Renaissance

K–2 FAST
Test Administration Manual

Instructions for administering K–2 FAST Star Early Literacy, Star Reading, and Star Math Assessments

Updated July 18, 2025

Contents

Foreword

This manual is to be used by test administrators, school assessment coordinators, and district assessment coordinators who will administer or oversee the administration of the Florida Assessment of Student Thinking (FAST) Star Early Literacy, Star Reading, and Star Math to students in Kindergarten through Grade 2. Schools must follow district or charter school guidance for scheduling and any other local requirements.

In addition to reading this manual carefully, ensure you access these other Florida-specific resources, available on the FL FAST Portal at https://flfast.org/testing-resources-K2-tech-coord.html:

▶ 2025–2026 K–2 Progress Monitoring Statewide Assessments Accommodations Guide

▶ K–2 FAST Guidance for Transitioning from Star Early Literacy to Star Reading

▶ K–2 FAST Paper-Based Star Assessments User Guide

▶ K–2 FAST Resource Guide

Introduction

This manual provides general information about the Star assessments and specific guidelines for administering K–2 FAST Star Early Literacy, Star Reading, and Star Math. Test administrators and teachers should carefully read and review the contents of this manual prior to testing to ensure the highest levels of test fidelity.

About Star Assessments

Star assessments are computer-adaptive tests that measure student achievement on early literacy, reading, and math skills. As a student takes the assessment, the assessment selects items based on the student's responses. If the student answers the item correctly, the assessment increases the difficulty level of the next item. If the student answers incorrectly, the assessment lowers the difficulty level of the next item. By continually adjusting the difficulty of an item to what the student has shown she can or cannot do, the assessment is tailored to accurately measure each student's level of achievement.

▶ Star Early Literacy tests are designed for students in grades pre-K through 3 (beginning readers who do not yet read independently or need early literacy skills assessed). FAST Star Early Literacy consists of 27 items of literacy (including 5 numeracy items) and generally takes fewer than 15 minutes for the student to complete the assessment.

▶ Star Reading tests are designed for students in grades K–12. FAST Star Reading consists of 34 items and generally takes fewer than 30 minutes for the student to complete the assessment.

▶ Star Math tests are designed for students in grades K–12. FAST Star Math consists of 34 items and takes approximately 20 minutes for the student to complete the assessment.

Note: The Enterprise version of Star Reading and Star Math are used for FAST progress monitoring within the statewide window. Statewide assessments are administered using the FAST Tests tile. Item counts may vary slightly due to field test items. Field test items do not impact the student's score.

Computer-Adaptive Test and Scaled Score

A computer-adaptive test creates a virtually unlimited number of test forms as it dynamically interacts with the student taking the test. A scaled score (SS) is the student's score on the assessment. It is used to report performance for all students on a consistent scale. To make the results of all tests comparable, it is necessary to convert all results of the tests to scores on a common scale. The Unified Scale is a single scale that can be used to report scores for Star Early Literacy, Star Reading, and Star Math, facilitating comparison of the achievement of children taking these different tests. The Unified Scale score ranges from 0 to approximately 1400; Star Early Literacy scores range from 200–1100 and Star Reading and Star Math range from 600–1400.

Software Requirements

For the most current system requirements for K–2 FAST assessments, visit https://www.renaissance.com/system-requirements/.

Test Security Overview

Security is a concern in any testing situation, and sound testing procedures are the hallmark of test security. When teachers and test administrators consistently follow the procedures presented in this manual before, during, and after testing, they help ensure test results which are true representations of student achievement.

Additionally, test security safeguards are built into Star's computer-adaptive test design. It is highly unlikely any two students will see the same test items at the same time. This is because Star assessments are computer-adaptive based on individual student performance, and test items are selected from a large pool of items.

Student Accommodations

K–2 FAST assessments offer accommodations for students with disabilities and English Language Learners. For information about accommodations, please see the *2025–2026 K–2 Progress Monitoring Statewide Assessments Accommodations Guide* at https://flfast.org/resource-item/en/2025-2026-k-2-progress-monitoring-statewide-assessments-accommodations-guide.

Preparing for Testing: All K–2 FAST Assessments

Preparation for testing is a key component of test fidelity. We recommend that test administrators and/or teachers complete the following tasks prior to testing.

- ☐ Read this Test Administration Manual thoroughly and carefully.

- ☐ Create a schedule for testing. Try to avoid distracting locations or times when other students, school bells, or public address announcements can interfere with student concentration. Provide a copy of the schedule to each person involved with testing.

- ☐ Cover or remove any materials on the walls, whiteboard, and other areas that might help students answer test items.

- ☐ Make sure there is enough light and ventilation in the test area.

- ☐ Ensure all testing devices are working properly. If you are administering the test with a tablet or laptop, make sure the battery is adequately charged before testing.

- ☐ Create a seating chart for the testing area. Consider students who may have difficulty concentrating with distractions such as windows, doorways, or classmates.

- ☐ Post a "Do Not Disturb" sign outside the testing environment.

- ☐ Access students' user names and passwords (see "Identify Students' Usernames and Passwords" on page 8). It is important to note that teachers can only search for students in their own classes. If you choose to print this information, be sure it is stored in a secure location before and during testing, and destroyed after testing.

Additional Guidance for Star Early Literacy

- ☐ It is *extremely* important that students understand how to take the assessment. Because Star Early Literacy may be the first testing experience for young students, we suggest introducing them to the test a few days before taking it. You can show the students these introductory videos at least one day before the actual test. The videos explain how students answer test questions:

  Using a keyboard, mouse, or touchpad:

  - ▶ In English: https://short.renaissance.com/0n7qom
  - ▶ In Spanish: https://short.renaissance.com/k5MB6I

  Using a tablet:

  - ▶ In English: https://short.renaissance.com/WYZWLU
  - ▶ In Spanish: https://short.renaissance.com/LiDHjT

Note: The video is part of the test itself; if you have students watch the video before the day of the test, you may want to change the settings of the demo video preference so the students can skip the video during the actual test (see "Help Links" on page 13).

☐ Make sure the computer or tablet has a set of headphones plugged in and that the volume is set so the student can hear the audio clearly without disturbing other students.

☐ If students will enter responses using a keyboard, you may want to add stickers to the **1, 2, 3,** and **Enter** keys to make them more prominent.

☐ Check the settings for all preferences that apply to Star Early Literacy, including the monitor password preference (see "Help Links" on page 13).

Test Flow: Star Early Literacy for FAST Assessments

There are a number of preference settings and conditions that may affect a student's testing experience. This section will help you navigate the process depending on the different variables.

Step 1:   The student opens Renaissance in a web browser.

Step 2:   The student selects **I'm a Student**.

Step 3:   The student enters their user name and password and selects **Log In**.

Step 4:   On the Home page, the student selects the **FAST Tests** tile and then the **FAST Star Early Literacy** tile.

Step 5:   Is the student enrolled in more than one class that is using Star Early Literacy?

Yes: The student selects one of the classes they are enrolled in, then selects **Next**; go on to step 6.

No: Go on to step 6.

Step 6:   Has the Password Requirement Preference been set to require a monitor password? (See https://short.renaissance.com/e9qrUY.)

Yes: Ensure "FAST" and the correct assessment are listed at the top of the screen. Verify that the correct student name is displayed on the Start Test message. The teacher or test monitor enters the monitor password and selects **Start**; go on to step 7.

No: Go on to step 7.

Step 7:   Is the Demonstration Video Preference set to show the demonstration video? (See https://short.renaissance.com/DKhXOF.)

Yes: The student watches the video; go on to step 8.

No: Go on to step 8.

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Step 8: Is the Hands-On Practice Preference set to require a student to pass a hands-on practice? (See https://short.renaissance.com/xvC24q.)

Yes: The student answers the hands-on practice questions; go on to step 8a.

No: Go on to step 9.

> **Step 8a:** Did the student pass the hands-on practice?
>
> > *Yes:* Go on to step 9.
> >
> > *No:* The test will **not** begin; the student is automatically logged out. See "Practice Questions and Failed Practices" on page 9.

Step 9: The student answers practice questions. Did the student pass the practice?

Yes: Go on to step 10.

No: The test will **not** begin; the student should select OK and notify the teacher or test monitor. See "Practice Questions and Failed Practices" on page 9.

Step 10: The test begins, the student answers questions 1–27.

Step 11: The test ends, and the student is automatically logged out.

Additional Guidance for Star Reading

☐ Check the settings for all preferences that apply to Star Reading, including the monitor password preference (see "Help Links" on page 13).

☐ Make sure the computer or tablet has a set of headphones plugged in and that the volume is set so the student can hear the audio clearly without disturbing other students.

Test Flow: Star Reading for FAST Assessments

There are a number of preference settings and conditions that may affect a student's testing experience. This section will help you navigate the process depending on the different variables.

Step 1: The student opens Renaissance in a web browser.

Step 2: The student selects **I'm a Student**.

Step 3: The student enters their user name and password and selects **Log In**.

Step 4: On the Home page, the student selects the **FAST Tests** tile and then the **FAST Star Reading** tile.

Step 5: Is the student enrolled in more than one class that is using Star Reading?

Yes: The student selects one of the classes they are enrolled in, then selects **Next**; go on to step 6.

No: Go on to step 6.

Step 6: Has the Password Requirement Preference been set to require a monitor password? (See https://short.renaissance.com/e9qrUY.)

> *Yes:* Ensure "FAST" and the correct assessment are listed at the top of the screen. Verify that the correct student name is displayed on the Start Test message. The teacher or test monitor enters the monitor password and selects **Start**; go on to step 7.

> *No:* Go on to step 7.

Step 7: The student answers practice questions. Did the student pass the practice?

> *Yes:* Go on to step 8.

> *No:* The test will **not** begin; the student should select **OK** and notify the teacher or test monitor. See "Practice Questions and Failed Practices" on page 9.

Step 8: The test begins, the student answers questions 1–34.

Step 9: The test ends; the student selects **OK** and is logged out.

Additional Guidance for Star Math

☐ Do NOT permit students to use calculators or other devices during the test.

☐ Make sure the computer or tablet has a set of headphones plugged in and that the volume is set so the student can hear the audio clearly without disturbing other students.

☐ Show students how to pause the audio (see page 57).

☐ Make sure you have provided enough scratch paper and sharpened pencils for the students to use during the test.

☐ Arrange the desks or computer workstations so that students have enough room to work on the test. This should include enough space for scratch paper so that students can perform the necessary calculations for the test items.

☐ Check the settings for all preferences that apply to Star Math, including the monitor password preference (see "Help Links" on page 13).

Test Flow: Star Math for FAST Assessments

There are a number of preference settings and conditions that may affect a student's testing experience. This section will help you navigate the process depending on the different variables.

Step 1: The student opens Renaissance in a web browser.

Step 2: The student selects **I'm a Student**.

Step 3: The student enters their user name and password and selects **Log In**.

Step 4: On the Home page, the student selects the **FAST Tests** tile and then the **FAST Star Math** tile.

Step 5: Is the student enrolled in more than one class that is using Star Math?

Yes: The student selects one of the classes they are enrolled in, then selects **Next**; go on to step 6.

No: Go on to step 6.

Step 6: Has the Password Requirement Preference been set to require a monitor password? (See https://short. renaissance.com/e9qrUY.)

Yes: Ensure "FAST" and the correct assessment are listed at the top of the screen. Verify that the correct student name is displayed on the Start Test message. The teacher or test monitor enters the monitor password and selects **Start**; go on to step 7.

No: Go on to step 7.

Step 7: The student answers practice questions. Did the student pass the practice?.

Yes: Go on to step 8.

No: The test will **not** begin; the student should select **OK** and notify the teacher or test monitor. See "Practice Questions and Failed Practices" on page 9.

Step 8: The test begins, the student answers questions 1–34.

Step 9: The test ends; the student selects **OK** and is logged out.

Day of Testing

☐ Make sure you have the correct monitor password if it is required.

☐ Use "Appendix A: Familiarizing Students with K–2 FAST Star Assessments" starting on page 14 to familiarize students with what a Star test looks like. The Student Images sections can be used to make handouts or to project for students to help them more clearly understand the test format. The text included in the Familiarizing Students sections is a guide to use with students as you discuss the pictures. This activity may also be conducted ahead of time, before the day of testing.

☐ Remind students to bring a book to read silently at their seat after they are finished testing to minimize distractions for those who are still testing.

☐ On the computers or tablets used for testing, start the browser and go to the Renaissance address (URL). On the Welcome page, select **I'm a Student**.

☐ We recommend enabling "full screen" mode on your browser to ensure no scrolling is required. Browsers with customizations (bookmark tabs, extensions, etc.) and low-resolution screen settings result in a smaller available space which could result in needing to scroll to see the **Next** button during testing.

☐ Provide a break prior to testing. Students should use the restroom and get a drink of water during this time.

Identify Students' Usernames and Passwords

For instructions on creating and printing a Student Password Report, visit https://short.renaissance.com/B5WlaA.

How Students Log In

1. Start the web browser and go to the Renaissance address (URL).

2. On the login page, select **I'm a Student**.

3. The student enters his or her user name and password, and then selects **Log In**.

Note: Students may log in using Google, Clever, or another system instead of directly through the Renaissance site.

Pausing or Stopping a Test

If a student needs to leave the room unexpectedly while taking a test, you can stop a test by selecting **Stop Test** in the upper-right corner of the screen. A prompt will ask if you want to resume the test later, stop the test, or cancel the action. A student has eight days (192 hours) from the initial starting date and time of a test to resume the test at the point where they left off (the student will see a different item, however). Keep in mind

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that pausing or stopping a test is a nonstandard administration; use this option only when absolutely necessary. See "Stopping Star Tests" on page 13 for more information.

