

# FAST VPK-2 Sample Test Materials Star Early Literacy

The purpose of these sample test materials is to orient teachers and students to the types of items they might see on the Voluntary Prekindergarten (VPK) through grade 2 Florida Assessment of Student Thinking (FAST) assessments. The VPK through grade 2 FAST assessments are administered using Renaissance Learning's Star Assessments, including Star Early Literacy, Star Reading, and Star Math. For more information about the FAST assessments, please see the fact sheet posted at <a href="https://www.fldoe.org/accountability/assessments/k-12-student-assessment/fast/">https://www.fldoe.org/accountability/assessments/k-12-student-assessment/fast/</a>.

By using these materials, students will become familiar with the types of items they may see on their test. The sample items and answers are not intended to demonstrate the length of the actual test, nor should student responses be used as an indicator of student performance on the actual test. The sample test materials are not intended to guide classroom instruction.

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For questions related to this document, contact the Office of Assessment at <u>Assessment@fldoe.org</u>.

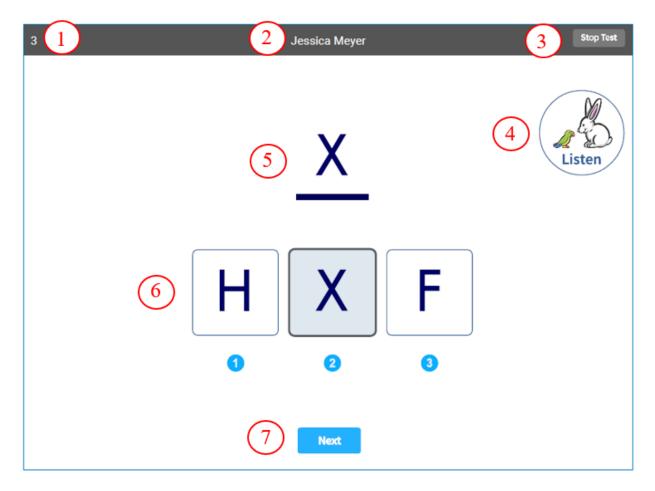


The sample items in this document are meant to demonstrate how items will appear on the computerbased Renaissance Star Early Literacy assessment.

The top of each page in this document will indicate the grade-level of each sample item. In the middle of the page there will be an image of the sample test item. The bottom of each page will include information about which benchmark that item is meant to assess. For information about the Florida Early Learning and Development Standards, which are used for VPK, please visit the <u>Division of Early Learning</u> webpage. For information about the Benchmarks for Excellent Student Thinking (B.E.S.T.) Standards, which are used for kindergarten through grade 2, please visit the <u>Just Read, Florida!</u> webpage.

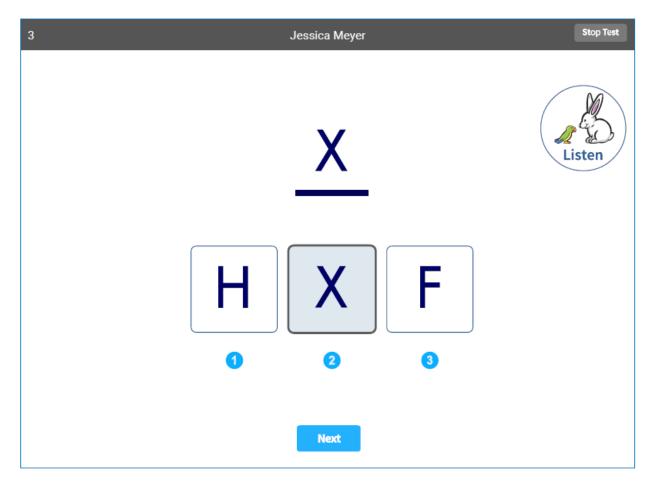
Each item will have the same general layout as shown below:

#### **Example Item:**



- 1. At the top left corner of each item, a number will indicate the number of this item. In this example, it is the third item.
- 2. The student's name will appear at the top of the item in the middle of the screen.
- 3. At the top right corner, there will be a "Stop Test" button. If a student needs to leave the room unexpectedly, the Test Administrator can select "Stop Test." A prompt will ask if the administrator wants to resume the test later, stop the test, or cancel the action.

