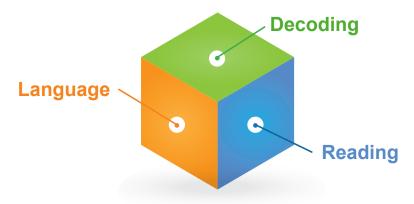


Are you getting the FULL PICTURE?

Reading ability is the product of decoding and language skills. Many students experience difficulty with language and/or decoding, creating a condition where students are struggle while learning to read. In the DDM subtest, CUBED pinpoints students' phonological awareness and decoding skills so that targeted intervention can begin immediately. CUBED also accurately and reliably assesses comprehension through listening and reading retells from the NLM subtests. Comprehension questions probe students' vocabulary and inferential skills. Scores are compared to benchmark standards for screening and educators can monitor students' progress over time.



Highlights of the CUBED:

- Serves as a universal screener and progress monitoring assessment
- Identifies students in need of more intensive phonological awareness, decoding, language, or writing intervention
- Quick and easy to administer and score
- Designed for use within multi-tiered systems of supports
- Can be administered digitally through CUBED Insight or downloaded for free





CUBED assesses a variety of literacy skills in the context of narratives, which are highly relevant for school assessment and instruction. The Narrative Language Measures (NLM) include a set of measures to assess listening comprehension and one for measuring reading comprehension. The NLM Listening assesses retelling, comprehension questions, definitional vocabulary, and personal generation while the NLM Reading assesses decoding fluency, retelling, comprehension questions, definitional vocabulary, and narrative writing.

NLM[®] LISTENING

• Expressive Language

Using the optional personal generation section, expressive language can be elicited, transcribed, and analyzed.

• Listening Comprehension

Listening comprehension is measured through story retells as well as questions about the story.

• Inferential Word Learning

Definitional vocabulary questions reflect students' ability to determine the meaning of words through context.

• Proxy for Reading Comprehension

Because listening and reading comprehension are the same construct, the NLM Listening measures reading comprehension before students can decode.

Grades: PreK - 3rd Grade

NLM® READING

Decoding Fluency

Across each grade level, all decoding fluency passages have the exact same lexile score, and are parallel in length, story structure and linguistic features.

Reading Comprehension

Allows for a comparative analysis of reading comprehension against the listening comprehension (NLM Listening).

• Pinpoint Intervention Focus

The NLM Reading helps educators determine if a students needs decoding or language focused intervention.

Writing

Using the optional personal writing generation section, students' writing can be elicited and scored.