The Importance of the Star Practice Questions

The practice session is an essential part of the Star assessment process. The practice questions gauge whether students understand how to select and enter an answer or if they need more practice.

In addition, answering the practice questions independently indicates whether a student is ready to take the Star assessment.

▶ We highly recommend showing the demonstration video to students taking Star Early Literacy for the first time at least one day before the actual test so they can become familiar with the test (see "Additional Guidance for Star Early Literacy" on page 3).

▶ For Star Reading, if a student cannot pass the practice session, the student should be tested with Star Early Literacy.

Star Early Literacy	Star Reading	Star Math
For FAST tests, students will always see practice questions before the actual test starts.	For FAST tests, students will always see practice questions before the actual test starts.	For FAST tests, students will always see practice questions before the actual test starts.
If a student does not pass the practice session (by successfully selecting and entering the answers to three questions in a row), the practice session ends and the test will not start for that student.	If a student answers seven practice questions without getting three correct, the practice session ends and the test will not start for that student.	If the student does not answer two of the three practice questions correctly, the student will be given another set of three practice questions. Once the student answers two of those three practice questions correctly, the test will begin. If the student does not answer two of those three practice questions correctly, the practice session ends and the test will not start for that student.

Practice Questions and Failed Practices

Have the student try another practice, and carefully observe the student.

▶ If the student does not understand how to answer questions, review the testing procedures with the student.

▶ If the student understands how to answer questions, but keeps giving incorrect answers, this may indicate that the student is not ready to have his or her abilities assessed with a Star assessment.

Script for Administering K–2 FAST Assessments

If you are using a seating chart, make sure all the students are seated correctly. Read aloud, word for word, the material printed in the "Read Out Loud" sections below. You may repeat the directions as needed. Text in *italic font* is information meant for you and should not be read to students.

Read Out Loud

Today you will take a test called Star. Some of the questions will be easy while others will be more challenging. Don't worry about how many questions you think you get right, or how many you think you get wrong. Everyone will likely miss some of the questions. The main goal is for you to do the best you can.

Don't worry if someone finishes the test before you because every test is different.

Be sure to look at all of the answer choices carefully before selecting your answer. If you do not know the answer to a question, go ahead and choose what you think is the best answer.

Read Out Loud (for FAST Star Math Tests ONLY)

You will answer the questions on a computer or a tablet, but you can work the problems out on scratch paper.

Listen to the audio when a new question is presented to you. You will be able to pause, resume, or replay the audio if you need to.

Read Out Loud (for FAST Star Reading Tests ONLY)

Some questions will be read out loud to you. You will be able to replay the audio if you click or tap **Listen**.

Read Out Loud

Remember that once you have selected your answer, you will need to select **Next** to move on to the next question. You can change your answer choice before you select **Next** but not after. Once you move on to the next question you cannot go back.

Pause for questions.

If you see a picture of a clock at the top of the screen, time is almost up for that question. Choose your best answer and select **Next** to move on to the next question. If you do not choose an answer in time, you will see a message that says time is up for that question. The next question will appear in a few seconds.

Pause for questions.

You will see a message that tells you when you have finished the test. Select **OK** and remain quiet at your seat. You may read your book silently, but you may not continue to use the computer for other activities.

Read Out Loud

You may not have any electronic or recording devices at your desk, in your pockets, or anywhere you can reach them at any time during this test, even if they are turned off or you do not use them. If you have any devices with you right now, such as a phone, please turn them off and raise your hand.

If a student raises his or her hand, follow your school's procedures regarding electronic devices. At this time, silence your own electronic device(s). Be sure all students know their user names and passwords before moving to the steps for logging in to the test (see page 8).

*Instruct students to pause and wait for instructions after each step in the login process to ensure no one rushes ahead. **Note:** Follow your district or school's login procedures if you log in another way.*

Enter your user name and password and select **Log In**.

When all students are logged in, continue.

Check that your initials are at the top right of the screen inside a circle. If you see different initials, raise your hand.

*If the student is not logged in correctly, select **Cancel**, and the student will return to the login page. Verify that student is entering the correct user name and password and selecting the correct assessment.*

When all students are ready to begin, continue.

Read Out Loud

Select the **FAST Tests** tile, which is at the top of the screen and has a picture of a sun and a road. Do not select the Star tiles at the bottom of the screen.

(Pause.) Next, select the (**FAST Star Early Literacy** tile) (**FAST Star Reading** tile) (**FAST Star Math** tile).

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Read Out Loud

If you have any questions about this test, please ask them now. You can ask for help before you start the test. Once the test starts, I will not be able to help you with any questions or tell you if you have picked the right answer. Remember to stay in your seat when you have completed your test. If there is something you need, raise your hand and I will come to help you. Do not talk to anyone while others are still taking the test.

Are there any questions?

Before entering the monitor password, ensure "FAST" and the correct assessment are listed at the top of the screen. Verify that the correct student name is displayed on the Start Test message.
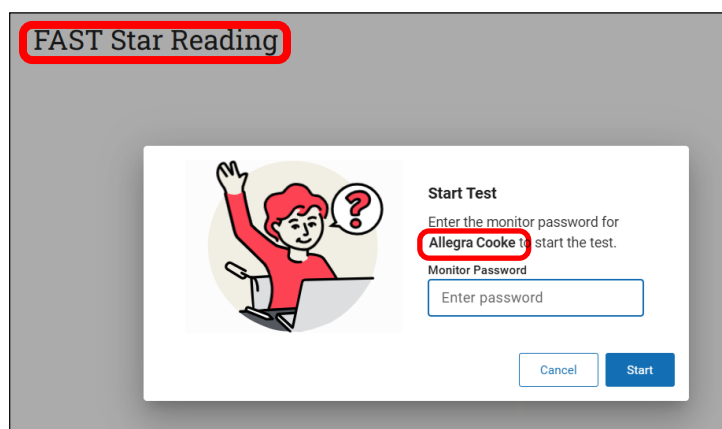
Enter the monitor password, if it is required (see the "Additional Guidance" section for the type of test you are giving, beginning on page 3).

You may select Start and begin. Do your best!

The test administrator should remain in the room during the entire test session and monitor students while testing. The testing session is ended when all students have completed the assessment. Check all testing devices to ensure all students have completed the test and screens have returned to the login page.

Help Links

Star Preferences (used by all Star programs)

▶ Monitor Password—Star Tests Preference: https://short.renaissance.com/XT08kH

▶ Extended Question Time Limit Preference: https://short.renaissance.com/Vfz3e8

▶ Dates and Times for Star Assessments Preference: https://short.renaissance.com/v27qRW

▶ Enterprise Tests Preference—School Level: https://short.renaissance.com/na0nL6

▶ Enterprise Tests Preference—Class Level: https://short.renaissance.com/jLyH2d

Star Early Literacy Preferences

▶ Demo Video Preference: https://short.renaissance.com/DKhXOF

▶ Hands-On Practice Preference: https://short.renaissance.com/xvC24q

Star Math Preferences

▶ Star Math Audio Preference: https://short.renaissance.com/StzbbH

Stopping Star Tests

▶ Stopping a Star Early Literacy Test: https://short.renaissance.com/vg80S9

▶ Stopping a Star Reading Test: https://short.renaissance.com/zU1T7L

▶ Stopping a Star Math Test: https://short.renaissance.com/HWXpaQ

Appendix A: Familiarizing Students with K–2 FAST Star Assessments

Familiarizing Students with Star Early Literacy

Before administering a Star Early Literacy assessment, you can review the following materials with your students so they are more familiar with the Star testing experience. Use the student images on page 18 to make handouts or projections to explain to students how to select and enter answers for Star Early Literacy questions.

Pictures 1a–c

Read Out Loud

This is what the test questions look like. Listen to the question as it is read to you out loud. The question will be read out loud again in about ten seconds, but if you want to hear it again right away:

For students using a mouse, show picture 1a:
Click **Listen**.
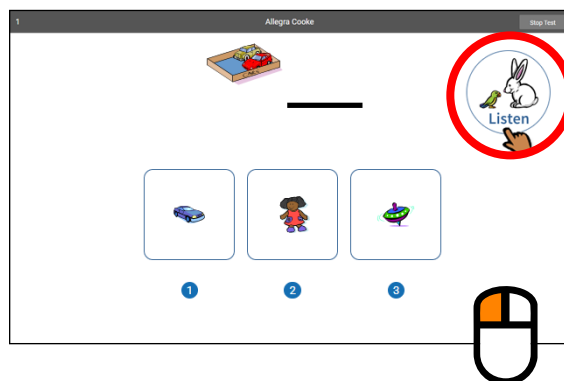
For students using a tablet, show picture 1b:
Tap **Listen**.

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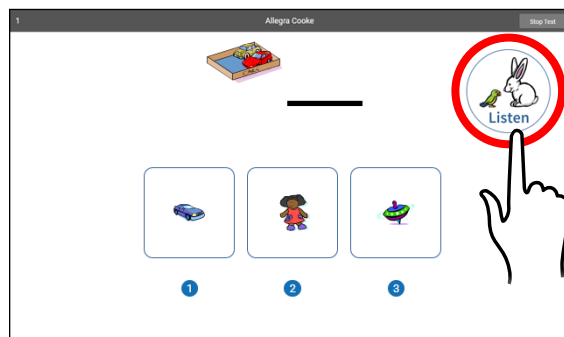
Pictures 1a–c *(continued)*

Read Out Loud

For students using a keyboard show picture 1c:
Press the **L** key.
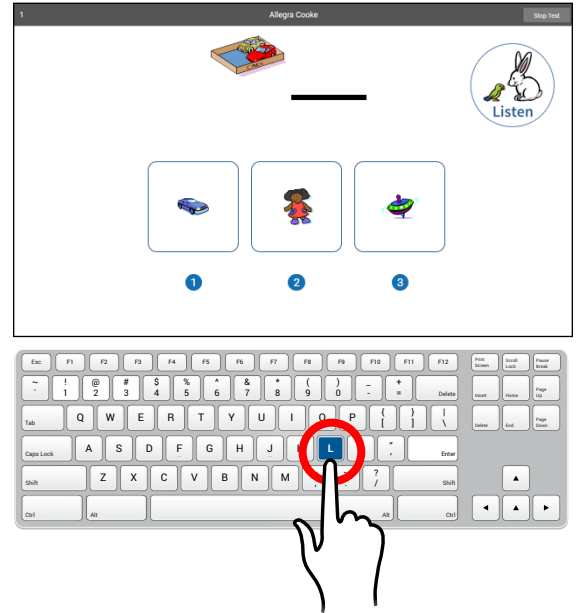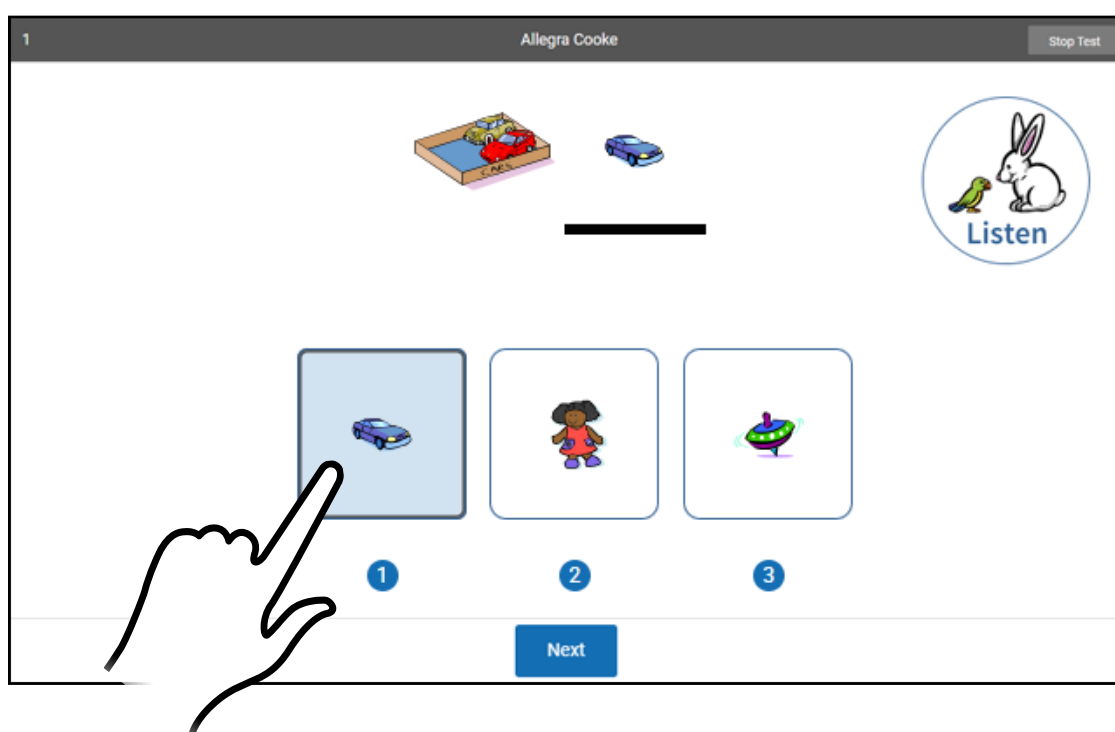
Pictures 2a–c

