

**A COMPONENT AND
READING SKILLS CHART FOR**

Programmed Reading

**A complete diagnostic and
prescriptive program to optimize
individual progress in beginning
and remedial reading.**



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WHAT IS PROGRAMMED READING?

From Emergent Reading through Series III, **PROGRAMMED READING** is a complete diagnostic and prescriptive program, with teacher aids and student activities designed to optimize individual progress in beginning and remedial reading. The program assures success regardless of the students entry level and, in most cases, regardless of the students ability.

PROGRAMMED READING works because it places students at their appropriate ability level, allows them to progress at an individual pace, and gives a tremendous amount of encouragement every step of the way.

PROGRAMMED READING is a time-tested, extensively researched and immensely popular approach to reading. In existence since the early 1960's, it has a fifteen year history of prepublication testing and revision.





PROGRAMMED READING has taught millions of students across two generations-baby boomers and their children. A shining success for over five decades!

WHY IS PROGRAMMED READING SO SUCCESSFUL?

- The vocabulary is strictly controlled in a linguistic progression of sound-symbol relationships, teaching students to blend the sounds of letters so they can read words immediately.
- The programmed format of the books require numerous active responses from every student, many more than traditional learning-to-read programs.
- Immediate feedback is provided so that only correct answers are practiced.
- Frequent repetition ensures that 95% of the learners make correct responses 95% of the time.
- Supplemental activities provide enrichment and remediation to reinforce the reading skills instruction.
- Bright students are never bored and weaker students never feel inadequate. Each finds reading rewarding and fun; they learn to solve problems using their own abilities; and, they take responsibility for their own learning.
- With the programmed approach, students find that their learning capacity is great and their appetite for new reading is enormous. In fact, it is not unusual for students to gain several grade levels of reading skill in one year!

TO USE THE BOOKLET

Discover the scope of **PROGRAMMED READING** by following the pages beginning on page 4. Within each page, progression is in a clockwise direction. Follow the arrows to learn the sequence of the components in the program. Refer to the key for the symbols that represent the ancillary material used in the program.

SYMBOL KEY	
	Alphabet Strips
	Masters
	Achievement Test
	CD

PROGRAMMED READING Components of Programmed Reading

EMERGENT READING

Emergent Reading Kits

The Emergent Reading Kits, I and II, each contain two full-color, 72-page big books, two comprehensive teacher's guides, four CDs, a set of blackline masters providing activities for every page of the big book, and a wire easel. Kit I includes alphabet strips.

Big Books

Each Kit features two big books with continuous storylines that are highly appealing to children. Kit I, **LETTERS OF THE ALPHABET**, is a fully articulated readiness program which features a group of delightful animal characters. By the end of Kit I, all the skills needed to begin reading, including directionality, letter recognition, upper and lower case, color, pattern, shape, and function of letters have been introduced.

The two big books in Kit II, **SOUNDS AND LETTERS**, introduce Ann, Sam and Ted, three of the main characters throughout the series. Their adventures teach children to read words in isolation and in phrases. Sound-symbol relationships and reading concepts that are necessary to begin reading are presented in the second level of Kit II. Major concepts include: letters have sounds; written words consist of a meaningful arrangement of letters; words are read by saying the

sounds of letters they contain; words are read from left to right; some letters have more than one sound; sentences consist of a meaningful group of words; and, periods end sentences and question marks end questions.

Primer

After students complete Kit II, they are tested to determine which students should move on to Book 1 and which should receive additional practice in the Primer. This diagnostic-prescriptive test is provided in the Teacher's Guide.

SERIES I, II, III Programmed Readers - Books 1 – 23

These texts provide a logical linguistic progression, constant reinforcement, colorful art, stimulating story content and individual pacing. By the end of Series I, (Books 1, 1A and 2-7), students will master 13 vowel and 38 consonant classes and will know approximately 455 phonetically regular words plus 10 sight words. The average student should be reading at approximately a second grade reading level when the program is used as designed. By the end of Series II, (Books 8-15), students will learn 34 more vowel and 12 more consonant patterns as well as 1,768 regular words and 26 sight words. The average student should be reading at approximately a fourth grade reading level. When students complete Series III, (Books 16-23), students master 38 more vowel and 7 more consonant classes, and will decode more than 3,300 new words and 25 more sight words. At this stage, the average student should be reading at approximately a sixth grade reading level. The complete word list appears on pages 8-16.

Read and Think Storybooks

There are two storybooks for each Series I text. The storybooks supplement the lessons presented in the programmed text, and should be read after completion of the programmed texts. The storybooks motivate students to read for enjoyment, while reinforcing their grasp of sound-symbol relationships and vocabulary.

Placement Tests

For students who begin the program at other than a beginner level, these tests indicate exactly where in the series to start new students. The tests help place students at the ability level where they are most comfortable. Complete instructions for the teacher are provided.

Masters

Two sets of blackline masters are available, one for each of the first two series. Games and activities are entertaining and instructive, and include coloring and completing pictures, crossword puzzles, rhyming exercises and comprehension questions.

Achievement Tests

A separate booklet of criterion-referenced tests for each series measures student progress in terms of predetermined objectives, usually stated behaviorally. Instructions for administering and scoring tests are included in the Teacher's Guide. Also included is an item-by-item analysis of the skills tested and specific remediation procedures for each item missed. At the back of each booklet is a chart to record individual errors and skill deficiencies. Thus, **PROGRAMMED READING** provides a complete and workable diagnostic-prescriptive reading program.

