



# User Guide

## Children's Reading Program



[www.RedAppleReading.com](http://www.RedAppleReading.com)

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## Program Overview

Red Apple Reading was created to help children become successful readers. Many children have gaps in their learning – skills that are keeping them from being able to read fluently and learn how to read well by third grade. This program is intended to fill in those gaps with a series of animated videos and activities that keep children engaged while teaching them important reading concepts.

Phonics and high frequency words are taught explicitly with a unique, effective instructional method designed by education experts. Also covered are phonemic awareness, fluency, vocabulary, and reading comprehension.

The online program and mobile apps are ad-free and offer a safe, wholesome environment for young children to learn. We hope Red Apple Reading becomes a fun supplement to your reading curriculum!

### INTELLIGENT QUESTION LOGIC

Many of the activities in the Red Apple Reading program are designed to differentiate the practice questions and automatically adjust the question difficulty as a child plays, depending on his/her answers. This helps children feel successful and also offers more of a challenge for students who are ready.



### TRANSLATED DIRECTIONS

Red Apple Reading includes the option of having key activity directions translated into either Spanish or Mandarin for English language support. If the translation option has been chosen for a child, then an icon will appear in the child's activity sidebar when logged in. This button can be clicked in activities when directions are given for extra support if a student is not sure what to do. All words and other speech remain in English to promote rapid language acquisition



## 3 LEVELS FOR YOUNG LEARNERS

### LEVEL A Carnival Fun

Pre-K and Kindergarten skills, Recommended ages 4-5  
(apps or a touch screen may be easier at this age)



Pre-reading skills, letters and sounds, exploratory format

BEST FOR: pre-readers and young children learning letter names and sounds, plus rhyming, patterns, sorting and more

Corresponding App:  
*Reading Carnival Fun*

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### LEVEL B Park Planet

Kindergarten and 1<sup>st</sup> grade skills, Recommended ages 5-6



Phonics, sight words, short vowels, word families

BEST FOR: children beginning to put letters together to make words (short vowel sounds, digraphs, blends), emergent readers

Corresponding Apps:  
*Reading on Park Planet Map #1 and #2*

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### LEVEL C Island Adventures

1<sup>st</sup> to 3<sup>rd</sup> grade skills, Recommended ages 6-8



Advanced phonics, sight words, vocabulary, comprehension

Best for: early readers, children with beginning reading skills who are ready for more advanced phonics, plus vocabulary and comprehension skills (Note: Unit 1 is a review of Level B)

Corresponding Apps:  
*Reading Island Adventures Map #1, #2 & #3*

[Click Here for Complete Lesson Details](#)

Lesson planning pages can also be found at the end of this guide.



# Initial Account Setup

## FAMILY ACCOUNTS

Family memberships can be in the form of monthly, 3 month, 6 month, or 12 month memberships. Most accounts are good for one child user, with the option to add more children at a reduced price after registering, up to 8 total. Occasionally we sell offers that include 2 or 3 child users. Teachers, homeschool groups, and child care centers can purchase a 12-month premium educator membership for more children from the [Educators](#) page. Family accounts are not meant to be used by businesses or schools.

*ALL family memberships include:*

- Online access for at least 1 child, with option to add more in Dashboard
- Access to member apps in iTunes and Google Play  
(6 apps with same content as the entire online program)
- Dashboard access for managing account, editing child access, extending membership, progress tracking, and activating optional translation feature
- Downloadable workbooks, flash cards, reading tips, and more
- Monthly learning support eGuide with a new story, literacy tips, and more
- Excellent customer support via email at [support@redapplereading.com](mailto:support@redapplereading.com)

## ACCESSING DASHBOARD AFTER PURCHASE



[Log in](#) from the Red Apple Reading website as the account holder (use the PARENT LOGIN button) to access the account Dashboard. Use the username (email address) and password that was created at registration. Then add children to the account by clicking the Add Child button.

If using a tablet or other mobile device, download free member apps using the links on the account Dashboard. *If using apps only, children do not need to be added to the Dashboard.* Up to three children can use any one app at a time. The app must be activated when first installed with the account holder's email and password (child login info will NOT activate an app).



Once children accounts have been set up from the account holder's Dashboard, children can log in online with their usernames and passwords to get started in the reading program.

Information about getting started is also sent via email immediately after registration has been confirmed. Please verify that emails are being received and check the Spam folder of the email account if the confirmation or welcome email isn't received soon after successful registration. If the password to the account is forgotten, click the [Forgot Password](#) link to get the username and password emailed to the account on file. If still having difficulty, please email [support@redapplereading.com](mailto:support@redapplereading.com).

See **page 10** for more information about all Dashboard features.

## ADDING CHILDREN TO AN ACCOUNT

For online access, child accounts can be added by clicking the Add Child or Child Users buttons on the Home page of the Dashboard.



- 1) Basic Information – Only a first name and grade level are required.
- 2) Username & Password – Choose a unique login for each child to use.
- 3) Locked Lessons – Default in Levels B and C is lessons locked. Change only if you'd like to move a child further into a level or the freedom to go to any lesson regardless of scores on review activities. In Level A the default is access to all areas.
- 4) Translate Directions – Option for direction support in Spanish and Mandarin (default is none). Great for English learners!
- 5) Click "Submit" and the child's account is ready to go! Children can now log into the reading program with the user name and password you have created.

A screenshot of the "Add Child" form. The form has a title "Add Child" with a right-pointing arrow. It contains several input fields: "First Name:" (required), "Last Name:", "Date of Birth:" (with a calendar icon), "Gender:" (dropdown menu with "Male" selected), "Grade Level:" (required, dropdown menu with "Select Grade Level" selected), "Child's Username:" (required), "Child's Password:" (required), "Locked Lessons?" (dropdown menu with "Level A - Carnival Fun - Access" selected), and "Translate Directions?" (dropdown menu with "No Translation" selected). There are also three radio button options for "Level B - Park Planet" and "Level C - Island Adventures", each with a "YES" label. At the bottom right, there is a red warning text: "DO NOT use an email address or put any spaces in the child username." At the bottom of the form, there are two buttons: "Submit" (blue with a checkmark icon) and "Reset" (grey with a circular arrow icon).

Add Child Screen





At the top you will see the number of authorized child accounts you have left. See “Adding More Child Accounts” under the Dashboard section of this guide for more info about adding child accounts if you would like to purchase more.

Please note that the grade level and date of birth do **NOT** determine where the program begins for each child. Check page 5 of this guide to determine where you would like a child to begin.

#### TIP

Child usernames must be different from all other child users in the database – get creative! Length does not matter, and the password does not matter either. Adding numbers, using initials, or using a superhero or favorite toy name are all ideas for creating a unique and fun username for a child to log in with.

## Child Log In

Children can log in to the reading program at the top right of the Red Apple Reading website, and from the LOGIN page at: <http://www.redapplereading.com/login>.

Enter username, password, and then either click the “LOG IN” button or press the ENTER key on a keyboard.

Login Screen



The *account holder's* email and password accesses the Dashboard, and a *child's* username and password accesses the online reading program.

You can check and/or edit child usernames and passwords any time by clicking the Child Accounts tab in the Dashboard and then clicking on the child's name to edit that account.





## RETRIEVING A FORGOTTEN PASSWORD

The account holder must log in to the Dashboard with username (email) and password to access child account information and view or edit usernames and passwords. If the password to the main account is forgotten, click the [Forgot Password](#) link to get the username and password emailed for the account on file. If your email has changed or you don't receive the email shortly (check your Spam folder too!), email [support@redapplereading.com](mailto:support@redapplereading.com) – we are happy to help!

## CHOOSING A LEVEL

When a child logs in, the first screen that appears allows the child to choose a level. The child clicks on a level and their reading program begins.

**Please read the descriptions on page 5 or check the lesson details using the link below to determine where best to begin students in the program.**

Entering the child's grade or date of birth does not automatically place the child in a level. With a wide range of reading skills found in children at these young ages, we leave it up to you to determine where best to begin in the program.

[Click Here for Complete Lesson Details](#)

Lesson planning pages are also found at the end of this guide.

To change the level a child is currently working in, have the child press the Exit button until he/she returns to the Level Choice screen, then choose a different level. If the program or any activities do not load or the sounds seem to be off, please visit the Troubleshooting section of this guide on **page 14**.



# Dashboard Access for Account Holders

Log in with the account email and password provided at registration to access the Dashboard of the account. If you forget your password, please visit the [Forgot Password](#) page and an email will be sent (check your Spam folder if needed).

## Dashboard Home Screen

**Red Apple Reading ®** Welcome, Tammy

**Dashboard**

**WELCOME TO RED APPLE READING**

**DESKTOPS/LAPTOPS:** Add a child user using the **Child Users** link in the menu at left. Then the child can log into the online reading program from any computer with his/her own login info (after you log out of this Dashboard at top right).

**TABLETS/IPADS/MOBILE:** Download one of our **free member apps** in iTunes or Google Play (links below) and activate it with your account email and password.

Please do NOT try to access the online program from a mobile device - it will not work properly. The apps work great on most mobile devices and are included in your membership.

**HOW TO DOWNLOAD FREE MEMBER APPS:** The apps are large. We recommend installing only one at a time.

**iOS DEVICES:** Search "red apple reading" in **iTunes** and look for "M" on the icon, or click on an icon link below for direct access - in order left to right by levels A, B and C (Level A has 1 app, Level B has 2 apps, and Level C has 3 apps).

**ANDROID DEVICES:** Click on an icon below to get the apps in **Google Play** - in order left to right by levels A, B, and C (Level A has 1 app, Level B has 2 apps, and Level C has 3 apps).

\*Apps require a one-time activation with your email and password and can be put on multiple devices. The app does NOT sync to your online account. All lessons are unlocked and accessible in the apps. There is no way to guarantee that any apps will work on your specific device. Android apps do not work on Kindle devices at this time.

**WHERE DOES YOUR CHILD BEGIN?**

Red Apple Reading does NOT automatically place your child into a level based on age or grade. Take a look at the [Lesson Details](#) and/or page 7 of the [User Guide](#) to best determine where you'd like your child to begin. NOTE: If the beginning of a level seems too easy, **UNLOCK** your child's lessons from the Child User page and have your child try a later lesson.

## DASHBOARD HOME PAGE FEATURES

On the home page of the Dashboard you will find:

- Tips and video for getting started and occasional program update alerts
- Links to *included member apps* for iOS and Android mobile devices
- *Progress* overview with quick links to child accounts (at the bottom)
- Add Child button to add online users
- *Add-Ons and Billing* link to upgrade/renew account or purchase additional child accounts
- Links at left for progress, additional resources, monthly magazine access, etc.



## SIDEBAR TABS AND LINKS

*Child Users* – Add, edit, and delete online child accounts, and unlock lessons for more freedom in the program. Last name, date of birth, and gender are not required fields in the interest of maintaining confidentiality.

--- Translation option puts an icon in the activity sidebar so a child can click to hear key directions in Spanish or Mandarin.

---The age and grade entered are used for internal research purposes; they do not determine where a child will begin in the program. Visit **page 5** of this guide to choose a level.

*Progress* – View, save, and print detailed child progress for each level. Reports can be automatically emailed by managing your choice on the Account Profile tab.

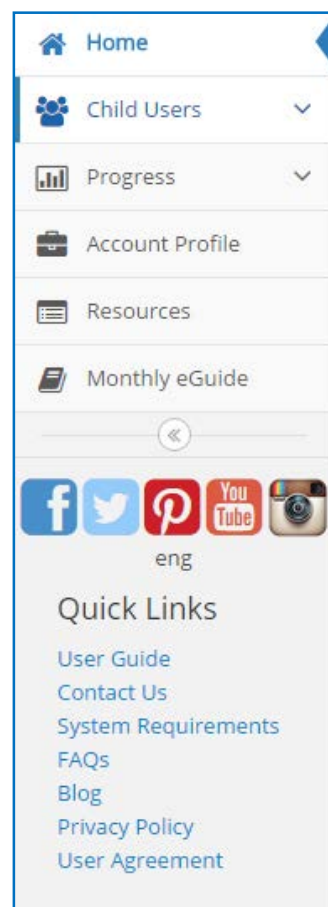
*Account Profile* – Edit account holder information, sign up for emailing progress reports (default is Never), and check membership dates.

*Resources* – View and download the User Guide, detailed lessons and planning guide for each level, workbooks, flash cards, activity ideas, and tips for helping young readers.

*Monthly eGuide* – A new story, tips, articles, and learning games every month.

*Social Media links* – Find educational content on one of our many media outlets.

*Quick Links* – Easily access our most helpful online pages with a quick link that opens in a new browser tab.



## UNLOCK LESSONS & MOVE CHILD AHEAD IN A LEVEL

Unlock the lessons in Levels B or C to make the program more open-ended (and bypass the default pass rate of 80%), OR allow a child to begin on a more advanced lesson. The colors on the maps will show a child which lessons have been completed to help him keep track of his progress.

Locked Lessons? Level A - Carnival Fun - Access

☐ NO Level B - Park Planet

☐ NO Level C - Island Adventures

To lock/unlock or restrict access in a level: go to the Child Account info in the Dashboard, edit the Locked Lessons fields, and confirm the selection.

In Level A, choose which sections of the program you'd like to restrict access to – the default is for all areas open and accessible.

In levels B and C the lessons can be unlocked, then the child can complete a lesson further ahead in the level, and then the lessons can be locked again so the child can continue with 80% pass rate required from that point on.

Level A - Carnival Fun - Access

ABC Tent - alphabet skills	ON
Arcade - sounds, vocabulary	ON
Storytime - print concepts	ON
Ferris Wheel - learning videos	ON
Popcorn - sequencing	ON
Roller Coaster - attention	ON
Prize Tent	ON

## TRANSLATION FEATURE

Red Apple Reading includes the option of having key activity directions translated into either Spanish or Mandarin for English language support. If the translation option has been chosen on the Child Accounts tab in the Dashboard, then an icon will appear in the child's activity sidebar when logged in. This button can be clicked in activities when directions are given for extra support if a child is not sure what to do. All words and other speech remain in English to promote rapid language acquisition.

