

Summer Slugger Curriculum Guide

COURSE OVERVIEW

While summer is a great time for students to relax and unwind, it's also a time when the skills they spent the last school year building can begin to fade away. Summer Slugger is a fully gamified digital learning program designed to prevent this "summer slide," offering students engaging activities focused on math and literacy. Thanks to the support of Major League Baseball, students can play and learn through fun, baseball-themed games throughout the summer.

Summer Slugger targets foundational skills that tend to slip most due to lack of exposure, namely factual and procedural knowledge. This includes topics that rely heavily on memorization and repeated practice, such as spelling, vocabulary, and numeracy. A complete list of topics can be found in this guide.

This course is intended for students between 4th and 5th grade, although it can be used in higher or lower grades depending on students' academic abilities. All content is vetted by subject matter experts and is based on 4th grade math and literacy standards. The personalized paths in Summer Slugger allows for students of different academic abilities to stay challenged while they maintain and even improve their skills.

COURSE STRUCTURE

Summer Slugger is designed to maximize student engagement by tailoring content to students of varying academic abilities. The course contains 36 "Series," through which students progress at their own pace or the desired pace of their instructor. Each Series is designed to take no longer than 10 minutes to complete.



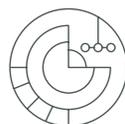
Lesson 1
Word
Catcher



Lesson 2
Context
Crusher



Lesson 3
Pattern
Play



Lesson 4
Fraction
Fastball



Lesson 5
Word
Lineup



Lesson 6
Polygon
Pitch



Lesson 7-35
Additional
Math and
ELA Games



Lesson 36
Sentence
Slugger

Students must complete Series in the correct sequence, but instructors can choose to implement the course in one of two ways:

- 1. Locked:** New Series unlock at regular intervals, twice per week, for a total program length of 18 weeks. This implementation ensures that the content is spread out over an extended period of time, allowing students to practice key skills in small bursts and at regular intervals. This is ideal for students who start the program in the spring of 4th grade, continue throughout the summer, and complete it in the fall of 5th grade.
- 2. Unlocked:** New Series unlock as soon as students complete the previous Series. With this implementation, the program can be condensed into as short of a time period as necessary. This is ideal for intensive summer programs that last shorter than 18 weeks.

To win a Series, students must complete two games: one focused on math and one on literacy. Students can complete a game in one of two ways:

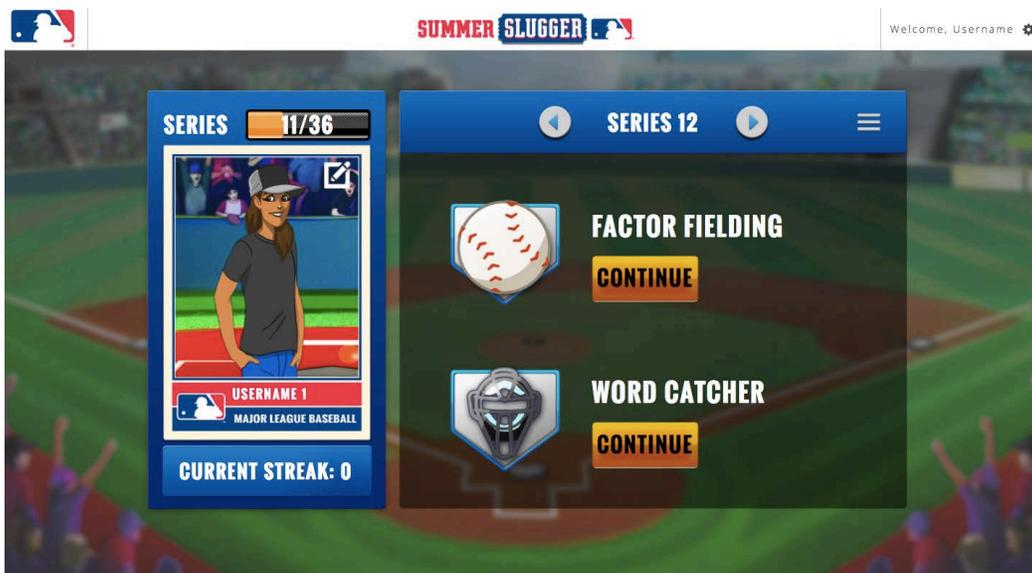
1. **Time:** Playing consistently for 5 minutes, OR
2. **Competency:** Completing all available levels of a given game

Each of the 20 games focuses on a specific math or literacy topic and appears several times throughout the 36-Series program. All students start at the easiest level, and then move up to more challenging ones as they master content by answering questions correctly and quickly.

