

Rules for Earning Points and Achievements

Teacher Awarded Points and Achievements

Step 1 (Email and Before Reading Poll), Step 2 (Reading Connections), & Step 5 (Thought Question)

Achievement	Points Earned	Rule	
 Word Wiz	20 bonus points	Use one or more new vocabulary terms	
 Text-to-Text Connector	20 bonus points	Make a connection to another text.	
 Text-to-Self Connector	10 bonus points	Make a personal connection.	
 Predictor Victor	20 bonus points	Make a prediction based on evidence.	
 Inquiring Mind	20 bonus points	Ask a great question.	
 Questioner	10 bonus points	Ask a good question.	
 Strategic Reader	20 bonus points	Use multiple reading strategies	
 Graphics Guru	20 bonus points	Use visual skills when answering a graphic thought question.	
 Summarizer	20 bonus points	Summarize text by putting key ideas in own words.	
 Purpose Setter	20 bonus points	Take good notes while you're reading. Then use them in the thought question.	
 Literary Luminary	20 bonus points	Write thoughtful, complete responses.	
N/A	N/A	20 points	Write a thoughtful, complete response.
N/A	N/A	10 points	Write a good response.
N/A	N/A	5 points	Write an OK response.

Teacher Awarded Points and Achievements

Step 3 (Activity)

Achievement		Points Earned	Rule
	<u>Challenge Sage</u>	150 bonus points	Score 100% on a Part 2 Challenge activity for the twentieth time.
	<u>Challenge Czar</u>	100 bonus points	Score 100% on a Part 2 Challenge activity for the fourteenth time.
	Challenge Champion	50 bonus points	Score 100% on a Part 2 Challenge activity for the eighth time.
	Challenge Wiz	30 bonus points	Score 100% on a Part 2 Challenge activity for the fifth time.
	Challenge Chief	20 bonus points	Score 100% on a Part 2 Challenge activity for the third time.
	Challenge Apprentice	20 bonus points	Score 100% on a Part 2 Challenge activity for the second time.
	Challenge Rookie	10 bonus points	Score 100% on a Part 2 Challenge activity for the first time.
	<u>Sage</u>	100 bonus points	Score 100% on 40 multiple-choice activities.
	<u>Guru of Understanding</u>	50 bonus points	Score 100% on 20 multiple-choice activities.
	Activity Wiz	30 bonus points	Score 100% on five multiple-choice activities.
	Activity Rookie	20 bonus points	Score 100% on a multiple-choice activity for the third time.
	<u>Activity Expert</u>	50 bonus points	Score at least 75% on 40 multiple-choice activities.
	Activity Pro	30 bonus points	Score at least 75% on 20 multiple-choice activities.

N/A	N/A	10 bonus points	Score 100% on a multiple-choice activity for the first time.
N/A	N/A	20 points	Score 100% on a multiple-choice activity.
N/A	N/A	15 points	Score 88% on a multiple-choice activity.
N/A	N/A	10 points	Score 75% on a multiple-choice activity.
N/A	N/A	2 points	Correctly answer a multiple-choice question on the first try. <i>(Also applies to math and writing activity items)</i>
N/A	N/A	1 point	Correctly answer a multiple-choice question on the second try. <i>(Also applies to math and writing activity items)</i>

Step 4 (Poll)

Achievement		Points Earned	Rule
	<u>Opinionator</u>	30 bonus points	Respond to 40 before- and after-reading poll pairs.
	Debater	20 bonus points	Respond to 20 before- and after-reading poll pairs.
	Commentator	10 bonus points	Respond to the first before and after reading poll pair.
N/A	N/A	5 points	Respond to a before-reading poll. <i>(Once per day)</i>
N/A	N/A	5 points	Respond to an after-reading poll. <i>(Once per day)</i>

LevelSet Progress

Achievement		Points Earned	Rule
	Lexile Achiever	20 bonus points	Increase Lexile reading level by at least 35 Lexiles from the beginning of the year LevelSet. Or score 1210L or higher.

Daily & Weekly Contests

Achievement		Points Earned	Rule
	School Daily Top Scorer	25 bonus points	Score the most points in one day compared to all students in your school.
	<u>School Weekly Top Scorer</u>	50 bonus points	Score the most points in one week compared to all students in your school in the same program.
	<u>Daily Top Scorer in Your Location</u>	50 bonus points	Score the most points in one day compared to all students in your location in the same program.