Translate Directions? No Translation

No Translation

Spanish

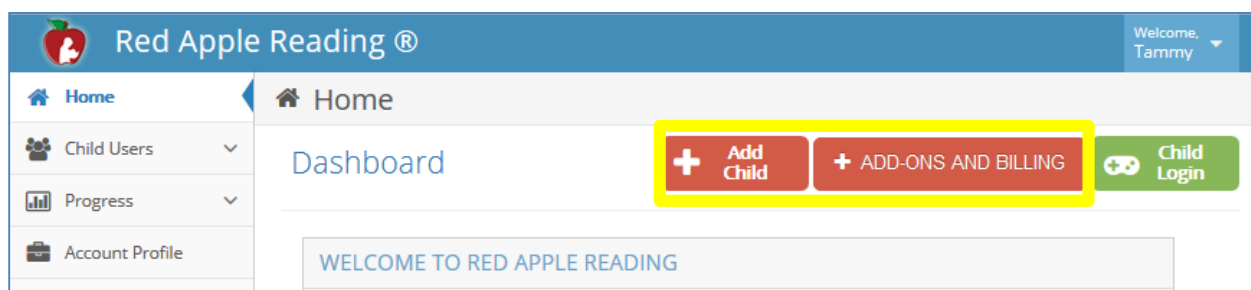
Mandarin



## PURCHASING ADDITIONAL CHILD ACCOUNTS

Up to 8 total children can be enrolled on a family account. One child account is generally included with purchase of a membership, unless otherwise stated. Additional student accounts can be added at time of purchase or after from the Dashboard.

When there are no more open child accounts available, a button will appear at the top of the Child User - Add Child page that links to a billing section for adding accounts. More child users can be added from the Add-Ons and Billing button on the home page of the Dashboard as well. For assistance please email [support@redapplereading.com](mailto:support@redapplereading.com).



## RENEWALS, CANCELLATIONS & REFUNDS

Dates and membership type can be viewed on the Account Profile page of the Dashboard when logged in as the account holder.

**Term accounts:** 3, 6 and 12-month term accounts expire at the end of the term and can be renewed from the Renew or Add-Ons and Billing links on the Dashboard.

**Recurring accounts:** Monthly, 6 and 12-month recurring accounts are automatically billed for renewal via the payment method on file. Cancel at any time by emailing [support@redapplereading.com](mailto:support@redapplereading.com).

Child login info and app access are deactivated on the date of expiration. Dashboard access remains for 3 months after the account expires, after which the account and all data will be deleted if the account is not renewed.

**Cancellations & Refunds:** Accounts can be cancelled at any time by emailing [support@redapplereading.com](mailto:support@redapplereading.com) – the time remaining on an existing membership will not be refunded. Refunds are available to customers within 30 days of purchase who have purchased from us directly. Review our [Refund Policy here](#).



# System Requirements

Due to the online nature of the Red Apple Reading program and the ever-expanding and changing variety of hardware and software, there are several factors that can affect a user's experience in the online reading program. Please read through the following information to maximize proper use and check the [System Requirements](#) page for more information.

## ENSURING BEST PERFORMANCE

- 1) The *online* reading program is meant to be accessed from a *desktop or laptop computer* (PCs and Macs). Users with mobile devices will most likely experience issues with sound, video, or activity loading due to the complex and robust nature of the software. Please view the Apps section of this guide on **page 15** for access to included member apps and more about use on mobile devices.
- 2) A current and *updated web browser* is needed to access the online version of Red Apple Reading. We recommend **Google Chrome** or **Mozilla Firefox** web browsers to access the reading program when a child logs in. More info and free download links can be found on the [System Requirements](#) page.
- 3) A *minimum internet download speed of 5mbps* is recommended on a computer for the program to be fully functional (this program is full of graphics and sounds being sent to the computer as a child plays). Quickly and easily test the download speed by visiting [www.speedtest.net](http://www.speedtest.net) and clicking the "Begin Test" button on the screen.

**Above are the most common barriers to successful program play. Here are a few more items to check on the computer if you notice issues:**

- 3) Verify that the web browser is set to accept "cookies." The reading program requires that cookies are enabled to keep track of a child's progress. [Cookie Help Here](#)
- 4) Clear the cache in the web browser to delete recent browsing history. [Click here](#) to learn how.
- 5) Check the firewall or security settings for a possible block, or add the Red Apple Reading website as an approved or safe website to visit.
- 6) When logging into a child's reading program, close any unnecessary tabs or other programs on the computer and refrain from hopping back and forth to other tabs or programs when using Red Apple Reading.

\*\*\*Please email [support@redapplereading.com](mailto:support@redapplereading.com) for any further issues or guidance. Give as much information as possible about the system being used and the issue. We are happy to help!





## SOUND

Instructional videos and directions for all activities are given verbally in the Red Apple Reading program, so it is necessary to either turn up the computer volume or speakers to a level easily heard by the child, or use headphones with volume adjusted as needed. The volume button within the reading program will adjust the background sound volume for users who prefer not to have music in the background while playing or are easily distracted by it.

## MEMBER APPS

For program use on a mobile device like a tablet or smartphone, Red Apple Reading recommends downloading one or more of its available apps. Trying to access the online program through a web browser on a tablet or smartphone will most likely result in errors.

iTunes and Android apps are available now. Links for included member apps can be found on the Home page of the account dashboard.

**Level A- Carnival Fun** (Ages 4-5)

**Level B – Park Planet** (Ages 5-6)

Map #1 – Lessons 1-25 & ABC Tree

Map #2 – Lessons 26-50

**Level C- Island Adventures** (Ages 6-8)

Map #1 – Lessons 1-25

Map #2 – Lessons 26-50

Map #3 – Lessons 51-75



Click here:



Click here:



**Member apps have an “M” on the icon – and can be activated with the online account holder’s email and password. App access is only available as long as the online account is active.**

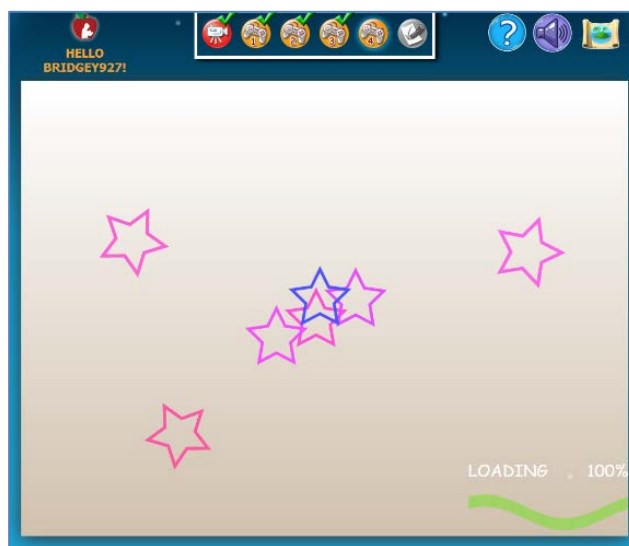
Apps are NOT linked to online accounts and are complete standalone apps. They also do not have the tracking and progress reports found in the online version and all lessons are unlocked for ease of use. **Tracking in the apps will be available late spring 2016.**

Get updates and current app links on the Home page of the account Dashboard when logged in.



## LOADING SCREEN

The online Red Apple Reading program requires that image and sound files be downloaded for each activity, so depending on the speed of both your computer and Internet connection you may see the loading screen (see image below) longer than a few seconds.



This loader is not an official activity and is in the program to keep a child busy for the 5-10 seconds that an activity may take to load. With a fast computer and internet, your child may not even get a chance to play it or ever see it. Clicking or touching the screen allows a child to play with various random images on the screen.

If this loader is on for more than 10 seconds between activities, please check [System Requirements](#) or **page 14** of this guide for troubleshooting – this is not normal.

If an activity shows that it has loaded 100% but isn't showing on the screen (if the loading screen above is still showing), click on the glowing activity icon in the header to refresh and quickly reload the activity, or click on the Refresh button in your browser. Please contact [Customer Support](#) if this continues to be an issue – this is not normal.

### TIP

Pressing the space bar on a keyboard will toggle between 4 different games in the loader: painter, stars, gravity, and circles.



## Level A – Carnival Fun

Carnival Fun has an open-ended game format with phonemic awareness activities, rhyming, basic vocabulary, letter-sound correspondence, memory and sequencing activities, 10 fun storybooks, and more. Under the big top, children will find a world of fun-filled alphabet games and learning waiting for them. Made for ages 3-5, this level is sure to be a hit with preschoolers!

**BEST FOR:** preschoolers and young children who are learning letters and sounds, not yet ready to begin putting sounds together to make words. May require parent support for navigation and game play.

### ACTIVITY STRUCTURE

There are 7 main areas to access on the Main Screen of Carnival Fun:

**ABC TENT:** 7 activities that focus on learning letter names and sounds

**ARCADE:** 6 activities practicing essential pre-reading skills

**STORYTIME WAGON:** 10 original pop-up storybooks children will enjoy listening to

**FERRIS WHEEL:** 8 instructional videos to watch

**POPCORN STAND:** pattern practice with numbers, letters, shapes, and colors

**ROLLER COASTER:** attention skills practice

**PRIZE TENT:** motivational rewards for playing

(See pages 19-20 for more details)

Level A Main Screen



## ACTIVITY NAVIGATION

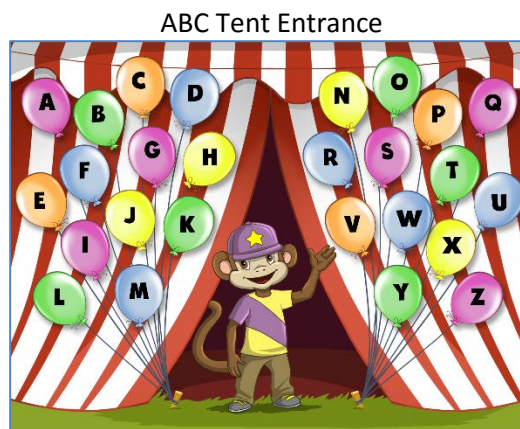
Once a child logs in and clicks on Level A at the Level Choice screen, Carnival Fun begins with a quick intro from Ringmaster Ryan as he takes you to the carnival.

After clicking on an area on the main screen, a sidebar is displayed next to the activities that allows a child to navigate. Here are some of the sidebar features explained:

- The **Exit button** is at the top of the sidebar under a child's username. Clicking on the Exit button exits the child out of an activity and back to the screen before. Clicking EXIT on the Main Screen exits the child out of the program.
- The **purple Audio button** adjusts the background sound volume in activities.
- The **blue Help button** replays directions or words in an activity.
- The **orange Restart Game** button starts an activity over and/or refreshes the activity in case it doesn't load properly.
- The **Change Letter** buttons only appear when in the ABC tent. They are a quick way to continue playing an activity and change the letter being practiced, instead of exiting to the ABC Tent entrance to choose a different letter.



Choose a letter to practice before going inside.



Highlighted balloons are recommended letters to practice.

Activities inside ABC Tent



Activities inside Arcade





If there are certain areas that you want your child to focus on, you can change the child's access to each area by visiting the Child Account page in your Dashboard. Each area can be turned on or off for access for any child – by default all areas are open. See page 12 for more information about access.

## ACTIVITIES and OBJECTIVES

### ABC Tent



#### ABC Tent - Videos

Letter names and sounds, vocabulary, phonemic awareness



#### ABC Tent - Songs

Letter names and sounds, phonemic awareness



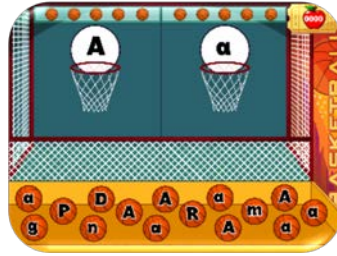
#### ABC Tent - Slideshows

Letter sounds, beginning sounds, vocabulary, phonemic awareness



#### ABC Tent - Letter Art

Letter shape and formation, writing



#### ABC Tent - Basketball

Letter names, letter recognition, discrimination



#### ABC Tent - Whack-a-Letter

Letter names, recognition, discrimination



#### ABC Tent - Prize Claw

Letter sounds, beginning sounds, vocabulary, phonemic awareness

### Arcade



#### Arcade - Ducks

Rhyming, ending sounds, word families, vocabulary



#### Arcade – Spin to Win

Beginning and ending sounds, phonemic awareness, vocabulary



#### Arcade – Ring Toss

Categorizing, sorting, vocabulary





**Arcade - Darts**  
Vocabulary, words in context,  
sentence structure



**Arcade – High Striker**  
Blending sounds, syllables,  
vocabulary, word building



**Arcade – Ring Toss**  
Phonics, word building, CVC  
words, short vowel sounds

## Other



### Ferris Wheel – 8 Learning Videos

- 1) ABC Song – alphabet letter recognition
- 2) Cotton Candy – phonemic awareness
- 3) Clowning Around – blending sounds, phonemic awareness, phonics
- 4) Rhyme Time – rhyming, word families, phonemic awareness
- 5-8) Clouds – sight words, context, sentence structure



### Storytime Wagon – 10 Storybooks – Print Concepts

- |                             |                            |
|-----------------------------|----------------------------|
| 1) Bella Bear Makes Cookies | 6) A Furry Friend for Ryan |
| 2) The Big Soccer Game      | 7) Marcus Learns to Share  |
| 3) Ellie Rides a Bike       | 8) A Beautiful Beach       |
| 4) Three Friends Go Camping | 9) George Plants a Garden  |
| 5) Bella's First Day        | 10) Leo in the City        |



### Popcorn Stand – Patterns

Recognizing and repeating patterns



### Roller Coaster - Attention

Time on task, paying attention



### Prize Tent – Reward Center

Motivational rewards, redeem tickets earned in other activities for prizes





## Level B - Park Planet

Park Planet is split into 2 parts:

- 1) **50 PHONICS & SIGHT WORD LESSONS** along the path of maps 1 and 2 (best for children who are ready to start reading)
- 2) **26 ABC TREE LESSONS** at the top of map 1 (best for a review of letter sounds if needed *before* beginning the phonics lessons)



### ABC TREE

26 alphabet lessons are found in the **ABC Tree** on progress map 1, and are meant to be used as a review of specific letter sounds if needed before beginning the phonics and sight word lessons. There is a short report at the bottom of a child's Detailed Progress Report on the Dashboard to show progress in this section. Each alphabet lesson has a short instructional video and 3 activities that follow.



**BEST FOR:** children who still need practice with letter names and sounds.

*If a child is still learning letter names and sounds, and/or has not had much exposure to print and reading, we recommend beginning with Level A - Carnival Fun.*

### PHONICS & SIGHT WORD LESSONS

50 phonics and sight word lessons can be accessed from the child's **Progress Map** when the child logs into Level B. The phonics lessons cover short vowels, word families, digraphs, blends, an introduction to long vowel sounds, and instruction on blending and segmenting words. Lesson Details can be found at the end of this guide.

"Red Apple Points" are incentive points for children to do well, and are used at the end of every unit in a special optional reward game called *Ant Invaders*.