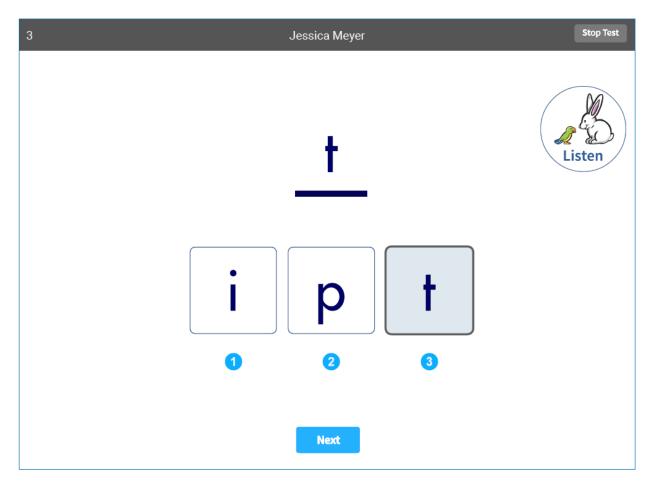
- 4. On the right side of the item, near the top, there will be an image of a small green bird facing a white rabbit. Below that image is the word "listen." Students will select this image to have the question read to them.
- 5. In the middle of the item, near the top of the screen, there will be a blank line. There may also be a picture related to the item (see pages 13-15 for examples). Once the student selects an answer, that answer will appear above the line. In this example, because the student has selected answer 2, X, an X is shown above the line.
- 6. In the middle of the item, just above the "Next" button, will be the answer options. Each possible answer has a number below it, in this case 1, 2, or 3. The student will select the number below the image that they think represents the correct answer. When the student chooses an answer, a blue highlight will appear around it, as shown in answer 2 in the sample above.
- 7. At the bottom of the item in the middle of the page, there will be a blue button that says "Next." Students should click this button once they have answered the item and are ready to move to the next item.



**Script:** "Which is the letter x?"

## Florida Early Learning and Development Standard

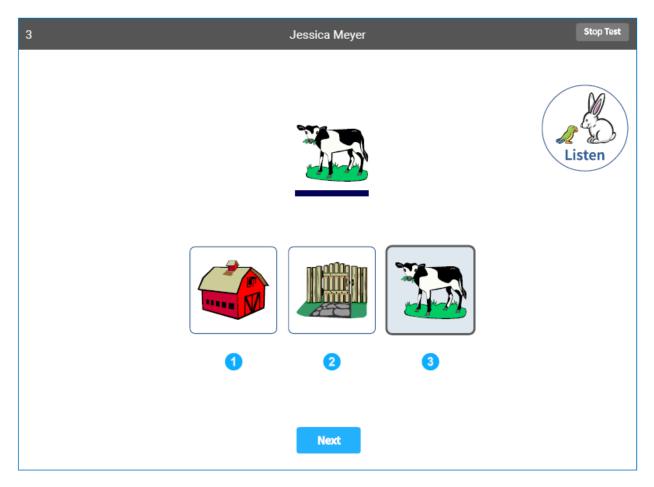
ELA.PK.F.3.b. Recognizes almost all letters when named (e.g., when shown a group of letters, can accurately identify, verbally or nonverbally, the letter that is named)



**Script:** "Pick the letter that makes the sound /t/ . . . /t/."

## Florida Early Learning and Development Standard

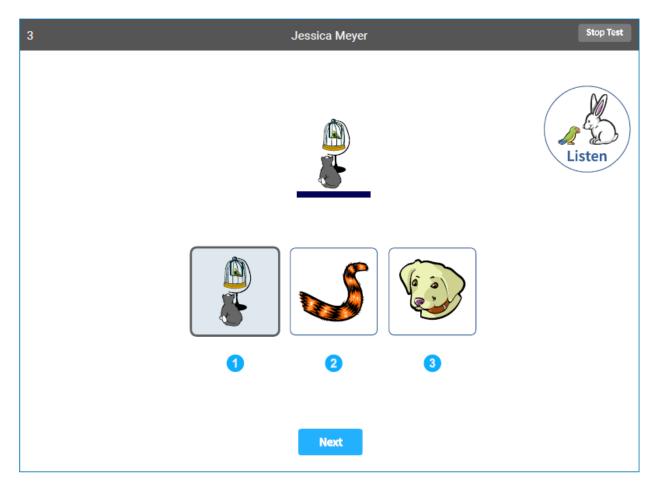
ELA.PK.F.3.d– Recognizes some letter sounds (e.g., when shown a group of letters, can accurately identify, verbally or nonverbally, the letter of the sound given)



Script: "Listen carefully. The pictures are barn, gate, calf. Pick the picture that has the same beginning sound as camp . . . camp."