Read Out Loud

Choosing your answer is easy. Each question has three possible answers (shown at the bottom of the screen). Choose the one you think is the right answer to the question. You can change your answer choice before you enter it.
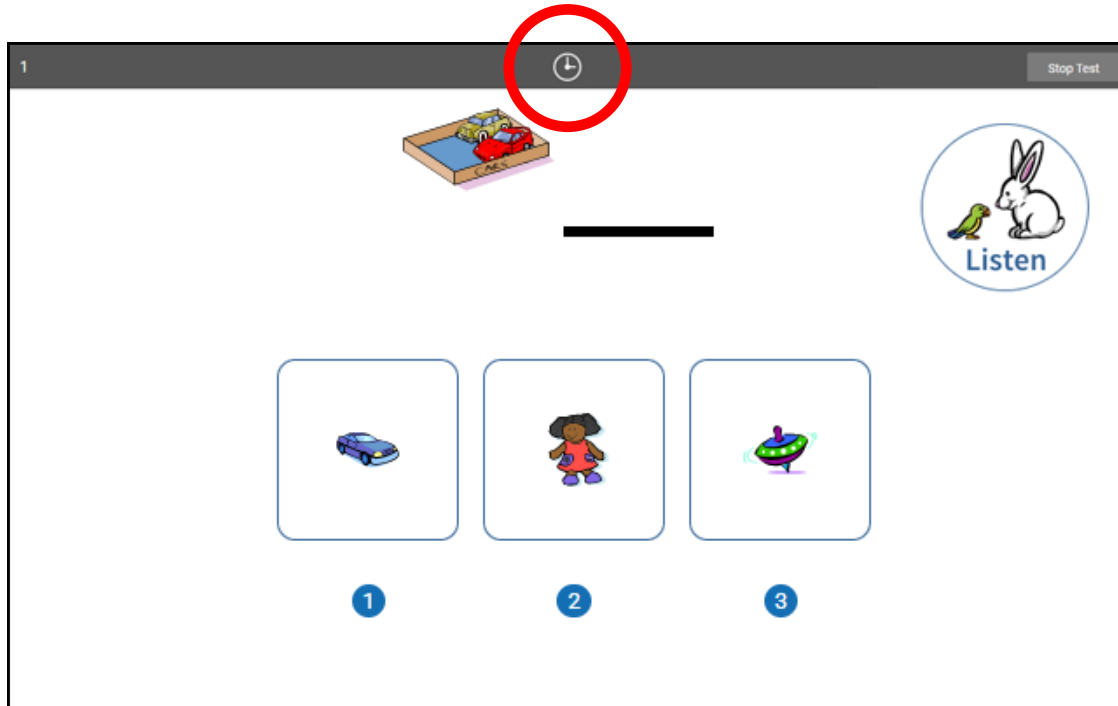
For students using a mouse, show picture 2a: Use the mouse to move the hand to your answer choice and click on it with the left mouse button. A box appears around the answer you chose; this does *not* mean that you have chosen the correct answer.

Once you are satisfied with the answer you have chosen, enter it by clicking **Next**. After you have entered your answer to the question, the next question will appear on the screen.
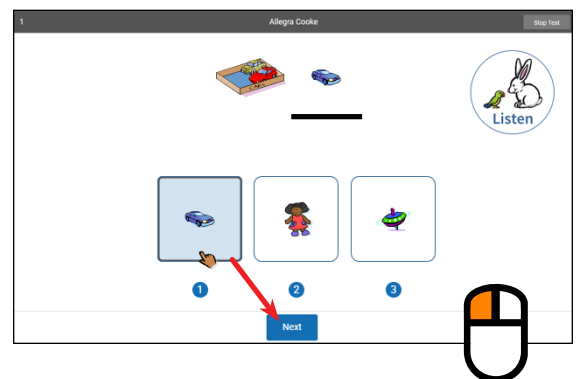
Pictures 2a–c *(continued)*

For students using a tablet, show image 2b: Tap your answer choice. A box appears around the answer you have chosen; this does *not* mean you have chosen the correct answer.

Once you are satisfied with the answer you have chosen, enter your answer choice by tapping **Next**. After you have entered your answer to the question, the next question will appear on the screen.
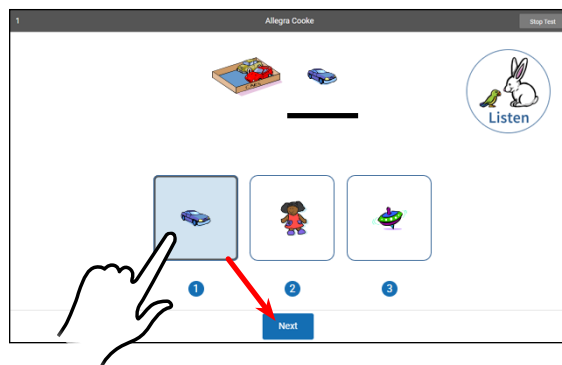
For students using a keyboard, show image 2c: Each possible answer has a number below it (**1**, **2**, or **3**). Press the number on the keyboard that matches the number of your answer choice. If you want to choose a different answer, press the number that matches your new choice.
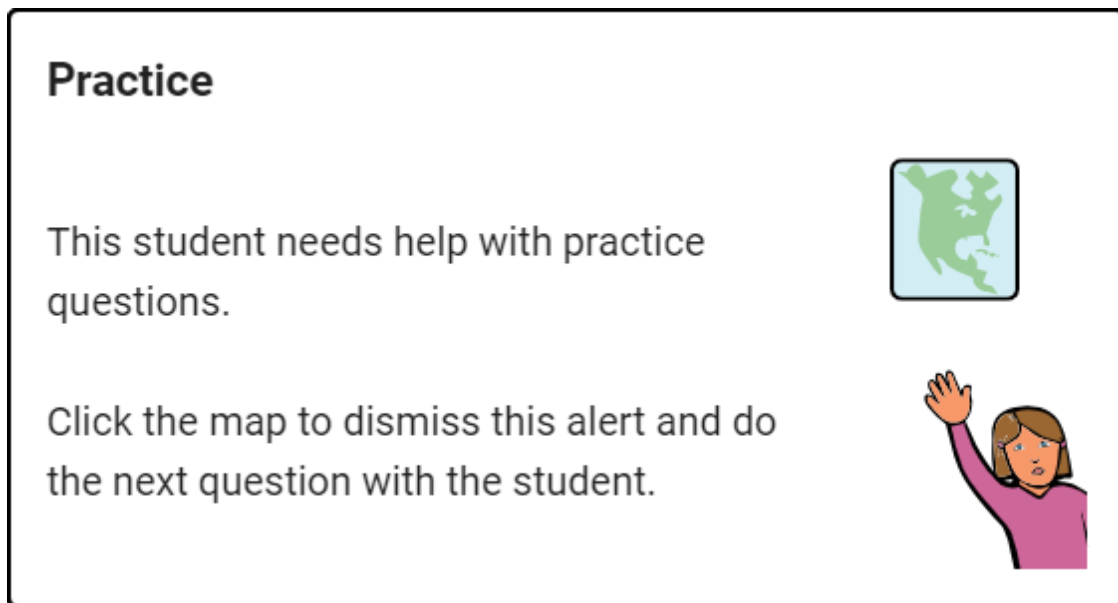
When you choose an answer, a box appears around it. This shows you which answer you chose; it does *not* mean you have chosen the correct answer.

Once you are satisfied with the answer you have chosen, enter it by pressing the **Enter** or **return** key. After you have entered your answer to the question, the next question will appear on the screen.

Picture 3

Read Out Loud

If you see a picture of a clock at the top of the screen, time is almost up for that question. Choose your answer quickly. If you don't choose an answer in time, the test will move on to the next question.
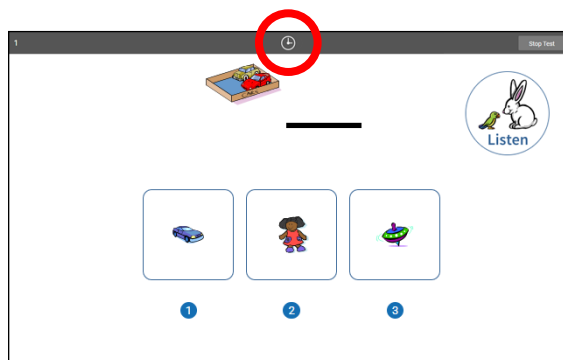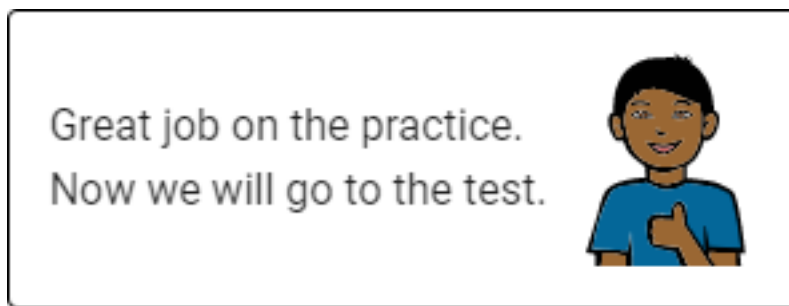

Picture 4

Read Out Loud

Before you take the test, you may have a training session or practice questions. The training questions look just like the real test but only have one answer to choose.

If you see this message during the training or practice questions, you should raise your hand and call the teacher or test monitor. They will know what to do.

Practice

This student needs help with practice questions.

Click the map to dismiss this alert and do the next question with the student.

Picture 5

Read Out Loud

When you finish answering the practice questions, the program will show you the message in this picture. The test will start automatically. Relax and get ready; the first question will come up soon. Keep answering the questions until the computer tells you that you have finished the test.

If you don't know the answer to a question, go ahead and choose what you think is the best answer.
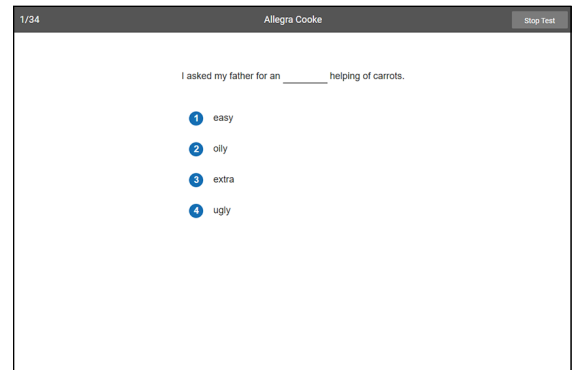
Great job on the practice. Now we will go to the test.

When you have finished the test, tell the teacher or test monitor that you are finished so the next student can get started.

If you have any questions about this test, please ask them now. Once the test starts, the teacher or test monitor will not be able to tell you if you have picked the right answer.

Have fun and do your best!

Star Early Literacy Student Images

Use the images on the following pages to make handouts or projections—you can use them to explain to students how to select and enter answers for Star Early Literacy questions.

