

- Pick a TRACKS color, then tap or drag across the words that matter. Four colors, an eraser, and Start over.
- Name the evidence with TRACKS: green for Time and Scenery and Setting, purple for Reactions, yellow for Actions and Character and Concept, orange for Key Knowledge.
- Read instant feedback that explains each pick, then compare their work with the answer key review.

Reports. Every finished game sends each student's score to your dashboard, keyed to a student identifier, never a real name.

Three levels. Level 1, one sentence. Level 2, a short passage. Level 3, a full paragraph with all four colors.

TEKS. 3.7(E), 4.7(E), and 5.7(E): interact with sources by annotating.

Access. Read aloud, keyboard control, and a letter tag on every color so color is never the only cue.

Built like the **STAAR/SST** reading test: one passage, a real prompt, and evidence the student must find and mark.

GRADES 3 TO 5

3.7(E) Interact with sources in meaningful ways such as notetaking, annotating, freewriting, or illustrating. **4.7(E)** and **5.7(E)** same student expectation at Grades 4 and 5.

Need help? Three steps: Remind me, Narrow it, Size it. Help never gives the answer, and the teacher sees how much help was used.

REMINDE ME

K Key Knowledge (other important info needed for meaning, Pastel Orange)

Think: Which words give background a reader needs to understand the text?

You still get full credit for this item.

STEP 1: REMIND ME. THEN NARROW IT AND SIZE IT.

Whole class, teacher only: \$3.99 per game, per year (play it with your class, Tier 1 whole group)

Teacher + 25 students, every reading and writing game: RLA Learning LAB, \$99 a year

Also in Pick 3 (\$339) and Complete Set (\$479)



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