Achievement Matters

The Newsletter from Educational Achievement Publishing Explicit Instruction. Exceptional Outcomes.



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Letter from the Editor

We've given our newsletter a makeover! Welcome to the latest issue of *Achievement Matters* – the newsletter from Educational Achievement Publishing (EAP).

Dear Readers,

We're excited to welcome you to the latest issue of *Achievement Matters*, your go-to source for news, insights, and resources from Educational Achievement Publishing, the publisher of *Direct Instruction Spoken English* (DISE).

At EAP, we believe that every student deserves access to high-quality, research-validated instruction—especially in the critical area of oral language development. DISE was developed with that belief in mind, offering a structured, effective, and proven approach to helping Multilingual Learners

New to EAP and Direct Instruction Spoken English (DISE)?

Here are some basics:

Direct Instruction Spoken English (DISE) is a powerful, research-validated program that helps students build a strong foundation in spoken English. Here's a quick overview:

- Designed for learners with a basic vocabulary in students' primary language—about a 3rd-grade level.
- Focuses entirely on oral language—DISE teaches speaking and listening, not reading or writing.
- Level 1 lessons are 90 minutes of instruction each day, providing the intensity needed for real progress.
- Instruction is delivered entirely in English, so students from different language backgrounds can learn together.
- Students are placed based on what they already know, using a simple placement test to ensure instruction starts at just the right level.

Direct Instruction Spoken English is built to make spoken English accessible, effective, and achievable. (MLLs) acquire functional, academic English through spoken instruction.

In each issue of **Achievement Matters**, you'll find helpful tips for classroom implementation, highlights from schools using DISE, answers to frequently asked questions, and spotlights on the educators who make this work come alive every day. Whether you're new to DISE or a longtime practitioner, our goal is to support your efforts and celebrate your successes.

As we re-launch this newsletter, we invite you to join the conversation. Have a question, a success story, or a strategy that worked for your students? We'd love to hear from you. I look forward to meeting you here as we support educators and advance achievement in our MLLs.

Here's to powerful instruction, meaningful progress, and every student finding their voice.

Warm regards, Randi Saulter Director of Marketing, EAP National Education Consultant randi@eapublish.com For materials pricing and other purchasing information, <u>click here</u>.

Join Us for DISE Training This Summer!

Boost your teaching skills with Direct Instruction Spoken English (DISE) training at the National Direct Instruction Conference in Eugene, Oregon. This annual conference is hosted by the National Institute for Direct Instruction (NIFDI). DISE training will be presented by Randi Saulter, national education consultant and EAP Director of Marketing. This session offers complete training in DISE instructional delivery strategies, data collection and review, and practical tools to enhance instruction and student engagement.

Connect with fellow educators, gain fresh insights, and return to your classroom ready to make a bigger impact!

For more details and registration, click here.



Hey, more "seasoned" DISE teachers!

Getting Ready for next year's DISE implementation? Don't forget to Placement Test your students who will be new to the program!

Placement testing is a crucial first step when starting any Direct Instruction (DI) program—but it's often overlooked. Taking the time to assess students' skill levels ensures they're set up for success right from the start. Don't forget, there are three entry points in DISE. The placement

Boost Engagement with the Teacher/Student Game



Looking for a positive, practical, low-tech way to improve student behavior and increase engagement?

tests determine the starting lesson.

When students are **accurately placed**, they're more likely to move through the program with confidence and achieve true mastery. On the other hand, placing students too high or too low can lead to frustration, discouragement, and slower progress.

Download the DISE Placement test here.



The Teacher/Student Game offers a fun and effective strategy that encourages ontask behavior through friendly competition between the teacher and the class. This simple approach helps:

- Maintain a healthy minimum 3:1 ratio of positive to corrective interactions
- Motivate students through teambased reinforcement
- Strengthen classroom cohesion while keeping learning fun

When used in conjunction with Direct Instruction programs like DISE, the Teacher/Student Game supports consistent routines, reinforces expectations, and enhances overall program fidelity across classrooms. AND... it's F R E E and E A S Y!

Want to learn more?

Discover how to use the Teacher/Student Game in your classroom or school by reading the <u>full article here</u>.

DISE Focus: How DISE Introduces New Content

1. Start with Pronunciation

Students first practice saying the new word clearly.

2. Introduce Meaning and Use

For the first two days, the teacher helps students understand the word's meaning and how to use it in sentences.

3. Practice Independently

On the next two days, students use the word without teacher prompting for the meaning and usage to build independence.

4. Contrast with Similar Words

When new content is similar to something already learned, students practice both to understand the difference.

Example: When learning *they*, students also use *he* and *she* in contrast: "She is standing." "He is standing."

"They are standing."



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