This is what the test questions look like. Listen to the question as it is read to you out loud. The question will be read out loud again in about ten seconds, but if you want to hear it again right away, click **Listen**.
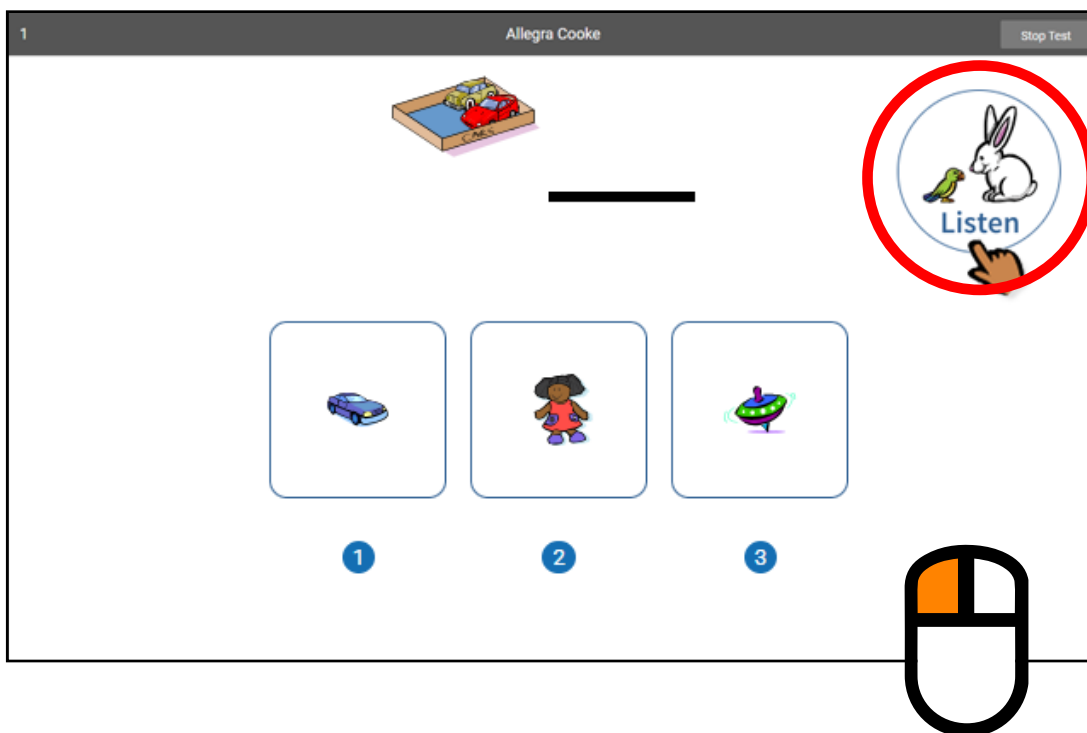
This is what the test questions look like. Listen to the question as it is read to you out loud. The question will be read out loud again in about ten seconds, but if you want to hear it again right away, tap **Listen**.
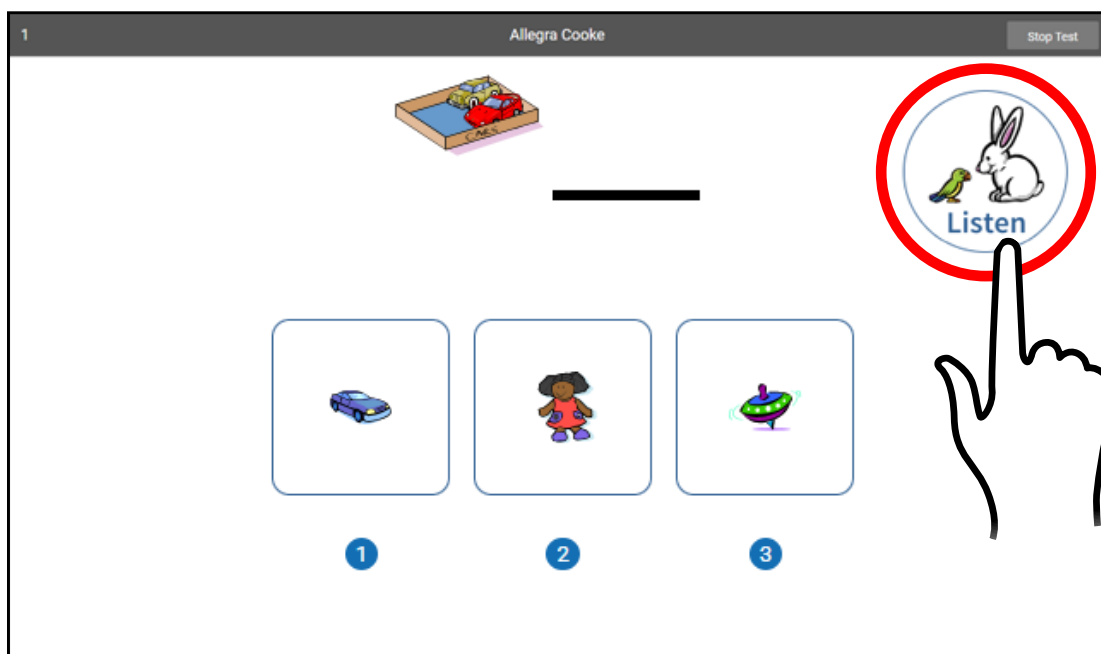
This is what the test questions look like. Listen to the question as it is read to you out loud. The question will be read out loud again in about ten seconds, but if you want to hear it again right away, press the **L** key.
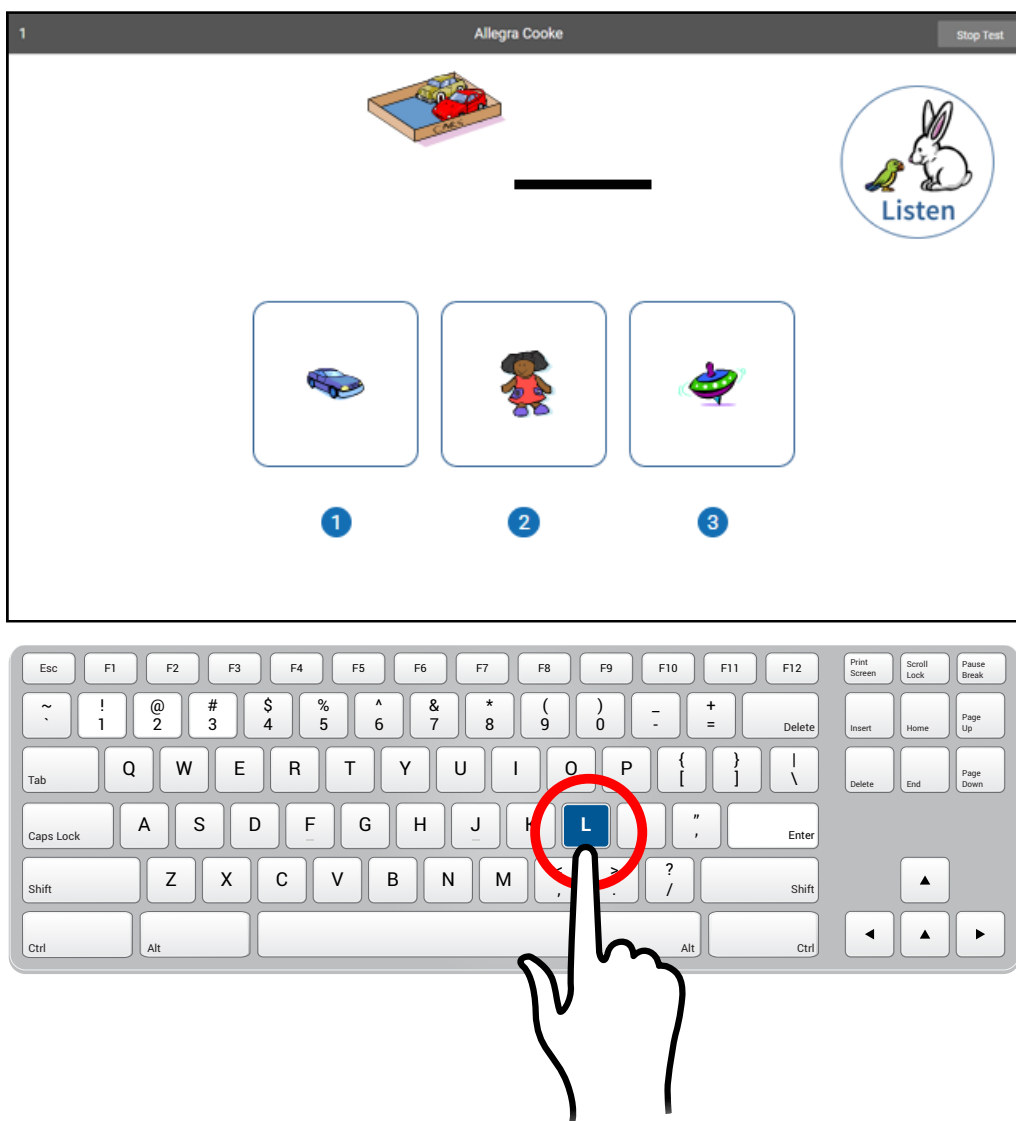
Choosing your answer is easy. Each question
has three possible answers (shown at the bottom of the screen).
Choose the one you think is the right answer to the question.
You can change your answer choice before you enter it.

Use the mouse to move the hand to your answer choice and click on it with
the left mouse button. A box appears around the answer you chose;
this does *not* mean that you have chosen the correct answer.

Once you are satisfied with the answer you have chosen,
enter it by clicking **Next**. After you have entered your answer to the question,
the next question will appear on the screen.

Choosing your answer is easy. Each question
has three possible answers (shown at the bottom of the screen).
Choose the one you think is the right answer to the question.
You can change your answer choice before you enter it.

Tap your answer choice. A box appears around the answer you have chosen;
this does *not* mean you have chosen the correct answer.

Once you are satisfied with the answer you have chosen,
enter your answer choice by tapping **Next**. After you have entered your
answer to the question, the next question will appear on the screen.

Choosing your answer is easy. Each question
has three possible answers (shown at the bottom of the screen).
Choose the one you think is the right answer to the question.
You can change your answer choice before you enter it.

Each possible answer has a number below it (**1**, **2**, or **3**).
Press the number on the keyboard that matches the number of your answer
choice. If you want to choose a different answer, press the number that
matches your new choice.

When you choose an answer, a box appears around it. This shows you which
answer you chose; it does *not* mean you have chosen the correct answer.

Once you are satisfied with the answer you have chosen,
enter it by pressing the **Enter** or **return** key. After you have entered your
answer to the question, the next question will appear on the screen.

If you see a picture of a clock at the top of the screen, time is almost up for that question. Choose your answer quickly. If you don't choose an answer in time, the test will move on to the next question.

Before you take the test, you may have a training session or practice questions. The training questions look just like the real test, but only have one answer to choose.

Practice

This student needs help with practice questions.

Click the map to dismiss this alert and do the next question with the student.

If you see this message during the training or practice questions, you should raise your hand and call the teacher or test monitor.
They will know what to do.

When you finish answering the practice questions, the program will show you the message in this picture. The test will start automatically. Relax and get ready; the first question will come up soon. Keep answering the questions until the computer tells you that you have finished the test.

Great job on the practice.
Now we will go to the test.

If you don't know the answer to a question,
go ahead and choose what you think is the best answer.

Familiarizing Students with Star Reading

Before administering a Star Reading assessment, you can review the following materials with your students so they are more familiar with the Star testing experience. The student images start on page 34.

Picture 1

Read Out Loud

> Fill-in-the-blank questions have a sentence with a word missing. There will be a list of three or four words that could fit in the blank, with a number next to each one. Your job is to choose the word that best completes the sentence.

1/34	Allegra Cooke	Stop Test
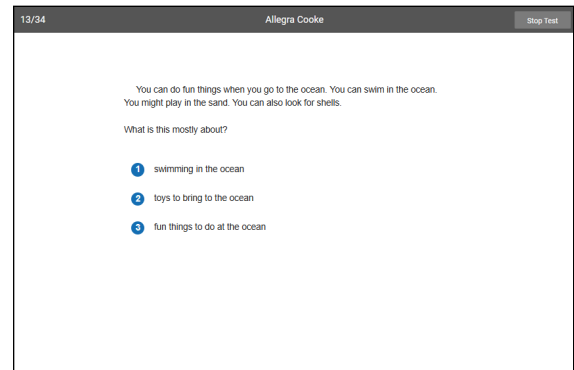
I asked my father for an _____ helping of carrots.

1. easy
2. oily
3. extra
4. ugly

Picture 2

Read Out Loud

> Short-answer questions have a text passage at the top, followed by a question about the passage. There will be a list of three or four possible answers. Your job is to choose the best answer to the question.

13/34	Allegra Cooke	Stop Test

You can do fun things when you go to the ocean. You can swim in the ocean. You might play in the sand. You can also look for shells.

What is this mostly about?

1. swimming in the ocean
2. toys to bring to the ocean
3. fun things to do at the ocean

Picture 3

Read Out Loud

Questions like this are read to you out loud, followed by some text. Your job is to read the text and pick the word or sentence that is the best answer to the question.
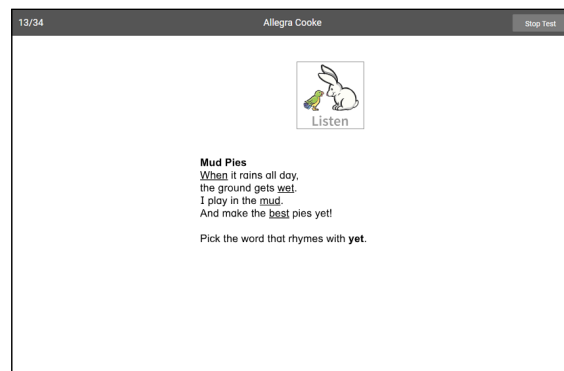
Picture 4

Read Out Loud

Questions like this are read to you out loud and have answers that can be moved around the screen. Your job is to move the best answers to the correct places.
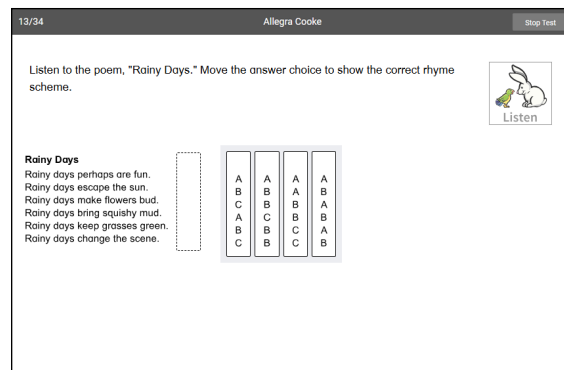
Pictures 5a–d *(for students using a mouse)*

Read Out Loud

Choosing your answers is easy. You can change your answer choice *before* you enter it:

▶ *5a*: Each possible answer has a number next to it (**1**, **2**, **3**, or **4**). Click on your answer choice using the left mouse button. Then, enter your answer choice by clicking **Next** on the screen.
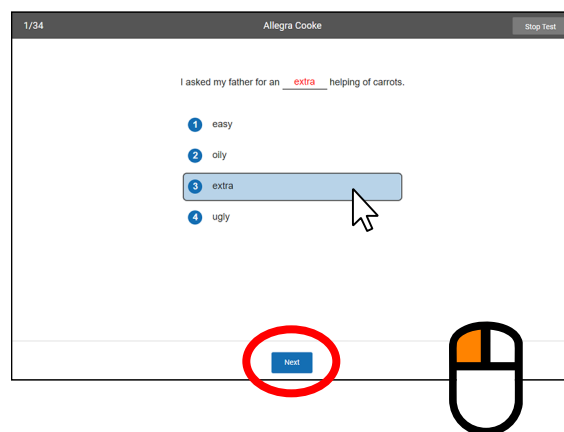
Pictures 5a–d *(for students using a mouse, continued)*

▶ *5b*: Each possible answer has a number next to it (**1**, **2**, **3**, or **4**). Click on your answer choice using the left mouse button. Then, enter your answer choice by clicking **Next** on the screen.
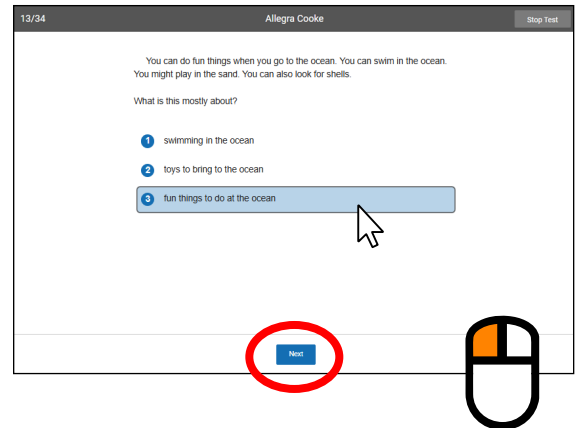
▶ *5c*: Click on your answer choice using the left mouse button. Then, enter your answer choice by clicking **Next** on the screen.