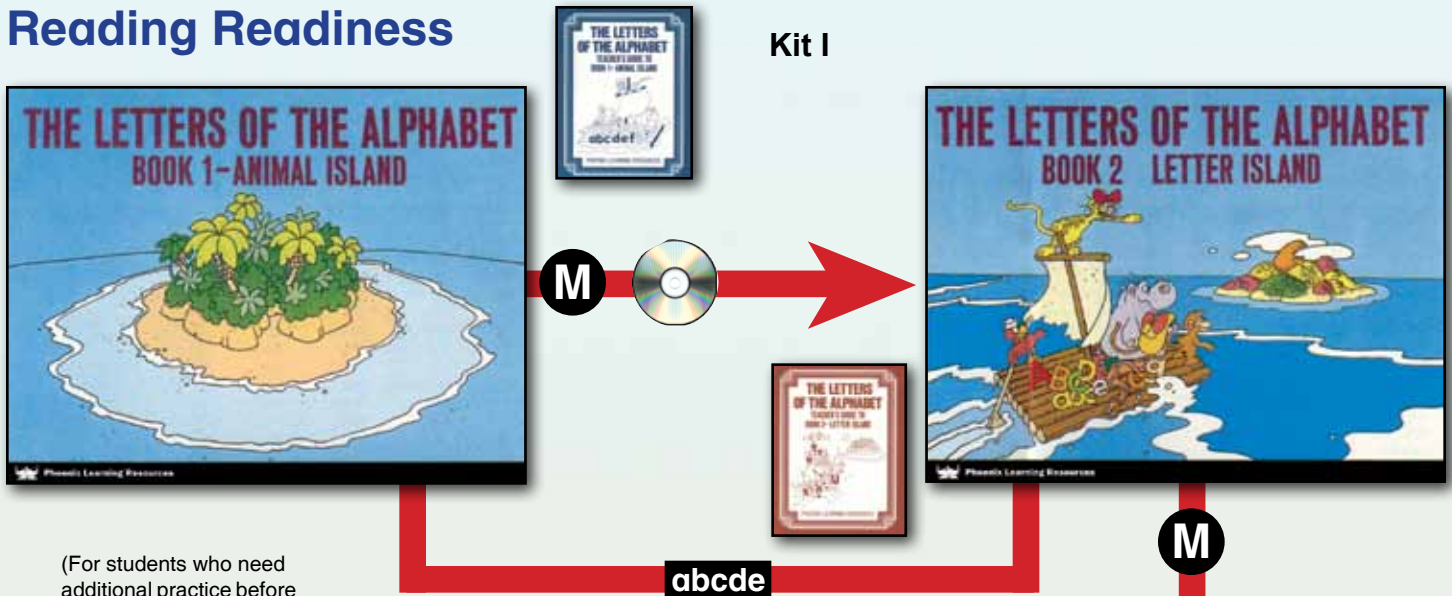
Response Booklets

An inexpensive way to make the programmed texts reusable are our response booklets. Individual response booklets are available for each programmed text or a bound booklet of all response booklets for each series may be purchased to provide a convenient, permanent record of each student's progress.

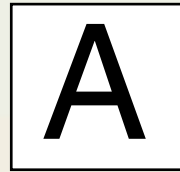
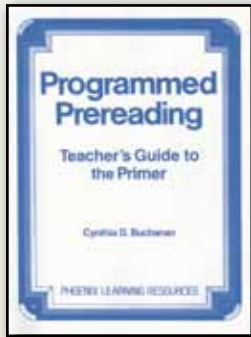
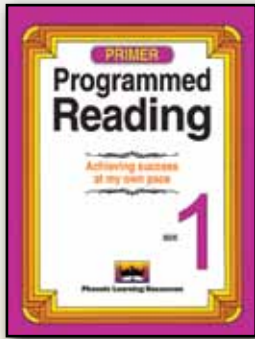
Teacher's Guides

Organized by book, skill and unit for easy classroom use, the Teacher's Guides include an overview of decoding and comprehension information, a listing of the sound-symbol and vocabulary progression and a content summary. Each guide also includes a wide range of integrated language activities. *Reading Aloud, Dictation and Creative Writing* sections are included for each book level, as well as specific item-by-item instructions for both corrective and remediative recycling options. Used conscientiously, the Teacher's Guide provides an indispensable instrument for classroom management and for diagnosing and prescribing individual needs.

Reading Readiness



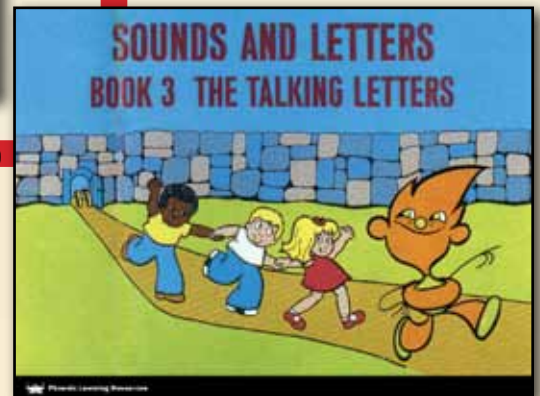
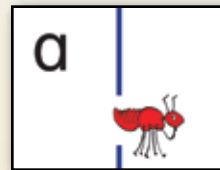
(For students who need additional practice before beginning Book One)