# Florida B.E.S.T. Benchmark

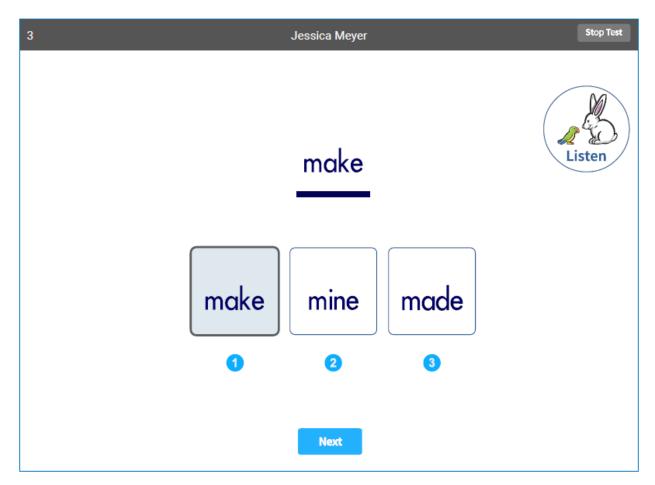
ELA.K.F.1.2.b– Identify and produce alliterative and rhyming words.



Script: "Listen to the passage. Cats often watch birds. Their tails move quickly. Their eyes are wide. Pick the picture that tells what this passage is mostly about."

# Florida B.E.S.T. Benchmark

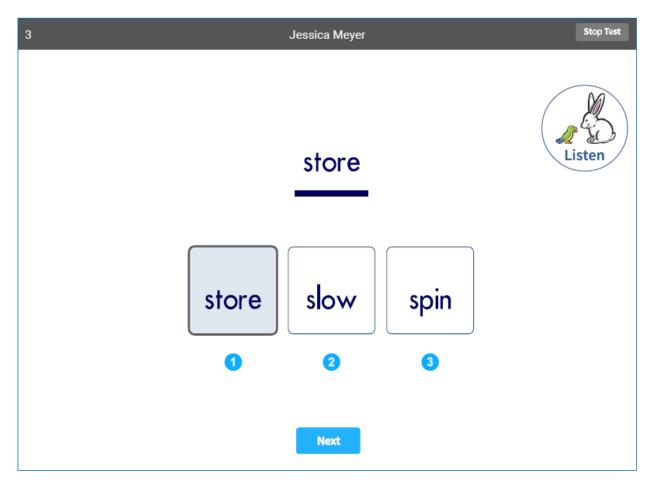
ELA.K.R.2.2 Identify the topic of and multiple details in a text.



Script: "Look at the words. Pick the word make . . . make."

## Florida B.E.S.T. Benchmark

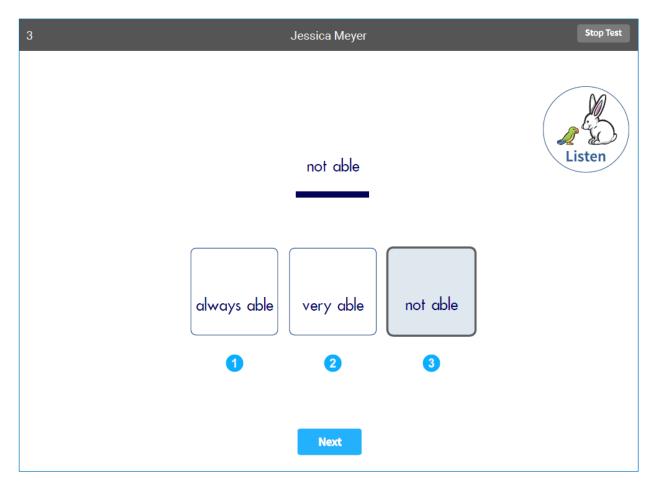
ELA.1.F.3.f- Decode words that use final -e and vowel teams to make long-vowel sound.



Script: "The word is store. Pick the word store."

# Florida B.E.S.T. Benchmark

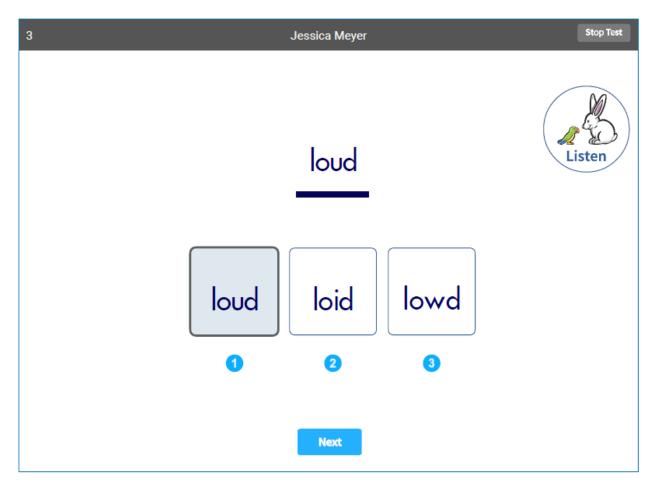
ELA.1.F.1.3.b Decode simple words with r-controlled vowels.



Script: "The word is unable. Pick the meaning of the word unable."