The question will be read out loud when you first see it and again after about ten seconds. If you want to hear it again right away, click **Listen**.
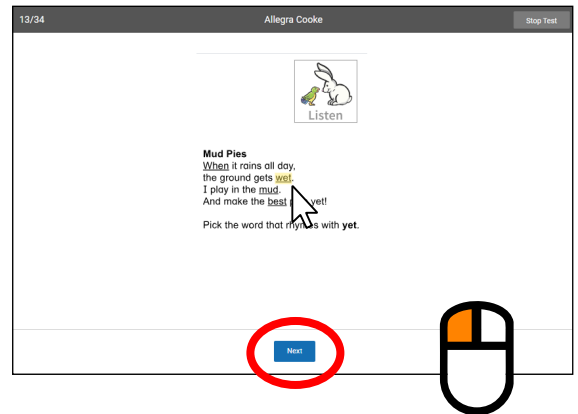
▶ *5d*: The answers you can choose from are shown on the screen. Click and hold the left mouse button on an answer, drag it to an open space, then let go of the mouse button to drop it. After placing the answers you want to use, enter your answer by clicking **Next** on the screen.

The question will be read out loud when you first see it and again after about ten seconds. If you want to hear it again right away, click **Listen**.

Page 29
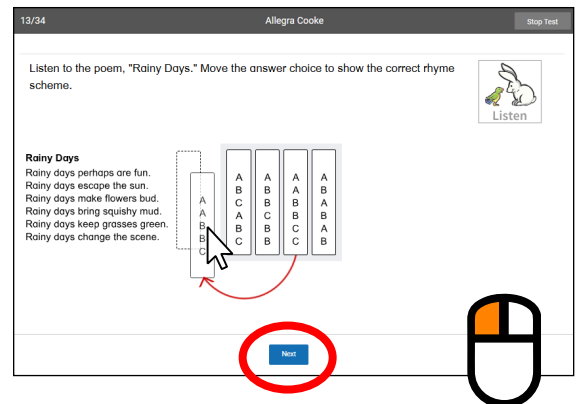
Pictures 6a–d *(for students using a tablet or touchpad)*

Read Out Loud

Choosing your answers is easy. You can change your answer choice *before* you enter it:

▶ *6a*: Each possible answer has a number next to it (**1**, **2**, **3**, or **4**). Tap on your answer choice. The program puts the word you picked in the blank so you can see how it fits in the sentence. Then, enter your answer choice by tapping **Next** on the screen.
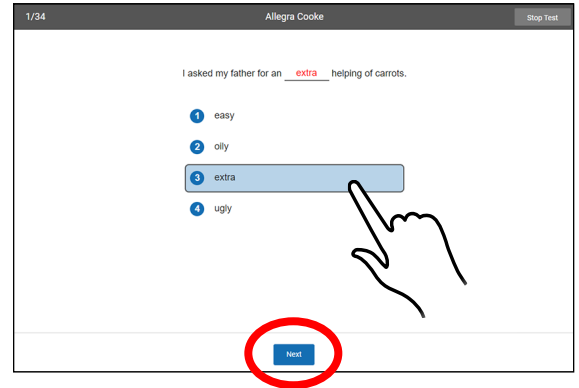
▶ *6b*: Each possible answer has a number next to it (**1**, **2**, **3**, or **4**). Tap on your answer choice. Then, enter your answer choice by tapping **Next** on the screen.
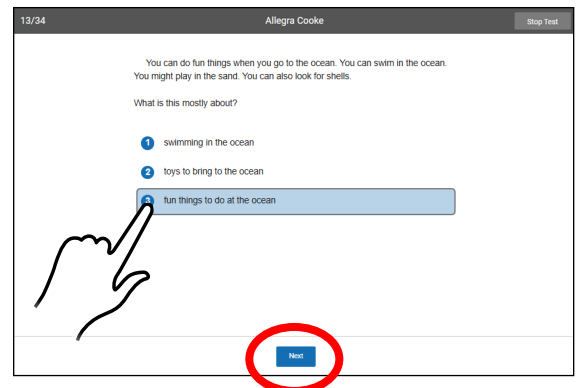
▶ *6c*: Tap on your answer choice. Then, enter your answer choice by tapping **Next** on the screen.

The question will be read out loud when you first see it and again after about ten seconds. If you want to hear it again right away, tap **Listen**.

Page 30
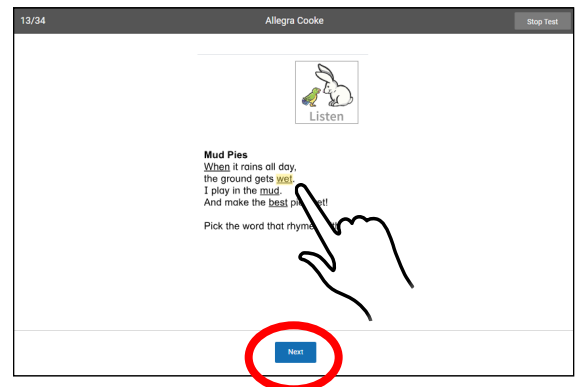
Pictures 6a–d *(for students using a tablet or touchpad, continued)*

Read Out Loud

▶ *6d*: The answers you can choose from are shown on the screen. Tap on an answer, drag it to an open space, then take your finger off the screen or touchpad to drop it. After placing the answers you want to use, enter your answer by clicking **Next** on the screen..

The question will be read out loud when you first see it, and again after about ten seconds. If you want to hear it again right away, tap **Listen**.
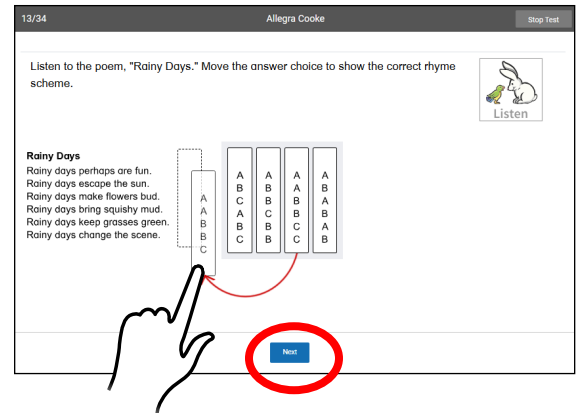
Pictures 7a–b *(for students using a keyboard)*

IMPORTANT! Questions like those in Pictures 3 and 4 cannot be answered using a keyboard. A student *must* use a mouse, a touchpad, or a tablet where they can tap the screen in order to answer these types of questions.

Read Out Loud

Choosing your answers is easy. You can change your answer choice *before* you enter it:

▶ *7a*: Each possible answer has a number next to it (**1**, **2**, **3**, or **4**). Press the number that matches your answer choice. The program puts the word you picked in the blank so you can see how it fits in the sentence. Then, enter your answer choice by pressing **Enter** or **return**.
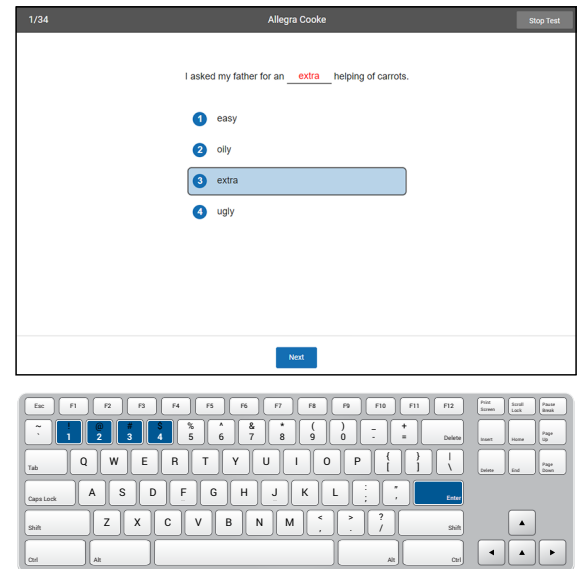
Pictures 7a–b *(for students using a keyboard, continued)*

Read Out Loud

▶ *7b*: Each possible answer has a number next to it (**1**, **2**, **3**, or **4**). Press the number that matches your answer choice. Then, enter your answer choice by pressing **Enter** or **return**.
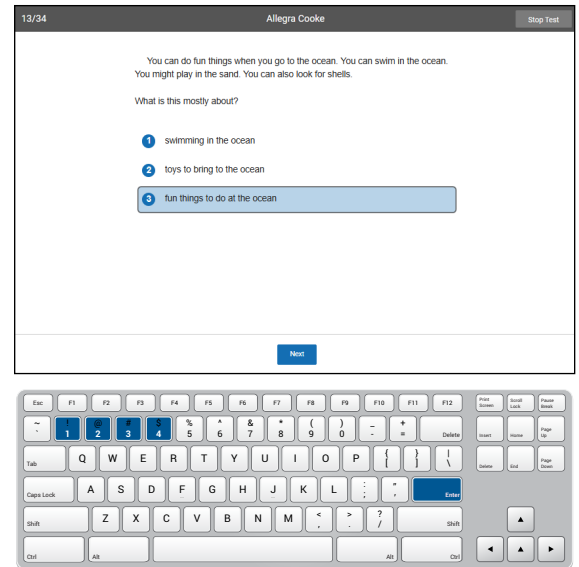
IMPORTANT! Questions like those in Pictures 3 and 4 cannot be answered using a keyboard. A student *must* use a mouse, a touchpad, or a tablet where they can tap the screen in order to answer these types of questions.

Picture 8

Read Out Loud

When you choose an answer, a blue highlight will appear around it (as shown). This only shows you which answer you selected. It does *not* mean that you selected the correct answer. For fill-in-the-blank questions, the program also puts the word you picked in the blank so you can see how it fits in the sentence.

To change your answer, click on it with the mouse, tap it (if you are using a tablet), or press the number of your new answer choice on the keyboard. The program will highlight your new choice. *You cannot change your answer after you click or tap **Next**, or after you press **Enter** or **return**.*
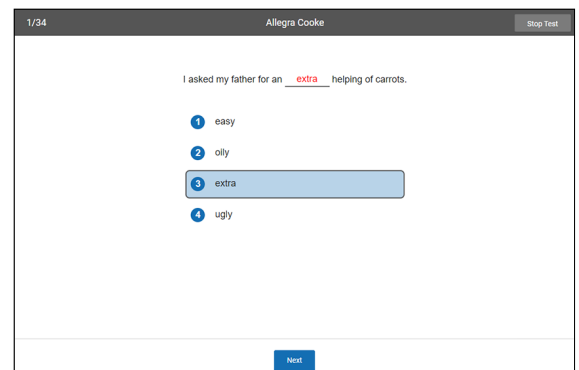
Picture 9

Read Out Loud

If you see a picture of a clock at the top of the screen, time is almost up for that question. Choose your answer quickly. If you don't choose an answer in time, you will see a message that says time is up for that question. The next question will come up in a few seconds, so be ready.
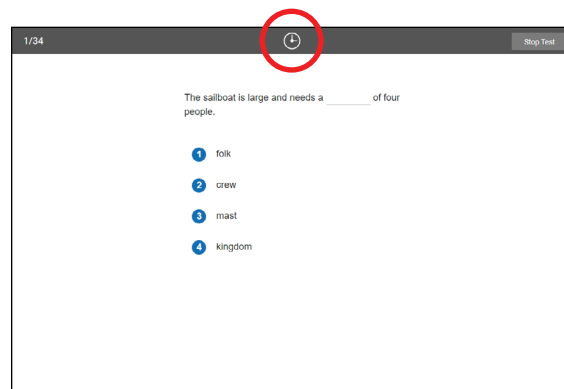
Picture 10

Read Out Loud

Before you take the test, you may see some practice questions. The practice questions look just like the real test. If you see this message when you are answering the practice questions, you should raise your hand and call the teacher or test monitor. They will know what to do.

When you finish answering the practice questions, the program will show you this message:

Great job on the practice. Let's go to the test.
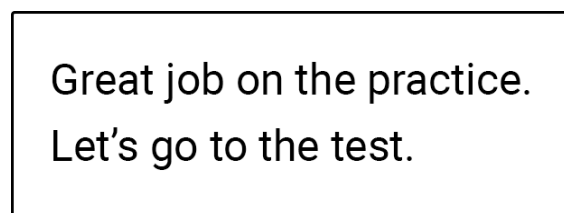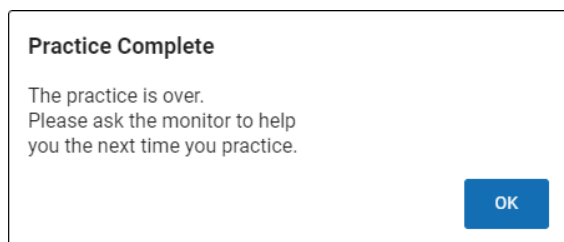
Read Out Loud

When you are finished with the test, tell the teacher or test monitor that you are finished.

If you have any questions about this test, please ask them now. Once the test starts, the teacher or test monitor will not be able to explain any of the questions or help you choose an answer. Also, the teacher cannot tell you if you selected the right answer.

Have fun, and do your best!

Star Reading Student Images

Use the images on the following pages to make handouts or projections—you can use them to explain to students how to select and enter answers for Star Reading questions.

Page 33

Fill-in-the-blank questions have a sentence with a word missing. There will be a list of three or four words that could fit in the blank, with a number next to each one. Your job is to choose the word that best completes the sentence.

I asked my father for an _____ helping of carrots.

