EVIDENCE BASED

MULTI-TIER INSTRUCTION

IEP / DYSLEXIA ALIGNED

DECODIFY™

UNLOCK THE CODE. OWN THE WORD.

STRUCTURED LITERACY TOOLKIT



Decodify™ Instructional Guidelines

Group Size: 2–6 learners

1. Prepare

Select the level deck that matches your literacy skill focus.
Shuffle the deck thoroughly.
Deal 7 cards to each learner.
Place one card face up to begin the discard pile.
The learner to the right of the dealer goes first. Play continues counter-clockwise.

2. Practice

On your turn, play a card that matches the color or number of the top discard.
To play a card, read the target word aloud correctly on your first try.
Learners with 3 or fewer cards must also answer all of a card's questions to play a card.
If you can't play on your first attempt, draw up to 2 cards. If the first card you pick is playable, play it and continue playing until you can no longer play.

Errors

If you misread a target word, answer a question incorrectly, or misplay a card, you must:
Draw 2 cards from the deck.
Keep the misread card.
Lose your turn.

Error Handling

When an error is made, other learners must try to give the correct answer.
If no one knows it, everyone draws one card.
Ask a teacher or adult for the correct answer.
HINT: Try to remember the correct answers for next time!

Key Card Reference

 **Alfo** (Second Chance)	Play after making a mistake to earn another opportunity to read or answer.
 **Queno** (Focus Shift)	Reverses the direction of play
 **Lexo** (Peer Challenge)	Choose another learner to read a word and answer a prompt. • If it's done correctly → you both discard one card. • If it's done incorrectly → you both draw one card and play moves to the next learner.
 **Keno** (Pause & Observe)	Skips the next learner's turn
 **Jolto** (Energy Surge)	Can be played against any card with the following rules: • The learner who plays Jolto loses their turn. • The learners to the left and right each draw 3 cards. • The learner who played Jolto chooses the next color.
 **Flexo** (Strategic Choice)	Can be played against any card with the following rules: • The learner chooses the next color. • The learner chooses any other learner to take the next turn (not necessarily in order).

*NOTE: **All Key Cards still require correct first-attempt reading and prompt responses when applicable.**

3. Wrap Up

The first learner to play all of their cards is out. This learner gets to monitor the rest of the group and be a decision maker for questionable responses. Remaining learners may continue until a second-place finisher is declared.
End with reflection.
Each learner shares:

- One word or prompt that felt easy and why
- One word or prompt that was challenging and why

Purpose & Philosophy

Decodify™ is a structured literacy toolkit that blends research-based reading science with hands-on, joyful practice. It complements district programs across all tiers of instruction — from whole-class to small-group intervention — proving that rigor and joy can coexist.

Online Resource Kit

Each school subscription includes digital supports for all 12 levels: substitute and teacher lesson plans, progress sheets, observation tools, and answer keys.

Implementation Models

- Tier 1: Station rotations (10–15 min)
- Tier 2: 2–3 sessions/week (20–30 min)
- Tier 3 / Special Ed: 1:1 or small group
- Family/ELL: Home decks with guidance sheets

Differentiation

- Struggling readers — scaffolded decoding practice
- Advanced readers — morpheme and vocabulary extension
- ELLs — oral language and sentence building

Instructional Integrity

Pair Decodify with explicit literacy instruction. It supplements your core program — never replaces it.

Executive Function & SEL

Each Key Card promotes flexible thinking, focus, and collaboration through structured play — strengthening both literacy and cognitive skills.

The mind remembers best what the heart enjoys.

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Aligned with MTSS Tier 1–3 instruction. Supports IEP goals and dyslexia legislation compliance.

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