Proceed to Series I

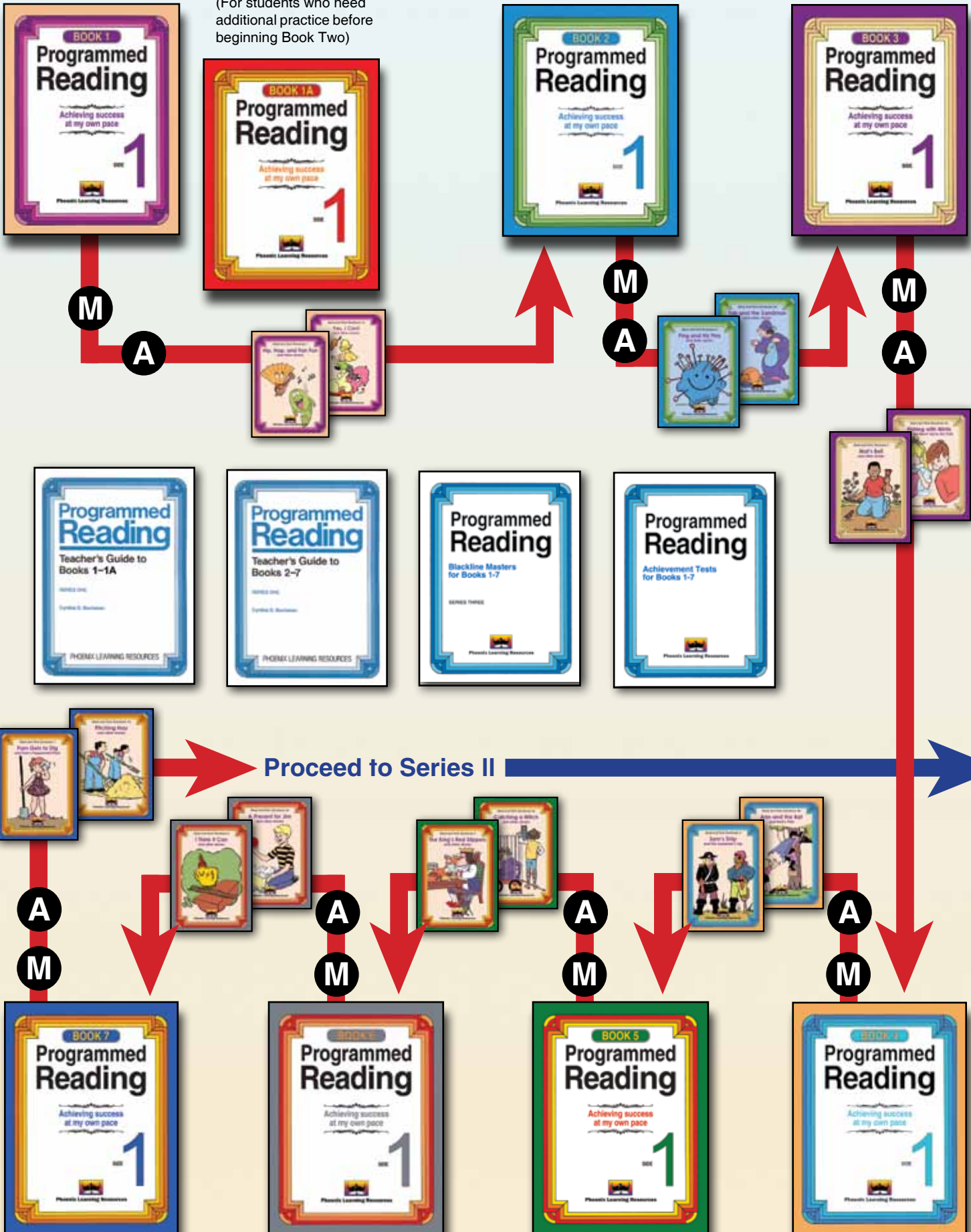


Sound-Symbol Cards
NOW also available in Whiteboard

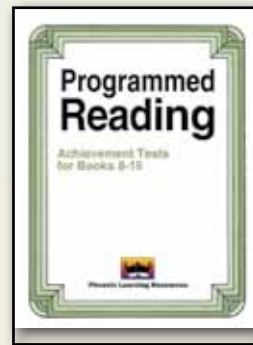
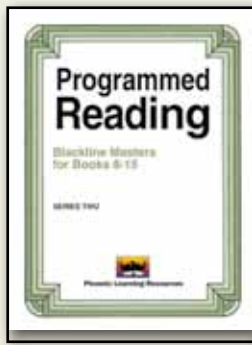
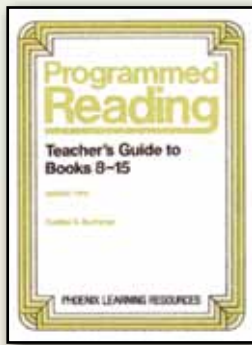


Series I

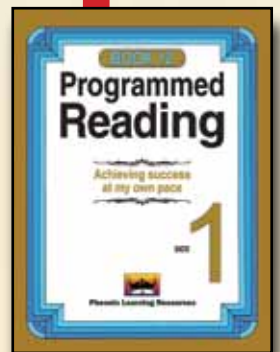
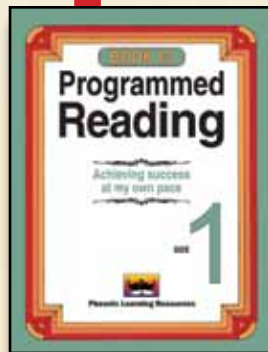
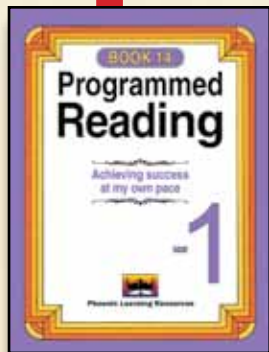
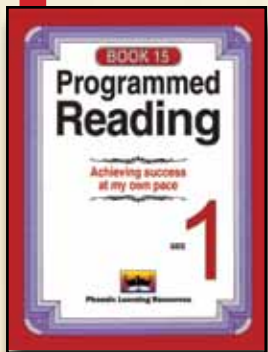
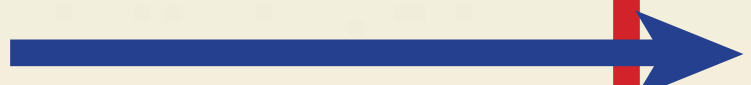
(For students who need additional practice before beginning Book Two)