1. easy
2. oily
3. extra
4. ugly

Short-answer questions have a text passage at the top, followed by a question about the passage. There will be a list of three or four possible answers. Your job is to choose the best answer to the question.

13/34	Allegra Cooke	Stop Test
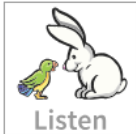
You can do fun things when you go to the ocean. You can swim in the ocean. You might play in the sand. You can also look for shells.

What is this mostly about?

1. swimming in the ocean

2. toys to bring to the ocean

3. fun things to do at the ocean

Questions like this are read to you out loud, followed by some text. Your job is to read the text and pick the word or sentence that is the best answer to the question.

Listen

Mud Pies
<u>When</u> it rains all day,
the ground gets <u>wet</u>.
I play in the <u>mud</u>.
And make the <u>best</u> pies yet!

Pick the word that rhymes with **yet**.

Questions like this are read to you out loud and have answers that can be moved around the screen. Your job is to move the best answers to the correct places.

13/34	Allegra Cooke	Stop Test

Listen to the poem, "Rainy Days." Move the answer choice to show the correct rhyme scheme.

Listen

Rainy Days
Rainy days perhaps are fun.
Rainy days escape the sun.
Rainy days make flowers bud.
Rainy days bring squishy mud.
Rainy days keep grasses green.
Rainy days change the scene.

A	A	A	A
B	B	A	B
C	B	A	A
A	B	B	B
B	C	B	A
B	B	C	B
C	B	C	B

Choosing your answers is easy.

You can change your answer choice *before* you enter it:

Each possible answer has a number next to it (**1**, **2**, **3**, or **4**).
Click on your answer choice using the left mouse button. The program puts
the word you picked in the blank so you can see how it fits in the sentence.
Then, enter your answer choice by clicking **Next** on the screen.

Choosing your answers is easy.

You can change your answer choice *before* you enter it:

Each possible answer has a number next to it (**1**, **2**, **3**, or **4**).
Click on your answer choice using the left mouse button. Then, enter your answer choice by clicking **Next** on the screen.

Choosing your answers is easy.

You can change your answer choice *before* you enter it.

Click on your answer choice using the left mouse button.

Then, enter your answer choice by clicking **Next** on the screen.

The question will be read out loud when you first see it and again after about ten seconds. If you want to hear it again right away, click **Listen**.

Choosing your answers is easy.

You can change your answer choice *before* you enter it.

The answers you can choose from are shown on the screen.

Click and hold the left mouse button on an answer, drag it to an open space, then let go of the mouse button to drop it.

After placing the answers you want to use, enter your answer by clicking **Next** on the screen.

The question will be read out loud when you first see it and again after about ten seconds. If you want to hear it again right away, click **Listen**.

Choosing your answers is easy.
You can change your answer choice *before* you enter it:

Each possible answer has a number next to it (**1**, **2**, **3**, or **4**).
Tap on your answer choice. The program puts the word you picked in the blank so you can see how it fits in the sentence.

Then, enter your answer choice by tapping **Next** on the screen.

Choosing your answers is easy.

You can change your answer choice *before* you enter it:

Each possible answer has a number next to it (**1**, **2**, **3**, or **4**).
Tap on your answer choice.

Then, enter your answer choice by tapping **Next** on the screen.

Choosing your answers is easy.

You can change your answer choice *before* you enter it:

Tap on your answer choice.
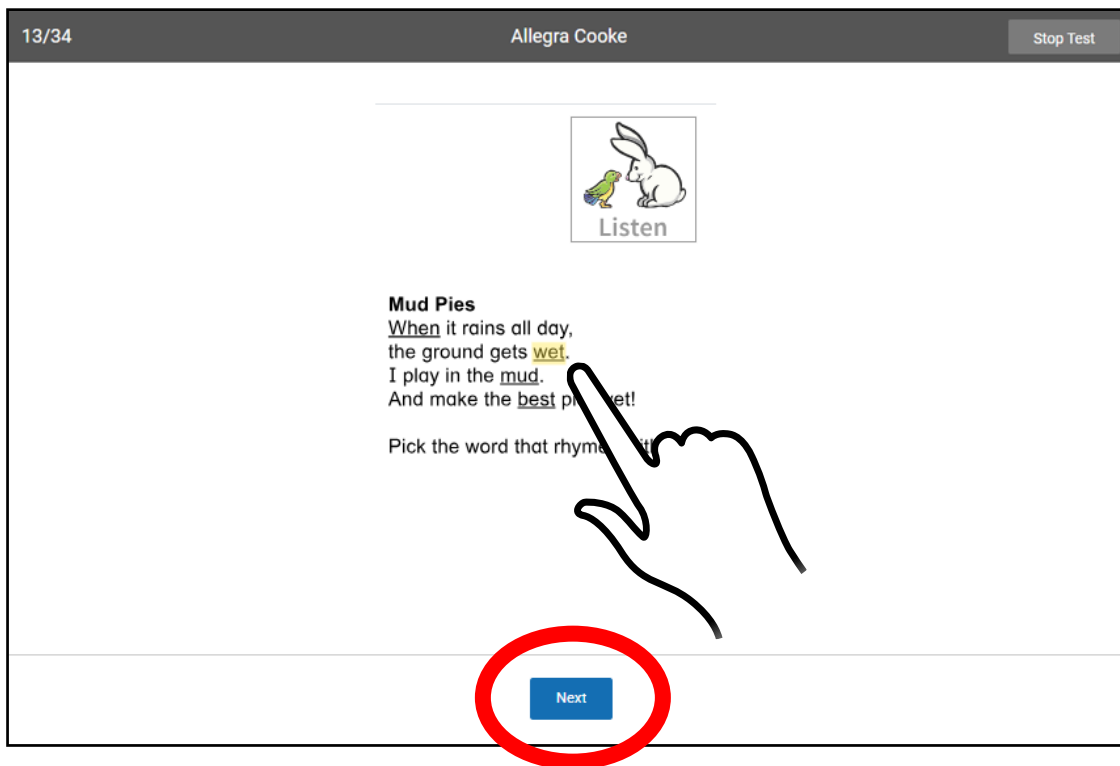
Then, enter your answer choice by tapping **Next** on the screen.

The question will be read out loud when you first see it and again after about ten seconds. If you want to hear it again right away, tap **Listen**.

Choosing your answers is easy.

You can change your answer choice *before* you enter it:

The answers you can choose from are shown on the screen.

Tap on a letter or word, drag it to an open space,
then take your finger off the screen or touchpad to drop it.

After placing all the letters or words you want to use,
enter your answer by tapping **Next** on the screen.

The question will be read out loud when you first see it and again after about ten seconds. If you want to hear it again right away, tap **Listen**.

Choosing your answers is easy.

You can change your answer choice *before* you enter it:

Each possible answer has a number next to it (**1**, **2**, **3**, or **4**).
Press the number that matches your answer choice. The program puts the word you picked in the blank so you can see how it fits in the sentence.

Then, enter your answer choice by pressing **Enter** or **return**.

Choosing your answers is easy.

You can change your answer choice *before* you enter it:

Each possible answer has a number next to it (**1**, **2**, **3**, or **4**).
Press the number that matches your answer choice.

Then, enter your answer choice by pressing **Enter** or **return**.

When you choose an answer, a blue highlight will appear around it (as shown). This only shows you which answer you selected. It does *not* mean that you selected the correct answer.

For fill-in-the-blank questions, the program also puts the word you picked in the blank so you can see how it fits in the sentence.

To change your answer, click on it with the mouse, tap it (if you are using a tablet), or press the number of your new answer choice on the keyboard. The program will highlight your new choice. *You cannot change your answer after you click or tap **Next**, or after you press **Enter** or **return**.*

If you see a picture of a clock at the top of the screen,
time is almost up for that question. Choose your answer quickly.

If you don't choose an answer in time,
you will see a message that says time is up for that question.

The next question will come up in a few seconds, so be ready.

1/34		Stop Test

The sailboat is large and needs a _____ of four people.

1. folk
2. crew
3. mast
4. kingdom

Before you take the test, you may see some practice questions. The practice questions look just like the real test. If you see this message when you are answering the practice questions, you should raise your hand and call the teacher or test monitor. They will know what to do.

Practice Complete

The practice is over.
Please ask the monitor to help
you the next time you practice.

OK

When you finish answering the practice questions,
the program will show you this message:

Great job on the practice.
Let's go to the test.
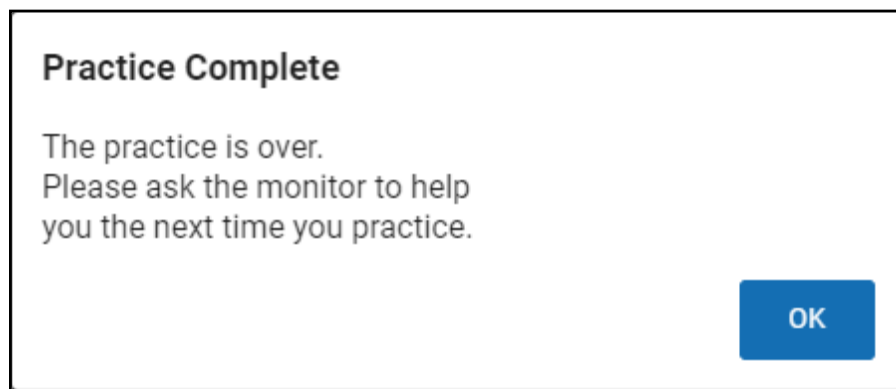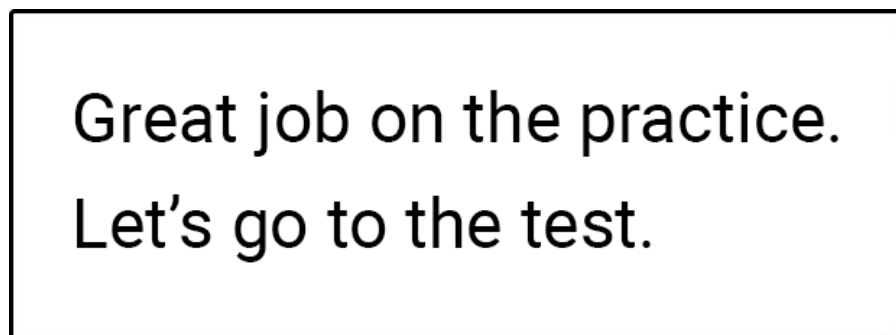
Familiarizing Students with Star Math

Before administering a Star Math assessment, you can review the following materials with your students so they are more familiar with the Star testing experience. The student images start on page 56.

Picture 1

Read Out Loud

> Each of the questions has a mathematical problem. Your job is to choose the best answer for the question.
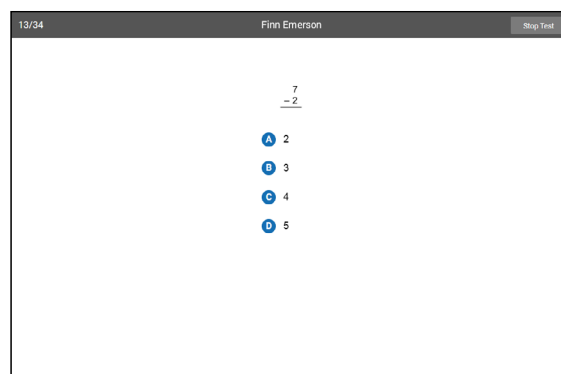
Picture 2

Read Out Loud

> If audio is available for a question, there will be a control in the upper part of the screen that you can use to pause, resume, or replay the audio for the current question.
>
> You do not have to wait for the audio to finish before answering a question; you can enter your answer at any time.
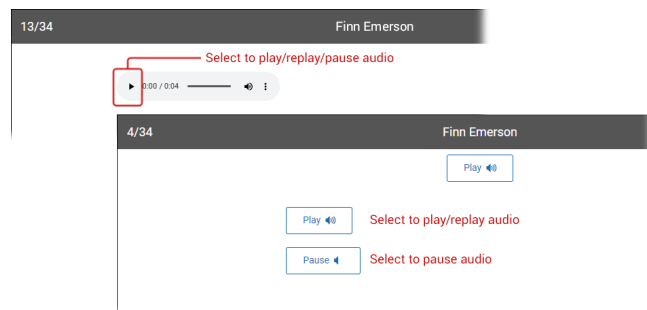
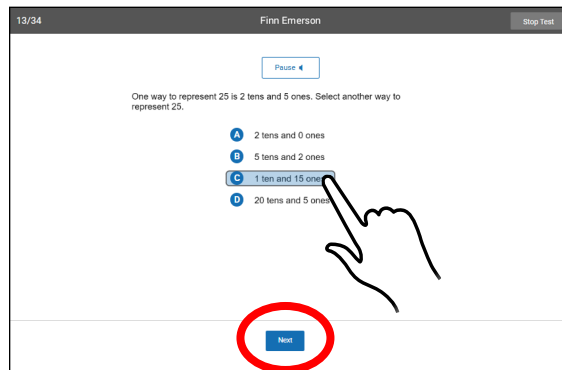# Pictures 3a–c *(for students using a mouse)*

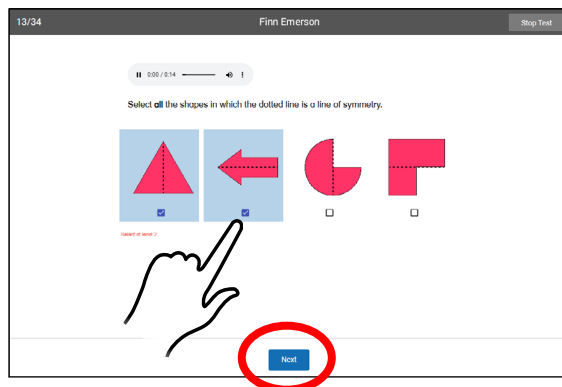Choosing your answer is easy. You can change your answer choice before you enter it.

