



Star Reading Pretest Instructions

Renaissance Learning™ | 14th Floor | South Quay Building | 189 Marsh Wall | London, E14 9SH | +44 (0)20 7184 4000 | www.renlearn.co.uk

All logos, designs and brand names for Renaissance's products and services, including, but not limited to, Accelerated Maths, Accelerated Reader, English in a Flash, MathsFacts in a Flash, myON, myON Reader, myON News, Renaissance, Renaissance Learning, Renaissance Place, Star Maths, Star Assessments, Star Early Literacy and Star Reading are trademarks of Renaissance. All other product and company names should be considered the property of their respective companies and organisations.

It is extremely important that you follow standard testing procedures when you administer the Star Reading test to your students. Before you begin testing, please check the following:


- Explain the test to your students. The Pretest Instructions will walk you through a basic orientation with your students.
- Cover or remove any materials on the walls, whiteboards and other areas that might help students answer the test items.
- Make sure there is enough light and ventilation in the test area.
- Make sure the area is free from noise. Try to avoid distracting locations or times when other students, school bells or public address announcements can interfere with student concentration.
- We recommend enabling “full screen” mode on your browser to ensure no scrolling is required. Browsers with customisations (bookmark tabs, extensions, etc.) and low-resolution screen settings result in a smaller available space which could result in needing to scroll to see the **Next** button during testing.
- If you are administering the test with a tablet computer, make sure the battery is adequately charged.



Please read these instructions to your students before they take the Star Reading test. (You can use the enclosed materials on pages 8–12 to make handouts if you think it will help your students understand the test format.) Read each section aloud exactly as it is printed so that students know what to expect at each stage of the test.

Only students with assigned years from 1–13 will be allowed to take the test. Please note that in general, only students who have a reading vocabulary of at least 100 words should take the Star Reading test. (In other words, the student should have at least beginning reading skills.) Usually, students who can work through the practice questions unassisted should be able to take the Star Reading test.

Taking a Test

- 
- Student logs into Renaissance Place.
 - Student selects **Star Reading** on the Home page.
 - Student selects class.
Optional: only if student is enrolled in more than one Star Reading class.
 - Teacher enters authorisation password.
Optional: depends on the setting of the Monitor Password Preference: <https://help.renlearn.co.uk/SR/3333>.
 - Student answers practice questions.
Optional: only if student has not taken a Star Reading test in the past 180 days.
 - Student answers actual test questions.
 - Student finishes test and is logged out.
 - Teacher views student's test results on Star Reading reports or the Reading Dashboard.
*Reports: <https://help.renlearn.co.uk/SR/SRReports>.
Reading Dashboard: <https://help.renlearn.co.uk/rdash>.*

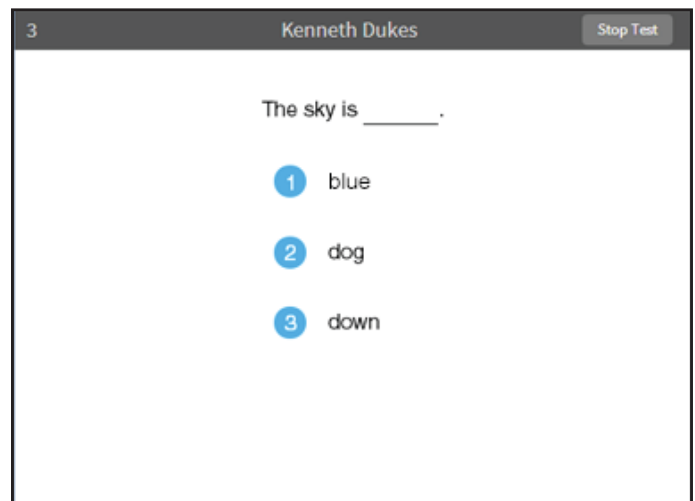
Read to students

You are going to take a test called Star Reading. It is a reading test that has fill-in-the blank and short-answer questions. You will answer 34 questions on a computer. It will take about twenty minutes to answer all of the questions.