**BEST FOR:** children who are beginning to know how to put letters together to make words.



## LESSON STRUCTURE

Each unit (10 total) consists of 5 lessons, 3 of which are phonics lessons and 2 that are sight word lessons. Each lesson begins with a short instructional video, followed by 2 or 3 practice activities, and ends with a review of the concept and a 10 question quiz at the skate park. At the end of each unit is a unit review, which includes an online storybook to read, a coloring book activity, a 15 question cumulative quiz, and the reward game: *Ant Invaders*.

There are also three optional 35-question assessments included in Park Planet. The first is on map 1 and recommended before a user begins Lesson 1 on the Progress Map, the 2nd is recommended before Lesson 26, and the last is on Map 2 and recommended when a child finishes all 50 lessons. Each assessment takes about 5 to 10 minutes, so please encourage your child to stick with it and do their best!

## LESSON NAVIGATION

Once a child logs in and clicks on Level B at the Level Choice screen, Park Planet begins with a quick intro from Professor Bookworm as he whisks you away to Progress Map 1.

The current lesson will be flashing if the lessons are locked, or a child can revisit previous lessons for review. Completed lesson numbers are blue in color on the map. The recommended next lesson will show flashing on the map. See **page 12** to find out how to unlock the lessons if you would like to start a child further into the level. The sidebar to the left controls navigation.



**All lessons in Level B require an 80% pass rate to advance to the next lesson**, otherwise the child must redo the lesson until he/she passes it. This ensures that the child masters the concepts needed for later lessons. Lessons can be unlocked so that children can either start further in the program if needed, or move ahead to the next lesson if they are unable to pass the current lesson (to avoid frustration). See **Unlocking Lessons** on **page 12**.

The **child's name** is visible at the top of the sidebar to help distinguish between multiple users. An adult can easily glance at the screen to see that a child is using his/her own account.



The **EXIT button** is at the top of the sidebar under a child's username. Clicking on the EXIT button exits the child out of the lesson and takes him back to the Progress Map, then back to the Level Choice screen, and finally out of the program.

The **purple Audio button** adjusts the background sound volume in activities, and the **blue Help button** replays directions or words in an activity.

The lower half of the sidebar displays the activities in each lesson. Icons turn full color once the activity has been started. Green check marks show activities that have already been completed. Clicking on an activity icon in the sidebar allows a user to return to the activity last played or refreshes the activity if needed.



The yellow square with the apple at the top right of the activity screen keeps track of **Red Apple Points** earned in the unit. These points can be used at the end of every unit review for the reward game *Ant Invaders*.



## ASSESSMENTS

There are three 35-question optional assessments available, with one located on the volcano of each progress map in this level and labeled Test 1, 2, or 3. These are a great way to keep track of a child's improving reading skills. Recommended timetables for taking these tests are below. The results will be viewable on the Detailed Progress Report accessible from the Parent/Teacher Dashboard.

**TEST 1:** Have a child take this test before starting the lessons, or before finishing Unit 1, to use as a baseline assessment and starting point.

**TEST 2:** The child takes this test at some point after finishing Unit 6 or 7 as a midpoint.

**TEST 3:** The child takes this test after completing all 15 units in the Level B program.

The tests take about 5-10 minutes, so please encourage your child to stick with it and do their best! The Help button can be clicked at any time to repeat directions and sounds.



## PARK PLANET LEARNING VIDEOS



**Magic Show**  
Phonics, blending



**Treehouse**  
Phonics, word families



**Clowns**  
Phonics, segmenting



**Skate Park**  
Sight words, word context



**Fish Pond**  
Sight words, word context

## ACTIVITIES and OBJECTIVES



**Word Wheel**  
Phonics, phonemic awareness, vocabulary



**Sandcastle**  
Phonics, phonemic awareness, audio discrimination



**Slide**  
Phonics, word families, rhyming, vocabulary



**Toy Boats**  
Phonics, sentence structure, words in context







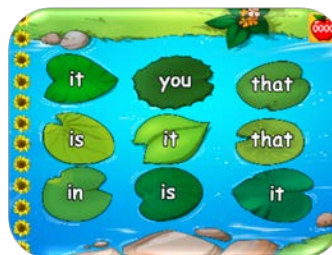
**Maze**  
Phonics, sound  
discrimination



**Monkey Bars**  
Sight word recognition  
and discrimination



**Pond**  
Spelling, phonics,  
vocabulary



**Lily Pads**  
Sight word  
recognition  
and discrimination



**Marbles**  
Phonics, word  
families, word parts



**Tug of War**  
Sight word spelling

## ABC Tree



**Basketball**  
Letter names, letter  
recognition, discrimination



**Swings**  
Letter sounds, phonemic  
awareness, beginning,  
middle and ending sounds



**Sandcastle**  
Letter sounds, phonemic  
awareness, beginning,  
middle and ending sounds



## Review



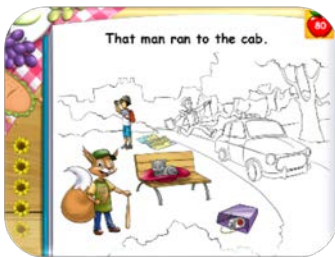
### Skate Park

Review at the end of each lesson – 10 questions – 80% pass rate to continue



### Soccer

Review at the end of each unit – 15 questions – 80% pass rate to continue



### Coloring Book

In unit review - practice reading words in context



### Storybook

In unit review – reading and fluency practice, words in context, print concepts



### Test 1, 2, 3

Assessments to help measure overall progress in the program in key areas.



### Ant Invaders

Motivational reward game at the end of each unit – uses points earned in

Level B lesson planning pages can be found at the end of this guide.





## Level C - Island Adventures

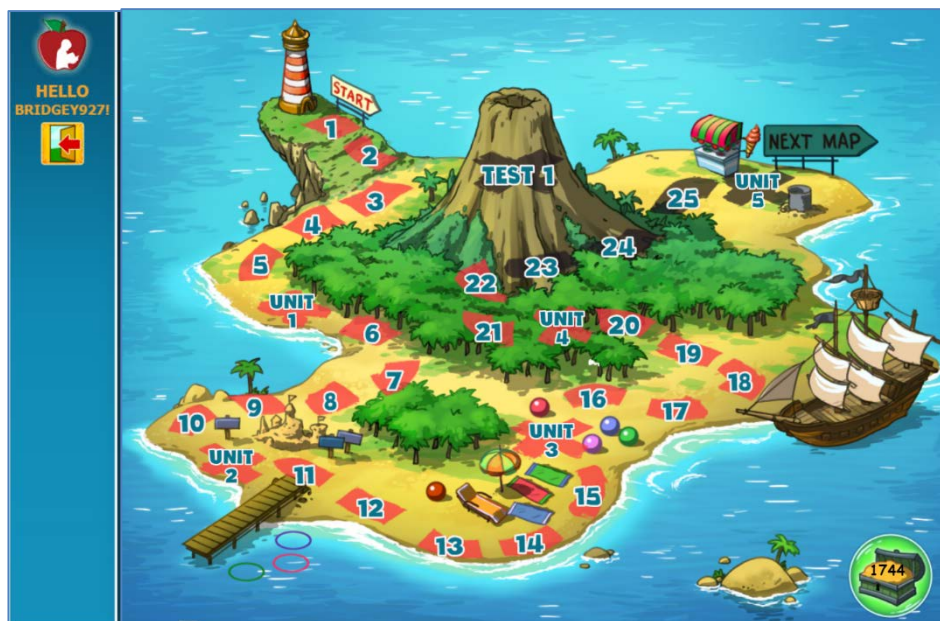
Island Adventures covers foundational reading skills for Grades 1-3. The 75 lessons include a quick review of Level B concepts (in Unit 1), advanced phonics skills (long vowel patterns, r-controlled vowels, diphthongs, silent letters), prefixes and suffixes, syllables, compound words, contractions, vocabulary (homophones, homographs, abbreviations, synonyms, antonyms), and comprehension skills (detailed lesson description on pages 20-21 of this guide).

All progress from these lessons is tracked and available on a Detailed Progress Report, accessible from the Parent/Educator Dashboard. "Red Apple Points" are incentive points for children to do well, and are used at the end of every unit in a special reward game called *Crab Attack*.

**BEST FOR:** children with beginning reading skills who are ready for more advanced phonics instruction to tackle larger and more complicated words, as well as instruction in fundamental vocabulary and reading comprehension skills.

### LESSON STRUCTURE

Each unit (15 total) consists of 5 lessons, 3 of which are phonics, vocabulary, or comprehension lessons, and 2 that are sight word lessons. Each lesson begins with a short instructional video (most are about 2 minutes), followed by 3 or 4 practice activities, and ends with a review of the concept and a 10 question quiz. At the end of each unit is a unit review, which includes an online storybook to read, a 15 question cumulative quiz, and the reward game *Crab Attack*, where the Red Apple Points earned throughout the unit are used.



## LESSON NAVIGATION

Once a child logs in and clicks on Level C at the Level Choice screen, Island Adventures begins with a quick intro from Pete Pirate as he takes you to Island Map 1.

Map 1 has the first 5 units (25 lessons) of the program. Clicking the “Next Map” sign allows access to the other 2 maps. Clicking the “Start” sign on Maps 2 or 3 returns a child to the previous map. The Exit button at the top logs a child out of the program.

After clicking on a lesson number on the map, a sidebar is displayed next to the activities that allows a child to keep track of her progress in the lesson. Here are some of the sidebar features explained:

- The **Exit button** is at the top of the sidebar under a child’s username. Clicking on the Exit button exits the child out of the lesson and takes him back to the Progress Map, then back to the Level Choice screen, and then logs out of the program.
- The **purple Audio button** adjusts the background sound volume in activities.
- The **blue Help button** replays directions or words in an activity.
- The lower half of the sidebar displays the activities in each lesson. Icons turn full color once the activity has been started. Green check marks show activities that have already been completed. Clicking on an activity icon in the sidebar allows a user to return to the activity last played or refreshes the activity if needed.

Audio prompts after each lesson and unit review tell the child if she is ready to move forward, or if she should replay the lesson to ensure mastery of the concept. **The pass rate for all review activities is set at 80%.** Unlocking the lessons from the Parent/Teacher Dashboard allows a child to access any lesson regardless of pass rate or order played.

If the beginning lessons are too easy, since Unit 1 is a quick review of Level B concepts, we recommend unlocking the lessons (see **page 9**) and moving forward to Unit 2 or 3.



## ASSESSMENTS

There are three 35-question optional assessments available, with one located on the volcano of each progress map in this level and labeled Test 1, 2, or 3. These are a great way to keep track of a child's improving reading skills. Recommended timetables for taking these tests are below. The results will be viewable on the Detailed Progress Report accessible from the Parent/Teacher Dashboard.

TEST 1: Have a child take this test before starting the lessons, or before finishing Unit 1, to use as a baseline assessment and starting point.

TEST 2: The child takes this test at some point after finishing Unit 6 or 7 as a midpoint.

TEST 3: The child takes this test after completing all 15 units in the Level C program.

The tests take about 5-10 minutes, so please encourage your child to stick with it and do their best! The Help button can be clicked at any time to repeat directions and sounds.

## ACTIVITIES and OBJECTIVES

### Phonics & Vocabulary



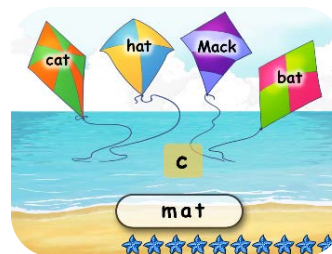
**Lighthouse**

Spelling, vocabulary



**Crabs**

Word recognition,  
vocabulary



**Kites**

Changing letter sounds  
in words



**Crossword**

Context clues, word  
reading



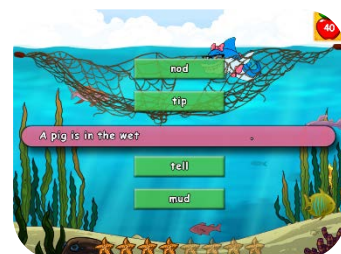
**Ice Cream**

Alphabetical order,  
word reading



**Beach Balls**

Sentence structure,  
using words in context

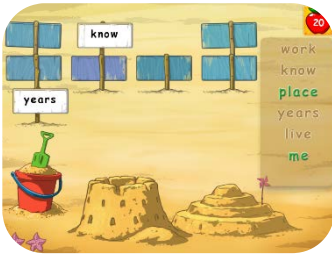


**Under the Sea**

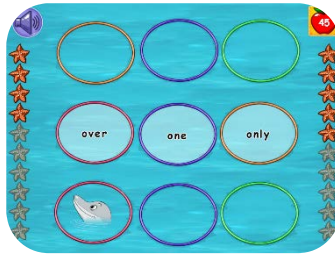
Sentence structure, using  
words in context



## Sight Words



**Sandcastle**  
Sight word matching  
and word  
discrimination



**Dolphin Rings**  
Sight word  
discrimination



**Driftwood**  
Sentence structure, using  
sight words in context

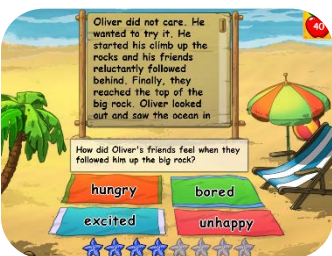


**Pirate Ship**  
Using sight words in  
context



**Volcano**  
Spelling

## Reading Comprehension



**Beach Towels**  
Fluency, reading  
practice, reading  
comprehension



**Jet Ski**  
Fluency, reading  
practice, reading  
comprehension



**Frisbee**  
Fluency, reading  
practice, reading  
comprehension





## Review Activities



### Sunset

Review at the end of  
each lesson  
10 questions  
80% pass rate



### Pier

Review at the end of  
each unit  
15 questions  
80% pass rate



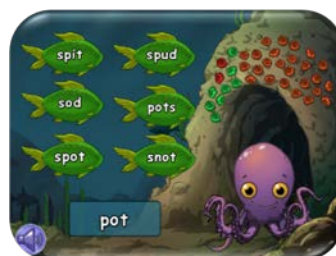
### Storybook

In unit review – reading  
and fluency practice,  
words in context



### Crab Attack

Motivational reward game  
at the end of each unit –  
uses points earned in  
activities



### Test 1, 2, 3

Assessments to help  
measure overall progress in  
the program in key areas.



