Quick Reference for Teachers
Getting Started in Ticket to Read® Phonics Component

This Quick Reference guide is designed to get teachers started in Ticket to Read® phonics component. After reviewing this document, teachers will be able to:

1. Locate USER IDs and PASSWORDs for students
2. Get students started in Ticket to Read phonics component
3. Navigate the phonics component
4. Generate reports
5. Communicate with parents

Locate USER IDs and PASSWORDs for Students

1. Go to [www.voyagerlearning.com](http://www.voyagerlearning.com) and click the VPORT Login button.
2. Enter your VPORT USER ID and PASSWORD (acquired from your campus coordinator or principal). Click Login.

Get Students Started in Ticket to Read Phonics Component

Provide students with their individual USER IDs and PASSWORDs. To do this, you can print labels by going to the VPORT MY RESULTS tab, MORE subtab.

2. Students enter their USER ID and PASSWORD and click Go.
3. On first login, students in grade 1 take the online test to place them in the correct path. After completing the test, they take the program tour. Kindergarten students go directly to the tour and path 1.
4. Students earn Tocket Tokens after completing activities in Zogwog Land. They can choose a toy from Uncle Tocket’s Lab to fill their Toy Shop.

System requirements:

- Monitor resolution 1024 X 768
- Windows XP/Vista/7 and Mac OS 10.5.8+
- Internet Explorer 8.0+, Firefox 5.0+, Safari 5.0+
- Adobe Flash Player 10.3+
- Adobe Acrobat Reader 9.0+
- Cookies, Javascript, and Pop-ups enabled
- Internet connection (broadband preferred)
**Navigate the Phonics Component**

The Ticket to Read phonics component has 14 instructional paths and three entry points (paths 1, 7, or 12) for students. The program takes students through several sessions of activities and then a set of mastery activities to complete each path.

1. Students enter Zogwog Land with the Zogwog characters. Each character is a session of activities. Students enter each new session by clicking on the Zogwog presented on the right side of the screen.

2. The program introduces phonic elements to students via short videos. Before beginning each activity, the program narrator provides instructions.

3. The program guides students from the introduction through each activity. The number and type of activities in each session varies from path to path. Below are examples of activities.

4. After completing a session, students receive Tocket Tokens to redeem for toys in Uncle Tocket’s Lab. These toys are then added to a Toy Shop and can be played with at a later time.

5. When students go back to Zogwog Land, if they had a high success rate on the last session, the Zogwog will be sleeping in the pod. If they need more practice, the Zogwog is standing.

6. Once students complete all of the sessions, they must complete mastery activities given by Big Zogwog to finish the path. If they still have standing Zogwogs, they may return to those activities before completing the mastery activities.

7. Once students complete or master an activity and earn a total of 6 tokens, they may visit Uncle Tocket’s Lab to redeem the tokens for toys.

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**Generate Reports**

Log in to VPORT. Click on MY RESULTS, TICKET TO READ. View each student’s current path, paths completed, and time in the program.

Click on the student’s name to see more specifics about the student.

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**Communicate with Parents**

To help parents participate, do the following:

- Send home the Quick Reference for Parents
- Give parents their child’s weekly Student Report
- Encourage parents to log on and view their student’s progress