

KINDERGARTEN –
3RD GRADE



Decoding Inventory (DI)

Douglas B. Petersen
Trina D. Spencer

Progress Monitoring Record Forms

School: _____ Name: _____
Teacher: _____ Date of Birth: _____ Grade: _____

SCRIPT

Display appropriate Decoding Inventory page from benchmark student stimulus book.
 For benchmark testing, only have student read words in the black box for each target.
 For a more comprehensive inventory, have student read all words in each target.
 SAY: "Please read these words. They are not real words." Point to the first word.
 If student refuses to read, SAY: "I can't help you. Just try your best." Encourage 2x/word.
 Corrective prompt (1x max): SAY: "Remember, these are not real words."

HOW TO SCORE

- Any acceptable sound should be counted as correct (e.g., /maIver/.../mIver/.../miver/)
- Underline entire word if blended correctly.
- Circle the bolded and underlined targets that the student blends correctly (read as one syllable).
- Target correct (underlined portion) = 1 point / Whole word correct = 1 point.

Response Patterns

- Says correct sounds and correctly blends
- Says correct sounds out of order (sound-by-sound)
- Makes random errors
- Does not blend (but says correct sounds)
- Says correct sounds but blends out of order
- Says correct sounds but blends with incorrect sound(s)
- Tracks incorrectly
- Attempts to recode nonsense words into real words
- Makes consistent errors on specific letter sound(s)
- Other/notes: _____

TARGET: Closed Syllables (grades K.5+)

WHOLE WORDS BLENDED CORRECTLY = 6

min sal jom vun quim whav fap deg gib les pag rud tus baf shil het wan kex zick chom thuz vill cass noff

TARGET: Vowel-Consonant-E (grades 1.5+)

WHOLE WORDS BLENDED CORRECTLY = 6

naze gude mepe sule wonkide atane jime tebe goke fene vome rame sove

TARGET: Basic Affixes (grades 1.5+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 6

hezes pafed senest bruful temness premix foting unron repog miver dutless giply

TARGET: Vowel Teams (grades 1.5+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 7

feep naig touv keat heag goupaik zay loak zoon soud wook poig shaw hieb roef zow bewk pauk

TARGET: Vowel-R-Controlled (grades 1.5+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 7

klar ner foarp mour lare lirparg tor wir ploor rark zair kear zur theer glier searc lourt vour slore

TARGET: Advanced Affixes (grades 2+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 6

mubtion discla gobic mavible gopture gepous bimog trizom nonplut zikable misdut transbub uniquin virupt

TARGET: Complex Vowels (grades 2+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 7

vind nild zough keigh glaught kighdost vost grolld figh pight wought pough klaugh

TARGET: Advanced Word Forms (grades 2.5+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 7

wecent smink lomb glistle ohong grombacent brism grunk mank ghosl futle

OPTIONAL TARGET: Multisyllabic Words in Context (grades 2.5+) Do not include in DI Composite Score

CORRECT TARGETS = 11

1. David made a new game. He called it Tembog . It used a lot of new words.	/tëmbög/	①
2. David played the game with a stick that he called a stodrun .	/stödrun/ /stödru:n/	①
3. The game also used a big block with a hole in it that he called a goupaik .	/gowpāk/ /goopāk/ /gowpīk/ /goopīk/	①
4. A player throws the stick through the hole in the block. If they miss, it is called a lirparg .	/lirparg/	①
5. If you get the stick through the hole, that is called a kighdost . They get one point.	/kīdöst/ /kīdöst/	①
6. There are other people in the game called ungobers . They try to take the block away.	/üngöbers/ /üngöbers/	①
7. If they take the block away, then they get a second block called a bimudgeic .	/bīmüdgēk/ /bīmüdgīk/	①
8. If they take the block away again, then they get a golden block called a poughtigild .	/pöhtīgīld/ /pöhtīgīld/	①
9. If they take the block away a third time, then they get a glowing block called a grombacent .	/grombäsënt/ /grombäsënt/	①
10. Once anyone has a glowing block, they can exchange, or ponerate it for a very large block.	/pönërät/ /pönërät/	①
11. Each player on the team wears lirmarves to protect them, which are made out of foam.	/lirmarves/	①

SCRIPT

Display appropriate Decoding Inventory page from benchmark student stimulus book.
 For benchmark testing, only have student read words in the black box for each target.
 For a more comprehensive inventory, have student read all words in each target.
 SAY: "Please read these words. They are not real words." Point to the first word.
 If student refuses to read, SAY: "I can't help you. Just try your best." Encourage 2x/word.
 Corrective prompt (1x max): SAY: "Remember, these are not real words."

HOW TO SCORE

- Any acceptable sound should be counted as correct (e.g., /maIver/.../mIver/.../miver/)
- Underline entire word if blended correctly.
- Circle the bolded and underlined targets that the student blends correctly (read as one syllable).
- Target correct (underlined portion) = 1 point / Whole word correct = 1 point.