## Resources

**MEMBER APPS** – links to included member apps are below.

### **Level A- Carnival Fun** (Ages 4-5)

[iTunes](#) [Google Play](#)

### **Level B – Park Planet** (ages 5-6)

Park Planet Map #1 – Lessons 1-25

[iTunes](#) [Google Play](#)

Park Planet Map #2 – Lessons 26-50

[iTunes](#) [Google Play](#)

### **Level C- Island Adventures** (Ages 6-8)

Island Adventures Map #1 – Lessons 1-25

[iTunes](#) [Google Play](#)

Island Adventures Map #2 – Lessons 26-50

[iTunes](#) [Google Play](#)

Island Adventures Map #3 – Lessons 51-75

[iTunes](#) [Google Play](#)

Member apps require the account holder's email and password to activate. Apps are NOT linked to online accounts and are standalone apps. These apps do not have the tracking and progress reports found in the online version and all lessons are unlocked for ease of use. Members can access the apps as long as the online account is active.

The Red Apple Reading program comes with more than online access and apps. There are several valuable support resources just a click away, available from the Resources tab on the left sidebar of the Dashboard. Included at this time are:

**WORKBOOKS/ ACTIVITY PAGES** – more practice for each lesson taught online in Levels B and C, plus comprehension questions for each unit storybook and word lists for spelling and reading practice

**FLASH CARDS** – printable full-color cards to reinforce important concepts

**BONUS GUIDES** – ideas, activities, and helpful info for parents

**LESSON DETAILS** – keep track of the skills your child is learning in the program

**MONTHLY eGUIDE** – literacy tips, articles, games, and a new book every month!





## PROGRAM PACING

The recommended pacing for the Red Apple Reading program is one to two online lessons per day, four or five days a week, plus additional time for supplementary activities using the support materials whenever possible.

See **page 12** for directions to unlock the lessons and move a child ahead in the program or allow for a more open play format.

## Contacting Red Apple Reading

Our family company greatly values customer service and feedback. We are available 7 days a week and best contacted via email for all inquiries, troubleshooting, and feedback.

[support@redapplereading.com](mailto:support@redapplereading.com)

We have great email response times! Check your email account's Spam folder if needed, as emails sometimes go there.

Add [donotreply@redapplereading.com](mailto:donotreply@redapplereading.com) to an email Contact list to ensure delivery of important email updates about the Red Apple Reading program.

## GETTING PROGRAM UPDATES

Red Apple Reading is committed to keeping its members updated on new offerings, support, and changes to the reading program. Here's how to get updates:

- 1) Keep the email address on the account updated. Add [donotreply@redapplereading.com](mailto:donotreply@redapplereading.com) to an email contact list or address book so that important emails sent out can be delivered to members and don't end up in a Spam folder.
- 2) Updates, issues, and promotions are regularly posted on the company's [Facebook](#) page, and you can join in discussions and ask questions in our [Facebook Group](#) for members.
- 3) Log into the Dashboard with the email and password for the account and check the Home page - updates and common issues are posted there when needed to help keep members informed.



## FINANCIAL ASSISTANCE AND DONATIONS

Red Apple Reading's mission is to help as many children as possible, and the company is committed to providing help and support when it is needed. Please email [Customer Support](#) and we will share our best online offers for you or friends and family.

Organizations who are seeking a donation for a fundraiser or event can email with "Donation Request" in the subject line.

## Sharing

Like the program and want to share it with friends, family, and other parents? Red Apple Reading invites you to write a review, share a testimonial, follow and share on social media, and forward our emails when we send them your way.

## REVIEWS IN ITUNES, GOOGLE PLAY & AMAZON

We greatly appreciate getting positive reviews to help others discover our program! Post a review in Amazon or iTunes and help get the word out about Red Apple Reading!

**Amazon:** link directly to our packages: <http://amzn.to/1C9caZG>

**iTunes or Google Play:** search "red apple reading" in the app stores and leave a review for Reading Carnival Fun (Level A), Reading on Park Planet (Level B) or Reading Island Adventures (Level C). The apps have the same learning content as the online program.

## SOCIAL MEDIA

Follow any of our Social pages by clicking the icons below. Visit the Red Apple Reading [blog](#) for early education information, and follow the company's Facebook page for additional program updates and promotions.



*Red Apple Reading - helping children become successful readers  
with serious learning that's seriously fun!*

Red Apple Reading is a small family owned and operated company with a mission to help improve child literacy rates all over the world. The complete Pre-K to 3<sup>rd</sup> grade reading program is available both online and as apps. Other work in the future may include:

- More decodable e-storybooks available for reading practice
- An adventure game for older students grades 4-8 that strengthens reading skills
- Additional resources to support the online program

## Appendix

### LEVEL A ACTIVITY DETAILS & PLANNER

pages 37-39

### LEVEL B LESSON DETAILS & PLANNER

pages 41-50

### LEVEL C LESSON DETAILS & PLANNER

pages 52-66





# Level A Planning Guide

Activity Objectives  
Descriptions  
Support Materials

[www.RedAppleReading.com](http://www.RedAppleReading.com)





# Planning Guide

## LEVEL A - CARNIVAL FUN

- The following is an overview of Red Apple Reading Level A.
- Recommended pacing is one letter per day in the ABC Tent, plus free play in other areas, three to five days per week.
- Total recommended online time per day is 15-25 minutes.
- Support materials can be found in the Resources section of the dashboard.

ABC TENT	Objectives	Description	Support Materials
Alphabet Videos	<ul style="list-style-type: none"> <li>• Letter-sound knowledge</li> <li>• Initial sounds of words</li> <li>• Phonemic awareness</li> </ul>	1-2 minute long videos include the letter, sound(s), and words that start with the letter.	<div> <b>Extra materials for learning alphabet letters and sounds:</b>             Workbook-A: pages 1-80             Alphabet Flash Cards             Game Ideas:            Collage, Scrapbook, Alphabet Race, Memory, BINGO         </div>
Alphabet Songs	<ul style="list-style-type: none"> <li>• Letter-sound knowledge</li> <li>• Initial sounds of words</li> <li>• Phonemic awareness</li> </ul>	Short song clips focus on the main sound that the letter makes.	
Alphabet Slideshows	<ul style="list-style-type: none"> <li>• Letter-sound knowledge</li> <li>• Initial sounds of words</li> </ul>	Common words with images that begin with the letter (except the letter X - it has words with X in it).	
Letter Art	<ul style="list-style-type: none"> <li>• Letter shape recognition</li> <li>• Uppercase and lowercase letter writing</li> </ul>	Tracing of capital and lowercase letters correctly with a variety of pattern fills.	
Basketball	<ul style="list-style-type: none"> <li>• Letter shape recognition</li> </ul>	Identify and sort capital and lowercase letters between two baskets.	
Whack-a-Letter	<ul style="list-style-type: none"> <li>• Rapid recognition of uppercase &amp; lowercase letters</li> </ul>	Quickly identify the target letters as they appear until the timer runs out.	
Prize Claw	<ul style="list-style-type: none"> <li>• Letter-sound knowledge</li> <li>• Initial sounds of words</li> </ul>	Choose the 4 images/words that begin with the target sound (except the letter X - it has words with X in it).	



# Planning Guide

## LEVEL A - CARNIVAL FUN

ARCADE	Objectives	Description	Support Materials
Ducks	<ul style="list-style-type: none"> <li>• Match rhyming words</li> <li>• Phonemic awareness</li> </ul>	Memory-style game of turning over ducks to find the pairs that rhyme.	<div> <p>Workbook-A:            Rhyming - pages 81-84            Sorting - pages 85-88            Matching - pages 89-92</p> <p>Word Family Flip Books</p> <p>Game Ideas:            Memory, Spelling Fun,            Word Building</p> </div>
Ring Toss	<ul style="list-style-type: none"> <li>• Sort common objects into groups</li> <li>• Build vocabulary</li> </ul>	Classify and sort 10 objects into 2 different groups.	
Spin to Win	<ul style="list-style-type: none"> <li>• Match initial and final sounds of words</li> </ul>	Find words with the same beginning or ending sound.	
Darts	<ul style="list-style-type: none"> <li>• Match sentences to pictures</li> <li>• Build vocabulary</li> </ul>	Listen to the sentence and choose the picture that most accurately reflects it.	
High Striker	<ul style="list-style-type: none"> <li>• Blend sounds to read and identify words</li> </ul>	4 levels allow for practice blending compound words, syllables, onset-rime and separate phonemes.	
Milk Jug Toss	<ul style="list-style-type: none"> <li>• Build 3-letter CVC (consonant-vowel-consonant) words</li> </ul>	Word-building activity allows for spelling of any regular CVC word.	



# Planning Guide

## LEVEL A - CARNIVAL FUN

OTHER AREAS	Objectives	Description	Support Materials
Storytime Wagon	<ul style="list-style-type: none"> <li>• Develop print concepts</li> <li>• Build vocabulary and fluency</li> </ul>	Listen to and read along with 10 different stories.	<div> Printable Storybooks  Level A  (with comprehension questions  at the end of each story) </div> <div> Workbook-A:  Patterns - pages 93-96  Sight Words - pages 97-108 </div> <div> Game Ideas:  Scavenger Hunt, Memory, BINGO,  Pass the Story, Say that Sight Word,  Pattern Building </div>
Popcorn Stand	<ul style="list-style-type: none"> <li>• Identify and continue patterns</li> </ul>	Finish patterns with letters, numbers, shapes and colors. Levels adjust to more difficult patterns.	
Ferris Wheel Videos	<ul style="list-style-type: none"> <li>• Learn and practice alphabet letters, phonemic awareness, blending, rhyming and sight words</li> </ul>	8 learning videos are each about 2 minutes long.	
Roller Coaster	<ul style="list-style-type: none"> <li>• Develop time on task</li> </ul>	Keep the coaster moving quickly by pressing and letting go of the space bar when the screen bar changes.	
Prize Tent	<ul style="list-style-type: none"> <li>• Non-educational reward center</li> </ul>	Use tickets earned in other games to add toys to a personalized display case.	



# Level B Planning Guide

Lesson Objectives  
Descriptions  
Support Materials





# Planning Guide

## LEVEL B - PARK PLANET

- The following is an overview of Red Apple Reading Level B.
- Recommended pacing is one lesson per day, three to five days per week.
- Approximate total online time for a lesson is 15-25 minutes.
- Support materials can be found in the Resources section of the dashboard.

Unit 1	Title	Objectives	Video Lesson	Online Activities	Support Materials
Lesson 1	Phonics: Short A	Use phonetic analysis and blending to read and spell short A words.	Lesson 1 - Magic Show Phonics: Short A (1:43)	Word Wheel - match words to images Sandbox - match sounds to letters Pond - spell words with target sound Skate Park Review - check for lesson mastery	Workbook-B: pages 8-9 Flash cards: Short Vowels Game Ideas: Build-a-Word
Lesson 2	Word Families: at, an, ad	Use structural analysis (e.g. word endings) to decode unfamiliar words.	Lesson 2 - Treehouse Word Families: at, an, ad (2:22)	Slide - match beginning sounds to images Marble Sort - match sounds to letters Maze - identify words with target sound Skate Park Review - check for lesson mastery	Workbook-B: pages 10-11 Flash cards: Short Vowels Word Family Flip Books
Lesson 3	Sight Words: the, of, and, a, to	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 3 - Skate Park Sight Words: the, of, and, a, to (2:06)	Tug-of-War - spell high frequency words Monkey Bars - match high frequency words Skate Park Review - check for lesson mastery	Workbook-B: pages 12-13, 161 Flash cards: Sight Words B p.2 Game Ideas: Bottle Bowling, Scavenger Hunt
Lesson 4	Word Families: ap, ab, ag	Use structural analysis (e.g. word endings) to decode unfamiliar words.	Lesson 4 - Treehouse Word Families: ap, ab, ag (2:07)	Word Wheel - match words to images Pond - spell short A words Boats - use context to complete sentences Skate Park Review - check for lesson mastery	Workbook-B: pages 14-15 Flash cards: Short Vowels Word Family Flip Books
Lesson 5	Sight Words: in, is, you, that, it	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 5 - Pond Sight Words: in, is, you, that, it (1:55)	Frog Jump - identify high frequency words Tug-of-War - spell high frequency words Skate Park Review - check for lesson mastery	Workbook-B: pages 16-17, 161 Flash cards: Sight Words B p.2 Game Ideas: Memory, Sight Word Buckets
Unit 1 Review	Review: Short A	Check for understanding and mastery of concepts in Lessons 1-5.		Storybook - Sam's Cat - decodable reading Coloring - read and match text to images Soccer Review - check for unit mastery Reward Game: Ant Invaders	Workbook-B: pages 18-21, 153 Printable Story: Sam's Cat Game Ideas: BINGO, Spelling Fun Award Certificate



## Planning Guide

### LEVEL B - PARK PLANET

Unit 2	Title	Objectives	Video Lesson	Online Activities	Support Materials
Lesson 6	Phonics: Short E	Use phonetic analysis and blending to read and spell short E words.	Lesson 6 - Magic Show Phonics: Short E (1:55)	Sandbox - match sounds to letters Pond - spell words with target sound Word Wheel - match words to images Skate Park Review - check for lesson mastery	Workbook-B: pages 22-23 Flash cards: Short Vowels Game Ideas: Build-a-Word
Lesson 7	Word Families: ed, en, et	Use structural analysis (e.g. word endings) to decode unfamiliar words.	Lesson 7 - Treehouse Word Families: ed, en, et (2:13)	Slide - match beginning sounds to images Marble Sort - match sounds to letters Maze - identify words with target sound Skate Park Review - check for lesson mastery	Workbook-B: pages 24-25 Flash cards: Short Vowels Word Family Flip Books
Lesson 8	Sight Words: he, was, for, on, are	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 8 - Skate Park Sight Words: he, was, for, on, are (2:02)	Monkey Bars - match high frequency words Frog Jump - identify high frequency words Skate Park Review - check for lesson mastery	Workbook-B: pages 26-27, 161 Flash cards: Sight Words B p.3 Game Ideas: Bottle Bowling, Scavenger Hunt
Lesson 9	Word Families: ell, est	Use structural analysis (e.g. word endings) to decode unfamiliar words.	Lesson 9 - Treehouse Word Families: ell, est (1:57)	Word Wheel - match words to images Pond - spell short A words Boats - use context to complete sentences Skate Park Review - check for lesson mastery	Workbook-B: pages 28-29 Flash cards: Short Vowels Word Family Flip Books
Lesson 10	Sight Words: as, with, his, they, I	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 10 - Pond Sight Words: as, with, his, they, I (1:55)	Tug-of-War - spell high frequency words Frog Jump - identify high frequency words Skate Park Review - check for lesson mastery	Workbook-B: pages 30-31, 161 Flash cards: Sight Words B p.3 Game Ideas: Memory, Say That Sight Word
Unit 2 Review	Review: Short E	Check for understanding and mastery of concepts in Lessons 6-10.		Storybook - Tess is the Best - decodable reading Coloring - read and match text to images Soccer Review - check for unit mastery Reward Game: Ant Invaders	Workbook-B: pages 32-35, 154 Printable Story: Tess is the Best Game Ideas: BINGO, Collage Award Certificate



