Adventures in Greatness Timer

Adventures in Greatness Timer can be used while students take their weekly comprehension quiz. As students read, use the timer to help students stay focused. The timer is an excellent tool that helps save time by calculating words per minute automatically. Make it fun by creating challenges or games to keep students engaged while competing against themselves or fellow classmates.

1. Download the HTML link to a computer or select the "Open" icon to bring the link up into an internet browser.
   - Save the link to a computer to create a hyperlink that can be effortlessly added into a digital presentation.
2. Click the "Now Reading" section in the top left corner.
   - Select the story that students will be reading.
3. Start the timer. As each student finishes the passage, have him write the time and words per minute on the bottom of his reading quiz sheet.
   - The maximum time allowed is displayed in the top right corner along with the number of words for the selection. The words-per-minute timer is displayed in the middle of the screen.
   - The default setting for maximum words per minute is 400+ for every story when the timer begins. As time elapses, the words per minute will recalculate depending on how much time still remains. The timer counts down to the minimum words per minute needed to complete the passage. Each reducing bar is counting up fifteen seconds at a time until the time is up. A sixth grader should be able to read 125–200 words per minute silently. Students' speed should increase as the year progresses.
4. Pause the timer when needed by clicking the pause button on the left.
5. Reset the timer by clicking the reset button on the right. Once the time has run out, the time will flash blue.

If there is an additional selection to be read that is not on the list given, the custom timer may be used.

1. Click the "Now Reading" section.
2. Choose the custom button on the top right of the list.
   - Enter the maximum time and selection length of your custom passage and press the enter key.

This *tool* can help make this part of the lesson *easy*, *exciting*, and *engaging*.