Response Patterns

- Says correct sounds and correctly blends
- Says correct sounds out of order (sound-by-sound)
- Makes random errors
- Does not blend (but says correct sounds)
- Says correct sounds but blends out of order
- Says correct sounds but blends with incorrect sound(s)
- Tracks incorrectly
- Attempts to recode nonsense words into real words
- Makes consistent errors on specific letter sound(s)
- Other/notes: _____

TARGET: Closed Syllables (grades K.5+)

WHOLE WORDS BLENDED CORRECTLY = 6

min sal jom vun quim whav fap deg gib les pag rud tus baf shil het wan kex zick chom thuz vill cass noff

TARGET: Vowel-Consonant-E (grades 1.5+)

WHOLE WORDS BLENDED CORRECTLY = 6

naze gude mepe sule wonkide atane jime tebe goke fene vome rame sove

TARGET: Basic Affixes (grades 1.5+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 6

hezes pafed senest bruful temness premiv foting unron repog miver dutless giply

TARGET: Vowel Teams (grades 1.5+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 7

feep naig touv keat heag goupaik zay loak zoon soud wook poig shaw hieb roef zow bewk pauk

TARGET: Vowel-R-Controlled (grades 1.5+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 7

klar ner foarp mour lare lirparg tor wir ploor rark zair kear zur theer glier searc lourt your slore

TARGET: Advanced Affixes (grades 2+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 6

mubtion discla gobic mavible gopture gepous bimog trizom nonplut zikable misdut transbub uniuquin virupt

TARGET: Complex Vowels (grades 2+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 7

vind nild zough keigh glaught kighdost vost goldt figh pight wought pough klaugh

TARGET: Advanced Word Forms (grades 2.5+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 7

wecent smink lomb glistle ohong grombacent brism grunk mank ghosl futle

OPTIONAL TARGET: Multisyllabic Words in Context (grades 2.5+) Do not include in DI Composite Score

CORRECT TARGETS = 11

1. David made a new game. He called it Tembog . It used a lot of new words.	/tëmbög/	<input type="text"/> 1
2. David played the game with a stick that he called a stodrun .	/stödrun/ /stödru:n/	<input type="text"/> 1
3. The game also used a big block with a hole in it that he called a goupaik .	/gowpāk/ /goopāk/ /gowpīk/ /goopīk/	<input type="text"/> 1
4. A player throws the stick through the hole in the block. If they miss, it is called a lirparg .	/lirparg/	<input type="text"/> 1
5. If you get the stick through the hole, that is called a kighdost . They get one point.	/kīdöst/ /kīdöst/	<input type="text"/> 1
6. There are other people in the game called ungobers . They try to take the block away.	/üngöbers/ /üngöbers/	<input type="text"/> 1
7. If they take the block away, then they get a second block called a bimudgeic .	/bīmüdgēk/ /bīmüdgīk/	<input type="text"/> 1
8. If they take the block away again, then they get a golden block called a poughtigild .	/pötīgīld/ /pötīgīld/	<input type="text"/> 1
9. If they take the block away a third time, then they get a glowing block called a grombacent .	/grombäsēnt/ /grombäsēnt/	<input type="text"/> 1
10. Once anyone has a glowing block, they can exchange, or ponerate it for a very large block.	/pönērät/ /pönērät/	<input type="text"/> 1
11. Each player on the team wears lirmarves to protect them, which are made out of foam.	/lirmarves/	<input type="text"/> 1

SCRIPT

Display appropriate Decoding Inventory page from benchmark student stimulus book.
 For benchmark testing, only have student read words in the black box for each target.
 For a more comprehensive inventory, have student read all words in each target.
 SAY: "Please read these words. They are not real words." Point to the first word.
 If student refuses to read, SAY: "I can't help you. Just try your best." Encourage 2x/word.
 Corrective prompt (1x max): SAY: "Remember, these are not real words."

HOW TO SCORE

- Any acceptable sound should be counted as correct (e.g., /maIver/.../mIver/.../miver/)
- Underline entire word if blended correctly.
- Circle the bolded and underlined targets that the student blends correctly (read as one syllable).
- Target correct (underlined portion) = 1 point / Whole word correct = 1 point.

Response Patterns

- Says correct sounds and correctly blends
- Says correct sounds out of order (sound-by-sound)
- Makes random errors
- Does not blend (but says correct sounds)
- Says correct sounds but blends out of order
- Says correct sounds but blends with incorrect sound(s)
- Tracks incorrectly
- Attempts to recode nonsense words into real words
- Makes consistent errors on specific letter sound(s)
- Other/notes: _____

TARGET: Closed Syllables (grades K.5+)

WHOLE WORDS BLENDED CORRECTLY = 6

min sal jom vun quim whav fap deg gib les pag rud tus baf shil het wan kex zick chom thuz vill cass noff

TARGET: Vowel-Consonant-E (grades 1.5+)

WHOLE WORDS BLENDED CORRECTLY = 6

naze gude mepe sule wonkide atane jime tebe goke fene vome rame sove

TARGET: Basic Affixes (grades 1.5+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 6

hezes pafed senest bruful temness premiv foting unron repog miver dutless giply

TARGET: Vowel Teams (grades 1.5+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 7

feep naig touv keat heag goupaik zay loak zoon soud wook poig shaw hieb roef zow bewk pauk