▶ *3a*: Each possible answer has a letter next to it (**A**, **B**, **C**, or **D**).

Click on your answer choice using the left mouse button. Then, enter your answer choice by clicking **Next** on the screen.
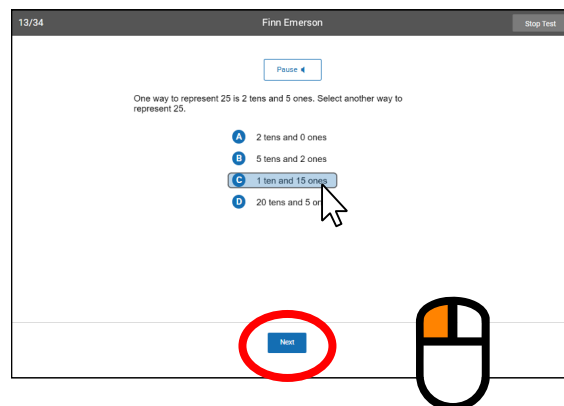
▶ *3b*: Each possible answer has a square next to it.

Click on your answer choices using the left mouse button. You will pick more than one answer choice. Then, enter your answer choices by clicking **Next** on the screen.
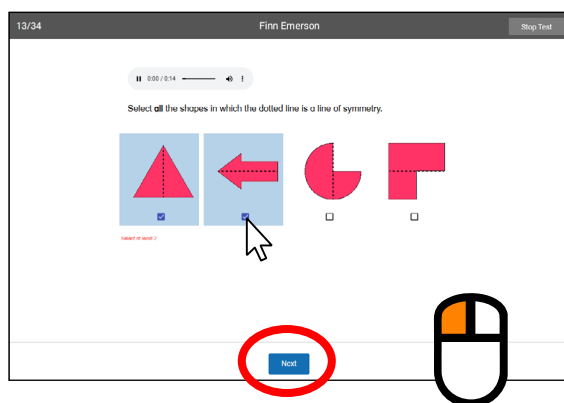
3c: The numbers, symbols, or equations you need to answer the question are on the screen.

Click and hold the left mouse button on a number, symbol, or equation, drag it to an open space, then let go of the mouse button to drop it.

After placing all the numbers, symbols, or equations you want to use, enter your answer by clicking **Next** on the screen.
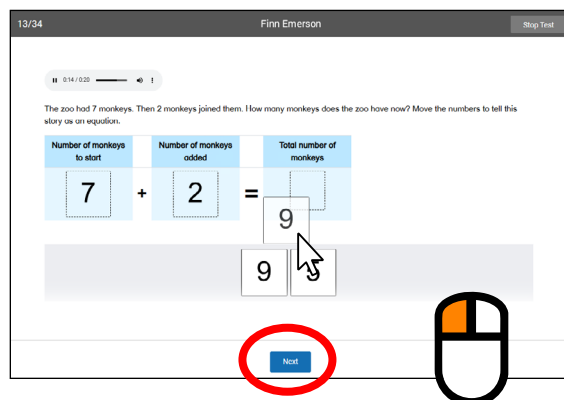
Pictures 4a–c *(for students using a tablet or touchpad)*

Choosing your answer is easy. You can change your answer choice before you enter it.

▶ *4a*: Each possible answer has a letter next to it (**A**, **B**, **C**, or **D**).

Tap your answer choice. Then, enter your answer choice by tapping **Next**.
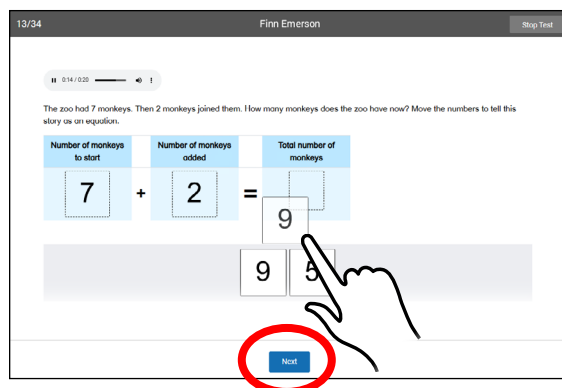

▶ *4b*: Each possible answer has a square next to it.

Tap your choices. You will pick more than one answer choice. Then, enter your answer choices by tapping **Next**.

▶ *4c*: The numbers, symbols, or equations you need to answer the question are on the screen.

Tap on a number, symbol, or equation, drag it to an open space, then take your finger off the screen or touchpad to drop it.

After placing all the numbers, symbols, or equations you want to use, enter your answer by tapping **Next**.

Picture 5 *(for students using a keyboard)*

Choosing your answer is easy. You can change your answer choice before you enter it.

▶ Each possible answer has a letter next to it (**A**, **B**, **C**, or **D**).

Press the letter that matches your answer choice. Then, enter your answer choice by pressing **Enter** or **return**.
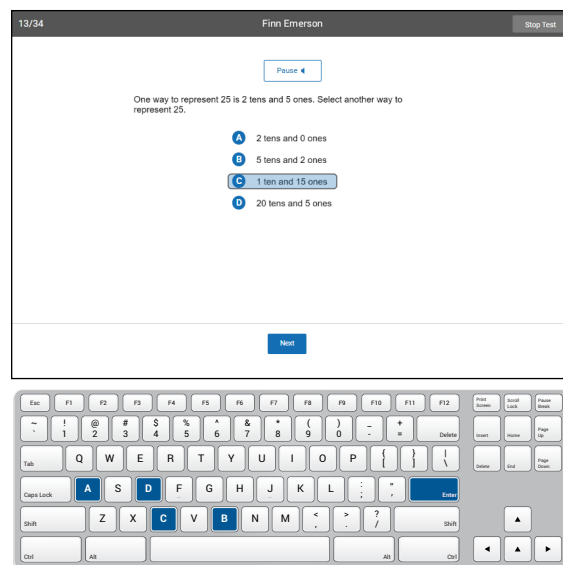
IMPORTANT! Questions like those in Pictures 3b–c and 4b–c cannot be answered using a keyboard. A student *must* use a mouse, a touchpad, or a tablet where they can tap the screen in order to answer these types of questions.

Picture 6

When you choose an answer, a blue highlight will appear around it (as shown). This only shows you which answer you selected. It does *not* mean that you selected the correct answer.

To change your answer, click on it with the mouse, tap it (if you are using a tablet), or press the letter of your new answer choice on the keyboard. The program will highlight your new choice. *You cannot change your answer after you click or tap* ***Next****, or after you press* ***Enter*** *or* ***return****.*
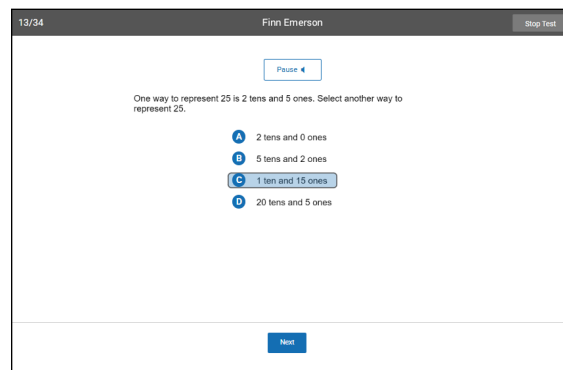
Picture 7

Read Out Loud

> If you see a picture of a clock at the top of the screen, time is almost up for that question. Choose your answer quickly. If you don't choose an answer in time, you will see a message that says time is up for that question. The next question will come up in a few seconds, so be ready.
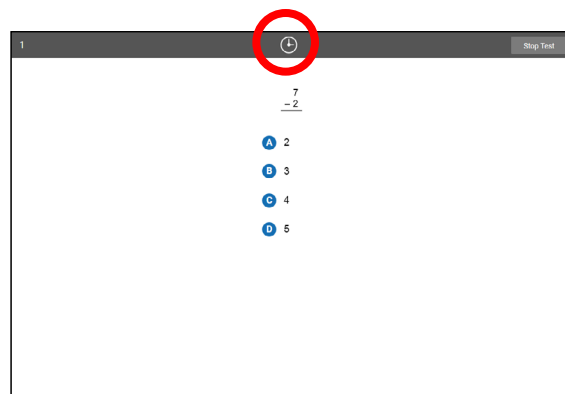
Picture 8

Read Out Loud

> Before you take the test, you may get some practice questions. The practice questions look just like the real test. If you see this message when you are answering the practice questions, you should raise your hand and call the teacher or test monitor. They will know what to do.

> When you finish answering the practice questions, the program will show you this message:
>
> The real test will start automatically. Relax and get ready; the first question will come up soon. Keep answering the questions until the computer tells you that you have finished the test.

> Great job on the practice. Let's go to the test.

Do not forget that you can work the math problems out on scratch paper. If you do not know the answer to a question, go ahead and choose what you think is the best answer.

When you are finished with the test, tell the teacher or test monitor that you are finished.

If you have any questions about this test, please ask them now. Once the test starts, the teacher or test monitor will not be able to explain any of the questions or help you choose an answer. Also, the teacher cannot tell you if you selected the right answer.

Have fun and do your best!

Star Math Student Images

Use the images on the following pages to make handouts or projections—you can use them to explain to students how to select and enter answers for Star Math questions.

Each of the questions has a mathematical problem.
Your job is to choose the best answer for the question.

$$\begin{array}{r} 7 \\ -\ 2 \\ \hline \end{array}$$
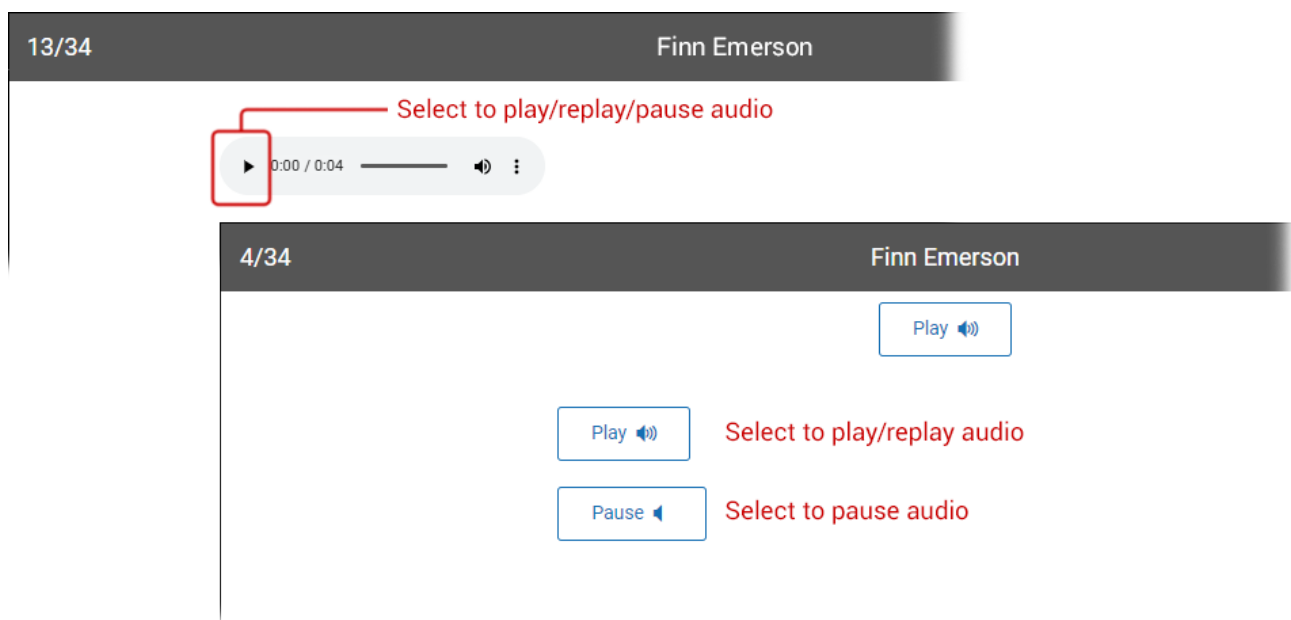
Ⓐ 2

Ⓑ 3

Ⓒ 4

Ⓓ 5

If audio is available for a question, there will be a control in the upper part of the screen that you can use to pause, resume, or replay the audio for the current question.
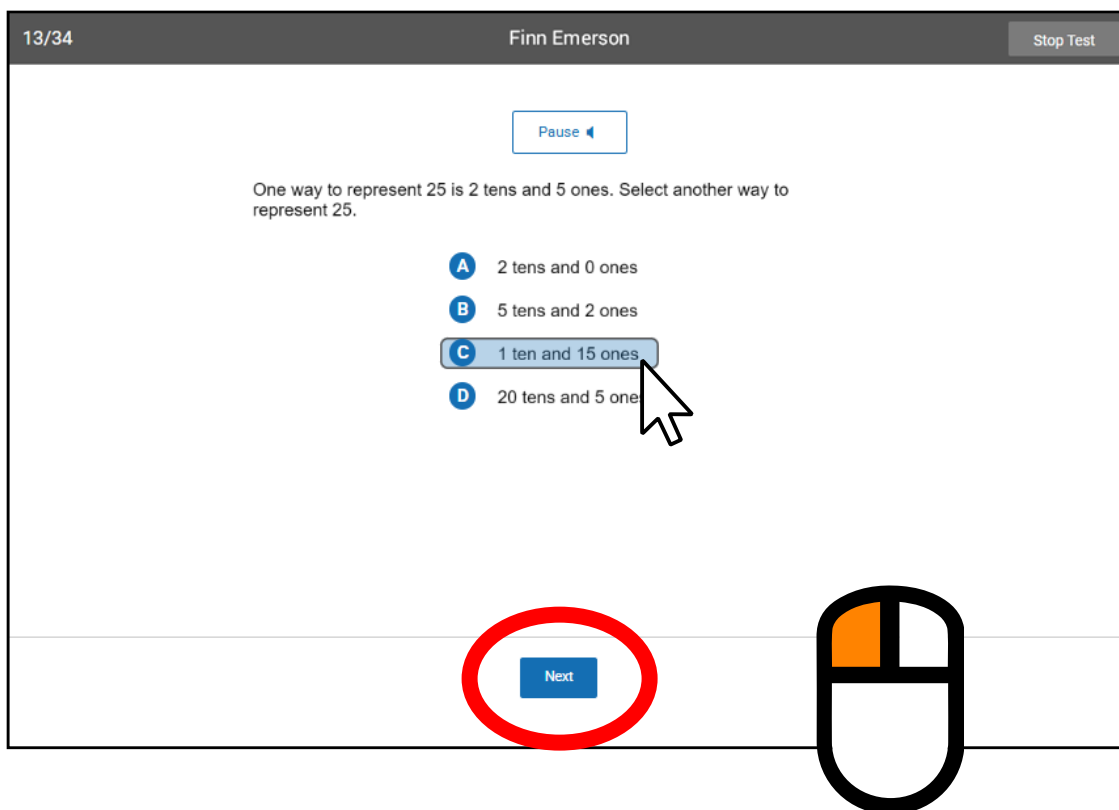

You do not have to wait for the audio to finish before answering a question; you can enter your answer at any time.