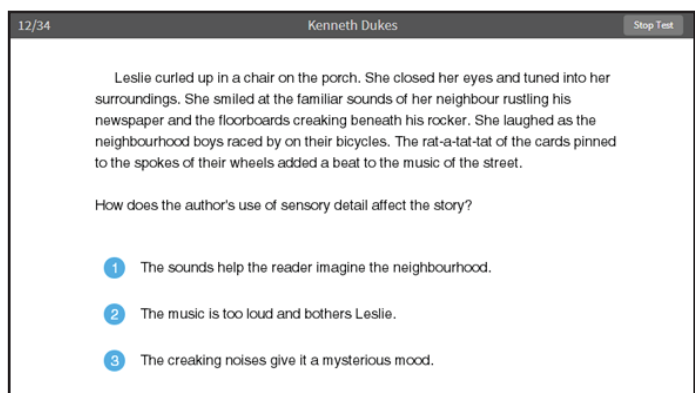
Do not worry if someone finishes the test before you because every test is different. Do not worry about how many questions you think you get right, or how many you think you get wrong. Everyone will probably miss some of the questions. The main goal is for you to do the best you can.

Picture 1

Fill-in-the-blank questions have a sentence with a word missing. There will also be a list of three or four words that could fit in the blank. Your job is to choose the word that best completes the sentence.



Short-answer questions have a text passage at the top, followed by a question about the passage. There will be a list of three or four possible answers. Your job is to choose the best answer to the question.



Picture 2

Choosing your answer is easy. Use any of these methods to choose and enter your answer. (You can change your answer choice *before* you enter it.)

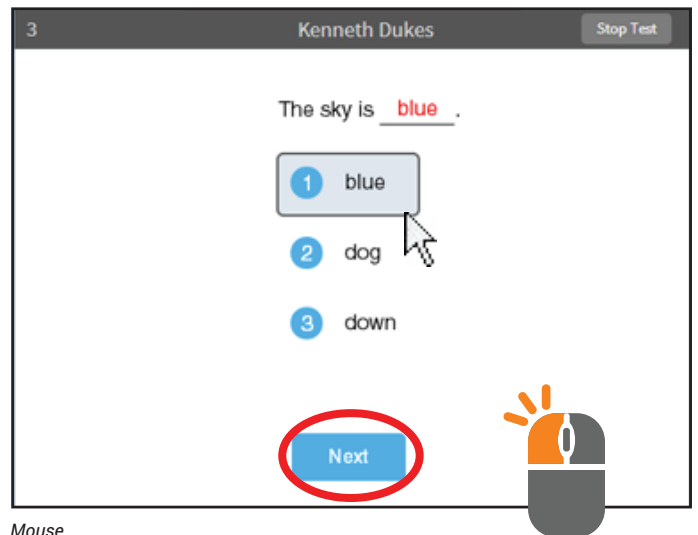
Each possible answer has a number next to it (**1, 2, 3** or **4**).

To answer with the *keyboard*, press the number that matches the number of your answer choice. Then, enter your answer choice by pressing **Enter** or **return**.



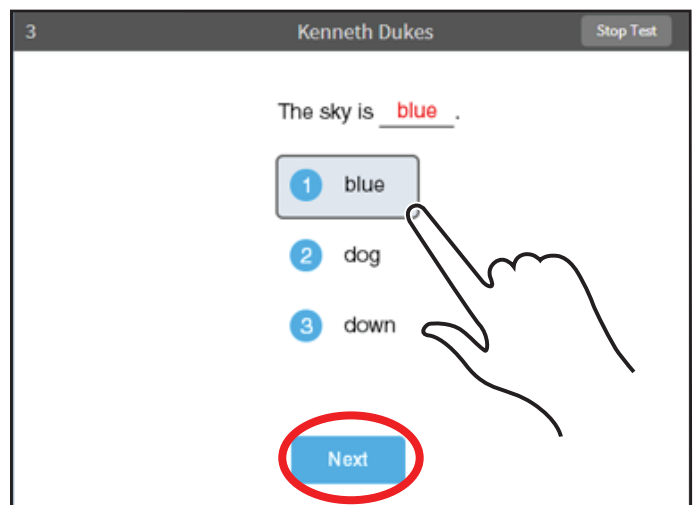
Keyboard

To answer with the *mouse*, click on your answer choice using the left mouse button. Then, enter your answer choice by clicking **Next** on the screen.



Mouse

To answer on a *tablet*, tap your answer choice. Then, enter your answer choice by tapping **Next**.