TARGET: Vowel-R-Controlled (grades 1.5+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 7

klar ner foarp mour lare lirparg tor wir ploor rark zair kear zur theer glier searc lourt your slore

TARGET: Advanced Affixes (grades 2+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 6

mubtion discla gobic mavible gopture gepous bimog trizom nonplut zikable misdut transbub uniuquin virupt

TARGET: Complex Vowels (grades 2+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 7

vind nild zough keigh glaught kighdost vost gold igh pight wought pough klaugh

TARGET: Advanced Word Forms (grades 2.5+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 7

wecent smink lomb glistle ohong grombacent brism grunk mank ghosl futle

OPTIONAL TARGET: Multisyllabic Words in Context (grades 2.5+) Do not include in DI Composite Score

CORRECT TARGETS = 11

1. David made a new game. He called it Tembog . It used a lot of new words.	/tëmbög/	<input type="text"/> 1
2. David played the game with a stick that he called a stodrun .	/stödrun/ /stödru:n/	<input type="text"/> 1
3. The game also used a big block with a hole in it that he called a goupaik .	/gowpāk/ /goopāk/ /gowpīk/ /goopīk/	<input type="text"/> 1
4. A player throws the stick through the hole in the block. If they miss, it is called a lirparg .	/lirparg/	<input type="text"/> 1
5. If you get the stick through the hole, that is called a kighdost . They get one point.	/kīdöst/ /kīdöst/	<input type="text"/> 1
6. There are other people in the game called ungobers . They try to take the block away.	/üngöbers/ /üngöbers/	<input type="text"/> 1
7. If they take the block away, then they get a second block called a bimudgeic .	/bīmüdgëk/ /bīmüdgīk/	<input type="text"/> 1
8. If they take the block away again, then they get a golden block called a poughtigild .	/pöhtīgīld/ /pöhtīgīld/	<input type="text"/> 1
9. If they take the block away a third time, then they get a glowing block called a grombacent .	/grombäsënt/ /grombäsënt/	<input type="text"/> 1
10. Once anyone has a glowing block, they can exchange, or ponerate it for a very large block.	/pönërät/ /pönërät/	<input type="text"/> 1
11. Each player on the team wears lirmarves to protect them, which are made out of foam.	/lirmarves/	<input type="text"/> 1

SCRIPT

Display appropriate Decoding Inventory page from benchmark student stimulus book.
 For benchmark testing, only have student read words in the black box for each target.
 For a more comprehensive inventory, have student read all words in each target.
 SAY: "Please read these words. They are not real words." Point to the first word.
 If student refuses to read, SAY: "I can't help you. Just try your best." Encourage 2x/word.
 Corrective prompt (1x max): SAY: "Remember, these are not real words."

HOW TO SCORE

- Any acceptable sound should be counted as correct (e.g., /maIver/.../mIver/.../miver/)
- Underline entire word if blended correctly.
- Circle the bolded and underlined targets that the student blends correctly (read as one syllable).
- Target correct (underlined portion) = 1 point / Whole word correct = 1 point.

Response Patterns

- Says correct sounds and correctly blends
- Says correct sounds out of order (sound-by-sound)
- Makes random errors
- Does not blend (but says correct sounds)
- Says correct sounds but blends out of order
- Says correct sounds but blends with incorrect sound(s)
- Tracks incorrectly
- Attempts to recode nonsense words into real words
- Makes consistent errors on specific letter sound(s)
- Other/notes: _____

TARGET: Closed Syllables (grades K.5+)

WHOLE WORDS BLENDED CORRECTLY = 6

min sal jom vun quim whav fap deg gib les pag rud tus baf shil het wan kex zick chom thuz vill cass noff

TARGET: Vowel-Consonant-E (grades 1.5+)

WHOLE WORDS BLENDED CORRECTLY = 6

naze gude mepe sule wonkide atane jime tebe goke fene vome rame sove

TARGET: Basic Affixes (grades 1.5+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 6

hezes pafed senest bruful temness premiv foting unron repog miver dutless giply

TARGET: Vowel Teams (grades 1.5+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 7

feep naig touv keat heag goupaik zay loak zoon soud wook poig shaw hieb roef zow bewk pauk

TARGET: Vowel-R-Controlled (grades 1.5+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 7

klar ner foarp mour lare lirparg tor wir ploor rark zair kear zur theer glier searc lourt vour slore

TARGET: Advanced Affixes (grades 2+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 6

mubtion discla gobic mavible gopture gepous bimog trizom nonplut zikable misdut transbub uniuquin virupt

TARGET: Complex Vowels (grades 2+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 7

vind nild zough keigh glaught kighdost vost gold igh pight wought pough klaugh

TARGET: Advanced Word Forms (grades 2.5+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 7

wecent smink lomb glistle ohong grombacent brism grunk mank ghosl futle

OPTIONAL TARGET: Multisyllabic Words in Context (grades 2.5+) Do not include in DI Composite Score