Grades: 1st - 3rd Grade

N	LM [®] LIST	ENING					K	ind	er	garten Benchma	rk: STORY 1	FALL
C	Child/ID				Aı	udio File .	Examiner				Date	
FISHERMO	Examiner story. Are	says, "I'm going you ready?" Ex	to t	tell	l you r read	a story. ds the st	Please listen careful lory word for word a	ly. W t a m	hei nod	n I'm done, you are go erate pace with norm	oing to tell me th al inflection.	e same
	One day \$	f)	la b		di		oissentie mark the			near his house. He	a likad baing	a+
	Offic day, 3	COII Was sku	ieb	00	ai Giii	ıg ın a	giganiic paik in	ai w	us		e liked beirig	ui
	the park. Bu	ıt Scott wasn	i't h	nav	ving	fun. H	e kept tumbling	off h	is:	skateboard. He wo	as getting hu	t.
	Scott was s	od because	he	w	ante	ed to sl	kateboard. He d e	① ecid	lec	to nicely ask his b	orother for he	lp.
										٥		
	Then Scott	oleaded with	n his	s n	ice,	big br	other. He said, "I	do	n't	know what to do.	Please help r	ne. I
	need help b	oecause I ke	ер	fa	lling	down	." Then Scott's bi	oth	er	said, "Sure. I'll help	o. When you	start
	asina aut-	ldy olgan	he			ttor b	s hold his bratter-	lo E	~-	d he leaveed be	to skatok	1
	going, quic	KIY Clasp my	na	inc	1." A	Affer ne	e neia nis protner	's n	an	d, he learned how	то ѕкатероа	ra.
	Scott was h	appy becau	ise	he	did	ln't fall	anymore.					
	Examiner says, finished?" Prom							help,		t you can just tell the p	arts you rememb	er."
L	finished?" Prom	pts (up to 3x), "I	rs O	NTS	Just c	do your l	best." and/or "I can't		o bu	LANGUAGE COMPLEXITY (LC)	EPISODE (E) (from green 2	_
1	finished?" Prom STORY GRAMMAR Character	(SG) 2 F	POIN y na	NTS	Just c	do your l	1 POINT a boy / the boy skateboarding /	1	0	LANGUAGE COMPLEXITY (LC) Word #Times Used	EPISODE (E) (from green 2	point SG)
•	finished?" Prom STORY GRAMMAR ↑ Character ↑ Setting	pts (up to 3x), "It (SG) 2 F Scott / an	POIN y na g in c	NTS	Just o	2 2	a boy / the boy skateboarding / in park / by house	1	0 0 0	LANGUAGE COMPLEXITY (LC) Word #Times Used because 1 2 3	EPISODE (E) (from green 2 P+A @ P+C (point SG) 3 A+C +A+E
	finished?" Prom STORY GRAMMAR Character Setting Problem	scott / an skateboarding skateboarding falling off ska getting	POIN y na g in c g by atebra	ort	Just o	2 2 2 2 [P]	and/or "I can't 1 POINT a boy / the boy skateboarding / in park / by house he fell / not good / can't do it	1 1	0 0 0	LANGUAGE COMPLEXITY (LC) Word #Times Used	EPISODE (E) (from green 2 P+A @ P+C (P+C+E @ P P+A+C	point SG) O A+C +A+E
	finished?" Prom STORY GRAMMAR Character Setting Problem Feeling	spts (up to 3x), "It (SG) 2 If Scott / an skateboarding skateboarding falling off ska	POIN y na g in c g by atebra	ort	Just o	2 2 2 [P] 2	a boy / the boy skateboarding / in park / by house he tell / not good / can't do it didn't like it / cried	1 1 1	0 0 0	LANGUAGE COMPLEXITY (LC) Word #Times Used because 1 2 3 when 1 2 3	P+C+E OP P+A+C+	point SG) A+C +A+E
	finished?" Prom STORY GRAMMAF Character Settling Problem Feeling Plan	scott / an skateboarding skateboarding falling off ska getting	POIN y na g in c g by a tebra a hurt	NTS ame a pi y ha oar t	Just o	2 2 2 [P] 2 -	best." and/or "I can't I POINI a boy / the boy skateboarding / in park / by house he fell / not good / can't do if didn't like it / cried planned / decided	1 1 1 1 1	0 0 0 0	LANGUAGE COMPLEXITY (LC) Word #Times Used because 1 2 3 when 1 2 3 after 1 2 3	EPISODE (E) (from green 2 P+A @ P+C (P+C+E @ P P+A+C	point SG) A+C +A+E
	finished?" Prom STORY GRAMMAF Character Settling Problem Feelling Plan Attempt	pts (up to 3x), "It Scatt / an skateboardin skateboardin faling off ska getting sad / mad asked brothe said to brothe	y na g in c g by atebra a hurt I / ar	NTS ame a po oar t ngr	Just of ark / buse rd / y	2 2 2 [P] 2 - 2 [A]	a boy / the boy skateboording / in park / by house he fell / not good / can't do it didn't like it / cried planned / decided talked to brother	1 1 1 1	0 0 0 0	LANGUAGE COMPLEXITY (LC) Word #Times Used because 1 2 3 when 1 2 3 after 1 2 3 LC SUBTOTAL P OTHER TARGETS Target #Times Used	P+C+E OP P+A+C+	point SG) A+C +A+E
	finished?" Prom STORY GRAMMAF Character Settling Problem Feeling Plan	pts (up to 3x), "It (SG) 2 It Scott / an skateboardin falling off ska getting sad / mad asked brothe	POIN y na g in c g by atebra hurt I / ar "Il he	NTS me a po ha oar t ngn	Just of ark / ouse rd / y	2 2 2 [P] 2 -	best." and/or "I can't I POINI a boy / the boy skateboarding / in park / by house he fell / not good / can't do if didn't like it / cried planned / decided	1 1 1 1 1	0 0 0 0 0	LANGUAGE COMPLEXITY (LC) Word #Times Used because 1 2 3 when 1 2 3 after 1 2 3 LC SUBTOTAL OTHER TARGETS Torget #Times Used then /	P+C+E OP P+A+C+	point SG) A+C +A+E
	finished?" Prom STORY GRAMMAF Character Settling Problem Feelling Plan Attempt	pts (up to 3x), "I Scott / an skateboardin falling off skateboardin falling off skateboardin sad / mad asked brothe said 'sure, I	POIN y na g in c g by the bit I / ar I / ar	NTS ame a po b ha coar t ngry	Just of ark / buse rd / yy	2 2 2 [P] 2 - 2 [A]	a boy / the boy skateboording / in park / by house he fell / not good / can't do it didn't like it / cried planned / decided talked to brother	1 1 1 1	0 0 0 0	LANGUAGE COMPLEXITY (LC) Word #Times Used because 1 2 3 when 1 2 3 after 1 2 3 LC SUBTOTAL P OTHER TARGETS Target #Times Used	P+C+E OP P+A+C+	point SG) A+C +A+E
