

The R.E.S.C.U.E. Project

Can a digital-based reading instruction prevent the expected "COVID slide"?

What is R.E.S.C.U.E.?

Millions of early readers are missing school. This may have serious negative effects on their reading development. The RESCUE Project team hopes to prevent this COVID Slide. Our goal of this research project is to help Kindergarteners, First and Second Graders learn the basics of reading at home using a computer-based game called GraphoLearn!

Who can participate?

Children who are: In Grades K-2

English-speaking, but do not need English as first language

Have an Android tablet or Computer Windows/Mac OS & headset

Have internet access (and video calling capabilities)

What do we have to do?

Children will: Play GraphoLearn for 20 min a day

Complete 3 STAR reading assessments virtually with our team instructors

Parents/Guardians will: Download the program

> Complete a one-time survey & weekly progress check-in's Sit with child and engage them in daily GraphoLearn

How long do students/children participate?

12 weeks of instruction and 2 follow-up assessments

What are the benefits to the project?

Receive free computerized reading instruction & benchmark assessment results Help scientists find better ways to do remote learning, and prevent slumps from school closure

Schedule at a glance

First Day	Weekly (12 Weeks)	Last Day	Fall/Winter/Spring
Q & ASTAR Pre- Assessment	 GraphoLearn at Home Weekly Check-In STAR Mid-Assessment at 6 Weeks 	STAR Post-Assessment	 3 Month Follow-Up Assessment 6 Month Follow-Up Assessment

Limited Capacity -2000 Students

To get more info, complete an interest form or attend an info session:

http://haskinsglobal.org/graphogame/rescue/



