## Planning Guide

### LEVEL B - PARK PLANET

Unit 3	Title	Objectives	Video Lesson	Online Activities	Support Materials
Lesson 11	Phonics: Short I	Use phonetic analysis and blending to read and spell short I words.	Lesson 11 - Magic Show Phonics: Short I (1:50)	Sandbox - match sounds to letters Pond - spell words with target sound Word Wheel - match words to images Skate Park Review - check for lesson mastery	Workbook-B: pages 36-37 Flash cards: Short Vowels Game Ideas: Build-a-Word
Lesson 12	Word Families: ig, in, ill	Use structural analysis (e.g. word endings) to decode unfamiliar words.	Lesson 12 - Treehouse Word Families: ig, in, ill (2:26)	Marble Sort - match sounds to letters Slide - match beginning sounds to images Maze - identify words with target sound Skate Park Review - check for lesson mastery	Workbook-B: pages 38-39 Flash cards: Short Vowels Word Family Flip Books
Lesson 13	Sight Words: at, be, this, have, from	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 13 - Skate Park Sight Words: at, be, this, have, from (2:02)	Monkey Bars - match high frequency words Tug-of-War - spell high frequency words Skate Park Review - check for lesson mastery	Workbook-B: pages 40-41, 161 Flash cards: Sight Words B p.4 Game Ideas: Bottle Bowling, Sight Word Buckets
Lesson 14	Word Families: ip, it, ick	Use structural analysis (e.g. word endings) to decode unfamiliar words.	Lesson 14 - Treehouse Word Families: ip, it, ick (2:22)	Word Wheel - match words to images Marble Sort - match sounds to letters Boats - use context to complete sentences Skate Park Review - check for lesson mastery	Workbook-B: pages 42-43 Flash cards: Short Vowels Word Family Flip Books
Lesson 15	Sight Words: or, one, had, by, words	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 15 - Pond Sight Words: or, one, had, by, words (1:55)	Frog Jump - identify high frequency words Monkey Bars - match high frequency words Skate Park Review - check for lesson mastery	Workbook-B: pages 44-45, 161 Flash cards: Sight Words B p.4 Game Ideas: Memory, Say That Sight Word
Unit 3 Review	Review: Short I	Check for understanding and mastery of concepts in Lessons 11-15.		Storybook - Finn is Quick - decodable reading Coloring - read and match text to images Soccer Review - check for unit mastery Reward Game: Ant Invaders	Workbook-B: pages 46-49, 155 Printable Story: Finn is Quick Game Ideas: BINGO, Spelling Fun Award Certificate



# Planning Guide

## LEVEL B - PARK PLANET

Unit 4	Title	Objectives	Video Lesson	Online Activities	Support Materials
Lesson 16	Phonics: Short O	Use phonetic analysis and blending to read and spell short O words.	Lesson 16 - Magic Show Phonics: Short O (1:50)	Sandbox - match sounds to letters Word Wheel - match words to images Pond - spell words with target sound Skate Park Review - check for lesson mastery	Workbook-B: pages 50-51 Flash cards: Short Vowels Game Ideas: Build-a-Word
Lesson 17	Word Families: og, op, ob	Use structural analysis (e.g. word endings) to decode unfamiliar words.	Lesson 17 - Treehouse Word Families: og, op, ob (2:13)	Marble Sort - match sounds to letters Maze - identify words with target sound Slide - match beginning sounds to images Skate Park Review - check for lesson mastery	Workbook-B: pages 52-53 Flash cards: Short Vowels Word Family Flip Books
Lesson 18	Sight Words: but, not, what, all, were	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 18 - Skate Park Sight Words: but, not, what, all, were (2:00)	Tug-of-War - spell high frequency words Monkey Bars - match high frequency words Skate Park Review - check for lesson mastery	Workbook-B: pages 54-55, 161 Flash cards: Sight Words B p.5 Game Ideas: Bottle Bowling, Scavenger Hunt
Lesson 19	Word Families: ot, ock, od	Use structural analysis (e.g. word endings) to decode unfamiliar words.	Lesson 19 - Treehouse Word Families: ot, ock, od (2:09)	Word Wheel - match words to images Marble Sort - match sounds to letters Boats - use context to complete sentences Skate Park Review - check for lesson mastery	Workbook-B: pages 56-57 Flash cards: Short Vowels Word Family Flip Books
Lesson 20	Sight Words: we, when, your, can, said	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 20 - Pond Sight Words: we, when, your, can, said (1:55)	Frog Jump - identify high frequency words Tug-of-War - spell high frequency words Skate Park Review - check for lesson mastery	Workbook-B: pages 58-59, 161 Flash cards: Sight Words B p.5 Game Ideas: Memory, Say That Sight Word
Unit 4 Review	Review: Short O	Check for understanding and mastery of concepts in Lessons 16-20.		Storybook - Dot and Roz Jog - decodable reading Coloring - read and match text to images Soccer Review - check for unit mastery Reward Game: Ant Invaders	Workbook-B: pages 60-63, 155 Printable Story: Dot and Roz Jog Game Ideas: BINGO, Collage Award Certificate





# Planning Guide

## LEVEL B - PARK PLANET

Unit 5	Title	Objectives	Video Lesson	Online Activities	Support Materials
Lesson 21	Phonics: Short U	Use phonetic analysis and blending to read and spell short U words.	Lesson 21 - Magic Show Phonics: Short U (1:49)	Sandbox - match sounds to letters Word Wheel - match words to images Pond - spell words with target sound Skate Park Review - check for lesson mastery	Workbook-B: pages 64-65 Flash cards: Short Vowels Game Ideas: Build-a-Word
Lesson 22	Word Families: ub, ug, um	Use structural analysis (e.g. word endings) to decode unfamiliar words.	Lesson 22 - Treehouse Word Families: ub, ug, um (2:16)	Slide - match beginning sounds to images Marble Sort - match sounds to letters Maze - identify words with target sound Skate Park Review - check for lesson mastery	Workbook-B: pages 66-67 Flash cards: Short Vowels Word Family Flip Books
Lesson 23	Sight Words: there, use, an, each, which	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 23 - Skate Park Sight Words: there, use, an, each, which (2:01)	Monkey Bars - match high frequency words Frog Jump - identify high frequency words Skate Park Review - check for lesson mastery	Workbook-B: pages 68-69, 161 Flash cards: Sight Words B p.6 Game Ideas: Sight Word Buckets, Scavenger Hunt
Lesson 24	Word Families: un, ut, uck	Use structural analysis (e.g. word endings) to decode unfamiliar words.	Lesson 24 - Treehouse Word Families: un, ut, uck (2:20)	Maze - identify words with target sound Marble Sort - match sounds to letters Boats - use context to complete sentences Skate Park Review - check for lesson mastery	Workbook-B: pages 70-71 Flash cards: Short Vowels Word Family Flip Books
Lesson 25	Sight Words: she, do, how, their, if	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 25 - Pond Sight Words: she, do, how, their, if (1:54)	Frog Jump - identify high frequency words Tug-of-War - spell high frequency words Skate Park Review - check for lesson mastery	Workbook-B: pages 72-73, 161 Flash cards: Sight Words B p.6 Game Ideas: Memory, Bottle Bowling
Unit 5 Review	Review: Short U	Check for understanding and mastery of concepts in Lessons 21-25.		Storybook - Russ Gets Pups - decodable reading Coloring - read and match text to images Soccer Review - check for unit mastery Reward Game: Ant Invaders	Workbook-B: pages 74-77, 156 Printable Story: Russ Gets Pups Game Ideas: BINGO, Spelling Fun Award Certificate



## Planning Guide

### LEVEL B - PARK PLANET

Unit 6	Title	Objectives	Video Lesson	Online Activities	Support Materials
Lesson 26	Phonics: Digraph TH	Use phonetic analysis and segmenting to read and spell words with digraph TH.	Lesson 26 - Clowns Phonics: Digraph TH (2:37)	Word Wheel - match words to images Sandbox - match sounds to letters Maze - identify words with target sound Skate Park Review - check for lesson mastery	Workbook-B: pages 78-79 Flash cards: Digraphs Game Ideas: Build-a-Word
Lesson 27	Phonics: Digraph TH	Use phonetic analysis and segmenting to read and spell words with digraph SH.	Lesson 27 - Clowns Phonics: Digraph SH (1:59)	Pond - spell words with target sound Slide - match beginning sounds to images Marble Sort - match sounds to letters Skate Park Review - check for lesson mastery	Workbook-B: pages 80-81 Flash cards: Digraphs Game Ideas: Build-a-Word
Lesson 28	Sight Words: will, up, other, about, out	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 28 - Pond Sight Words: will, up, other, about, out (1:54)	Monkey Bars - match high frequency words Tug-of-War - spell high frequency words Skate Park Review - check for lesson mastery	Workbook-B: pages 82-83, 161 Flash cards: Sight Words B p.7 Game Ideas: Memory, Scavenger Hunt
Lesson 29	Phonics: Digraph CH, TCH	Use phonetic analysis and segmenting to read and spell words with digraph CH.	Lesson 29 - Clowns Phonics: Digraph CH (2:08)	Sandbox - match sounds to letters Boats - use context to complete sentences Word Wheel - match words to images Skate Park Review - check for lesson mastery	Workbook-B: pages 84-85 Flash cards: Digraphs Game Ideas: Build-a-Word
Lesson 30	Sight Words: many, then, them, these, so	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 30 - Skate Park Sight Words: many, then, them, these, so (2:01)	Frog Jump - identify high frequency words Monkey Bars - match high frequency words Skate Park Review - check for lesson mastery	Workbook-B: pages 86-87, 161 Flash cards: Sight Words B p.7 Game Ideas: Say That Sight Word, Bottle Bowling
Unit 6 Review	Review: Digraphs TH, SH, CH	Check for understanding and mastery of concepts in Lessons 26-30.		Storybook - Finn and Dot Catch - decodable reading Coloring - read and match text to images Soccer Review - check for unit mastery Reward Game: Ant Invaders	Workbook-B: pages 88-92, 154, 156, 158 Printable Story: Finn and Dot Catch Game Ideas: BINGO, Collage Award Certificate



# Planning Guide

## LEVEL B - PARK PLANET

Unit 7	Title	Objectives	Video Lesson	Online Activities	Support Materials
Lesson 31	Phonics: Beginning L Blends	Use phonetic analysis and segmenting to read and spell words with beginning L blends.	Lesson 31 - Magic Show Phonics: Beginning L Blends (2:03)	Pond - spell words with target sound Marble Sort - match sounds to letters Word Wheel - match words to images Skate Park Review - check for lesson mastery	Workbook-B: pages 93-94, 153-157 Flash cards: Blends Game Ideas: Build-a-Word
Lesson 32	Phonics: Beginning R Blends	Use phonetic analysis and segmenting to read and spell words with beginning R blends.	Lesson 32 - Clowns Phonics: Beginning R Blends (2:08)	Maze - identify words with target sound Slide - match beginning sounds to images Boats - use context to complete sentences Skate Park Review - check for lesson mastery	Workbook-B: pages 95-96, 153-157 Flash cards: Blends Game Ideas: Build-a-Word
Lesson 33	Sight Words: some, her, would, make, like	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 33 - Pond Sight Words: some, her, would, make, like (1:54)	Tug-of-War - spell high frequency words Monkey Bars - match high frequency words Skate Park Review - check for lesson mastery	Workbook-B: pages 97-98, 161 Flash cards: Sight Words B p.8 Game Ideas: Memory, Scavenger Hunt
Lesson 34	Phonics: Beginning S Blends	Use phonetic analysis and segmenting to read and spell words with beginning S blends.	Lesson 34 - Clowns Phonics: Beginning S Blends (2:09)	Sandbox - match sounds to letters Pond - spell words with target sound Word Wheel - match words to images Skate Park Review - check for lesson mastery	Workbook-B: pages 99-100, 153-157 Flash cards: Blends Game Ideas: Build-a-Word
Lesson 35	Sight Words: him, into, time, has, look	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 35 - Skate Park Sight Words: him, into, time, has, look (2:01)	Frog Jump - identify high frequency words Tug-of-War - spell high frequency words Skate Park Review - check for lesson mastery	Workbook-B: pages 101-102, 161 Flash cards: Sight Words B p.8 Game Ideas: Sight Word Buckets, Say That Sight Word
Unit 7 Review	Review: Beginning Blends	Check for understanding and mastery of concepts in Lessons 31-35.		Storybook - Sam Has Skills - decodable reading Coloring - read and match text to images Soccer Review - check for unit mastery Reward Game: Ant Invaders	Workbook-B: pages 103-107, 153-157 Printable Story: Sam Has Skills Game Ideas: Bag of Blends, Collage Award Certificate



## Planning Guide

### LEVEL B - PARK PLANET

Unit 8	Title	Objectives	Video Lesson	Online Activities	Support Materials
Lesson 36	Phonics: Ending Blends ct, ft, ld, lk, lp, lt, mp	Use phonetic analysis and segmenting to read and spell words with ending blends.	Lesson 36 - Magic Show Phonics: Ending Blends ct, ft, ld, lk, lp, lt, mp (2:01)	Maze - identify words with target sound Marble Sort - match sounds to letters Pond - spell words with target sound Skate Park Review - check for lesson mastery	Workbook-B: pages 108-109, 153-157 Flash cards: Blends Game Ideas: Build-a-Word
Lesson 37	Phonics: Ending Blends nd, nk, nt	Use phonetic analysis and segmenting to read and spell words with ending blends.	Lesson 37- Clowns Phonics: Ending Blends nd, nk, nt (2:07)	Word Wheel - match words to images Boats - use context to complete sentences Maze - identify words with target sound Skate Park Review - check for lesson mastery	Workbook-B: pages 110-111, 153-157 Flash cards: Blends Game Ideas: Build-a-Word
Lesson 38	Sight Words: two, more, write, go, see	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 38 - Pond Sight Words: two, more, write, go, see (1:52)	Monkey Bars - match high frequency words Frog Jump - identify high frequency words Skate Park Review - check for lesson mastery	Workbook-B: pages 112-113, 161 Flash cards: Sight Words B p.9 Game Ideas: Bottle Bowling, Scavenger Hunt
Lesson 39	Phonics: Ending Blends pt, sk, sp, st, ng	Use phonetic analysis and segmenting to read and spell words with ending blends.	Lesson 39 - Clowns Phonics: Ending Blends pt, sk, sp, st, ng (2:03)	Pond - spell words with target sound Marble Sort - match sounds to letters Word Wheel - match words to images Skate Park Review - check for lesson mastery	Workbook-B: pages 114-115, 153-157 Flash cards: Blends Game Ideas: Build-a-Word
Lesson 40	Sight Words: number, no, way, could, people	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 40 - Skate Park Sight Words: number, no, way, could, people (2:01)	Tug-of-War - spell high frequency words Frog Jump - identify high frequency words Skate Park Review - check for lesson mastery	Workbook-B: pages 116-117, 161 Flash cards: Sight Words B p.9 Game Ideas: Memory, Sight Word Buckets
Unit 8 Review	Review: Ending Blends	Check for understanding and mastery of concepts in Lessons 36-40.		Storybook - Camp Champs - decodable reading Coloring - read and match text to images Soccer Review - check for unit mastery Reward Game: Ant Invaders	Workbook-B: pages 118-122, 153-157 Printable Story: Camp Champs Game Ideas: Spelling Fun, Guess the Secret Word Award Certificate