Series II



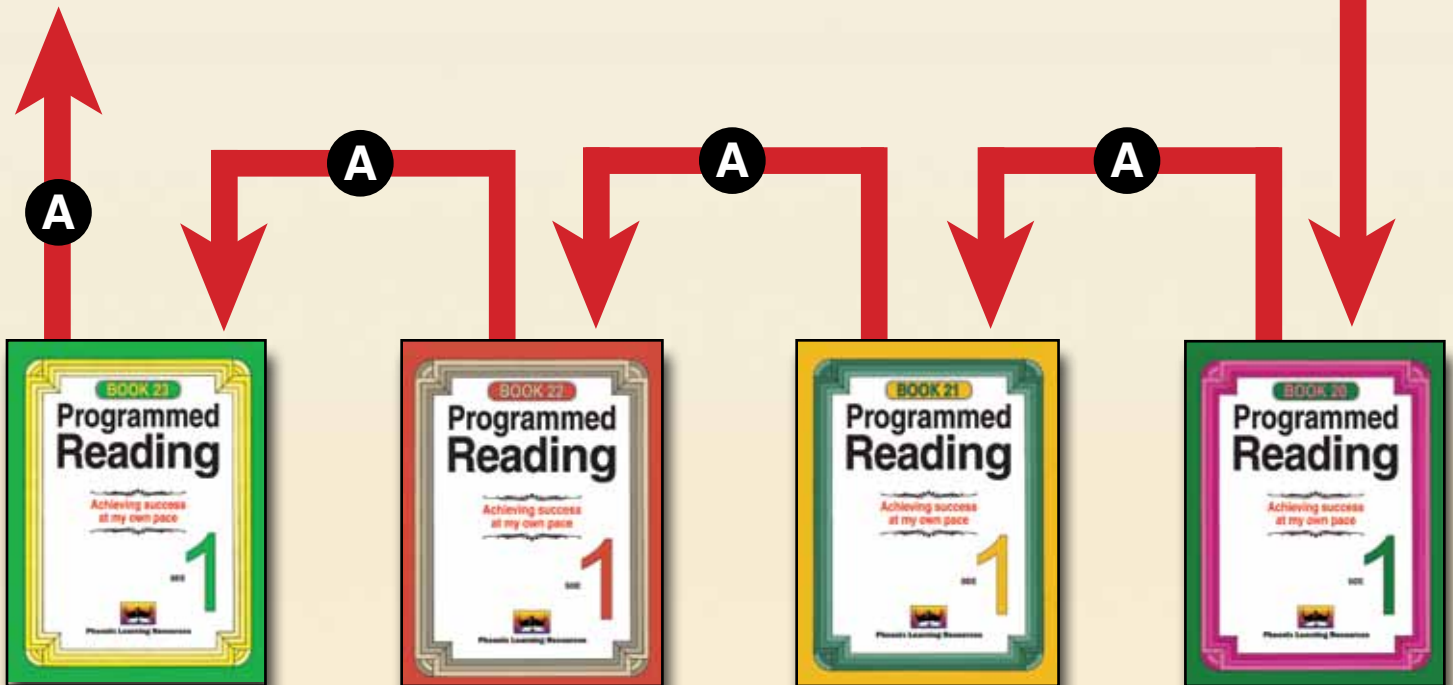
Proceed to Series III



Series III



Proceed to any upper level reading series like New Practice Readers, Reading for Concepts, Building Reading Skills or Critical Reading and Thinking Skills.



The Sound/Symbols, Skills, and Vocabulary of PROGRAMMED READING

Series I

Emergent Reading & Primer

Books 1 & 1A

Book 2

Consonants

t, m, n, f, c, s = /s/ as in sit, s = /z/ as in is, b, th (as in thin and as in this), p as in pan, f as in fan

h, f, c, s, b, g, d, C, T, N, S, M, P, D, th (as in this and as in thin), ng (as in sing), sh (as in shoe), ss, tt, pp, nd, st

r, k, l, ch, tch, ck, ff, gg, sn, st, tr, dr, pr, scr, en, br, nk

Vowels

a = /æ/ as in ant, a = /e/ as in article a, i = /i/ as in ink, l = /ay/ as in the word l

e = /e/ as in egg

Words

tin cat is yes
pan pit fan
mat nap thin
Ann ant tan
in tip Tab
pat pin nip
man sit can
a am an
Nip this l
map fat no

Sam fit dish
on ham and
sing the sad
pant hit did
sat him hid
hat mint hand
his ship had
has fish pig
it fast
that Miss Pat

dig band trip catch kitchen bed
sand tap past trap tack dress
sniff snap sang patch sack best
bag at ring match back
sandman sting ding, ding scratch chicken
big fin rang Kit lap
bat rat drip kitten lip
bit ran print mitten lick
stand rag chin bring pink
bang rip rich to red

Sight Words Punctuation

l, no, yes Total New Words: 31
sentence, period, question mark

on, the Total New Words: 28
apostrophe Cumulative Total: 59

to Total New Words: 53
comma, exclamation mark Cumulative Total: 112

Suffixes

ing-present participle,
s-singular of verbs, s-plural of nouns

Possessive Form Use of Capitals

recognition of & naming of

's (possessive), its (possessive)
proper names, A, B, C, F, G, H, I, M, N, P, S, T, and 1st letters of sentences