CORRECT TARGETS = 11

1. David made a new game. He called it Tembog . It used a lot of new words.	/tëmbög/	①
2. David played the game with a stick that he called a stodrun .	/stödrun/ /stödrun/	①
3. The game also used a big block with a hole in it that he called a goupaik .	/gowpāk/ /goopāk/ /gowpīk/ /goopīk/	①
4. A player throws the stick through the hole in the block. If they miss, it is called a lirparg .	/lirparg/	①
5. If you get the stick through the hole, that is called a kighdost . They get one point.	/kīdöst/ /kīdöst/	①
6. There are other people in the game called ungobers . They try to take the block away.	/üngöbers/ /üngöbers/	①
7. If they take the block away, then they get a second block called a bimudgeic .	/bīmüdgēk/ /bīmüdgīk/	①
8. If they take the block away again, then they get a golden block called a poughtigild .	/pötīgīld/ /pötīgīld/	①
9. If they take the block away a third time, then they get a glowing block called a grombacent .	/grombäsënt/ /grombäsënt/	①
10. Once anyone has a glowing block, they can exchange, or ponerate it for a very large block.	/pönërät/ /pönërät/	①
11. Each player on the team wears lirmarves to protect them, which are made out of foam.	/lirmarves/	①

SCRIPT

Display appropriate Decoding Inventory page from benchmark student stimulus book.
 For benchmark testing, only have student read words in the black box for each target.
 For a more comprehensive inventory, have student read all words in each target.
 SAY: "Please read these words. They are not real words." Point to the first word.
 If student refuses to read, SAY: "I can't help you. Just try your best." Encourage 2x/word.
 Corrective prompt (1x max): SAY: "Remember, these are not real words."

HOW TO SCORE

- Any acceptable sound should be counted as correct (e.g., /maIver/.../mIver/.../miver/)
- Underline entire word if blended correctly.
- Circle the bolded and underlined targets that the student blends correctly (read as one syllable).
- Target correct (underlined portion) = 1 point / Whole word correct = 1 point.

Response Patterns

- Says correct sounds and correctly blends
- Says correct sounds out of order (sound-by-sound)
- Makes random errors
- Does not blend (but says correct sounds)
- Says correct sounds but blends out of order
- Says correct sounds but blends with incorrect sound(s)
- Tracks incorrectly
- Attempts to recode nonsense words into real words
- Makes consistent errors on specific letter sound(s)
- Other/notes: _____

TARGET: Closed Syllables (grades K.5+)

WHOLE WORDS BLENDED CORRECTLY = 6

min sal jom vun quim whav fap deg gib les pag rud tus baf shil het wan kex zick chom thuz vill cass noff

TARGET: Vowel-Consonant-E (grades 1.5+)

WHOLE WORDS BLENDED CORRECTLY = 6

naze gude mepe sule wonkide atane jime tebe goke fene vome rame sove

TARGET: Basic Affixes (grades 1.5+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 6

hezes pafed senest bruful temness premiv foting unron repog miver dutless giply

TARGET: Vowel Teams (grades 1.5+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 7

feep naig touv keat heag goupaik zay loak zoon soud wook poig shaw hieb roef zow bewk pauk

TARGET: Vowel-R-Controlled (grades 1.5+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 7

klar ner foarp mour lare lirparg tor wir ploor rark zair kear zur theer glier searc lourt vour slore

TARGET: Advanced Affixes (grades 2+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 6

mubtion discla gobic mavible gopture gepous bimog trizom nonplut zikable misdut transbub uniuquin virupt

TARGET: Complex Vowels (grades 2+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 7

vind nild zough keigh glaught kighdost vost gold figh pight wought pough klaugh

TARGET: Advanced Word Forms (grades 2.5+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 7

wecent smink lomb glistle ohong grombacent brism grunk mank ghosl futle

OPTIONAL TARGET: Multisyllabic Words in Context (grades 2.5+) Do not include in DI Composite Score

CORRECT TARGETS = 11

1. David made a new game. He called it Tembog . It used a lot of new words.	/tëmbög/	<input type="text"/> 1
2. David played the game with a stick that he called a stodrun .	/stödrun/ /stödru:n/	<input type="text"/> 1
3. The game also used a big block with a hole in it that he called a goupaik .	/gowpāk/ /goopāk/ /gowpīk/ /goopīk/	<input type="text"/> 1
4. A player throws the stick through the hole in the block. If they miss, it is called a lirparg .	/lirparg/	<input type="text"/> 1
5. If you get the stick through the hole, that is called a kighdost . They get one point.	/kīdöst/ /kīdöst/	<input type="text"/> 1
6. There are other people in the game called ungobers . They try to take the block away.	/üngöbers/ /üngöbers/	<input type="text"/> 1
7. If they take the block away, then they get a second block called a bimudgeic .	/bīmüdgëk/ /bīmüdgīk/	<input type="text"/> 1
8. If they take the block away again, then they get a golden block called a poughtigild .	/pöhtīgīld/ /pöhtīgīld/	<input type="text"/> 1
9. If they take the block away a third time, then they get a glowing block called a grombacent .	/grombäsënt/ /grombäsënt/	<input type="text"/> 1
10. Once anyone has a glowing block, they can exchange, or ponerate it for a very large block.	/pönërät/ /pönërät/	<input type="text"/> 1
11. Each player on the team wears lirmarves to protect them, which are made out of foam.	/lirmarves/	<input type="text"/> 1