# Planning Guide

## LEVEL B - PARK PLANET

Unit 9	Title	Objectives	Video Lesson	Online Activities	Support Materials
Lesson 41	Phonics: Long A	Use phonetic analysis and segmenting to read and spell words with the long A sound.	Lesson 41 - Magic Show Phonics: Long A Long A (2:01)	Slide - match beginning sounds to images Maze - identify words with target sound Boats - use context to complete sentences Skate Park Review - check for lesson mastery	Workbook-B: pages 123-124, 158 Flash cards: Long Vowels Game Ideas: Build-a-Word
Lesson 42	Phonics: Long E	Use phonetic analysis and segmenting to read and spell words with the long E sound.	Lesson 42- Clowns Phonics: Long E (1:56)	Sandbox - match sounds to letters Pond - spell words with target sound Word Wheel - match words to images Skate Park Review - check for lesson mastery	Workbook-B: pages 125-126, 159 Flash cards: Long Vowels Game Ideas: Build-a-Word
Lesson 43	Sight Words: my, than, first, water, been	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 43 - Pond Sight Words: my, than, first, water, been (1:52)	Monkey Bars - match high frequency words Tug-of-War - spell high frequency words Skate Park Review - check for lesson mastery	Workbook-B: pages 127-128, 161 Flash cards: Sight Words B p.10 Game Ideas: Bottle Bowling, Say That Sight Word
Lesson 44	Phonics: Long I	Use phonetic analysis and segmenting to read and spell words with the long I sound.	Lesson 44 - Clowns Phonics: Long I (2:04)	Marble Sort - match sounds to letters Boats - use context to complete sentences Maze - identify words with target sound Skate Park Review - check for lesson mastery	Workbook-B: pages 129-130, 159 Flash cards: Long Vowels Game Ideas: Build-a-Word
Lesson 45	Sight Words: called, who, am, its, now	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 45 - Skate Park Sight Words: called, who, am, its, now (2:01)	Frog Jump - identify high frequency words Monkey Bars - match high frequency words Skate Park Review - check for lesson mastery	Workbook-B: pages 131-132, 161 Flash cards: Sight Words B p.10 Game Ideas: Memory, Scavenger Hunt
Unit 9 Review	Review: Long Vowel Sounds	Check for understanding and mastery of concepts in Lessons 41-45.		Storybook - Russ and Sam in First Grade - decodable reading Coloring - read and match text to images Soccer Review - check for unit mastery Reward Game: Ant Invaders	Workbook-B: pages 133-137, 153-157 Printable Story: Russ and Sam in First Grade Game Ideas: Pass the Story, Guess the Secret Word Award Certificate





# Planning Guide

## LEVEL B - PARK PLANET

Unit 10	Title	Objectives	Video Lesson	Online Activities	Support Materials
Lesson 46	Phonics: Long O	Use phonetic analysis and segmenting to read and spell words with the long O sound.	Lesson 46 - Magic Show Phonics: Long O Long A (1:57)	Slide - match beginning sounds to images Word Wheel - match words to images Maze - identify words with target sound Skate Park Review - check for lesson mastery	Workbook-B: pages 138-139, 160 Flash cards: Long Vowels Game Ideas: Build-a-Word
Lesson 47	Phonics: Long U	Use phonetic analysis and segmenting to read and spell words with the long U sound.	Lesson 47- Clowns Phonics: Long U (2:02)	Sandbox - match sounds to letters Boats - use context to complete sentences Pond - spell words with target sound Skate Park Review - check for lesson mastery	Workbook-B: pages 140-141, 160 Flash cards: Long Vowels Game Ideas: Build-a-Word
Lesson 48	Sight Words: find, long, down, day, did	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 48 - Pond Sight Words: find, long, down, day, did (1:52)	Tug-of-War - spell high frequency words Monkey Bars - match high frequency words Skate Park Review - check for lesson mastery	Workbook-B: pages 142-143, 161 Flash cards: Sight Words B p.11 Game Ideas: Bottle Bowling, Sight Word Buckets
Lesson 49	Phonics: Long Vowel Review	Use phonetic analysis and segmenting to read and spell words with long vowel sounds.	Lesson 49 - Magic Show Phonics: Long Vowel Review (1:48)	Marble Sort - match sounds to letters Maze - identify words with target sound Boats - use context to complete sentences Skate Park Review - check for lesson mastery	Workbook-B: pages 144-145, 158-160 Flash cards: Long Vowels Game Ideas: Build-a-Word
Lesson 50	Sight Words: get, come, made, may, part	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 50 - Skate Park Sight Words: get, come, made, may, part (2:01)	Frog Jump - identify high frequency words Tug-of-War - spell high frequency words Skate Park Review - check for lesson mastery	Workbook-B: pages 146-147, 161 Flash cards: Sight Words B p.11 Game Ideas: Memory, Scavenger Hunt
Unit 10 Review	Review: Long Vowel Sounds	Check for understanding and mastery of concepts in Lessons 46-50.		Storybook - My Week in June - decodable reading Coloring - read and match text to images Soccer Review - check for unit mastery Reward Game: Ant Invaders	Workbook-B: pages 148-152, 153-157 Printable Story: My Week in June Game Ideas: Pass the Story, 16 Squares Award Certificate



# Level C Planning Guide

Lesson Objectives  
Descriptions  
Support Materials



# Planning Guide

## LEVEL C - ISLAND ADVENTURES

- The following is an overview of Red Apple Reading Level C.
- Recommended pacing is one lesson per day, three to five days per week.
- Approximate total online time for a lesson is 15-25 minutes.
- Support materials can be found in the Resources section of the dashboard.

Unit 1	Title	Objectives	Video Lesson	Online Activities	Support Materials
Lesson 1	Phonics: Review Short Vowel Sounds	Use phonetic analysis to read and spell words with short vowel sounds.	Lesson 1 - Scuba Diver (3:01)	Crab Shells - match words to images Kites - change sounds to make new words Lighthouse - spell words with target sound Under Sea - use context to complete sentences Sunset Review - check for lesson mastery	Workbook-C: pages 1-2 Flash Cards: Short Vowels Game Ideas: Build-a-Word
Lesson 2	Phonics: Review Blends	Use phonetic analysis to read and spell words with beginning and ending blends.	Lesson 2 - Pirate Ship (2:47)	Kites - change sounds to make new words Crab Shells - match words to images Beach Balls - use word order to make sentences Lighthouse - spell words with target sound Sunset Review - check for lesson mastery	Workbook-C: pages 3-4 Flash Cards: Blends Game Ideas: Bag of Blends, Word Building
Lesson 3	Sight Words: over, new, sound, girl, only, little	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 3 - Snorkel Reef (1:58)	Dolphin Rings - identify high frequency words Pirate Ship - use context to complete sentences Volcano - spell high frequency words Sunset Review - check for lesson mastery	Workbook-C: pages 5-6, 221 Flash Cards: Sight Words C p.2 Game Ideas: BINGO, Scavenger Hunt
Lesson 4	Phonics: Review Digraphs	Use phonetic analysis to read and spell words with digraphs TH, SH, CH, PH, GH.	Lesson 4 - Dolphins (2:27)	Ice Cream - choose target words in ABC order Beach Balls - use word order to make sentences Crossword - read clues to complete word puzzle Lighthouse - spell words with target sound Sunset Review - check for lesson mastery	Workbook-C: pages 7-8 Flash Cards: Digraphs Game Ideas: Build-a-Word, Collage
Lesson 5	Sight Words: work, know, place, years, live, me	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 5 - Surfing (1:57)	Sand Castle - match high frequency words Driftwood - use context to complete sentences Dolphin Rings - identify high frequency words Sunset Review - check for lesson mastery	Workbook-C: pages 9-10, 221 Flash Cards: Sight Words C p.3 Game Ideas: Memory, Sight Word Buckets
Unit 1 Review	Review: Skills Review	Check for understanding and mastery of concepts in Lessons 1-5.		Story - A Fun Lunch - decodable reading Fish Review - check for unit mastery Reward Game: Crab Attack	Workbook-C: pages 11-14, 221 Printable Story: A Fun Lunch Award Certificate



# Planning Guide

## LEVEL C - ISLAND ADVENTURES

Unit 2	Title	Objectives	Video Lesson	Online Activities	Support Materials
Lesson 6	Phonics: Plural -s, -es	Use phonetic analysis to read and spell words with common suffixes.	Lesson 6 - Volcano (2:54)	Ice Cream - choose target words in ABC order Crab Shells - match words to images Beach Balls - use word order to make sentences Lighthouse - spell words with target sound Sunset Review - check for lesson mastery	Workbook-C: pages 15-16, 218 Game Ideas: Build-a-Word, Keep it Up!
Lesson 7	Phonics: Suffixes -ed, -ing	Use phonetic analysis to read and spell words with common suffixes.	Lesson 7 - Scuba Diver (2:25)	Ice Cream - choose target words in ABC order Beach Balls - use word order to make sentences Lighthouse - spell words with target sound Under Sea - use context to complete sentences Sunset Review - check for lesson mastery	Workbook-C: pages 17-18, 218-219 Game Ideas: Build-a-Word, Keep it Up!
Lesson 8	Sight Words: back, give, most, very, after, thing	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 8 - Lighthouse (2:22)	Sand Castle - match high frequency words Pirate Ship - use context to complete sentences Volcano - spell high frequency words Sunset Review - check for lesson mastery	Workbook-C: pages 19-20, 221 Flash Cards: Sight Words C p.4 Game Ideas: Bottle Bowling, BINGO
Lesson 9	Phonics: Suffixes -er, -est, -ly, -y	Use phonetic analysis to read and spell words with common suffixes.	Lesson 9 - Pirate Ship (2:42)	Ice Cream - choose target words in ABC order Beach Balls - use word order to make sentences Lighthouse - spell words with target sound Under Sea - use context to complete sentences Sunset Review - check for lesson mastery	Workbook-C: pages 21-22, 219 Game Ideas: Build-a-Word, Keep it Up!
Lesson 10	Sight Words: our, just, name, good, sentence, boy	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 10 - Dolphins (2:14)	Driftwood - use context to complete sentences Sand Castle - match high frequency words Dolphin Rings - identify high frequency words Sunset Review - check for lesson mastery	Workbook-C: pages 23-24, 221 Flash Cards: Sight Words C p.5 Game Ideas: Memory, Say That Sight Word
Unit 2 Review	Review: Suffixes	Check for understanding and mastery of concepts in Lessons 6-10.		Story - The Big Fish Bash - decodable reading Fish Review - check for unit mastery Reward Game: Crab Attack	Workbook-C: pages 25-28, 221 Printable Story: The Big Fish Bash Award Certificate



# Planning Guide

## LEVEL C - ISLAND ADVENTURES

Unit 3	Title	Objectives	Video Lesson	Online Activities	Support Materials
Lesson 11	Phonics: Silent E Words	Use phonetic analysis to read and spell long vowel words with a final E.	Lesson 11 - Beach (2:38)	Crab Shells - match words to images Kites - change sounds to make new words Lighthouse - spell words with target sound Under Sea - use context to complete sentences Sunset Review - check for lesson mastery	Workbook-C: pages 29-30, 211-213 Flash Cards: Long Vowels Game Ideas: Guess the Secret Word
Lesson 12	Phonics: Long A ai, ay	Use phonetic analysis to read and spell words with common vowel teams.	Lesson 12 - Volcano (2:15)	Ice Cream - choose target words in ABC order Beach Balls - use word order to make sentences Crossword - read clues to complete word puzzle Lighthouse - spell words with target sound Sunset Review - check for lesson mastery	Workbook-C: pages 31-32, 211 Flash Cards: Long Vowels Game Ideas: Build-a-Word, Collage
Lesson 13	Sight Words: say, think, great, help, where, through	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 13 - Surfing (1:59)	Sand Castle - match high frequency words Pirate Ship - use context to complete sentences Dolphin Rings - identify high frequency words Sunset Review - check for lesson mastery	Workbook-C: pages 33-34, 221 Flash Cards: Sight Words C p.6 Game Ideas: BINGO, Sight Word Buckets
Lesson 14	Phonics: Long E ea, ee	Use phonetic analysis to read and spell words with common vowel teams.	Lesson 14 - Scuba Diver (2:31)	Crab Shells - match words to images Beach Balls - use word order to make sentences Kites - change sounds to make new words Lighthouse - spell words with target sound Sunset Review - check for lesson mastery	Workbook-C: pages 35-36, 212 Flash Cards: Long Vowels Game Ideas: Build-a-Word, Scrapbook
Lesson 15	Sight Words: much, line, too, right, before, means	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 15 - Dolphins (2:14)	Sand Castle - match high frequency words Driftwood - use context to complete sentences Volcano - spell high frequency words Sunset Review - check for lesson mastery	Workbook-C: pages 37-38, 221 Flash Cards: Sight Words C p.7 Game Ideas: Memory, Say That Sight Word
Unit 3 Review	Review: Long Vowel Sounds	Check for understanding and mastery of concepts in Lessons 11-15.		Story - When Will Pete Leave? - decodable reading Fish Review - check for unit mastery Reward Game: Crab Attack	Workbook-C: pages 39-42, 221 Printable Story: When Will Pete Leave? Award Certificate