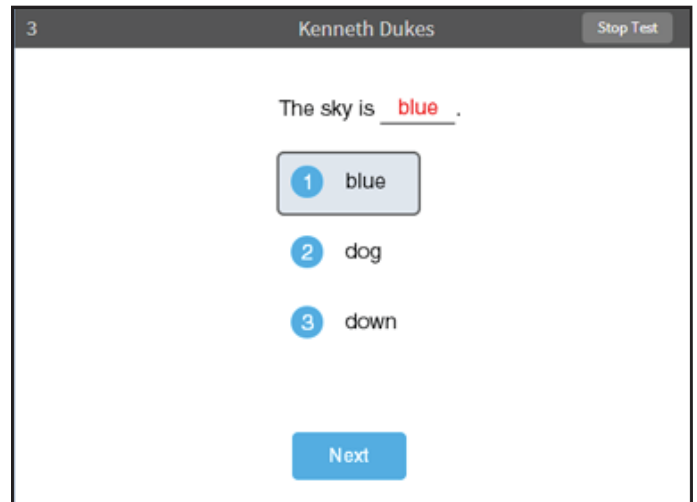


Tablet

Picture 3

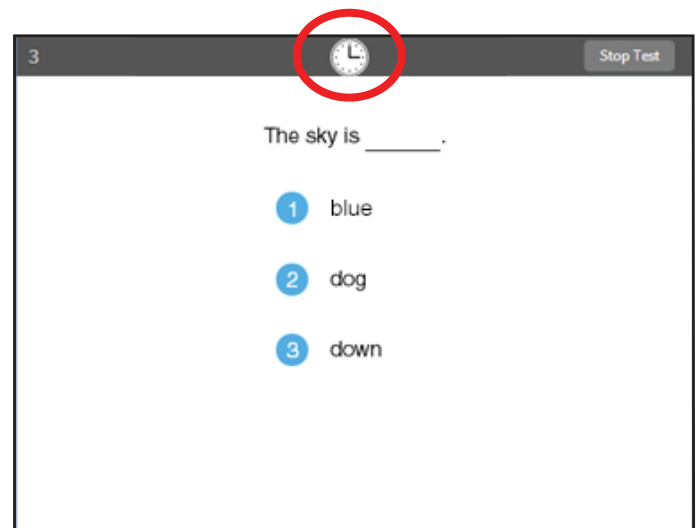
When you choose an answer, a blue highlight will appear around it (as shown). This only shows you which answer you selected. It does *not* mean that you selected the correct answer. For fill-in-the-blank questions, the program also puts the word you picked in the blank so you can see how it fits in the sentence.

To change your answer, press the number of your new answer choice, click on it with the mouse or tap it (if you are using a tablet). The program will highlight your new choice and fill in the blank with the word so you can see it in the sentence. *You cannot change your answer after you press **Enter** or **return**, or click or tap **Next**.*



Picture 4

If you see a picture of a clock at the top of the screen, time is almost up for that question. Choose your answer quickly. If you do not choose an answer in time, you will see a message that says time is up for that question. The next question will come up in a few seconds, so be ready.



Picture 5

Before you take the test, you may get some practice questions. The practice questions look just like the real test. If you see this message when you are taking the practice test, raise your hand and call the teacher or classroom assistant for help. He or she will know what to do.

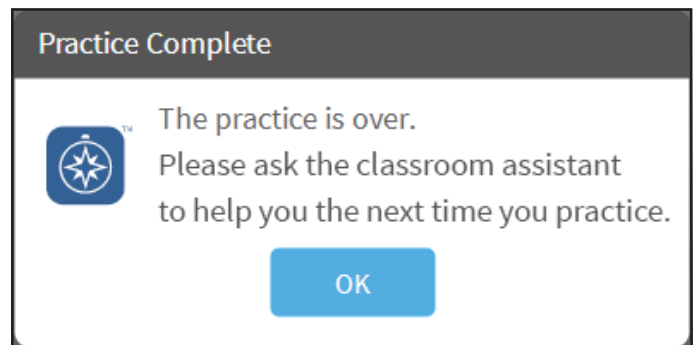
When you finish answering the practice questions, the program will show you this message: "Great job on the practice. Let us go to the test." The test will start automatically. Relax and get ready; the first question will come up soon. Keep answering the questions until the computer tells you that you have finished the test.