	finished?" Prom STORY GRAMMAR Character Selling Problem Feeling Plan Attempt Consequence	pts (up to 3x), "It Scott / an skateboarding skateboarding skateboarding falling of skateboarding falling of skateboarding sad / mad asked brothe said to brothe said "sure, I learned to sk	POIN y na g in c g by there is not a series y na g in c g by there is no c g by the in	NTS mea pi / ha oar t ngn boc wyma	Just of ark / buse rd / yy	2 2 2 [P] 2 - 2 [A] 2 [C]	a boy! The boy skateboording in park by house he fell / not good / can't do it didn't like it / cried planned / decided talked to brother helped him	1 1 1 1 1	0 0 0 0 0	LANGUAGE COMPLEXITY (IC) Word #Times Used Decause 1 2 3 when 1 2 3 when 1 2 3 after 1 2 3 CSUBTOTAL P OTHER TARGETS Torget #Times Used Times Used Woodflees # 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	EPISODE (E) (from green 2 P+A @ P+C P+C+E @ P P+A+CC P+A+CC E SUBTC	point SG) A+C +A+E E DTAL
	finished?" Prom STORY GRAMMAF Character Setting Problem Feeling Pian Attempt Consequence Ending	pts (up to 3x), "It (SG) 2.1 Scott / an skateboarding sad / mad asked brothe said to brothe said "sure, I learned to learned to he didn't fal	POIN y na g in c g by there is not a series y na g in c g by there is no c g by the in	NTS mea pi / ha oar t ngn boc yma	Just of ark / buse rd / yy	2 2 2 [P] 2 - 2 [A] 2 [C] 2 [E]	a bost." and/or "I can't I POINT a boy / the boy skaleboarding / in park / by house re can't do it didn't like it / cried planned / decided talked to brother helped him good job / did good	1 1 1 1 1 1 1 1 1 1	0 0 0 0 0 0	LANGUAGE COMPLEXITY (LC) Word #Times Used because 1 2 3 when 1 2 3 after 1 2 3 LC SUBTOTAL OTHER TARGETS Torget #Times Used then /	EPISODE (E) (from green 2 P+A @ P+C P+C+E @ P P+A+CC P+A+CC E SUBTC	point SG) A+C +A+E E DTAL
	finished?" Prom STORY GRAMMAF Character Setting Problem Feeling Pian Attempt Consequence Ending	pts (up to 3x), "It (SG) 2.1 Scott / an skateboarding sad / mad asked brothe said to brothe said "sure, I learned to learned to he didn't fal	POIN y na g in c g by there is not a series y na g in c g by there is no c g by the in	NTS mea pi / ha oar t ngn boc yma	Just c ark / buse ark / yy elp / me" / ard	2 2 2 [P] 2 - 2 [A] 2 [C] 2 [E] 2	est." and/or "I can't I POINT a boy / the boy skaleboarding / in park / by house he left / roal good didn't like it / cried planned / decided talked to brother helped him good job / did good jet better / liked it SG SUBTOTAL	1 1 1 1 1 1 1 1 1 1	0 0 0 0 0 0	LANGUAGE COMPLEXITY (LC) Word #Times Used because 1 2 3 when 1 2 3 after 1 2 3 after 1 2 3 LC SUBTOTAL OTHER TARGET Target #Times Used Then 1 3 3 Modifiers / 1 1 1 USTENING RETELL	EPISODE (E) (from green 2 P+A @ P+C P+C+E @ P P+A+CC P+A+CC E SUBTC	point SG) A+C +A+E E DTAL
	finished?" Prom STORY GRAMMAF Character Setting Problem Feeling Pian Attempt Consequence Ending	pts (up to 3x), "t (sc) 2 ! Scatt / an skateboardin skateboardin falling off skate getting sad / mad asked brothe said "sure.! learned to st he didn't fall happy / d	POIN y na g in c g by there is not a series y na g in c g by there is no c g by the in	NTS a per had oarring the elphelp. The elphe	Just c	2 2 2 2 [P] 2 - 2 [A] 2 [C] 2 [E] 2	est." and/or "I can't I POINT a boy / the boy sideboarding / in park / by house he fell / rol good / can't do!t didn't like it / cried planned / decided taked to brother helped him good job / did good fell better / liked it SG SUBTOTAL	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	0 0 0 0 0 0 0	LANGUAGE COMPLEXITY (LC) Word #Times Used because 1 2 3 when 1 2 3 after 1 2 3 after 1 2 3 LC SUBTOTAL OTHER TARGET Target #Times Used Then 1 3 3 Modifiers / 1 1 1 USTENING RETELL	EPISODE (E) (from green 2 P+A ② P+C P+C+E ③ P P+A+C P+A+C E SUBTC	point SG) A+C +A+E E DTAL
1 1 1	finished?" Prom STORY GRAMMAR Character Setting Problem Feeling Pian Attempt Consequence Ending Tory Question Who was this story Question	scall (up to 3x), "to 2 (sG) 2 (sG) 2 (scall / an skaleboarding skaleboarding skaleboarding skaleboarding skaleboarding off skaleboarding off skaleboarding off skaleboarding off skaleboarding off skaleboarding off skaleboarding skaleboardin	POIN y na g in c g by y ra g in c g by riteb 1 / ar I / ar I / ar I any excit	NTS me a pi / ha oar t mgn t boo wyma fed	Just c	2 2 2 [P] 2 - 2 [A] 2 [C] 2 [E] 2 VOCABUIT GA ans	and/or "I can't I POINT a boy / the boy skateboarding / in park / by house he tell / rol good / can't do!t didn't like it / cried planned / decided taked to brother helped him good job / did good so SuBTOTAL LARY QUESTIONS (V. we's smiter to his gay.	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	0 0 0 0 0 0 0 0	LANGUAGE COMPLEXITY (LC) Word #Immes Used Decause 1 2 3 when 1 2 3 when 1 1 2 3 LC SUBTOTAL 77 OTHER TARGETS Target #Immes Used Then / LISTENING RETELL **What else does	EPISODE (E) (from green 2 P+A ② P+C P+C+E ③ P P+A+C P+A+C E SUBTO	point SG) A+C +A+E E DTAL 3 = clear 1 = correc 1 = correc 0 = incare
	story Grammar Character Character Problem Problem Problem Problem Problem Problem Indiana In	(SG) 2 1	POIN POIN POIN POIN POIN POIN POIN POIN	NTS In a pick had over the pi	Just c	2 2 2 [P] 2 - 2 [A] 2 [C] 2 [E] 2 2 [S] 3 A: Scott k	and/or "I can't I POINT a boy / the boy skateboarding / in park / by house he tell / rol good / can't do!t didn't like it / cried planned / decided taked to brother helped him good job / did good so SuBTOTAL LARY QUESTIONS (V. we's smiter to his gay.	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	0 0 0 0 0 0 0 0	LANGUAGE COMPLEXITY (LC) word #Ilmes Used Decause 1 2 3 when 1 2 3 when 1 1 2 3 LC SUBTOTAL 77 OTHER TARGETS Torget #Ilmes Used USTENING RETELL	EPISODE (E) (from green 2 P+A ② P+C P+C+E ③ P P+A+C P+A+C E SUBTO	point SG) A+C +A+E E DTAL 3 = clear 1 = correc 1 = correc 0 = incare