# Planning Guide

## LEVEL C - ISLAND ADVENTURES

Unit 4	Title	Objectives	Video Lesson	Online Activities	Support Materials
Lesson 16	Phonics: Long I ie, igh, y, -ind, -ild	Use phonetic analysis to read and spell words with common vowel teams.	Lesson 16 - Lighthouse (2:30)	Kites - change sounds to make new words Ice Cream - choose target words in ABC order Under Sea - use context to complete sentences Lighthouse - spell words with target sound Sunset Review - check for lesson mastery	Workbook-C: pages 43-44, 212 Flash Cards: Long Vowels Game Ideas: Build-a-Word, Collage
Lesson 17	Phonics: Long O o, oa, ow	Use phonetic analysis to read and spell words with common vowel teams.	Lesson 17 - Pirate Ship (2:33)	Crab Shells - match words to images Kites - change sounds to make new words Beach Balls - use word order to make sentences Lighthouse - spell words with target sound Sunset Review - check for lesson mastery	Workbook-C: pages 45-46, 213 Flash Cards: Long Vowels Game Ideas: Build-a-Word, Scrapbook
Lesson 18	Sight Words: old, any, tell, same, woman, following	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 18 - Snorkel Reef (1:56)	Sand Castle - match high frequency words Dolphin Rings - identify high frequency words Pirate Ship - use context to complete sentences Sunset Review - check for lesson mastery	Workbook-C: pages 47-48, 221 Flash Cards: Sight Words C p.8 Game Ideas: Bottle Bowling, BINGO
Lesson 19	Phonics: Long U ue, ew	Use phonetic analysis to read and spell words with common vowel teams.	Lesson 19 - Beach (1:41)	Ice Cream - choose target words in ABC order Beach Balls - use word order to make sentences Kites - change sounds to make new words Under Sea - use context to complete sentences Sunset Review - check for lesson mastery	Workbook-C: pages 49-50, 213 Flash Cards: Long Vowels Game Ideas: Build-a-Word, Collage
Lesson 20	Sight Words: came, also, want, show, around, farm	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 20 - Lighthouse (2:31)	Dolphin Rings - identify high frequency words Driftwood - use context to complete sentences Volcano - spell high frequency words Sunset Review - check for lesson mastery	Workbook-C: pages 51-52, 221 Flash Cards: Sight Words C p.9 Game Ideas: Memory, Say That Sight Word
Unit 4 Review	Review: Long Vowel Sounds	Check for understanding and mastery of concepts in Lessons 16-20.		Story - Pete's Blue Boat - decodable reading Fish Review - check for unit mastery Reward Game: Crab Attack	Workbook-C: pages 53-56, 221 Printable Story: Pete's Blue Boat Award Certificate



# Planning Guide

## LEVEL C - ISLAND ADVENTURES

Unit 5	Title	Objectives	Video Lesson	Online Activities	Support Materials
Lesson 21	Phonics: Short and Long OO	Use phonetic analysis to read and spell words with common vowel teams.	Lesson 21 - Scuba Diver (2:02)	Crab Shells - match words to images Ice Cream - choose target words in ABC order Lighthouse - spell words with target sound Under Sea - use context to complete sentences Sunset Review - check for lesson mastery	Workbook-C: pages 57-58, 215 Game Ideas: Build-a-Word
Lesson 22	Phonics: R Controlled Vowels ar, or	Use phonetic analysis to read and spell words with R-controlled vowels.	Lesson 22 - Volcano (2:05)	Kites - change sounds to make new words Crab Shells - match words to images Beach Balls - use word order to make sentences Lighthouse - spell words with target sound Sunset Review - check for lesson mastery	Workbook-C: pages 59-60, 214 Game Ideas: Build-a-Word, 16 Squares
Lesson 23	Sight Words: set, put, end, three, small, does	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 23 - Snorkel Reef (1:54)	Dolphin Rings - identify high frequency words Pirate Ship - use context to complete sentences Volcano - spell high frequency words Sunset Review - check for lesson mastery	Workbook-C: pages 61-62, 221 Flash Cards: Sight Words C p.10 Game Ideas: Sight Word Buckets, BINGO
Lesson 24	Phonics: R Controlled Vowels er, ir, ur	Use phonetic analysis to read and spell words with R-controlled vowels.	Lesson 24 - Beach (1:54)	Ice Cream - choose target words in ABC order Crossword - read clues to complete word puzzle Lighthouse - spell words with target sound Under Sea - use context to complete sentences Sunset Review - check for lesson mastery	Workbook-C: pages 63-64, 214 Game Ideas: Build-a-Word, 16 Squares
Lesson 25	Sight Words: well, must, big, large, another, even	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 25 - Surfing (1:44)	Sand Castle - match high frequency words Driftwood - use context to complete sentences Dolphin Rings - identify high frequency words Sunset Review - check for lesson mastery	Workbook-C: pages 65-66, 221 Flash Cards: Sight Words C p.11 Game Ideas: Memory, Bottle Bowling
Unit 5 Review	Review: More Vowel Sounds	Check for understanding and mastery of concepts in Lessons 21-25.		Story - Good Food for Flora - decodable reading Fish Review - check for unit mastery Reward Game: Crab Attack	Workbook-C: pages 67-70, 221 Printable Story: Goog Food for Flora Award Certificate



# Planning Guide

## LEVEL C - ISLAND ADVENTURES

Unit 6	Title	Objectives	Video Lesson	Online Activities	Support Materials
Lesson 26	Phonics: Diphthongs oi, oy, ou, ow	Use phonetic analysis to read and spell words with common vowel teams.	Lesson 26 - Pirate Ship (2:40)	Crab Shells - match words to images Under Sea - use context to complete sentences Kites - change sounds to make new words Lighthouse - spell words with target sound Sunset Review - check for lesson mastery	Workbook-C: pages 71-72, 215 Game Ideas: Build-a-Word, Guess the Secret Word
Lesson 27	Phonics: Schwa and Broad O	Use phonetic analysis to read and spell words with inconsistent but common spelling-sound correspondences.	Lesson 27 - Snorkel Reef (2:31)	Ice Cream - choose target words in ABC order Beach Balls - use word order to make sentences Lighthouse - spell words with target sound Kites - change sounds to make new words Sunset Review - check for lesson mastery	Workbook-C: pages 73-74, 216 Game Ideas: Build-a-Word, Collage
Lesson 28	Sight Words: such, turn, here, why, went, asked, because	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 28 - Dolphins (2:26)	Sand Castle - match high frequency words Pirate Ship - use context to complete sentences Volcano - spell high frequency words Sunset Review - check for lesson mastery	Workbook-C: pages 75-76, 221 Flash Cards: Sight Words C p.12 Game Ideas: Memory, Scavenger Hunt
Lesson 29	Phonics: Rule Breakers	Use phonetic analysis to read and spell words with inconsistent but common spelling-sound correspondences.	Lesson 29 - Beach (2:02)	Ice Cream - choose target words in ABC order Crab Shells - match words to images Under Sea - use context to complete sentences Crossword - read clues to complete word puzzle Sunset Review - check for lesson mastery	Workbook-C: pages 77-78 Game Ideas: Build-a-Word, Guess the Secret Word
Lesson 30	Sight Words: men, read, need, land, home, us, different	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 30 - Lighthouse (2:32)	Dolphin Rings - identify high frequency words Driftwood - use context to complete sentences Volcano - spell high frequency words Sunset Review - check for lesson mastery	Workbook-C: pages 79-80, 221 Flash Cards: Sight Words C p.13 Game Ideas: Say That Sight Word, BINGO
Unit 6 Review	Review: More Phonics Rules	Check for understanding and mastery of concepts in Lessons 26-30.		Story - Noisy Friends at the Canyon - decodable reading Fish Review - check for unit mastery Reward Game: Crab Attack	Workbook-C: pages 81-84, 221 Printable Story: Noisy Friends at the Canyon Award Certificate



# Planning Guide

## LEVEL C - ISLAND ADVENTURES

Unit 7	Title	Objectives	Video Lesson	Online Activities	Support Materials
Lesson 31	Phonics: Soft G and C	Use phonetic analysis to read and spell words with a soft G or C sound.	Lesson 31 - Scuba Diver (2:28)	Crab Shells - match words to images Beach Balls - use word order to make sentences Kites - change sounds to make new words Lighthouse - spell words with target sound Sunset Review - check for lesson mastery	Workbook-C: pages 85-86 Game Ideas: Build-a-Word, Collage
Lesson 32	Phonics: S Making /z/ Sound	Use phonetic analysis to read and spell words with inconsistent but common spelling-sound correspondences.	Lesson 32 - Volcano (2:04)	Ice Cream - choose target words in ABC order Under Sea - use context to complete sentences Crossword - read clues to complete word puzzle Lighthouse - spell words with target sound Sunset Review - check for lesson mastery	Workbook-C: pages 87-88 Game Ideas: Build-a-Word
Lesson 33	Sight Words: move, try, kind, hand, again, picture, change	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 33 - Surfing (1:58)	Dolphin Rings - identify high frequency words Pirate Ship - use context to complete sentences Sand Castle - match high frequency words Sunset Review - check for lesson mastery	Workbook-C: pages 89-90, 221 Flash Cards: Sight Words C p.14 Game Ideas: Memory, Scavenger Hunt
Lesson 34	Phonics: Silent Letters	Use phonetic analysis to read and spell words with inconsistent but common spelling-sound correspondences.	Lesson 34 - Pirate Ship (2:32)	Ice Cream - choose target words in ABC order Crab Shells - match words to images Beach Balls - use word order to make sentences Crossword - read clues to complete word puzzle Sunset Review - check for lesson mastery	Workbook-C: pages 91-92, 216 Game Ideas: Build-a-Word, Scrapbook
Lesson 35	Sight Words: off, play, spell, air, away, animals, house	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 35 - Snorkel Reef (2:12)	Dolphin Rings - identify high frequency words Volcano - spell high frequency words Driftwood - use context to complete sentences Sunset Review - check for lesson mastery	Workbook-C: pages 93-94, 221 Flash Cards: Sight Words C p.15 Game Ideas: BINGO, Say That Sight Word
Unit 7 Review	Review: Consonant Confusion	Check for understanding and mastery of concepts in Lessons 31-35.	N/A	Story - Coral Reefs Are Alive! -decodable reading Fish Review - check for unit mastery Reward Game: Crab Attack	Workbook-C: pages 95-98, 221 Printable Story: Coral Reefs Are Alive! Award Certificate



# Planning Guide

## LEVEL C - ISLAND ADVENTURES

Unit 8	Title	Objectives	Video Lesson	Online Activities	Support Materials
Lesson 36	Phonics: Suffixes -tion and -sion	Use phonetic analysis to read and spell words with common suffixes.	Lesson 36 - Beach (1:31)	Crossword - read clues to complete word puzzle Under Sea - use context to complete sentences Ice Cream - choose target words in ABC order Volcano - spell words with target sound Sunset Review - check for lesson mastery	Workbook-C: pages 99-100, 220 Game Ideas: Build-a-Word, Suffix Spinner, Keep it Up
Lesson 37	Phonics: Suffixes -able and -ible	Use phonetic analysis to read and spell words with common suffixes.	Lesson 37- Scuba Diver (1:43)	Beach Balls - use word order to make sentences Crossword - read clues to complete word puzzle Volcano - spell words with target sound Under Sea - use context to complete sentences Sunset Review - check for lesson mastery	Workbook-C: pages 101-102, 220 Game Ideas: Build-a-Word, Suffix Spinner, Keep it Up
Lesson 38	Sight Words: point, page, letters, mother, answer, found, study	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 38 - Lighthouse (2:42)	Dolphin Rings - identify high frequency words Pirate Ship - use context to complete sentences Volcano - spell high frequency words Sunset Review - check for lesson mastery	Workbook-C: pages 103-104, 221 Flash Cards: Sight Words C p.16 Game Ideas: BINGO, Scavenger Hunt
Lesson 39	Phonics: Other Suffixes -ness, -ment, -ous, -ful, -less	Use phonetic analysis to read and spell words with common suffixes.	Lesson 39 - Volcano (1:50)	Ice Cream - choose target words in ABC order Crossword - read clues to complete word puzzle Beach Balls - use word order to make sentences Volcano - spell words with target sound Sunset Review - check for lesson mastery	Workbook-C: pages 105-106, 220 Game Ideas: Build-a-Word, Suffix Spinner, Keep it Up!
Lesson 40	Sight Words: still, learn, high, should, America, world, every	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 40 - Dolphins (2:26)	Driftwood - use context to complete sentences Sand Castle - match high frequency words Dolphin Rings - identify high frequency words Sunset Review - check for lesson mastery	Workbook-C: pages 107-108, 221 Flash Cards: Sight Words C p.17 Game Ideas: Memory, Sight Word Buckets
Unit 8 Review	Review: Suffixes	Check for understanding and mastery of concepts in Lessons 36-40.		Story - Dominic's Incredible Performance - decodable reading Fish Review - check for unit mastery Reward Game: Crab Attack	Workbook-C: pages 109-112, 221 Printable Story: Dominic's Incredible Performance Award Certificate





# Planning Guide

## LEVEL C - ISLAND ADVENTURES

Unit 9	Title	Objectives	Video Lesson	Online Activities	Support Materials
Lesson 41	Phonics: Prefixes un- and re-	Use phonetic analysis to read and spell words with common prefixes.	Lesson 41 - Pirate Ship (2:16)	Beach Balls - use word order to make sentences Crossword - read clues to complete word puzzle Volcano - spell words with target sound Under Sea - use context to complete sentences Sunset Review - check for lesson mastery	Workbook-C: pages 113-114, 217 Game Ideas: Build-a-Word, Prefix Spinner, Keep it Up
Lesson 42	Phonics: "Not" Prefixes dis-, non-, im-, in-, ir-, ill-	Use phonetic analysis to read and spell words with common prefixes.	Lesson 42- Scuba Diver (1:57)	Beach Balls - use word order to make sentences Crossword - read clues to complete word puzzle Under Sea - use context to complete sentences Volcano - spell words with target sound Sunset Review - check for lesson mastery	Workbook-C: pages 115-116, 217 Game Ideas: Build-a-Word, Prefix Spinner, Keep it Up
Lesson 43	Sight Words: near, add, food, own, below, country, between	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 43 - Surfing (2:07)	Sand Castle - match high frequency words Pirate Ship - use context to complete sentences Volcano - spell high frequency words Sunset Review - check for lesson mastery	Workbook-C: pages 117-118, 221 Flash Cards: Sight Words C p.18 Game Ideas: BINGO, Say That Sight Word
Lesson 44	Phonics: Other Prefixes mis-, over-, sub-, pre-, inter-, fore-	Use phonetic analysis to read and spell words with common prefixes.	Lesson 44 - Beach (1:32)	Beach Balls - use word order to make sentences Crossword - read clues to complete word puzzle Under Sea - use context to complete sentences Volcano - spell words with target sound Sunset Review - check for lesson mastery	Workbook-C: pages 119-120, 217 Game Ideas: Build-a-Word, Prefix Spinner, Keep it Up
Lesson 45	Sight Words: last, keep, plants, school, father, trees, never	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 45 - Snorkel Reef (2:12)	Dolphin Rings - identify high frequency words Driftwood - use context to complete sentences Sand Castle - match high frequency words Sunset Review - check for lesson mastery	Workbook-C: pages 121-122, 221 Flash Cards: Sight Words C p.19 Game Ideas: Memory, Scavenger Hunt
Unit 9 Review	Review: Prefixes	Check for understanding and mastery of concepts in Lessons 41-45.	N/A	Story - Scuba Diving Safety - decodable reading Fish Review - check for unit mastery Reward Game: Crab Attack	Workbook-C: pages 123-126, 221 Printable Story: Scuba Diving Safety Award Certificate