SCRIPT

Display appropriate Decoding Inventory page from benchmark student stimulus book.
 For benchmark testing, only have student read words in the black box for each target.
 For a more comprehensive inventory, have student read all words in each target.
 SAY: "Please read these words. They are not real words." Point to the first word.
 If student refuses to read, SAY: "I can't help you. Just try your best." Encourage 2x/word.
 Corrective prompt (1x max): SAY: "Remember, these are not real words."

HOW TO SCORE

- Any acceptable sound should be counted as correct (e.g., /maIver/.../mIver/.../miver/)
- Underline entire word if blended correctly.
- Circle the bolded and underlined targets that the student blends correctly (read as one syllable).
- Target correct (underlined portion) = 1 point / Whole word correct = 1 point.

Response Patterns

- Says correct sounds and correctly blends
- Says correct sounds out of order (sound-by-sound)
- Makes random errors
- Does not blend (but says correct sounds)
- Says correct sounds but blends out of order
- Says correct sounds but blends with incorrect sound(s)
- Tracks incorrectly
- Attempts to recode nonsense words into real words
- Makes consistent errors on specific letter sound(s)
- Other/notes: _____

TARGET: Closed Syllables (grades K.5+)

WHOLE WORDS BLENDED CORRECTLY = 6

min sal jom vun quim whav fap deg gib les pag rud tus baf shil het wan kex zick chom thuz vill cass noff

TARGET: Vowel-Consonant-E (grades 1.5+)

WHOLE WORDS BLENDED CORRECTLY = 6

naze gude mepe sule wonkide atane jime tebe goke fene vome rame sove

TARGET: Basic Affixes (grades 1.5+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 6

hezes pafed senest bruful temness premix foting unron repog miver dutless giply

TARGET: Vowel Teams (grades 1.5+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 7

feep naig touv keat heag goupaik zay loak zoon soud wook poig shaw hieb roef zow bewk pauk

TARGET: Vowel-R-Controlled (grades 1.5+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 7

klar ner foarp mour lare lirparg tor wir ploor rark zair kear zur theer glier searc lourt vour slore

TARGET: Advanced Affixes (grades 2+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 6

mubtion discla gobic mavible gopture gepous bimog trizom nonplut zikable misdut transbub uniquin virupt

TARGET: Complex Vowels (grades 2+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 7

vind nild zough keigh glaught kighdost vost grolld figh pight wought pough klaugh

TARGET: Advanced Word Forms (grades 2.5+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 7

wecent smink lomb glistle ohong grombacent brism grunk mank ghosl futle

OPTIONAL TARGET: Multisyllabic Words in Context (grades 2.5+) Do not include in DI Composite Score

CORRECT TARGETS = 11

1. David made a new game. He called it Tembog . It used a lot of new words.	/tëmbög/	①
2. David played the game with a stick that he called a stodrun .	/stödrun/ /stödrun/	①
3. The game also used a big block with a hole in it that he called a goupaik .	/gowpāk/ /goopāk/ /gowpīk/ /goopīk/	①
4. A player throws the stick through the hole in the block. If they miss, it is called a lirparg .	/lirparg/	①
5. If you get the stick through the hole, that is called a kighdost . They get one point.	/kīdöst/ /kīdöst/	①
6. There are other people in the game called ungobers . They try to take the block away.	/üngöbers/ /üngöbers/	①
7. If they take the block away, then they get a second block called a bimudgeic .	/bīmüdgēk/ /bīmüdgīk/	①
8. If they take the block away again, then they get a golden block called a poughtigild .	/pötīgīld/ /pötīgīld/	①
9. If they take the block away a third time, then they get a glowing block called a grombacent .	/grombäsënt/ /grombäsënt/	①
10. Once anyone has a glowing block, they can exchange, or ponerate it for a very large block.	/pönërät/ /pönërät/	①
11. Each player on the team wears lirmarves to protect them, which are made out of foam.	/lirmarves/	①

SCRIPT

Display appropriate Decoding Inventory page from benchmark student stimulus book.
 For benchmark testing, only have student read words in the black box for each target.
 For a more comprehensive inventory, have student read all words in each target.
 SAY: "Please read these words. They are not real words." Point to the first word.
 If student refuses to read, SAY: "I can't help you. Just try your best." Encourage 2x/word.
 Corrective prompt (1x max): SAY: "Remember, these are not real words."

HOW TO SCORE

- Any acceptable sound should be counted as correct (e.g., /maIver/.../mIver/.../miver/)
- Underline entire word if blended correctly.
- Circle the bolded and underlined targets that the student blends correctly (read as one syllable).
- Target correct (underlined portion) = 1 point / Whole word correct = 1 point.