If you do not know the answer to a question, go ahead and choose what you think is the best answer.

When you have finished the test, tell the teacher or classroom assistant that you are finished so the next student can get started.

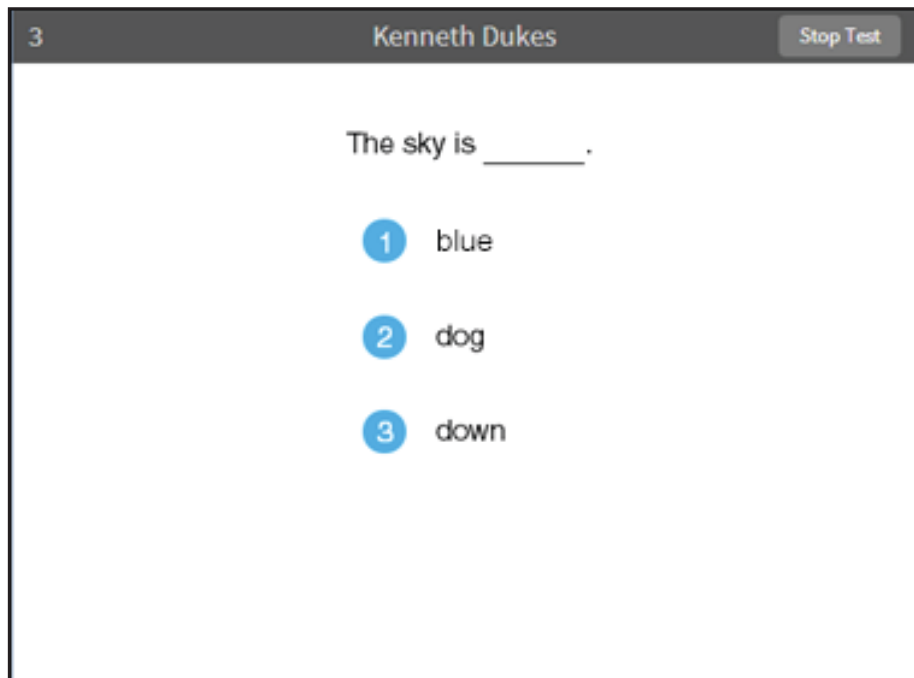
If you have any questions about this test, please ask them now. Once the test starts, the teacher or classroom assistant will *not* be able to explain any of the words to you or tell you if you have picked the right answer.

Have fun, and do your best!



Picture 1

This is what the fill-in-the-blank test questions look like.

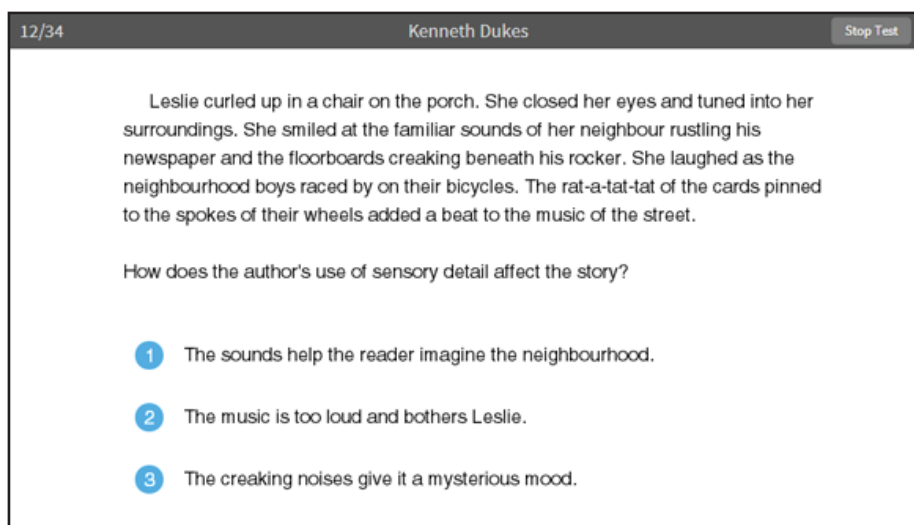


3 Kenneth Dukes Stop Test

The sky is _____.

- 1 blue
- 2 dog
- 3 down

This is what the short-answer test questions look like.