# Planning Guide

## LEVEL C - ISLAND ADVENTURES

Unit 10	Title	Objectives	Video Lesson	Online Activities	Support Materials
Lesson 46	Splitting Syllables / Closed Syllables	Recognize and read words with closed syllables. Follow basic patterns of breaking words into syllables.	Lesson 46 - Volcano (3:05)	Under Sea - use context to complete sentences Crab Shells - match words to images Crossword - read clues to complete word puzzle Lighthouse - spell words with target sound Sunset Review - check for lesson mastery	Workbook-C: pages 127-128 Game Ideas: Build-a-Word, Guess the Secret Word
Lesson 47	Open Syllables	Recognize and read words with open syllables.	Lesson 47- Pirate Ship (2:16)	Beach Balls - use word order to make sentences Crab Shells - match words to images Crossword - read clues to complete word puzzle Ice Cream - choose target words in ABC order Sunset Review - check for lesson mastery	Workbook-C: pages 129-130 Game Ideas: Build-a-Word, Guess the Secret Word
Lesson 48	Sight Words: city, light, head, started, earth, eyes, thought	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 48 - Lighthouse (2:38)	Dolphin Rings - identify high frequency words Pirate Ship - use context to complete sentences Volcano - spell high frequency words Sunset Review - check for lesson mastery	Workbook-C: pages 131-132, 221 Flash Cards: Sight Words C p.20 Game Ideas: Bottle Bowling, BINGO
Lesson 49	Multisyllabic Words	Use phonetic analysis to decode multisyllable words.	Lesson 49 - Surfing (2:08)	Crab Shells - match words to images Lighthouse - spell words with target sound Under Sea - use context to complete sentences Ice Cream - choose target words in ABC order Sunset Review - check for lesson mastery	Workbook-C: pages 133-134 Game Ideas: Build-a-Word, Scrapbook
Lesson 50	Sight Words: saw, under, left, story, don't, few, while	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 50 - Dolphins (2:25)	Sand Castle - match high frequency words Driftwood - use context to complete sentences Volcano - spell high frequency words Sunset Review - check for lesson mastery	Workbook-C: pages 135-136, 221 Flash Cards: Sight Words C p.21 Game Ideas: Memory, Scavenger Hunt
Unit 10 Review	Review: Syllables	Check for understanding and mastery of concepts in Lessons 46-50.	N/A	Story - The Science of Volcanoes - decodable reading Fish Review - check for unit mastery Reward Game: Crab Attack	Workbook-C: pages 137-140, 221 Printable Story: The Science of Volcanoes Award Certificate



# Planning Guide

## LEVEL C - ISLAND ADVENTURES

Unit 11	Title	Objectives	Video Lesson	Online Activities	Support Materials
Lesson 51	Vocabulary: Compound Words	Determine the meaning of, read and spell compound words.	Lesson 51 - Scuba Diver (1:36)	Crab Shells - make compound words Lighthouse - spell words with target sound Crossword - read clues to complete word puzzle Sunset Review - check for lesson mastery	Workbook-C: pages 141-142 Game Ideas: Build-a-Word
Lesson 52	Vocabulary: Contractions with Not	Determine the meaning of, read and spell common contractions.	Lesson 52 - Beach (1:37)	Crab Shells - match words to contractions Volcano - spell words with target sound Under Sea - use context to complete sentences Sunset Review - check for lesson mastery	Workbook-C: pages 143-144 Game Ideas: Build-a-Word
Lesson 53	Sight Words: next, hard, along, might, close, something, seemed	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 53 - Surfing (2:09)	Sand Castle - match high frequency words Pirate Ship - use context to complete sentences Volcano - spell high frequency words Sunset Review - check for lesson mastery	Workbook-C: pages 145-146, 221 Flash Cards: Sight Words C p.22 Game Ideas: BINGO, Scavenger Hunt
Lesson 54	Vocabulary: Pronoun Contractions	Determine the meaning of, read and spell common contractions.	Lesson 54 - Volcano (2:09)	Beach Balls - use word order to make sentences Crab Shells - match words to contractions Under Sea - use context to complete sentences Sunset Review - check for lesson mastery	Workbook-C: pages 147-148 Game Ideas: Build-a-Word
Lesson 55	Sight Words: open, life, both, always, example, beginning, those	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 55 - Snorkel Reef (2:16)	Dolphin Rings - identify high frequency words Driftwood - use context to complete sentences Volcano - spell high frequency words Sunset Review - check for lesson mastery	Workbook-C: pages 149-150, 221 Flash Cards: Sight Words C p.23 Game Ideas: Memory, Sight Word Buckets
Unit 11 Review	Review: Compounds & Contractions	Check for understanding and mastery of concepts in Lessons 51-55.	N/A	Story - Something Seemed Strange - decodable reading Fish Review - check for unit mastery Reward Game: Crab Attack	Workbook-C: pages 151-154 Printable Story: Something Seemed Strange Award Certificate



## Planning Guide

### LEVEL C - ISLAND ADVENTURES

Unit 12	Title	Objectives	Video Lesson	Online Activities	Support Materials
Lesson 56	Vocabulary: Abbreviations	Determine the meaning of, read and spell common abbreviations.	Lesson 56 - Beach (2:30)	Ice Cream - choose target words in ABC order Crab Shells - match words to abbreviations Under Sea - use context to complete sentences Sunset Review - check for lesson mastery	Workbook-C: pages 155-156 Game Ideas: Spelling Fun
Lesson 57	Vocabulary: Homophones	Determine the meaning of, read and spell common homophones.	Lesson 57 - Pirate Ship (2:11)	Crab Shells - match words to images Lighthouse - spell words with target sound Beach Balls - use word order to make sentences Sunset Review - check for lesson mastery	Workbook-C: pages 157-158 Game Ideas: Spelling Fun, Scrapbook
Lesson 58	Sight Words: paper, often, seven, body, group, together, important	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 58 - Lighthouse (2:33)	Dolphin Rings - identify high frequency words Sand Castle - match high frequency words Pirate Ship - use context to complete sentences Sunset Review - check for lesson mastery	Workbook-C: pages 159-160, 221 Flash Cards: Sight Words C p.24 Game Ideas: Bottle Bowling, BINGO
Lesson 59	Vocabulary: Homographs	Determine the meaning of, read and spell common homographs.	Lesson 59 - Scuba Diver (2:22)	Ice Cream - choose target words in ABC order Lighthouse - spell words with target sound Crossword - read clues to complete word puzzle Sunset Review - check for lesson mastery	Workbook-C: pages 161-162 Game Ideas: Spelling Fun, Collage
Lesson 60	Sight Words: until, side, feet, car, miles, night, children	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 60 - Dolphins (2:26)	Sand Castle - match high frequency words Driftwood - use context to complete sentences Volcano - spell high frequency words Sunset Review - check for lesson mastery	Workbook-C: pages 163-164, 221 Flash Cards: Sight Words C p.25 Game Ideas: Memory, Say That Sight Word
Unit 12 Review	Review: Vocabulary	Check for understanding and mastery of concepts in Lessons 56-60.	N/A	Story - A Super Sale - decodable reading Fish Review - check for unit mastery Reward Game: Crab Attack	Workbook-C: pages 165-168 Printable Story: A Super Sale Award Certificate



## Planning Guide

### LEVEL C - ISLAND ADVENTURES

Unit 13	Title	Objectives	Video Lesson	Online Activities	Support Materials
Lesson 61	Vocabulary: Synonyms	Determine the meaning of, read and spell common synonyms.	Lesson 61 - Volcano (1:52)	Lighthouse - spell words with target sound Crab Shells - match words to abbreviations Under Sea - use context to complete sentences Sunset Review - check for lesson mastery	Workbook-C: pages 169-170 Game Ideas: Spelling Fun, Scrapbook
Lesson 62	Vocabulary: Antonyms	Determine the meaning of, read and spell common antonyms.	Lesson 62 - Beach (1:43)	Crab Shells - match words to images Crossword - read clues to complete word puzzle Beach Balls - use word order to make sentences Sunset Review - check for lesson mastery	Workbook-C: pages 171-172 Game Ideas: Spelling Fun, Scrapbook
Lesson 63	Sight Words: sea, white, began, grow, took, river, walked	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 63 - Surfing (2:04)	Sand Castle - match high frequency words Pirate Ship - use context to complete sentences Volcano - spell high frequency words Sunset Review - check for lesson mastery	Workbook-C: pages 173-174, 221 Flash Cards: Sight Words C p.26 Game Ideas: BINGO, Sight Word Buckets
Lesson 64	Reading Comp: Using Context Clues and Inference	Understand and use context clues and inference to answer questions.	Lesson 64 - Pirate Ship (2:43)	Frisbee - short read and answer questions Jet Ski - short read and answer questions Beach Towels - long read and answer questions Sunset Review - check for lesson mastery	Workbook-C: pages 175-176
Lesson 65	Sight Words: four, state, book, hear, stop, once, carry	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 65 - Snorkel Reef (2:08)	Dolphin Rings - identify high frequency words Volcano - spell high frequency words Driftwood - use context to complete sentences Sunset Review - check for lesson mastery	Workbook-C: pages 177-178, 221 Flash Cards: Sight Words C p.27 Game Ideas: Memory, Say That Sight Word
Unit 13 Review	Review: Vocabulary	Check for understanding and mastery of concepts in Lessons 61-65.	N/A	Story - Sea Turtles - decodable reading Fish Review - check for unit mastery Reward Game: Crab Attack	Workbook-C: pages 179-182, 221 Printable Story: Sea Turtles Award Certificate





# Planning Guide

## LEVEL C - ISLAND ADVENTURES

Unit 14	Title	Objectives	Video Lesson	Online Activities	Support Materials
Lesson 66	Reading Comp: Main Idea and Details	Understand and identify the main idea and key details in a text to answer questions.	Lesson 66 - Dolphins (2:22)	Jet Ski - short read and answer questions Frisbee - short read and answer questions Beach Towels - long read and answer questions Sunset Review - check for lesson mastery	Workbook-C: pages 183-184
Lesson 67	Reading Comp: Character and Setting	Identify and describe the main characters and setting in a story.	Lesson 67 - Surfing (1:49)	Frisbee - short read and answer questions Jet Ski - short read and answer questions Beach Towels - long read and answer questions Sunset Review - check for lesson mastery	Workbook-C: pages 185-186
Lesson 68	Sight Words: miss, eat, idea, later, second, enough, without	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 68 - Lighthouse (2:32)	Dolphin Rings - identify high frequency words Sand Castle - match high frequency words Pirate Ship - use context to complete sentences Sunset Review - check for lesson mastery	Workbook-C: pages 187-188, 221 Flash Cards: Sight Words C p.28 Game Ideas: Bottle Bowling, Scavenger Hunt
Lesson 69	Reading Comp: Sequence of Events	Understand and identify the sequence of events in a text.	Lesson 69 - Scuba Diver (2:07)	Jet Ski - short read and answer questions Frisbee - short read and answer questions Beach Towels - long read and answer questions Sunset Review - check for lesson mastery	Workbook-C: pages 189-190
Lesson 70	Sight Words: face, watch, far, water, really, almost, music	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 70 - Dolphins (2:27)	Sand Castle - match high frequency words Driftwood - use context to complete sentences Volcano - spell high frequency words Sunset Review - check for lesson mastery	Workbook-C: pages 191-192, 221 Flash Cards: Sight Words C p.29 Game Ideas: Memory, Say That Sight Word
Unit 14 Review	Review: Comprehension Skills	Check for understanding and mastery of concepts in Lessons 66-70.	N/A	Story - Dominic's Band - decodable reading Fish Review - check for unit mastery Reward Game: Crab Attack	Workbook-C: pages 193-196, 221 Printable Story: Dominic's Band Award Certificate



# Planning Guide

## LEVEL C - ISLAND ADVENTURES

Unit 15	Title	Objectives	Video Lesson	Online Activities	Support Materials
Lesson 71	Reading Comp: Problem and Solution, Plot	Identify and describe the problem, solution and plot in a text.	Lesson 71 - Volcano (1:27)	Frisbee - short read and answer questions Jet Ski - short read and answer questions Beach Towels - long read and answer questions Sunset Review - check for lesson mastery	Workbook-C: pages 197-198
Lesson 72	Reading Comp: Cause and Effect	Identify and describe cause and effect in a text.	Lesson 72 - Snorkel Reef (1:32)	Jet Ski - short read and answer questions Frisbee - short read and answer questions Beach Towels - long read and answer questions Sunset Review - check for lesson mastery	Workbook-C: pages 199-200
Lesson 73	Sight Words: take, above, color, young, talk, sometimes, mountains	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 73 - Surfing (2:19)	Sand Castle - match high frequency words Pirate Ship - use context to complete sentences Volcano - spell high frequency words Sunset Review - check for lesson mastery	Workbook-C: pages 201-202, 221 Flash Cards: Sight Words C p.30 Game Ideas: Sight Word Buckets, BINGO
Lesson 74	Reading Comp: Compare and Contrast	Compare and contrast features in a text.	Lesson 74 - Lighthouse (2:25)	Frisbee - short read and answer questions Jet Ski - short read and answer questions Beach Towels - long read and answer questions Sunset Review - check for lesson mastery	Workbook-C: pages 203-204
Lesson 75	Sight Words: soon, list, song, being, leave, family, area	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 75 - Dolphins (2:28)	Dolphin Rings - identify high frequency words Sand Castle - match high frequency words Driftwood - use context to complete sentences Sunset Review - check for lesson mastery	Workbook-C: pages 205-206, 221 Flash Cards: Sight Words C p.31 Game Ideas: Memory, Bottle Bowling
Unit 15 Review	Review: Comprehension Skills	Check for understanding and mastery of concepts in Lessons 71-75.	N/A	Story - Celebration! - decodable reading Fish Review - check for unit mastery Reward Game: Crab Attack	Workbook-C: pages 207-208, 221 Printable Story: Celebration! Award Certificate