	finished?" Prom STORY GRAMMAR Character Selling Froblem Feeling Plan Attempt Consequence Consequence Tony QUESTIO Who was this story. Who was this story and the story?	pb (up to 3x), " Scott / an	POIN POIN POIN POIN POIN POIN POIN POIN	NTS Immedia più control del co	ark / y plant ard / y plant ard / y plant ard / y property / y prop	2 2 2 [P] 2 - 2 [A] 2 [C] 2 [E] 2 SA: Scott kB: Does to.	est." and/or "I can't I POINT a boy / five boy skafeboraring / in park / by house he led! / not good / can't do! It aliant like it? / cried planned / decided talked to brother helped him good job / did good felt beffer / liked it SG SUBTOTAL LIARY QUESTIONS (V) was a similar to find aliant with emediant of this days with market mediant of the days with market mediant of the days with market mediant of the days.	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	0 0 0 0 0 0 0 0 0 0	LANGUAGE COMPLEXITY (LC) Word #Immes Used Decause 1 2 3 when 1 2 3 when 1 1 2 3 LC SUBTOTAL 77 OTHER TARGETS Target #Immes Used Then / LISTENING RETELL **What else does	EPISODE (E) [from green/2 PA @ PPC P+0** © P P+0** © P P+4*C** E SUBTO SCORE (SC+IC) d does lumble me-	3 = clear 2 = unclear 3 = uncl
	story Grammar Character Character Problem Problem Preling Problem Preling Plan Consequence Ending End Feeling Story QUESTIO Who was this story Where was Scott in the of the story? Why was Scott soot of the story Why ded by yo to to fix.	(\$GC) 2 1 Scott / an Scott / a	POIN y na g in c g by ariebo 1 hurt 1 / ar I he excatel 1 any excit	NTS Immedia poison of the elip. The	Just c ark / buse ard / y y plp / y me" ard ard ard ard ard ard ard ar	2 2 2 [P] 2 2 [C] 2 [E] 2 [E] 2 [E] 2 [E] 5	est." and/or "I can't I POINT a boy / five boy skeleboarding / in park / by house he left / rois pood / he left / rois pood / don't like it / cried planned / decided talked to brother helped him good job / did good felt better / liked it SG SUBTOTAL LIANY QUESTIONS (V) we'd in contect of info pood god y did good felt better / liked it SG SUBTOTAL LIANY QUESTIONS (V) we'd in contect of info pood god y did good felt better / liked it SG SUBTOTAL LIANY QUESTIONS (V) we'd in contect of info pood with side of the leaded with his brother seaded mean to ride or to leaded with his brother seaded mean to play or i play or i	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	LANGUAGE COMPLEXITY (IC) word wittmest Used because 1 2 3 when 1 2 3 when 1 1 2 3 cffer 1 1 2 3 LC SUBTOTAL 7 OTHER TARGETS forget filmest bled then 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	EPISODE (E) from green/2 PA @ PFC (E) P-A-CE P-A-A-CE E-A-A-CE E	3 - cker 2 - under 1 - corec 1 - cor
	story GRAMMAF Character Problem Problem Pelling Plan Plan Plan Consequence Ending Ending Ending Story QUSIIO Who was this story Where was Scotl in It of the story? Why was Scott sod if the story with add they all the story with add they all the story with a story	Scott / an Scott	r's O POIN y na a g in c g in	NITS NITS Indian part of the	ark / buse rd / yyyelp / y me" / me" ard	2 2 2 [P] 2 [A] 2 [C] 2 [E] 2 2 [M] 2 [C] 2 [E] 2 2 [M] 2 [C] 2 [E] 2 2 [M] 4A: Scotl k B: Does h. A: Scotl k	and/or "I can't I POINT a boy / the boy skateboarding / in park / by house skateboarding / in park / by house skateboarding / in park / by house didn't like it / cried planned / decided planned / decided planned / decided ratiked to brather helped him good job / did good felt better / liked it SG SUBTORAL LIARY GUESTIONS (V was a sindar to fine glavy sept tumbling off his skat malle mean to ride or it level where the sind in the level mean to ride or it sept tumble mean to ride or it sept tumble mean for ride or it sept tumble ride or	1 1 1 1 1 1 1 1 1 1 1 1 1 text, sespectable designation of talk pp his	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	LANGUAGE COMPLEXITY (LC) word * limes Used because 1 2 3 when 1 2 3 when 1 1 2 3 LC SUBTOTAL 72 OTHER TARGETS Torget * firms titled linen / 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	EPISODE (E) from green/2 PA @ PFC (E) P-A-CE P-A-A-CE E-A-A-CE E	#E) 3 - cker 2 - under 3 - cker 2 - under 3 - cker 3 - ck
	finished?" From STORY GRAMMAR Character Selling Froblem Feeling Plan Attempt Consequence Consequence Tony QUESTIO Who was this story where was Scoll in it of the story? Why was Scotl soft who did they do lok	pb (up to 3x), " Scott / an	POIN y na g in c g by artebr 1 / ar I	NTS Ime a pi ha oar t ngr he bo lip. i bo lip. i l l l l l l l l l l l l l l l l l l	ark / buse rd / yyyelp / y me" / me" ard	2 2 2 [P] 2 [A] 2 [C] 2 [E] 2 2 [M] 2 [C] 2 [E] 2 2 [M] 2 [C] 2 [E] 2 2 [M] 4A: Scotl k B: Does h. A: Scotl k	est." and/or "I can't I POINT a boy / five boy skeleboarding / in park / by house he left / rois pood / he left / rois pood / don't like it / cried planned / decided talked to brother helped him good job / did good felt better / liked it SG SUBTOTAL LIANY QUESTIONS (V) we'd in contect of info pood god y did good felt better / liked it SG SUBTOTAL LIANY QUESTIONS (V) we'd in contect of info pood god y did good felt better / liked it SG SUBTOTAL LIANY QUESTIONS (V) we'd in contect of info pood with side of the leaded with his brother seaded mean to ride or to leaded with his brother seaded mean to play or i play or i	1 1 1 1 1 1 1 1 1 1 1 1 1 text, sespectable designation of talk pp his	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	LANGUAGE COMMERKITY (LC) Word #Times Used Decause 1 2 3 when 1 2 3 after 1 2 3 after 1 2 3 aCSUBSTOAL # OTHER TARGETS Target #Times Used Then 1 2 3 LISTENING RETELL Wholfelse does make 38 Wholfel	EPISODE (E) from green/2 PA @ PFC (E) P-A-CE P-A-A-CE E-A-A-CE E	#E)