12/34 Kenneth Dukes Stop Test

Leslie curled up in a chair on the porch. She closed her eyes and tuned into her surroundings. She smiled at the familiar sounds of her neighbour rustling his newspaper and the floorboards creaking beneath his rocker. She laughed as the neighbourhood boys raced by on their bicycles. The rat-a-tat-tat of the cards pinned to the spokes of their wheels added a beat to the music of the street.

How does the author's use of sensory detail affect the story?

- 1 The sounds help the reader imagine the neighbourhood.
- 2 The music is too loud and bothers Leslie.
- 3 The creaking noises give it a mysterious mood.

Picture 2

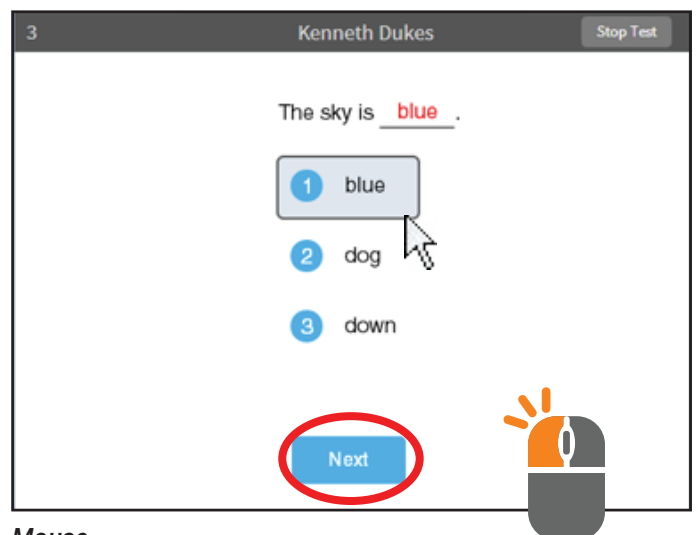
Each possible answer has a number next to it (**1, 2, 3** or **4**).

To answer with the *keyboard*, press the number that matches the number of your answer choice. Then, enter your answer choice by pressing **Enter** or **return**.



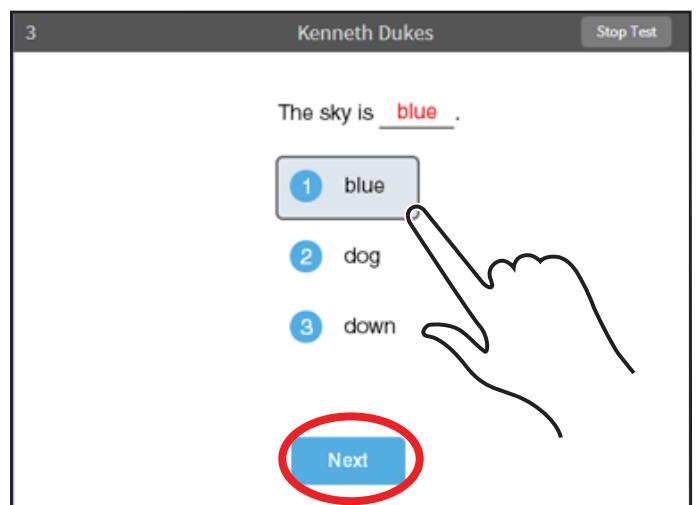
Keyboard

To answer with the *mouse*, click on your answer choice using the left mouse button. Then, enter your answer choice by clicking **Next** on the screen.



Mouse

To answer on a *tablet*, tap your answer choice. Then, enter your answer choice by tapping **Next**.