COURSE FEATURES

Main Menu

Students can view their profile and progress, and access all games and activities from the main menu. They can also explore their trophies and challenges from here.



Just-in-time Instruction

In order to ensure that students of all levels are given the support they need to succeed, Summer Slugger provides targeted hints and just-in-time instruction to students who struggle with content.

When students answer 2 questions incorrectly within a level, they receive a brief hint that reminds them of the main learning objectives and allows them to return quickly to the game. When students answer 4 questions incorrectly, they receive a more in-depth introduction to the material and examples to help them understand the steps needed to find solutions to questions.

Streaks

Summer Slugger rewards students who play and complete games consistently. If students complete a Series within 7 days of it unlocking, that Series becomes part of a winning streak. The more streaks a student hits, the more gear they can unlock for their player.

My Trophies

The course also rewards a variety of student accomplishments with trophies. Available trophies and their requirements include:

- Rookie of the Year – Completing Series 1
- All Star – Completing Series 18
- Most Valuable Player – Completing Series 36
- 30 Minute Award – Playing for 30 minutes
- 60 Minute Award – Playing for 60 minutes
- 10X Award – Getting a 10x chain within any game
- Cy Young Award – Completing all levels of Pick Your Pitch
- Gold Glove Award – Completing all levels of Word Catcher
- Silver Slugger Award – Completing all levels of Number Zone
- Silver Challenge Medal – Completing 4 challenges
- Gold Challenge Medal – Completing 8 challenges
- Roberto Clemente Award – Completing 12 challenges

My Challenges

Throughout the program, students will receive special challenges that encourage them to explore and grow in topics other than math and literacy. There are 12 challenges in total, appearing on-screen about once every 3 Series. Students can immediately mark a challenge as completed or choose to come back to it later. They may review them at any time by clicking into “My Challenges” from the main menu.

Content covered in challenges may include:

- Information about local summer resources (camps, tools, opportunities, etc.)
- Social-emotional development
- Physical fitness
- Community engagement

My Games

Once students complete some levels of a game, they may choose to revisit and replay those levels to improve their score or get additional practice. By clicking into “My Games” from the main menu, students can view their score (out of 3 stars) for each level and click into that level to replay.

Scores

To increase learning motivation and enjoyment, students receive points for every question they answer correctly. The amount of points varies depending on how quickly the student selects their response, and scores are multiplied based on how many questions in a row the student answers correctly. Scores are summarized at the end of each level based on a 3-star system, so that students can easily review their performance at any time in the “My Games” section.

GAMES OVERVIEW

There are 20 games in Summer Slugger – 10 focusing on Literacy, and 10 on Math. Each is associated with a particular topic and learning objectives, as outlined below.

Literacy Game	Topic(s)	Total Levels	Learning Objective(s) <i>Students will be able to...</i>
Word Catcher	Spelling	30	<ul style="list-style-type: none"> identify correct and incorrectly spelled grade-appropriate words / apply knowledge of common spelling patterns
Major League Memory	Phonemes	9	<ul style="list-style-type: none"> demonstrate phonemic awareness of common letters and sounds
Context Crusher	Reading Vocabulary	18	<ul style="list-style-type: none"> analyze sentence context to infer meaning of new vocabulary words
Build a Word	Roots / Affixes	16	<ul style="list-style-type: none"> recognize and define common prefixes, suffixes, and roots / construct words from smaller parts to express meaning
Word Match	Synonyms Antonyms	12	<ul style="list-style-type: none"> compare and contrast vocabulary words based on meaning
Riddle Hitters	Reading Vocabulary	12	<ul style="list-style-type: none"> produce grammatically and semantically correct sentences that convey a desired meaning
Grammar Slammer	Verb tense Parts of speech	20	<ul style="list-style-type: none"> create complete, grammatically correct sentences / distinguish between different verb tenses and different parts of a sentence
Word Lineup	Shades of meaning	15	<ul style="list-style-type: none"> compare related words to one another based on meaning
Used But Confused	Spelling / Vocabulary	15	<ul style="list-style-type: none"> distinguish between words that are commonly confused with one another based on spelling on meaning
Sentence Slugger	Punctuation / Capitalization	15	<ul style="list-style-type: none"> create sentences that demonstrate proper use of commas, capitalization, italics, and quotation marks / Identify and apply common rules of grammar and style