017.180								
Child/ID		Audio File _	Examiner			Date		
Decoding Reency: Examiner places correct Student Reading Passage in front of student. Examiner says. "Please read this out loud. Do your very best O reading, If help you if you need it. When you're done I might ask you to tell me the story." Start timer when student reads first word. Follow along an attein tom, not to sath // I through incomed words in ringsprouncedious substitutions, sispend words. If student lable to correct year. The start is the start of the start								
measure. The NLN administer the Rec	ofional): If student reads less the A Listening measure can be used ading Retell, student reads the	sed to assess e entire pass	listening comprehensi age. After student rea	on in add ds enfire	lition to or in place of bassage, record Tot	of reading comprehension. To al Time. Follow directions belo	ow.	
#Words in 1 Min	= Errors in 1 Min = D	ECODING FL	UENCY /149 Acc	uracy	% Prosody ✔ 🗌	Total Time Read Entire Sta	ory 🗸 📙	
Ġ.	was in his classroom doi	Õ	•	(D)		• 🔞		
couldn't do the m	nath because there were	hard prob	lems. Caleb was a	ngry. He	needed to do t	the math. He decided to	40	
•	to his best friend so that	6			(①	64	
understand the m	ath either. Caleb still didn	i't know ho	w to do the math. H	e was f	rustrated. So then	Caleb decided to ask hi	is 87	
teacher for help. (Caleb said, "I can't do this	s!" Caleb's	teacher, a kind wo	man, s	aid, "It's not that r	nystifying." Then she	10	
illustrated how to	do it. When he saw her do	o an exten	sive, hard problem,	Caleb (ınderstood. He le	arned. After he understo	od 12	
the really hard or	oblems, he felt happy bed	causo be s	ould easily do the	neth H	ofinished all the r	math problems		
ine really nara pro	Joiettis, file leli liuppy bed	cuose ne c	oold easily do life i	nuin. n	e imisned dirine i	ndin problems.	14	
Reading Retell (optional). After student reads entire passage, examiner sors, "Thanks for reading, Now you tell me that story," While the student retells the story, examiner scores the story for Story Communic, language Completely, and Other Targets (If selected, Espicial Score is called when testing is completed. After student appears to be done, examiner says. "Are you finished?" Acceptable prompts (up to 3s): "If's OK, Just do your best," and/or "I can't help, but you can just tell the paint you reembers."								
STORY GRAMMA			1 POINT	0	LANGUAGE COMPLEXITY (L	(from green 2 point)		
Character Setting	Caleb / any name in classroom working on m	2 nath 2	a boy / the boy class / doing math	1 0	Word #Times	-	2	
Problem	couldn't do math / hard prob		couldn't do it	1 0	because 1 2	3 P+A @ P+CP @ A+C		
Feeling	sad / mad / angry	2	didn't like it / cried	1 0	so that 1 2	3 P+A+CP @ P+PL+C	P 4	
② Plan	decided to ask best friend for talked to his friend	rhelp 2 [PL] 2 [A]	decided to get help he did it	1 0	when 1 2	3 E1 SUBTOTAL		
Consequence /	friend didn't understand	/ arem	didn't help /				/4	
Same Problem still couldn't do the math 2 CPI couldn't do it U LC SUBTOTAL /12								
		11	couldn't do it	1 0	after 1 2	3 EPISODE 2 (E2) (from blue 2 point SC CP+PL2 @ PL2+C	3)	
Emotion-2	sad / mad / frustrated	2	couldn't do it didn't like it / cried	1 0		(from blue 2 point so	3)	
		2 help 2 [PL2]	couldn't do it	1 0	LC SUBTOTAL	(from blue 2 point SC CP+PL2 @ PL2+C CP+A2 @ CP+C @ A	2 2+C 2	
© Emotion-2 ② Plan-2	sad / mad / frustrated decided to ask teacher for	2 help 2 [PL2]	couldn't do it didn't like it / cried decided to talk	1 0	C SUBTOTAL OTHER TARGETS	(from blue 2 point SC CP+PL2 07 PL2+C CP+A2 07 CP+C 07 A	2 2+C 2 +E 3	
© Emotion-2 ② Plan-2 ② Attempt-2 ③ Consequence	sad / mad / frustrated decided to ask teacher for told teacher it was too ho teacher showed him he understood /	2 help 2 [PL2] and 2 [A2] 2 [C]	couldn't do it didn't like it / cried decided to talk talked to teacher	1 0 1 0 1 0	CSUBTOTAL OTHER TARGETS Target #Times	(from blue 2 point SC CP+PL2 @ PL2+C CP+A2 @ CP+C @ A: Used CP+C+E @ CP+A2-	2 2+C 2 +E 3	
© Emotion-2 ② Plan-2 ② Attempt-2 ③ Consequence ③ Ending	sad / mad / frustrated decided to ask teacher for told teacher it was too ho teacher showed him he understood / he could easily finish	2 [PL2] and 2 [PL2] 2 [C] 2 [E]	couldn't dó it didn't like it / cried decided to talk talked to teacher she said OK he was OK	1 0 1 0 1 0 1 0	CSUBTOTAL OTHER TARGETS Target #Times	//2 (from blue 2 point SC CP+PI2 @ PI2+C CP+A2 @ CP+C @ A: CP+C+E @ CP+A2-C CP+A2+C @ CP+PI2	2 2+C 2 +E 3	
© Emotion-2 ② Plan-2 ② Attempt-2 ③ Consequence	sad / mad / frustrated decided to ask teacher for told teacher it was too ho teacher showed him he understood /	2 help 2 [PL2] and 2 [A2] 2 [C]	couldn't do it didn't like it / cried decided to talk talked to teacher she said OK he was OK liked it / smiled	1 0 1 0 1 0 1 0 1 0	LC SUBTOTAL OTHER TARGETS Target #Times Modifiers /	//2 //2 //2 //2 //2 //2 //2 //2 //2 //2	2 2+C 2 +E 3 2+C 4 +C+E 5	
© Emotion-2 ② Plan-2 ② Attempt-2 ③ Consequence ③ Ending	sad / mad / frustrated decided to ask teacher for told teacher it was too ho teacher showed him he understood / he could easily finish	2 [PL2] and 2 [PL2] 2 [C] 2 [E]	couldn't dó it didn't like it / cried decided to talk talked to teacher she said OK he was OK	1 0 1 0 1 0 1 0	LC SUBTOTAL OTHER TARGETS Target #Times Modifiers /	//2 (from blue 2 point SC CP+PL2 @ PL2+C CP+A2 @ CP+C @ A: CP+C @ CP+A2-C CP+A2+C @ CP+PL2-CP+A2+C @ CP+PL2+CP+A2+C+E @ CP+PL2+CP+A2+C+E @ CP+PL2+CP+A2+C+E @ CP+PL2+CP+A2+CP+	2 2+C 2 +E 3 +C 4 +C+E 5	
Emotion-2 Plan-2 Attempt-2 Consequence Ending End Feeling	sad / mad / frustrated decided to ask teacher for told teacher it was too ho teacher showed him he understood / he could easily finish happy / relieved	2 [PL2] help 2 [PL2] and 2 [A2] 2 [C] 2 [E]	couldn't do it didn't like it / cried decided to talk talked to teacher she said OK he was OK liked it / smiled	1 0 1 0 1 0 1 0 1 0 1 0 1 0	C SUBTOTAL OTHER TARGETS Target #Times Modifiers /	//2 //2 //2 //2 //2 //2 //2 //2 //2 //2	2 2+C 2 +E 3 +C 4 +C+E 5	