Choosing your answer is easy.

You can change your answer choice *before* you enter it.

Each possible answer has a letter next to it (**A**, **B**, **C**, or **D**).

Click on your answer choice using the left mouse button.

Then, enter your answer choice by clicking **Next** on the screen.

Choosing your answer is easy.

You can change your answer choice *before* you enter it.

Each possible answer has a square next to it.

Click on your answer choices using the left mouse button.

You will pick more than one answer choice.

Then, enter your answer choices by clicking **Next** on the screen.

Choosing your answer is easy.

You can change your answer choice *before* you enter it.

The numbers, symbols, or equations you need to answer the question are on the screen.

Click and hold the left mouse button on a number, symbol, or equation, drag it to an open space, then let go of the mouse button to drop it.

After placing all the numbers, symbols, or equations you want to use, enter your answer by clicking **Next** on the screen.

Choosing your answer is easy.

You can change your answer choice *before* you enter it.

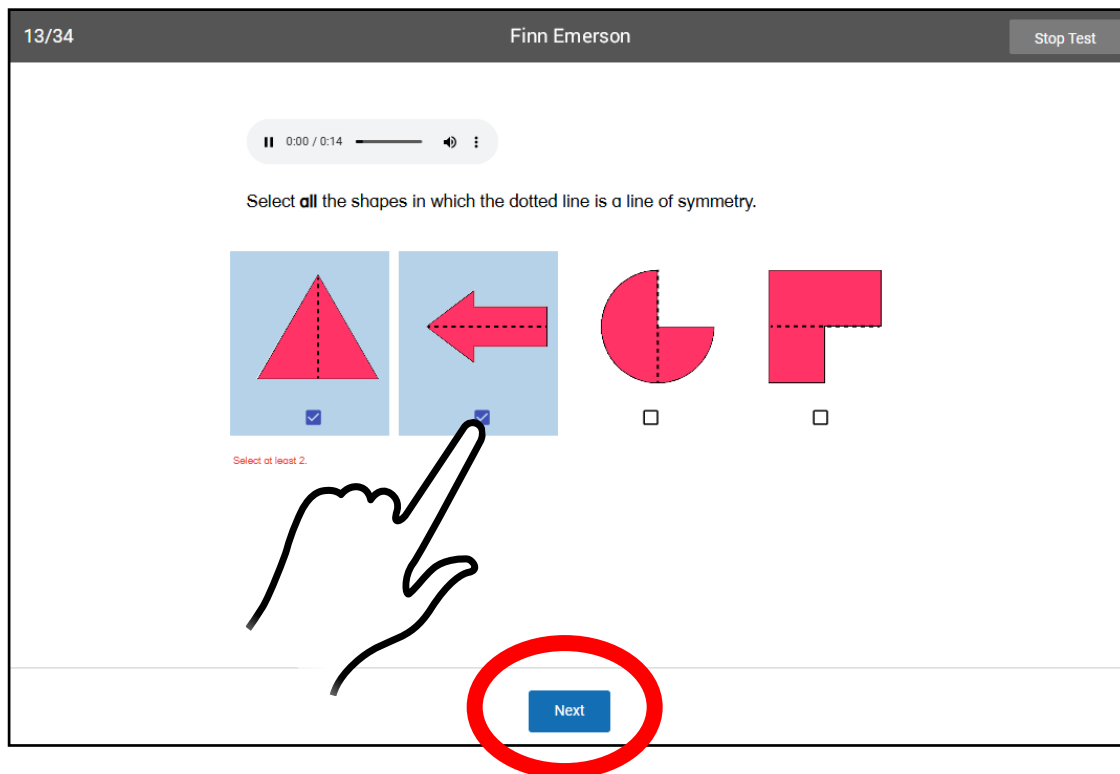Each possible answer has a letter next to it (**A**, **B**, **C**, or **D**).

Tap your answer choice. Then, enter your answer choice by tapping **Next**.

Choosing your answer is easy.

You can change your answer choice *before* you enter it.

Each possible answer has a square next to it.

Tap your choices. You will pick more than one answer choice.

Then, enter your answer choices by tapping **Next**.

Choosing your answer is easy.

You can change your answer choice *before* you enter it.

The numbers, symbols, or equations you need
to answer the question are on the screen.

Tap on a number, symbol, or equation, drag it to an open space,
then take your finger off the screen or touchpad to drop it.

After placing all the numbers, symbols, or equations you want to use,
enter your answer by tapping **Next**.

Choosing your answer is easy.

You can change your answer choice *before* you enter it.

Each possible answer has a letter next to it (**A**, **B**, **C**, or **D**).
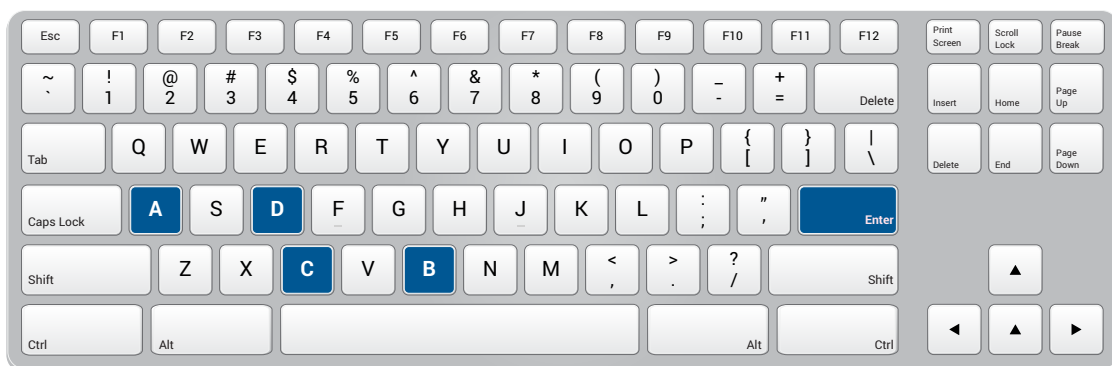

Press the letter that matches your answer choice.

Then, enter your answer choice by pressing **Enter** or **return**.

When you choose an answer, a blue highlight will appear
around it (as shown). This only shows you which answer you selected.
It does *not* mean that you selected the correct answer.

To change your answer, click on it with the mouse, tap it (if you are using a
tablet), or press the letter of your new answer choice on the keyboard. The
program will highlight your new choice. *You cannot change your answer after
you click or tap **Next**, or after you press **Enter** or **return**.*

If you see a picture of a clock at the top of the screen,
time is almost up for that question. Choose your answer quickly.

1	🕐	Stop Test

$$\begin{array}{r} 7 \\ -\ 2 \\ \hline \end{array}$$

Ⓐ 2

Ⓑ 3

Ⓒ 4

Ⓓ 5

If you don't choose an answer in time, you will see a message that says time
is up for that question. The next question will come up in a few seconds,
so be ready

Before you take the test, you may get some practice questions.
The practice questions look just like the real test.

If you see this message when you are answering the practice questions,
you should raise your hand and call the teacher or test monitor.
They will know what to do.

Practice Complete

The practice is over.
Please ask the monitor to help
you the next time you practice.

OK
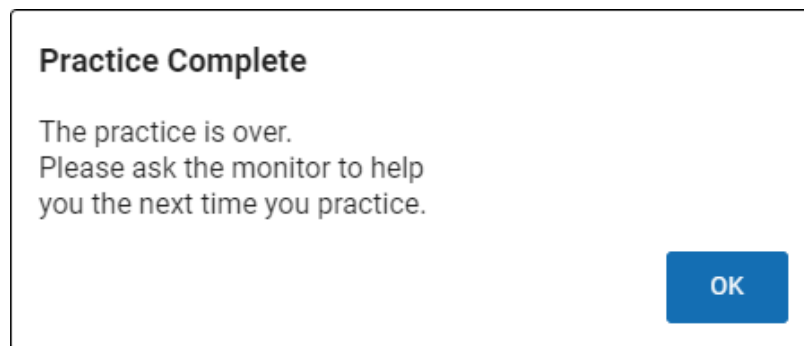
When you finish answering the practice questions,
the program will show you this message:

Great job on the practice.
Let's go to the test.

Appendix B: Mobile Devices and Audio for Star

Certain combinations of web browsers and devices that use Apple's iOS can block the audio in the Star Early Literacy or Star Math test from playing automatically. The affected devices/browsers are indicated with an X in the chart below.

| Device	Safari	Chrome	Firefox
iPad Air 2 (iOS 15.2)	X	X	X
iPad Air 4 (iOS 14)		X	
iPad Air 12.9 (iOS 14)	X	X	
iPad Air 2019 (iOS 13)	X	X	
iPad Air	X		
iPad 6th Gen (iOS 11)	X		
iPad mini 2019 (iOS 12)	X	X	
iPad Pro (iOS 13)	X	X	
iPad Pro (iOS 10.3)	X		
Mac Mojave	X (12.1)		
Mac El Capitan 10.11.6	X (11.1.2)		

Note: This list is not exhaustive; there may be other device + browser combinations that experience the same issue.

If a student is trying to take or resume a Star Early Literacy or Star Math test using a device + browser combination that does not support automatically playing audio, the student will be presented with a large **Play** button on the screen before the first question.
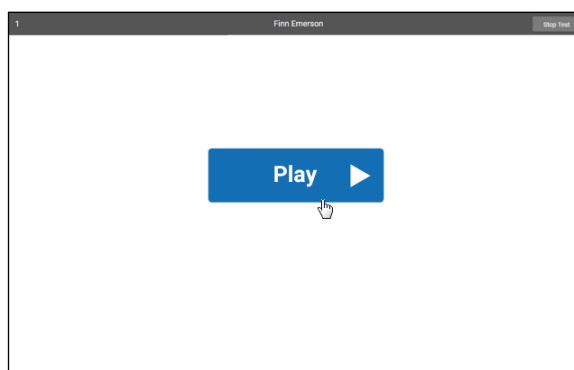
The student will need to tap **Play** in order to see the question; after that, the audio will either work normally (and the student will not see the **Play** button again) or the student will need to tap **Play** before every question—the button will only appear if and when it is necessary.

Appendix C: Time Limits

There are three different time limits that can be set for students taking a Star test: Standard, Extended, and Unlimited (Star Reading and Star Math only). Standard is the base level of time, Extended is set using the Extended Question Time Limit Preference (see https://short.renaissance.com/Vfz3e8), and Unlimited is set using the "Allotted Time" section of the Accommodations Preference (see https://short.renaissance.com/KAIXWE). For more information about setting Extended or Unlimited Time for students with accommodations, see the *2025–2026 K–2 Progress Monitoring Statewide Assessments Accommodations Guide*.

Time Given to Answer Star Early Literacy Questions (in Seconds)

Question Type	Standard Time (seconds)	Extended Time (seconds)
Hands-On Exercise Questions	35	35
Practice Questions	60	180
Test Questions	150	450

Time Given to Answer Star Reading Questions (in Seconds)

Grade	Question Type	Standard Time (seconds)	Extended Time (seconds)	Unlimited Time (seconds)
K–2	Practice Questions	60	180	900
K–2	Test Section A, Questions 1–10	120	360	900
K–2	Test Section B, Questions 11–34	180	405	900

Time Given to Answer Star Math Questions (in Seconds)

Question Type	Standard Time (seconds)	Extended Time (seconds)	Unlimited Time (seconds)
Practice Questions	90	180	900
Test Questions	240	480	900

For more information about time limits, see the following help articles:

▶ Time Limits: Star Early Literacy: https://short.renaissance.com/OOoIJh

▶ Time Limits: Star Reading: https://short.renaissance.com/mzjXAR

▶ Time Limits: Star Math: https://short.renaissance.com/6RipDZ

Appendix D: Change Log

Location	Change	Date

About Renaissance

As a global leader in assessment, reading, and math solutions for pre-K–12 schools and districts, Renaissance is committed to providing educators with insights and resources to accelerate growth and help all students build a strong foundation for success. Renaissance solutions reach more than 50 percent of US schools and more than two million students in other regions across the world. Our portfolio includes solutions for assessment, practice, data-driven insights, and teacher-facilitated instructional delivery.

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