Response Patterns

- Says correct sounds and correctly blends
- Says correct sounds out of order (sound-by-sound)
- Makes random errors
- Does not blend (but says correct sounds)
- Says correct sounds but blends out of order
- Says correct sounds but blends with incorrect sound(s)
- Tracks incorrectly
- Attempts to recode nonsense words into real words
- Makes consistent errors on specific letter sound(s)
- Other/notes: _____

TARGET: Closed Syllables (grades K.5+)

WHOLE WORDS BLENDED CORRECTLY = 6

min sal jom vun quim whav fap deg gib les pag rud tus baf shil het wan kex zick chom thuz vill cass noff

TARGET: Vowel-Consonant-E (grades 1.5+)

WHOLE WORDS BLENDED CORRECTLY = 6

naze gude mepe sule wonkide atane jime tebe goke fene vome rame sove

TARGET: Basic Affixes (grades 1.5+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 6

hezes pafed senest bruful temness premiv foting unron repog miver dutless giply

TARGET: Vowel Teams (grades 1.5+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 7

feep naig touv keat heag goupaik zay loak zoon soud wook poig shaw hieb roef zow bewk pauk

TARGET: Vowel-R-Controlled (grades 1.5+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 7

klar ner foarp mour lare lirparg tor wir ploor rark zair kear zur theer glier searc lourt your slore

TARGET: Advanced Affixes (grades 2+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 6

mubtion discla gobic mavible gopture gepous bimog trizom nonplut zikable misdut transbub uniuquin virupt

TARGET: Complex Vowels (grades 2+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 7

vind nild zough keigh glaught kighdost vost gold igh pight wought pough klaugh

TARGET: Advanced Word Forms (grades 2.5+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 7

wecent smink lomb glistle ohong grombacent brism grunk mank ghosl futle

OPTIONAL TARGET: Multisyllabic Words in Context (grades 2.5+) Do not include in DI Composite Score

CORRECT TARGETS = 11

1. David made a new game. He called it Tembog . It used a lot of new words.	/tëmbög/	①
2. David played the game with a stick that he called a stodrun .	/stödrun/ /stödru:n/	①
3. The game also used a big block with a hole in it that he called a goupaik .	/gowpāk/ /goopāk/ /gowpīk/ /goopīk/	①
4. A player throws the stick through the hole in the block. If they miss, it is called a lirparg .	/lirparg/	①
5. If you get the stick through the hole, that is called a kighdost . They get one point.	/kīdöst/ /kīdöst/	①
6. There are other people in the game called ungobers . They try to take the block away.	/üngöbers/ /üngöbers/	①
7. If they take the block away, then they get a second block called a bimudgeic .	/bīmüdgëk/ /bīmüdgīk/	①
8. If they take the block away again, then they get a golden block called a poughtigild .	/pöhtīgīld/ /pöhtīgīld/	①
9. If they take the block away a third time, then they get a glowing block called a grombacent .	/grombäsënt/ /grombäsënt/	①
10. Once anyone has a glowing block, they can exchange, or ponerate it for a very large block.	/pönërät/ /pönërät/	①
11. Each player on the team wears lirmarves to protect them, which are made out of foam.	/lirmarves/	①

SCRIPT

Display appropriate Decoding Inventory page from benchmark student stimulus book.
 For benchmark testing, only have student read words in the black box for each target.
 For a more comprehensive inventory, have student read all words in each target.
 SAY: "Please read these words. They are not real words." Point to the first word.
 If student refuses to read, SAY: "I can't help you. Just try your best." Encourage 2x/word.
 Corrective prompt (1x max): SAY: "Remember, these are not real words."

HOW TO SCORE

- Any acceptable sound should be counted as correct (e.g., /maIver/.../mIver/.../miver/)
- Underline entire word if blended correctly.
- Circle the bolded and underlined targets that the student blends correctly (read as one syllable).
- Target correct (underlined portion) = 1 point / Whole word correct = 1 point.

Response Patterns

- Says correct sounds and correctly blends
- Says correct sounds out of order (sound-by-sound)
- Makes random errors
- Does not blend (but says correct sounds)
- Says correct sounds but blends out of order
- Says correct sounds but blends with incorrect sound(s)
- Tracks incorrectly
- Attempts to recode nonsense words into real words
- Makes consistent errors on specific letter sound(s)
- Other/notes: _____

TARGET: Closed Syllables (grades K.5+)

WHOLE WORDS BLENDED CORRECTLY = 6

min sal jom vun quim whav fap deg gib les pag rud tus baf shil het wan kex zick chom thuz vill cass noff

TARGET: Vowel-Consonant-E (grades 1.5+)

WHOLE WORDS BLENDED CORRECTLY = 6

naze gude mepe sule wonkide atane jime tebe goke fene vome rame sove

TARGET: Basic Affixes (grades 1.5+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 6

hezes pafed senest bruful temness premiv foting unron repog miver dutless giply

TARGET: Vowel Teams (grades 1.5+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 7

feep naig touv keat heag goupaik zay loak zoon soud wook poig shaw hieb roef zow bewk pauk