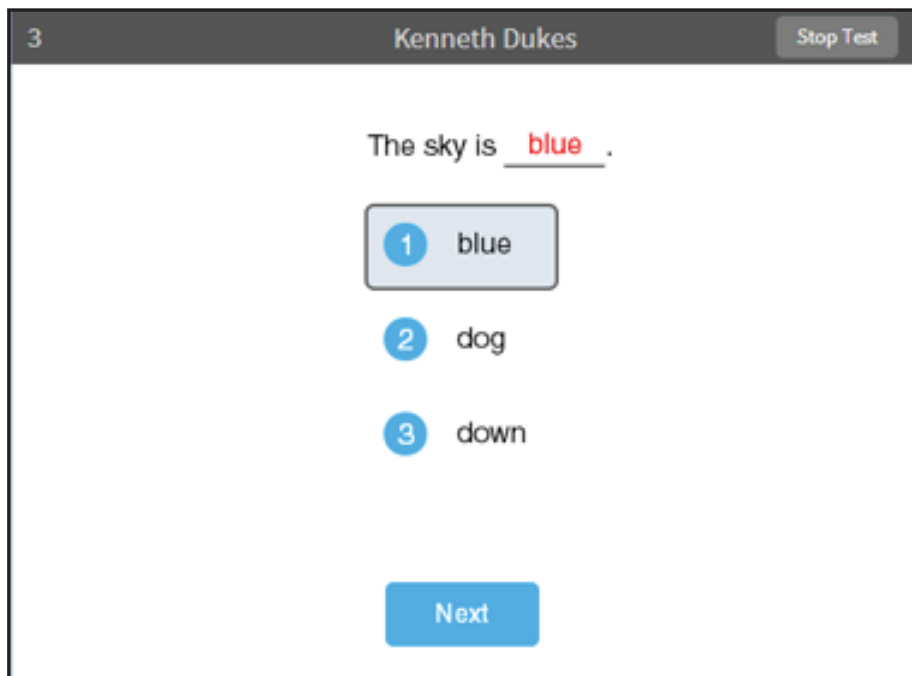


Tablet

Picture 3

When you choose an answer, a blue highlight will appear around it. (For fill-in-the-blank questions, you will also see the word put in the blank.)

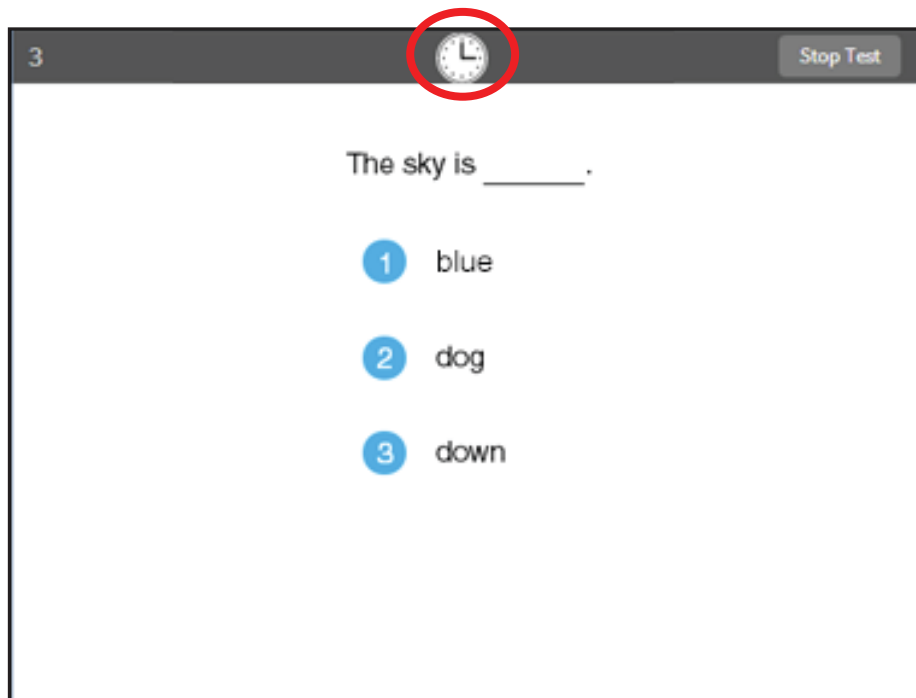
This shows the answer you chose. It does *not* mean that you selected the correct answer.



The screenshot shows a test interface with a dark header bar. On the left of the header is the number '3', in the center is the name 'Kenneth Dukes', and on the right is a 'Stop Test' button. Below the header, the question text reads 'The sky is blue .', where the word 'blue' is highlighted in red. Below the question is a list of three options, each in a light blue rounded rectangle with a blue circle containing a number: '1 blue', '2 dog', and '3 down'. The first option '1 blue' is highlighted with a darker blue background. At the bottom of the interface is a blue 'Next' button.

Picture 4

A clock in the top part of the screen means that time is almost up for this question. Choose your answer quickly.



Picture 5

If you see this message during the practice, raise your hand and ask the teacher or classroom assistant for help.