Math Game	Topic(s)	Total Levels	Learning Objective(s)
Number Lineup	Units of measure	8	<ul style="list-style-type: none"> compare values and units of measurement
Round the Bases	Place value	6	<ul style="list-style-type: none"> express numbers in terms of their closest benchmark number
Number Zone	Comparing values	10	<ul style="list-style-type: none"> compare values of decimals, fractions, and up to 5-digit whole numbers
Fraction Fastball	Computation / Fractions / Decimals	6	<ul style="list-style-type: none"> identify benchmark numbers for fractions and decimals / estimate the solution to simple equations involving fractions or decimals
Pick Your Pitch	Equivalent values	10	<ul style="list-style-type: none"> compare and contrast values that are expressed in different forms
Factor Fielding	Factors / Multiples	10	<ul style="list-style-type: none"> recognize and apply knowledge of patterns to find factors and multiples / perform basic multiplication calculations with up to 3-digit numbers
Polygon Pitch	Geometry / Shape properties	10	<ul style="list-style-type: none"> analyze properties of geometric figures categorize geometric figures based on their properties
Shape Strike Out	Geometry / Shape categories	10	<ul style="list-style-type: none"> analyze properties of geometric figures / categorize geometric figures in multiple ways based on their properties
Pattern Play	Patterns	10	<ul style="list-style-type: none"> analyze series of items to determine patterns / identify items that complete given patterns
Math Catcher	Arithmetic / Computation	10	<ul style="list-style-type: none"> demonstrate knowledge of basic arithmetic operations / apply common arithmetic equations to perform mental math

COURSE SEQUENCE

As students play through 36 Series with 2 games each, for a total of 72 games, the 20 distinct games listed above repeat throughout the program. The sequence of math and literacy games for each Series is outlined below.

The first time students encounter a game, they start at level 1. Each time they subsequently encounter that game, they resume at the level where they left off. For example, if a student completes levels 1-3 of Word Catcher in Series 1, they will start at level 4 when they play Word Catcher again in Series 7.

Series	Literacy Game	Math Game
1	Word Catcher	Number Zone
2	Major League Memory	Match Catcher
3	Context Crusher	Pick Your Pitch
4	Build a Word	Polygon Pitch
5	Word Match	Number Lineup
6	Riddle Hitters	Pattern Play
7	Word Catcher	Factor Fielding
8	Major League Memory	Number Zone
9	Grammar Slammer	Pick Your Pitch
10	Word Lineup	Polygon Pitch
11	Context Crusher	Match Catcher
12	Word Catcher	Factor Fielding
13	Major League Memory	Pattern Play
14	Grammar Slammer	Fraction Fastball
15	Build a Word	Shape Strike Out
16	Riddle Hitters	Round the Bases
17	Context Crusher	Match Catcher
18	Build a Word	Fraction Fastball

Series	Literacy Game	Math Game
19	Word Match	Pick Your Pitch
20	Word Lineup	Pattern Play
21	Used But Confused	Polygon Pitch
22	Word Match	Factor Fielding
23	Grammar Slammer	Number Zone
24	Context Crusher	Number Lineup
25	Riddle Hitters	Shape Strike Out
26	Sentence Slugger	Pattern Play
27	Grammar Slammer	Fraction Fastball
28	Build a Word	Round the Bases
29	Word Lineup	Match Catcher
30	Sentence Slugger	Pick Your Pitch
31	Used But Confused	Number Zone
32	Word Match	Match Catcher
33	Context Crusher	Factor Fielding
34	Used But Confused	Polygon Pitch
35	Sentence Slugger	Shape Strike Out
36	Riddle Hitters	Pattern Play