Emoflon-2 () Plan-2 () Attempt-2 () Consequence () Ending () End Feeling STORY QUESTIC	sad / mad / frustrated decided to ask teacher for told teacher if was too ho teacher showed him he understoad / he could easily finish happy / relieved	2 [help 2 [PL2] and 2 [A2] 2 [C] 2 [E] 2 VOCABU	couldn't do'it do'it didn't like if zeied decided to talk talked to teacher she said OK. he was OK. liked if / smiled SG SUBTOTAL LARY QUESTIONS (Viver's similar to the gray	1 0 1 0 1 0 1 0 1 0 1 0	C SUBTOTAL OTHER TARGETS Target #Times Modifiers / READING F	//2 //2 //2 //2 //2 //2 //2 //2 //2 //2	2 2+C 2 +E 3 +C 4 +C+E 5	
Emoflon-2 () Plan-2 Attempt-2 Consequence Ending End Feeling STORY QUESTIC Who was this story Where was Caleb	sad / mad / frustrated decided to ask teacher for told teacher it was too he teacher showed him he understood / he could easly finish happy / relieved	2 help 2 [PL2] and 2 [A2] 2 [C] 2 [E] 2 WOCABU	couldn't do'it idn't like if / cried decided to talk talked to teacher she said OK he was OK liked it / smiled SG SUBTOTAL LARY QUESTIONS (V ver is similar to the grey	1 0 1 0 1 0 1 0 1 0 1 0 1 0 2 /24	IC SUBTOTAL OTHER TARGETS Torget #Times Modifies /	(from blue 2 point SC (P+A2 @ CP+C @ A CP+A2 @ CP+C @ A CP+A2 @ CP+C @ A CP+A2+C @ CP+D2+C CP+A2+C @ CP+D2+C EZ SUBTOTAL RETELL TOTAL (SC+LC-E1+E2)	2 2+C 2 +E 3 ++C 4 +C+E 5 /5 /47	
Emoflon-2 Plan-2 Plan-2 Attempt-2 Consequence Ending End Feeling STORY QUESTIC Who was this story Where was Caleb beginning of the st	sad / mad / frustrated decided to ask leacher for told feacher it was too hat teacher for the feacher showed him he understood / he could easily finish happy / relieved	2 help 2 [PL2] and 2 [A2] 2 [C] 2 [E] 2 VOCABU "If QA answif QA answ	couldn't do it doint didn't fixe if zeied decided to talk talked to teacher she said OK. he was OK. Riked if / smiled SG SUBTOTAL LARY QUESTIONS (V. ver is similar to the grey er is incorrect, of if not hought math was mystific.	1 0 1 0 1 0 1 0 1 0 1 0 1 0 1 0 1 0 1 0	LC SUBIOTAL OTHER TARGETS Target #Times Modifies y	(from blue 2 point SC (P+A2 @ CP+C @ A CP+A2 @ CP+C @ A CP+A2 @ CP+A2 CP+A2+C @ CP+A2 CP+A2+C @ CP+P12* E2 SUBTOTAL RETELL TOTAL (SG+IC-E1+E2)	2 2+C 2 +E 3 +C 4 +C 5 /5 /47 +C	
© Emotion-2	sod / mod / frustroted decided to ack teacher for lotd teacher fire the stock to teacher showed him he undestroad / he could easily finish happy / releved	2 help 2 [PL2] and 2 [A2] 2 [C] 2 [F] 2 VOCABU 11 GA answif GA answif GA: Caleb t QB: Does m	couldn't do it didn't file if / cried decided to talk talked to teacher she said OK he was OK filed it / smiled SG SUBTOTAL LARY QUESTIONS (V. ver is similar to the grey ver is incorrect, of if no hought math was mystlif	1 0 1 0 1 0 1 0 1 0 1 0 1 0 726	LC SUBTOTAL OTHER TARGETS Torget #Times Modifies V READING F "What else does ask QB din't understand it. W 2	CPH22 PL24C CPH22 PL24C CPH22 PL24C CPH22 PL24C CPH24C PL24C P	2 2+C 2 +E 3	
Emofion-2 Pinn-2 Attempt-2 Consequence Ending End Feeling STORY QUESTIC Who was this story Where was Caleb beginning of the st	sad / mad / frustrated decided to ack teacher for total faccher if was too he teacher showed him he understood / he could eastly finish happy / refleved	2 help 2 [PL2] and 2 [A2] 2 [C] 2 [E] 2 VOCABU 16 QA ans QA: Caleb 16 QB: Does m	couldn't do it didn't like if / cried decided to talk talked to techer she said OK. he was OK. liked it / smiled SG SUBTOTAL LARY QUESTIONS (V. ver is similar to the gray ver is incorrect, of if not hought math was mystilly still yet of the said to the gray still yet in the said to the gray to be controlled to the gray to be controlled to the said to the gray to be controlled to the said to the said to the gray to be controlled to the said to	1 0 1 0 1 0 1 0 1 0 1 0 0 1 0 0 0 0 0 0	IC SUBTOTAL OTHER TARGETS TOTAGET TOTAGET AND ADDRESS	(from blue 2 point SC (P+A2 @ CP+C @ A CP+A2 @ CP+C @ A CP+A2 @ CP+C @ A CP+A2+C @ CP+D2+C CP+A2+C @ CP+D2+C EZ SUBTOTAL RETELL TOTAL (SC+LC-E1+E2)	2 2+C 2 +E 3	
interest in the state of the st	sod / mod / frustroted decided to act leacher for told teacher for told teacher for told teacher fix was too hot teacher showed him he undestrated / he could early finish happy / relieved	2	couldn't do it a didn't like it / cried decided to talk tolked to teacher she said OK he was OK it was of the was	1 0 1 0 1 0 1 0 1 0 0 1 0 0 0 0 0 0 0 0	IC SUBIOTAL OTHER TARGET Gragel & Elmas Modifies /	If continue Points Point	2 2+C 2 +E 3 +C 4	
© Emolion-2 ② Plan-2 ③ Attempt-2 ③ Consequence ⑤ Ending ⑤ End Feeling ⑥ End Feeling ⑥ Who was this store Where was Cole beginning of the st. Why was Cele bit How did he first by to How did he first by to How did the story what will be to the work of the	sad / mad / frustrated decided to ack teacher for total faccher if was too he teacher showed him he understood / he could easily finish happy / referved.	yocasu Yocasu	couldn't do it and decided to talk didn't like it / cried decided to talk tolked to teacher she said OK he was OK he was OK liked it / smiled see the said OK he was OK liked it / smiled so Substontal LARY QUESTIONS (V. weis similar to the age was it accreated a from the said of the	1 0 1 0 1 0 1 0 1 0 1 0 1 0 0 1 0 0 1 0 0 1 0	IC SUBIOTAL OTHER TARGET Gragel & Elmas Modifies /	If continue Points Point	2 2+C 2 +E 3 +C 4	
© Emotion-2 ② Pitan-2 ③ Consequence ③ Ending ② End Feeling STORY QUESTIC Who was this story Where was Caleb beginning of the st Why was Caleb fr, thow did he find he to lik to Why did he to lik to How did he find he to lik to How did he find he to lik to How did he find he to lik to	sod / mod / frustroted decided to act teacher for told teacher fix was too he teacher showed him he understood / he could easily finish happy / releved	yocasu Yocasu	couldn't do it a didn't like it / cried decided to talk tolked to teacher she said OK he was OK it was of the was	1 0 1 0 1 0 1 0 1 0 1 0 1 0 0 1 0 0 1 0 0 1 0	LC SUBTOTAL OTHER TARGET Target #IFMS Modifier /	If continue Points Point	2 2+C 2 +E 3 +C 4	