TARGET: Vowel-R-Controlled (grades 1.5+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 7

klar ner foarp mour lare lirparg tor wir ploor rark zair kear zur theer glier searc lourt vour slore

TARGET: Advanced Affixes (grades 2+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 6

mubtion discla gobic mavible gopture gepous bimog trizom nonplut zikable misdut transbub uniuquin virupt

TARGET: Complex Vowels (grades 2+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 7

vind nild zough keigh glaught kighdost vost gold igh pight wought pough klaugh

TARGET: Advanced Word Forms (grades 2.5+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 7

wecent smink lomb glistle ohong grombacent brism grunk mank ghosl futle

OPTIONAL TARGET: Multisyllabic Words in Context (grades 2.5+) Do not include in DI Composite Score

CORRECT TARGETS = 11

1. David made a new game. He called it Tembog . It used a lot of new words.	/tëmbög/	①
2. David played the game with a stick that he called a stodrun .	/stödrun/ /stödrun/	①
3. The game also used a big block with a hole in it that he called a goupaik .	/gowpāk/ /goopāk/ /gowpīk/ /goopīk/	①
4. A player throws the stick through the hole in the block. If they miss, it is called a lirparg .	/lirparg/	①
5. If you get the stick through the hole, that is called a kighdost . They get one point.	/kīdöst/ /kīdöst/	①
6. There are other people in the game called ungobers . They try to take the block away.	/üngöbers/ /üngöbers/	①
7. If they take the block away, then they get a second block called a bimudgeic .	/bīmüdgēk/ /bīmüdgīk/	①
8. If they take the block away again, then they get a golden block called a poughtigild .	/pötīgīld/ /pötīgīld/	①
9. If they take the block away a third time, then they get a glowing block called a grombacent .	/grombäsënt/ /grombäsënt/	①
10. Once anyone has a glowing block, they can exchange, or ponerate it for a very large block.	/pönërät/ /pönërät/	①
11. Each player on the team wears lirmarves to protect them, which are made out of foam.	/lirmarves/	①

SCRIPT

Display appropriate Decoding Inventory page from benchmark student stimulus book.
 For benchmark testing, only have student read words in the black box for each target.
 For a more comprehensive inventory, have student read all words in each target.
 SAY: "Please read these words. They are not real words." Point to the first word.
 If student refuses to read, SAY: "I can't help you. Just try your best." Encourage 2x/word.
 Corrective prompt (1x max): SAY: "Remember, these are not real words."

HOW TO SCORE

- Any acceptable sound should be counted as correct (e.g., /maIver/.../mIver/.../miver/)
- Underline entire word if blended correctly.
- Circle the bolded and underlined targets that the student blends correctly (read as one syllable).
- Target correct (underlined portion) = 1 point / Whole word correct = 1 point.

Response Patterns

- Says correct sounds and correctly blends
- Says correct sounds out of order (sound-by-sound)
- Makes random errors
- Does not blend (but says correct sounds)
- Says correct sounds but blends out of order
- Says correct sounds but blends with incorrect sound(s)
- Tracks incorrectly
- Attempts to recode nonsense words into real words
- Makes consistent errors on specific letter sound(s)
- Other/notes: _____

TARGET: Closed Syllables (grades K.5+)

WHOLE WORDS BLENDED CORRECTLY = 6

min sal jom vun quim whav fap deg gib les pag rud tus baf shil het wan kex zick chom thuz vill cass noff

TARGET: Vowel-Consonant-E (grades 1.5+)

WHOLE WORDS BLENDED CORRECTLY = 6

naze gude mepe sule wonkide atane jime tebe goke fene vome rame sove

TARGET: Basic Affixes (grades 1.5+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 6

hezes pafed senest bruful temness premiv foting unron repog miver dutless giply

TARGET: Vowel Teams (grades 1.5+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 7

feep naig touv keat heag goupaik zay loak zoon soud wook poig shaw hieb roef zow bewk pauk

TARGET: Vowel-R-Controlled (grades 1.5+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 7

klar ner foarp mour lare lirparg tor wir ploor rark zair kear zur theer glier searc lourt your slore

TARGET: Advanced Affixes (grades 2+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 6

mubtion discla gobic mavible gopture gepous bimog trizom nonplut zikable misdut transbub uniuquin virupt

TARGET: Complex Vowels (grades 2+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 7

vind nild zough keigh glaught kighdost vost goldt figh pight wought pough klaugh

TARGET: Advanced Word Forms (grades 2.5+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 7

wecent smink lomb glistle ohong grombacent brism grunk mank ghosl futle

OPTIONAL TARGET: Multisyllabic Words in Context (grades 2.5+) Do not include in DI Composite Score

