). The Magic Ladder is a tool for helping children learn to read better. It is easy to learn, and once you do, you will be able to help your child get the most out of using it.

The Magic Ladder is a website that anyone with a computer, tablet, phone, or Amazon Fire TV device can use. To access the website, open your browser (Chrome, Silk, and Safari work best), and go to:

https://mlc.learningstewards.org/

When the home page opens, you will notice a blue button in the top right corner of the screen. Whenever you need help or would like to learn more about using the Magic Ladder, just click it, and then click the red help button that appears at the top of the pop-up window.

To get started, click on the grade range that best fits your child’s reading level. Next, look at the stories on the page and click to open the one that you think will be most interesting to your child. Magic Ladder Stories are interactive. You can click on any word or any picture you see. You can’t hurt anything, so feel free to experiment as you learn. There are a few simple things to learn first:

Click word for help recognizing, for help understanding, click icon.

#1 MOST IMPORTANT: LEARNERS SHOULD CLICK EVERY WORD THEY DON’T IMMEDIATELY RECOGNIZE OR UNDERSTAND THE MEANING OF.

If they don’t recognize the word, they keep clicking until they do. After each click, learners should stop, look, listen, and try again to read the word. If they do recognize the word, but don’t know what it means, they should click the WordExplore icon.

#2 Red Words are words that teach PQs. ‘PQ’s tell learners which of a letter’s possible sounds it is making in the word they are reading. Learners should click all Red Words.

#3 Clicking the Green Speaker buttons, will cause a portion of the text to be read to the student.

#4 Hint Buttons are provided on each story page in the Magic Ladder. Clicking them will give you instructions and information.

After you get comfortable with the basics, click on the “About” button on the Main Library Page and learn about the more advanced features (like having the stories use your child’s name, or changing the Magic Ladder’s voice). Remember to visit the Help section to learn more!
If you are using Google Chrome on a Windows or Mac machine, you can use the PQ Popup on many other websites:
https://goo.gl/7TUAC2
https://goo.gl/AAKycD

Woken from his nap, the lion laid his huge paw angrily on the tiny creature.

The Lion and the Mouse

Learners learn reading skills as they use the PQ App to recognize and understand unfamiliar words.

**READER**
- Learners read the text aloud.
- Learners use the PQ App to recognize and understand unfamiliar words.

**REFERENCE PANEL**
- Definitions
- Synonyms
- Word Origins
- Translator
- WordScope
- Menu of Languages

**RECOGNITION**
- Learner clicks on word in popup.
- System: displays/sounds 1st set of cues. If can’t read, tries to read word. If can’t read, clicks WordExplore.
- Learner clicks on word in popup.
- System: displays/sounds 2nd set of cues. If can’t read, tries to read word. If can’t read, clicks WordExplore.
- Learner clicks on word in popup.
- System: displays/sounds 3rd set of cues. If can’t read, tries to read word. If can’t read, clicks WordExplore.
- Learner clicks on word in popup.
- System: displays/sounds 4th set of cues. If can’t read, tries to read word. If can’t read, clicks WordExplore.
- Learner clicks EVERY unrecognized or not understood word.

**MENU**
- PAUSE
- PLAY
- SETTINGS
- REFERENCE PANEL

**REFERENCE PANEL**
- Definitions
- Synonyms
- Word Origins
- Translator
- WordScope
- Menu of Languages

**MAIN LIBRARY**
- Learner clicks on word in popup.
- System: displays/sounds 1st set of cues. If can’t read, tries to read word. If can’t read, clicks WordExplore.
- Learner clicks on word in popup.
- System: displays/sounds 2nd set of cues. If can’t read, tries to read word. If can’t read, clicks WordExplore.
- Learner clicks on word in popup.
- System: displays/sounds 3rd set of cues. If can’t read, tries to read word. If can’t read, clicks WordExplore.
- Learner clicks on word in popup.
- System: displays/sounds 4th set of cues. If can’t read, tries to read word. If can’t read, clicks WordExplore.
- Learner clicks EVERY unrecognized or not understood word.

**SYSTEM**
- Learner clicks on word in popup.
- System: displays/sounds 1st set of cues. If can’t read, tries to read word. If can’t read, clicks WordExplore.
- Learner clicks on word in popup.
- System: displays/sounds 2nd set of cues. If can’t read, tries to read word. If can’t read, clicks WordExplore.
- Learner clicks on word in popup.
- System: displays/sounds 3rd set of cues. If can’t read, tries to read word. If can’t read, clicks WordExplore.
- Learner clicks on word in popup.
- System: displays/sounds 4th set of cues. If can’t read, tries to read word. If can’t read, clicks WordExplore.
- Learner clicks EVERY unrecognized or not understood word.

**REDIRECT**
- Learner clicks on word in popup.
- System: displays/sounds 1st set of cues. If can’t read, tries to read word. If can’t read, clicks WordExplore.
- Learner clicks on word in popup.
- System: displays/sounds 2nd set of cues. If can’t read, tries to read word. If can’t read, clicks WordExplore.
- Learner clicks on word in popup.
- System: displays/sounds 3rd set of cues. If can’t read, tries to read word. If can’t read, clicks WordExplore.
- Learner clicks on word in popup.
- System: displays/sounds 4th set of cues. If can’t read, tries to read word. If can’t read, clicks WordExplore.
- Learner clicks EVERY unrecognized or not understood word.