Second Grade Benchmark: STORY 1 FALL

NLM[®] READING

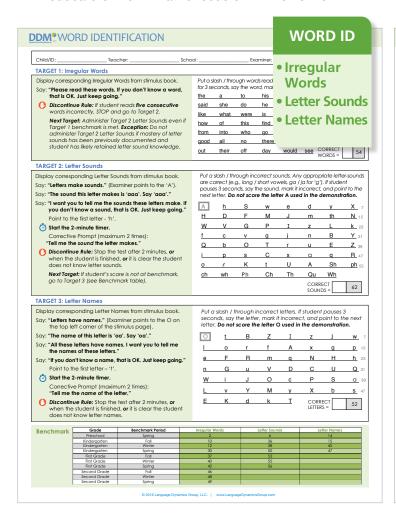
DDMDynamic Decoding Measures

CUBED assesses decoding and foundational code skills using the Dynamic Decoding Measures (DDM), which is comprised of three dynamic assessments with multiple levels (targets). The DDM uses a 'testing the limits' or 'test-teach-retest' dynamic assessment approach to identify a student's current level of performance and learning potential for phonemic awareness, identification of words, letters, and sounds, and nonsense word decoding.

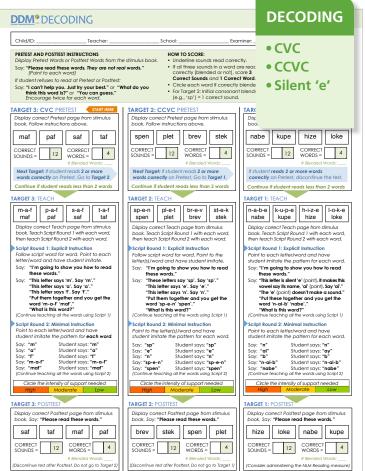


- Innovative Dynamic Assessment
 - Graduated prompting procedures help identify a student's zone of proximal development.
- Pinpoint Intervention Targets

Educators need to know more than just who needs intervention. The various targets in the DDM also help educators know what to focus on in intervention.