CORRECT TARGETS = 11

1. David made a new game. He called it Tembog . It used a lot of new words.	/tëmbög/	<input type="text"/> 1
2. David played the game with a stick that he called a stodrun .	/stödrun/ /stödru:n/	<input type="text"/> 1
3. The game also used a big block with a hole in it that he called a goupaik .	/gowpāk/ /goopāk/ /gowpīk/ /goopīk/	<input type="text"/> 1
4. A player throws the stick through the hole in the block. If they miss, it is called a lirparg .	/lirparg/	<input type="text"/> 1
5. If you get the stick through the hole, that is called a kighdost . They get one point.	/kīdöst/ /kīdöst/	<input type="text"/> 1
6. There are other people in the game called ungobers . They try to take the block away.	/üngöbers/ /üngöbers/	<input type="text"/> 1
7. If they take the block away, then they get a second block called a bimudgeic .	/bīmüdgëk/ /bīmüdgīk/	<input type="text"/> 1
8. If they take the block away again, then they get a golden block called a poughtigild .	/pötīgīld/ /pötīgīld/	<input type="text"/> 1
9. If they take the block away a third time, then they get a glowing block called a grombacent .	/grombäsënt/ /grombäsënt/	<input type="text"/> 1
10. Once anyone has a glowing block, they can exchange, or ponerate it for a very large block.	/pönërät/ /pönërät/	<input type="text"/> 1
11. Each player on the team wears lirmarves to protect them, which are made out of foam.	/lirmarves/	<input type="text"/> 1

SCRIPT

Display appropriate Decoding Inventory page from benchmark student stimulus book.
 For benchmark testing, only have student read words in the black box for each target.
 For a more comprehensive inventory, have student read all words in each target.
 SAY: "Please read these words. They are not real words." Point to the first word.
 If student refuses to read, SAY: "I can't help you. Just try your best." Encourage 2x/word.
 Corrective prompt (1x max): SAY: "Remember, these are not real words."

HOW TO SCORE

- Any acceptable sound should be counted as correct (e.g., /maIver/.../mIver/.../miver/)
- Underline entire word if blended correctly.
- Circle the bolded and underlined targets that the student blends correctly (read as one syllable).
- Target correct (underlined portion) = 1 point / Whole word correct = 1 point.

Response Patterns

- Says correct sounds and correctly blends
- Says correct sounds out of order (sound-by-sound)
- Makes random errors
- Does not blend (but says correct sounds)
- Says correct sounds but blends out of order
- Says correct sounds but blends with incorrect sound(s)
- Tracks incorrectly
- Attempts to recode nonsense words into real words
- Makes consistent errors on specific letter sound(s)
- Other/notes: _____

TARGET: Closed Syllables (grades K.5+)

WHOLE WORDS BLENDED CORRECTLY = 6

min sal jom vun quim whav fap deg gib les pag rud tus baf shil het wan kex zick chom thuz vill cass noff

TARGET: Vowel-Consonant-E (grades 1.5+)

WHOLE WORDS BLENDED CORRECTLY = 6

naze gude mepe sule wonkide atane jime tebe goke fene vome rame sove

TARGET: Basic Affixes (grades 1.5+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 6

hezes pafed senest bruful temness premiv foting unron repog miver dutless giply

TARGET: Vowel Teams (grades 1.5+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 7

feep naig touv keat heag goupaik zay loak zoon soud wook poig shaw hieb roef zow bewk pauk

TARGET: Vowel-R-Controlled (grades 1.5+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 7

klar ner foarp mour lare lirparg tor wir ploor rark zair kear zur theer glier searc lourt your slore

TARGET: Advanced Affixes (grades 2+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 6

mubtion discla gobic mavible gopture gepous bimog trizom nonplut zikable misdut transbub uniuquin virupt

TARGET: Complex Vowels (grades 2+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 7

vind nild zough keigh glaught kighdost vost goldt figh pight wought pough klaugh

TARGET: Advanced Word Forms (grades 2.5+)

WHOLE WORDS BLENDED CORRECTLY = 6 CORRECT TARGETS = 7

wecent smink lomb glistle ohong grombacent brism grunk mank ghosl futle

OPTIONAL TARGET: Multisyllabic Words in Context (grades 2.5+) Do not include in DI Composite Score

CORRECT TARGETS = 11

1. David made a new game. He called it Tembog . It used a lot of new words.	/tëmbög/	①
2. David played the game with a stick that he called a stodrun .	/stödrun/ /stödru:n/	①
3. The game also used a big block with a hole in it that he called a goupaik .	/gowpāk/ /goopāk/ /gowpīk/ /goopīk/	①
4. A player throws the stick through the hole in the block. If they miss, it is called a lirparg .	/lirparg/	①
5. If you get the stick through the hole, that is called a kighdost . They get one point.	/kīdöst/ /kīdöst/	①
6. There are other people in the game called ungobers . They try to take the block away.	/üngöbers/ /üngöbers/	①
7. If they take the block away, then they get a second block called a bimudgeic .	/bīmüdgēk/ /bīmüdgīk/	①
8. If they take the block away again, then they get a golden block called a poughtigild .	/pöhtīgīld/ /pöhtīgīld/	①
9. If they take the block away a third time, then they get a glowing block called a grombacent .	/grombäsënt/ /grombäsënt/	①
10. Once anyone has a glowing block, they can exchange, or ponerate it for a very large block.	/pönërät/ /pönërät/	①
11. Each player on the team wears lirmarves to protect them, which are made out of foam.	/lirmarves/	①