R, K, L

Comprehension Skills

picture interpretation, literal
word and sentence comprehension

picture interpretation*; literal word and sentence
comprehension*

Book 3

Book 4

Book 5

Consonants

w, ll, sl, gl, lk, sp, gr, cr, sk, bl, spl

v, lp, sk, sw, fl, ft, ed

x, tt, wh, mp, xt, lf, cl

Vowels

final silent e in give and live

Words

pet pill pick track get
fed up pack black tell
pen Meg Bill bank sell
led fill Dick blank men
lid glad grass milkman them
sled glass sick drank will
slid milk kick still Dan
bell sink stick well l'll
fell drink brick wig l'm
Ted Best spill crack with that's
Rip spell skip crash went
hill bill into wet splash

chill ten onto flag give
help check beg swing gift
ditch chest bent left live
land as bend lift shack
witch Tim thick let Helen
mask Ben step sank kiss
stickup egg swim raft thank
nest hatch wing if miss
net then flap rack
peck leg wind ink
rest hang swam bath
chick peg king path

tent next pitcher hammer which win
have it's catcher hanger hers Mister King
end crab dresser thicker her visit
desk pinch pincher ladder thing
deck shell class swimmer clip
lamp shelf printer mix clippers
camp mitt speller mixer slippers
plant stack faster finger slip
pitch helper than bigger flipper
ax singer batter fatter after
six camper better dinner winner
fix set ask seven last

Sight Words Punctuation

up Total New Words: 60
Cumulative Total: 172

Total New Words: 56
Cumulative Total: 228

Total New Words: 63
Cumulative Total: 291

Suffixes

ed of the past tense with values /t/, /d/,
/ɪd/ in ripped, begged, and handed

es of nouns as in dishes, and of verbs as in catches,
er agent as in helper, singer, and camper

Contractions

Possessive Form Use of Capitals

l'll, l'm, that's

V

X

Comprehension Skills

picture interpretation*; literal
word and sentence comprehension*

comparison ("as big as"); multiple
word meaning; literal comprehension

clausal sentences ("if" and "that"); comparisons
("faster", "bigger"); spatial relationships ("in", "on");
literal paragraph comprehension

*indicates skill has been introduced at an earlier level, but is developed further at this level

Book 6

Book 7

Consonants

j, fr, tw, sm

Vowels

y = /ay/ as in fly, e = /iy/ as in he, ir = /ər/ as in bird
ar = /ar/ as in car, all = />l/ as in small

Words

cracker	birdbath	fattest	wink	market	dark
jam	when	thinnest	star	finish	all
Jack	eggshell	fastest	sky	she	small
Jill	get-well	thickest	car	he	smallest
sister	skirt	fly	jar	be	rabbit
Miss King	jacket	my	of	arf, arf	smaller
blister	clap	by	part	bark	call
whiskers	letter	dry	arm	children	ball
sadder	stamp	fry	park	farm	
banana	send	myself	mark	farmer	
skin	sent	herself	are	twin	
present	first	himself	pass	we	
bird	shirt	cry	sticker	gather	
dirt	girl	think	basket	barn	
fern	biggest	try	list	lamb	

Sight Words

of, lamb Total New Words: 83

Punctuation

hyphen, quotation marks Cumulative Total: 374

Suffixes

et as in jacket, est as in biggest

Contractions

Possessive Form

Use of Capitals

Comprehension Skills

J, Y

paragraph comprehension *; sequence; making inferences and drawing conclusions

y as in yard, str, ct, pt, lt, spr

u = /ə/ as in bus, ay = /ey/ as in say, alk = /ə/k/ as in walk

garden	taller	happen	let's	tray	duster
string	tallest	wish	way	chirp	sun
radish	start	matter	Walter	scat	fun
marker	barnyard	was	away	always	tub
pepper	sandwich	lying	gray	yesterday	brush
yarn	picnic	stilts	Miss Smith	birthday	bug
card	blanket	whisper	Pam	spring	
cart	slept	hard	day	lay	
yard	fall	harder	today	bus	
fresh	wall	upset	they	us	
act	walk	say	they'll	bun	
bad	talk	may	bet	run	
smack	me	hay	salad	puff	
twist	salt	haystack	stay	huff	
tall	what	play	tag	dust	

they Total New Words: 81

Cumulative Total: 455

temporal relationships (past tense); cause and effect

Series II

Book 8

Book 9

Consonants

z = /z/, qu = /kw/, zz = /z/

Vowels

o = /o/ as in box, or = /ɔr/ as in for, ore = /or/ as in more

Words

you	you're	bottom	hug
but	stuck	clock	says
work	zipper	tick, tock	must
butter	zip	stop	Spot
cut	buzz	got	Fluff
melt	box	until	fork
under	sandbox	shop	middle
tuck	not	jack-in-the-box	short
truck	duck	hunter	for
bump	cannot	gun	morning
rub	pond	hunt	begin
dump	fishpond	kill	pitchfork
just	top	didn't	corn
scrub	drop	want	cob
add	does	shot	more
lunch	cluck	gunshot	apple
mustard	quack	fisherman	stem
mud	grunt	rod	where
mess	baa	river	there
far	animal	hot	
ever	jump	felt	
never	hop	tug	
farther	lots	whatever	
you'll	spent	held	