PHONEMIC DDM® PHONEMIC AWARENESS • Phoneme TARGET 1: Phoneme Segmentation Segmentation Say: "I'm going to say a word. After I say it, you tell me all the sounds in the word. For example, if I say 'stop', you will say 'st/ /o/ /p\." Say: "Lef' stry a different one: Tell me all the sounds in 'map'." If student clearly segrates each sounds. Have the student tell you the sounds in each of the following words. Circle the correct sounds (5) of and circle the number of sounds said correctly for each word. First Sounds [/] • Phoneme dog /c Blending in 'map', (/m/ /a/ /p/), you say, "That's right. The sounds in 'map' are /m/ /a/ /p/. O Discontinue Rule: If the sounds in 'map' are /m/ /a/ /p/. Try it again. Tell me all the sounds in 'map'. Next Target: If student's score is not at benchmark, go to Target 2 (see Benchmark table). Say: "OK. Lets do some more." Begin the test, Corrective Prompt (as needed): "Say all the sounds in the word, not the letter names." Mark as incorrect, then go to next word. pest /p/ /e/ /s/ /t/ 0 1 2 3 4 TOTAL CORRECT PHONEMES /32 TARGET 2: First Sounds Say: "Listen to me say this word: 'mat'. The first sound you hear in that word is Have the student tell you the first sound in each of the following words. Circle the correct score to the right of the word (see Scoring Prompt for each word: "What is the first sound you hear in the word ___? 0 1 2 "Say the first sound in 'mat' with me (/mmm/)." O Discontinue Rule: If student scores 0 on four consecutive of STOP and administer Target 3. "What is the first sound you hear in the word 'mat'?" Correct if necessary. Say: "That's right, /mmm/ is the first sound in the word 'mat'." Next Target: If student's score is 17 or lower, go to Target 3. pail "Now I'm going to say some more words. You tell me the first sound you hear in each word." 0 1 2 0 1 2 0 1 2 0 1 2 dump grub /9/ First & Second Sounds Togeth Incorrect /20 **TARGET 3: Phoneme Blending** Say: "I'm going to say a word the slow way and then I'm going to say it the fast way. Listen, /sssuuunnn/ 'sun'." (–2 Have the student say the word fast after you say it slowly. Continuous sounds (e.g., [m]) should be sounded out for approximately 2 seconds. Circle the correct score to the right of the word (see Scoring Key below). 0 1 2 Say: "Now I'm going to say the word the slow way and you say it the fast way Ready. sssuunnn." keady. sssuuunnn." Student says, 'sun'. Correct if necessary. Say: "Now I'm going to say more words the slow way. You say the words fast." [No Corrective Prompt] 0 1 2 Part of Word Fast Kindergarten Kindergarten Fall, Winter, Spring







RELIABILITY

Inter-Rater Reliability. To obtain interrater reliability, two independent examiners assign the same scores to the same student responses. This type of reliability is very important especially for the NLM subtests of the CUBED because there is a certain amount of subjectivity involved

SCORE: ≥90%
PREFERRED

in scoring a student's language in real-time, despite clear scoring procedures.

CUBED MEASURES	RELIABILITY SCORE		
DDM Phonemic Awareness			
Phoneme Segmentation	96.1%		
First Sounds	97.4%		
Phoneme Blending	100%		
DDM Word Identification			
Irregular Words	95.8%		
Letter Sounds	97.7%		
Letter Names	98%		
DDM Decoding			
CVC (pretest sounds)	99.3%		
CCVC	94.2%		
Silent 'e'	96.2%		
NLM Listening			
Real-Time Narrative Retell Scoring	95%		
Story Questions	96%		
Vocabulary Questions	82%		

VALIDITY

Concurrent Validity. Six research studies with 1,146 preschool through 3rd grade students examined evidence of concurrent validity comparing the CUBED NLM Listening Retell highest score to scores from several criterion measures of language. We also compared CUBED

>70% VERY STRONG

composite scores to the Measures of Academic Progress (MAP) assessment. The majority of these comparisons, presented in correlation coefficients, offer strong evidence of concurrent, criterion-related validity for the CUBED.

FALL CUBED SCALED SCORE (Language Composite)					
Criterion Measure	n	r			
Measuring Academic Progress (MAP) Fall					
RIT Score	1,146	.88 (.78)			
MAP Foundational Skills	566	.79 (.71)			
MAP Language and Writing	1,143	.85 (.76)			
MAP Information and Literature	566	.74 (.66)			
MAP Vocabulary Use and Functions	1,143	.83 (.74)			

Predictive Validity. To demonstrate the predictive validity of the CUBED, we studied its relationship to the Measures of Academic Progress (MAP) and Wyoming PAWS reading assessments. We report R2 coefficients of determination to indicate

SCORE:
≥.10
MEANINGFUL

the extent to which combinations of CUBED raw scores collected in the fall with 1,512 kindergarten through third grade students were predictive of the MAP assessment in the winter. R2 interpretation is highly dependent upon the testing context.

Sensitivity and Specificity. We examined the predictive validity of the CUBED for end of year PAWS results. These analyses included data from 71 third grade students attending two different elementary

schools in Wyoming. Sensitivity in this

SCORE:

≥80%

ACCEPTABLE

case represents the extent to which the CUBED accurately identified students who were at risk on PAWS, and specificity refers to the extent to which the CUBED accurately identified students who were not at risk on PAWS.

FALL CUBED SCALED SCORE (Language Composite)					
Criterion Measure	n	R^2			
NLM:L and NLM:R Predicting MAP RIT	1,512	.43			
NLM:L/R Vocab and DDM Irregular Words Predicting MAP Vocabulary Use and Functions	1,512	.55			
All CUBED Measures Predicting MAP Foundational Skills	1,512	.64			
Decoding Fluency and Phoneme Segmentation Predicting MAP Language and Writing	1,512	.78			
DDM Irregular Words, Vocabulary Questions, and Phoneme Segmentation Predicting MAP Literature and Informational	1,512	.69			

CUBED 3rd Grade Fall Assessment					
Criterion Measure (End of Year Reading)	Sensi- tivity	Speci- ficity			
PAWS (end of year) at or Below Basic = At Risk*	90%	73%			
PAWS (end of year) Below Basic = At Risk**	100%	83%			
PAWS (end of year) Below Basic = At Risk***	75%	76%			