#### Florida B.E.S.T. Benchmark

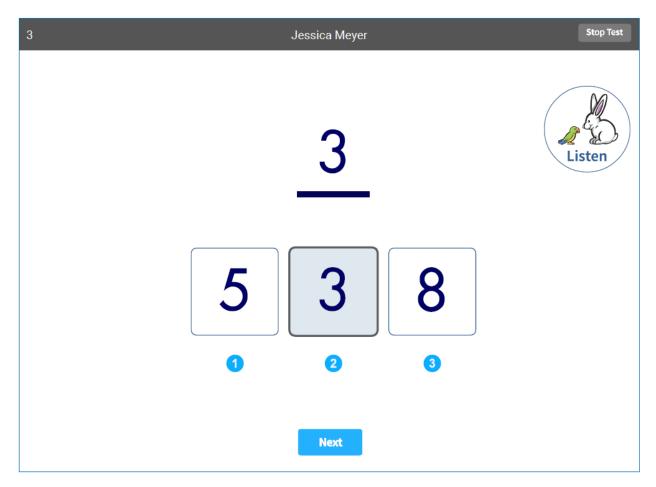
ELA.2.V.1.2– Identify and use base words and affixes to determine the meaning of unfamiliar words in grade-level content.



Script: "The word is loud. The falling tree branch made a loud sound. Pick the word loud."

## Florida B.E.S.T. Benchmark

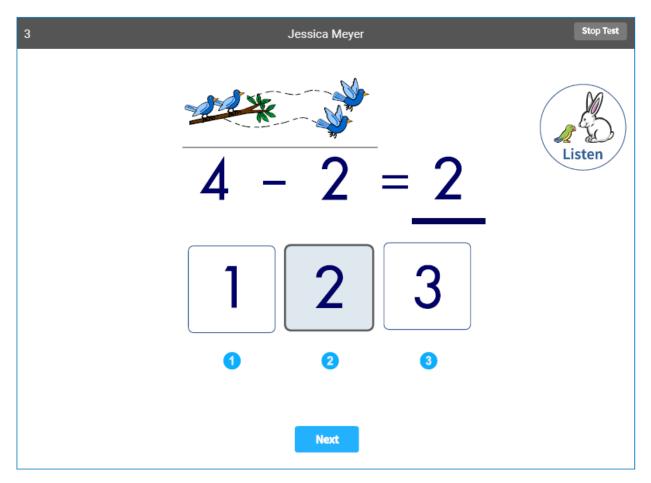
ELA.2.F.1.3.a– Decode words with variable vowel teams (e.g., oo, ea, ou) and vowel diphthongs (e.g., oi, oy, ow).



Script: "Pick the number 3 . . . the number 3."

#### Florida Early Learning and Development Standard

Math.PK.A.7- Reads and writes some numerals one to 10 using appropriate activities



Script: "There are 4 birds on a branch. Two of the birds fly away. Pick the number for how many birds are left."

# Florida Early Learning and Development Standard

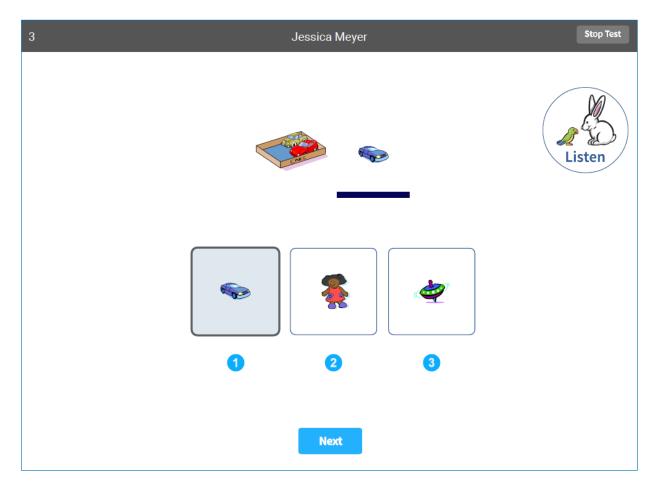
Math.PK.B.1– Explores quantities up to eight using objects, fingers and dramatic play to solve real-world joining and separating problems

3	Jessica Meyer	Stop Test
	$\frac{1}{2}$	Listen
	Next	

Script: "How many shovels are there? Pick the number."

#### Florida B.E.S.T. Benchmark

MA.K.NSO.1.1– Given a group of up to 20 objects, count the number of objects in that group and represent the number of objects with a written numeral. State the number of objects in a rearrangement of that group without recounting.



Script: "Look at the toys in the box. Pick the toy that belongs in the box."

#### Florida B.E.S.T. Benchmark

MA.K.DP.1.1– Collect and sort objects into categories and compare the categories by counting the objects in each category. Report the results verbally, with a written numeral or with drawings.