Sight Words

you, work, does, says, where, there Total New Words: 91

Punctuation

colon, hyphenated word Cumulative Total: 546

Suffixes

le = /əl/

Comprehension Skills

sequence *; generalization; literal paragraph comprehension*

c = /s/ as in place

oor = /ɔr/ as in floor, ur = /ər/ as in fur, urr = /ər/ as in purr, a + e = /ey/ as in ate

quick	forever	turn	unhappy	hate	mistress	face
bottle	sob	lit	candy	lake	whenever	dancer
smash	wagon	burn	penny	wade	wake	dance
pickle	purr	candle	taste	bathe	awake	Nancy
dessert	fur	sunburn	peppermint	chase	less	palace
floor	turtle	Nell	gumdrop	grab	everywhere	hundred
bucket	shut	yell	cotton	kitty	butterfly	march
wax	hurt	happy	spin	shiver	hummingbird	circle
door	curl	party	sucker	shake	everything	pretty
handle	began	bake	save	scruff	snapdragon	helpless
or	understand	cake	came	neck	happiness	silly
clerk	unless	make	piggy	take	smell	waste
corner	little	made	pocket	care	bud	scrap
forgot	puddle	name	mash	your	sadness	trim
forget	pebble	Jane	flat	puppy	Laddy	dip
before	bunch	Fred	later	rubber	every	whirl
forest	muddy	plate	kept	careful	mop	darkness
why	grassy	ate	doorbell	doctor	place	safe
kingdom	rocky	game	doorstep	carry	bench	lesson
wicked	furry	gave	yet	tennis	gardener	grand
here	wore	late	playmate	baseball	silk	wick
dragon	tore	rake	maybe	base	lace	Smith
cast	worn	cane	plop	very	lacy	
snort	torn	same	ding-a-ling	master	freckle	

here Total New Words: 166

Cumulative Total: 712

-y as in muddy, ness as in happiness, less as in helpless

factual recall; cause and effect*; character motivation; sequence* (before, after, first, next, last); categorization

*indicates skill has been introduced at an earlier level, but is developed further at this level

Book 10

Consonants

g = /j/ as in cabbage

Vowels

i + e = /ay/ as in smile, o + e = /ow/ as in those

Words

Mister Sills	careless	duckling	pancake	runway	many	rosebud	hungry
fence	Taffy	nice	beside	snack	race	Betty	split
gate	husband	time	slice	nickel	jockey	funny	shed
Tommy	wife	fact	yum-yum	cent	fox	strange	shone
snake	marry	wedding	Stinky	dime	cabbage	cottage	chipmunk
Ned	smile	side	skunk	cuddle	nibble	hitch	home
harmless	o'clock	hide	fuzzy	pity	age	hateful	hole
harmful	baker	summer	quite	Tom	cage	slam	tunnel
wiggle	Fritz	line	surprise	Storm	sunrise	rush	bone
tickle	bakery	dive	gulp	horse	sunset	anger	Jim
shade	candle-maker	shine	mine	mane	large	mutter	Wise
ugly	hat-maker	sunshine	angry	stall	size	rage	alike
city	wives	sunny	blush	job	except	giggle	chose
skyscraper	bike	alive	forgive	tractor	anyway	ha, ha	handlebar
pay	ride	winter	bite	plan	shape	drag	mile
fuss	wave	ice	slide	trick	Bogling	pop	stone
grumble	bike-maker	skate	behind	circus	Wagling	hardly	perfect
plane	Hans	white	slippery	smart	wasteland	hope	twinkle
jet	Hilda	shiny	inside	prance	any	rode	change
visitor	life	stripe	ticket	practice	Bog	drove	
unpack	kite	grasshopper	buckle	waggle	Wag	bathrobe	
hello	like	Mister Hoppy	safety	drive	those	thorn	
met	kite-maker	nod	belt	fancy	nose	prick	
Sally	five	while	rumble	saddle	rose	caterpillar	

Total New Words: 187

Cumulative Total: 899

-el = /əl/ as in nickel

categorization * (same as); anticipation of outcome; drawing conclusions; making comparisons

Sight Words
Punctuation
Suffixes
Comprehension Skills

Appealing Literary Content

As the series develops, stories dealing with social studies and science, as well as fantasy stories based on old myths, legends and fables broaden the literary dimension of the program.

Book 11

Consonants

Vowels

a = /a/ as in water, u + e = /uw/ as in dune and /yuw/ as in useful, e + e = /iy/ as in these, i = /ay/ as in spider, o = /ow/ as in almost, ow = /ow/ as in snow, a = /ey/ as in table

Words

water	cube	American	burner	grown-up	drippy	born
sparkle	refrigerator	fifty	cold	snow	nippy	Dobbin
unlike	June	these	wash	snowstorm	pillow	father
desert	apartment	rhyme	shrink	slowly	idea	Blacky
order	watch	spider	secret	snowflake	grow	own
dune	gurr	web	told	child	over	daddy
cactus	hum	kind	find	window	table	Jones
store	tune	Susy	old	snowball	bowl	Mary
travel	attack	hurry	alone	roll	placemat	File
important	yap	robin	lonely	sunglasses	fold	piglet
camel	rug	chest	Danny	press	napkin	bowling
useful	manners	almost	only	throw	wipe	alley
hump	true	luck	also	won't	elbow	strike
thirsty	such	go	ray	stammer	goldfish	
temper	spank	so	porch	snowy	tank	
use	sore	don't	smoke	fine	tube	
useless	stung	Judy	pipe	hi	flop	
North	rude	wild	perhaps	show	overfed	
Sahara	truth	tame	expect	joke	bubble	
huge	number	hush	hold	story	yellow	
Africa	nine	hiccup	carrot	much	pile	
ostrich	blue	most	playful	slowpoke	bow	
plume	United States	Frank	snowman	woke	tingle	
cute	America	stove	blow	windy	litter	

idea

Total New Words: 157

Cumulative Total: 1056

literal comprehension * (true-false); anticipating outcome*; sequence*; main idea

Sight Words
Punctuation
Suffixes
Comprehension Skills

Book 12

Consonants

Vowels

Words

igh = /ay/ as in high, oy = /oy/ as in boy, aw = /ah/ as in caw, ig = /ay/ as in sign, o = /a/ as in mother					
night	midnight	below	colored	come	lovely
light	Mr.	paper	Roy	pale	front
daylight	fingertips	stuffed	Evans	even	mirror
starlight	toy	crow	open	something	wonder
sunlight	boy	caw	rattle	dot	color
goes	doll	row	purple	wide	none
wastebasket	joy	saw	plum	thump	nothing
were	joyful	been	sudden	gasp	awful
bright	rope	fist	yawn	from	
dim	single	fellow	ho hum	some	
sale	tightrope-walker	follow	both	other	
salesgirl	high	draw	impossible	flown	
mind	pole	scarecrow	possible	Mrs.	
return	tightrope	straw	shall	stolen	
sign	tight	scare	fight	tired	
sold	jump-rope	hiss	music	flash	
clock-maker	punch	blown	costume	claw	
mop-maker	promise	broke	prize	remember	
supposed	tomorrow	broken	Jimmy	else	
sigh	invite	shorten	family	ribbon	
Hazel	polite	sawhorse	mother	cover	
grandfather	ringmaster	sawdust	brother	money	
right	might	pencil	love	Amanda	
magic	impolite	paw	bareback	Herbert	
goes, Mr., been, Mrs.				Total New Words: 128	
Cumulative Total: 1184					
sequence*; distinguishing fact and fiction; word meaning and usage; noting details					

Sight Words

Punctuation

Suffixes

Comprehension Skills

Diagnostic-prescriptive Approach

Placement tests and a diagnostic-prescriptive approach allow instructors to place students according to their ability, insuring success and eliminating frustration for the student.

The program is designed to allow educators to pinpoint a student's difficulty and then solve the skill development problem.

Teaching a group with many different levels of proficiency becomes viable and feasible.

Book 13

Consonants

Vowels

Words

silent b as in climb						
wor = /wɔr/ as in word, ee = /iy/ as in bee						
do	twenty	need	indeed	flashlight	honeycomb	lime
pretend	bee	meet	nineteenth	able	beeswax	orange
petal	tree	everybody	ninth	candlestick	hive	flavor
perfume	sheep	stepladder	nineteen	horseback	beekeeper	together
dart	three	trunk	overcome	unexpected	beehive	
close	feet	empty	clever	shame	queen	
prepare	keep	cheese	week	creek	baby	
highness	see	since	seen	Robinson	sheet	
shovel	feed	sort	nobody	flow	favorite	
share	sometime	wormy	pot	liquid	feel	
bother	wheel	shady	anybody	grade	feeling	
main	go-cart	insect	popcorn	colorless	unkind	
obey	frame	ladybug	enjoy	tip	kindness	
wonderful	yardstick	beetle	deep	classmate	kindly	
different	another	member	sheepskin	solid	center	
hint	shove	world	tee-hee	freeze	seed	
body	note	grandmother	cheesecake	frozen	someday	
word	forth	parent	thirteen	honey	ripe	
worm	climb	grandparent	fifteen	sweet	blackberry	
crawl	branch	Green	sixteen	honeybee	strawberry	
homework	sleep	Harry	seventeen	busy	vine	
hamburger	arrow	stupid	yoyo	blossom	twine	
cheeseburger	seem	Greta	silver	nectar	cherry	
dollar	thirty	Blake	borrow	cell	lemon	
do, main, busy				Total New Words: 148		
semicolon						
Cumulative Total: 1332						
main idea*; structural analysis ("un" and "ly"); poetry interpretation; making inferences*; determining feeling and motives; distinguishing between fact and fantasy; choosing a title						

Sight Words

Punctuation

Suffixes

Comprehension Skills

Constant Reinforcement

Exercises foster learning through the constant reinforcement of skills already mastered.

Students are required to make hundreds more responses than a traditional learning-to-read program. Thus, students are forced into a positive pattern of independent learning, active participation, and individual development.

*indicates skill has been introduced at an earlier level, but is developed further at this level

Book 14

Consonants

s = /s/ as in sugar

Vowels

ew = /uw/ as in grew and /yuw/ as in few, o = /oh/ as in soft, oo = /u/ as in book, u = /u/ as in pull

Words

comb	soft	strong	traffic	clang	snuggle	Mag
chance	marshmallow	barbell	direct	general	serve	ruler
decide	moss	belong	department	army	elf	Roseland
won	long	hind	fireman	navy	elves	servant
danger	ago	webbed	engine	lemonade	wood	put
tiny	dog	jelly	hose	women	sip	Jeeves
grew	orange-grower	tadpole	rule	woman	foot	sneeze
seedling	candy-maker	finally	darling	hillside	lend	wizard
weed	apple-blossom	lightning	Mutt	chocolate	importance	workshop
protect	along	thunder	stray	cup	pod	off
threw	song	blew	collar	agree	sugar	full
drew	shortcake	across	Bo	book	cloth	
watermelon	lost	chop	dog-catcher	good	wool	
few	moss-covered	fire	adventure	look	woolen	
discover	log	fireplace	said	favor	cook	
melon	cross	flame	newspaper	second	cookbook	
mew	sorry	street	overnight	stood	white	
new	sweetly	ranger	lunchtime	took	pull	
chew	gone	driver	hayloft	invisible	moment	
teeth	frog	sweep	nurse	third	push	
sharp	policeman	elevator	hospital	visible	rosebush	
sharpen	exciting	squeeze	discoverer	peel	bush	
sharpener	excitement	grocery	actress	Willy	holly	
dull	cop	grocer	princess	shook	sure	
gum	robber	sweeper	prince	warm	person	

adventure, said, women, woman

Total New Words: 161

Cumulative Total: 1493

distinguishing main ideas and supportive details; character analysis; putting events in sequence*

Linguistic Approach

The reading skills are presented in a logical, systematic progression of decoding and word attack skills.

Students learn to decode unfamiliar words because the program provides them with a strong basis of phonetically regular sound-symbol patterns. And, as students enlarge their vocabulary, they learn to read patterns of increasing complexity, always building on their newly acquired reading skills.

Sight Words
Suffixes
Comprehension Skills

Book 15

Consonants

ph = /f/, ch = /k/, wh = /h/, kn = /n/, silent t, w

Vowels

ou = /aw/ as in house, o = /uw/ as in move, ea = /iy/ as in peach

Words

picture	grown-up	reflect	month	hoof	murmur	fear	roundup	enter	lock
house	imagination	bounce	season	horn	trot	brave	yippee	stir	disappear
around	imagine	bound	each	hooves	blaze	fright	elephant	odd	unlock
outside	count	pounce	December	club	blink	frighten	selfish	toward	weep
out	imaginary	peach	January	merry-go-round	goodbye	please	buck	uncover	figure
cloud	their	eat	February	somewhere	beach	interrupt	zebra	peek	easily
ground	whoever	cream	March	free	neat	lean	opposite	naturally	simply
found	without	cone	April	workman	seat	herd	example	natural	sputter
sound	aloud	read	May	whole	beat	grasslands	unreal	peer	interesting
loud	amount	dream	June	eye	treat	okay	undress	backwards	subject
round	sour	meat	July	toss	clean	page	unsafe	forward	peace
our	pucker	housekeeper	August	pitter-patter	again	leader	unsure	nonsense	war
shout	outline	Shep	September	bare	pound	rancher	silently	repeat	peaceful
mouse	outfit	hear	October	reach	tear	ranch	silent	perch	stare
Roundabout	outgrown	leave	November	mount	clippity-clop	speed	limb	breathe	seek
move	invitation	ear	really	speak	hood	mistake	thumb	underwater	Thanksgiving
Wilbur	information	meal	capital	mighty	hook	rear	whistle	castle	turkey
parrot	reflection	real	near	leap	Timmy	beast	musical	appear	holiday
about	expression	feast	million	gallop	Monday	meanwhile	answer	direction	Christmas
between	collection	clear	constellation	Pegasus	Tuesday	proud	teacher	tumble	reason
form	protection	stream	Stella	pasture	Wednesday	gentle	listen	unhurt	nature
mouth	whose	teach	mean	scream	orphan	gently	telephone	weak	Easter
who	collect	leaf	easy	dear	lying	dare	know	least	Passover
screech	collector	year	Draco	distance	begun	close	knock	crazy	mixture
goodness	director	leaves	swan	sight	pronounce	beloved	knife	probably	furniture
filigree	reflector	heat	bull	stardust	colt	welcome	knee	firmly	nut
					stable	led	exactly	prison	spice
					escape	ashamed	sense	law	purse
					battleship	selfishness	touch	key	drumstick

their, February, August, eye, again, Wednesday, touch

Total New Words: 275

-ture = /tʃər/ (picture), -tion = /ʃən/ (imagination), -sion = /ʃən/ (expression), -ion = /jən/ (million)

Cumulative Total: 1768

character analysis* (personality description); recognition of moral in a story

Sight Words
Suffixes
Comprehension Skills

*indicates skill has been introduced at an earlier level, but is developed further at this level

Series III Book 16

Consonants

dge = /j/ as in edge, silent l, silent h, wr = /r/ as in wrong

Vowels

ow = /aw/ as in now, ie = /ay/ as in pie, oo = /uw/ as in moon, ould = /ud/ as in should, o = /u/ as in wolf

Words

sandal	crumb	seldom	tie	armor	moon	Anderson	zoo	could	shadow
lotion	seashell	flower	die	lance	boom	needle	spoon	deserve	among
worry	whether	lily	lie	steel	Gus	beyond	four	doorknob	dizzy
sunburn	gull	pad	flies	iron	question	noodle	one	untie	mad
ocean	driftwood	tiger	pennies	battle	fool	ill	two	arithmetic	dash
seaweed	drift	tulip	cheek	duty	too	deed	roof	eight	human
seashore	clam	daffodil	eyebrow	therefore	bedroom	wring	chimney	once	stiff
seahorse	chowder	pansy	false	skillful	Harold	Johnny	entry	twice	bloom
now	enjoy	sunflower	collar	charger	soon	Jones	Martin	knot	roost
how	whimper	bluebell	knelt	metal	command	school	dining	knit	lose
crowd	growl	pussy willow	kneel	duke	noon	wrung	Billy	cooky	finally
shore	bow-wow-wow	poppy	crept	lord	cool	foolish	Janet	shepherd	hollow
edge	towel	powerful	capture	honesty	lady	pardon	extra	flock	kerplunk
down	fasten	pie	highway	bravery	bow	schoolhouse	closet	wolf	giraffe
shallow	blindfold	flour	Cedric	evil	food	study	clothes	bloodthirsty	uncomfortable
movement	brown	half	monkey	wrong	poor	student	attic	company	misplace
octopus	cow	crust	chatter	honest	Hansen	broomstick	basement	village	suggest
whale	gown	powder	confuse	dishonest	afternoon	correct	storage	valley	comfortable
howl	crown	sprinkle	trade	skill	task	curtsy	tool	people	suggestion
shark	hopscotch	divide	narrow	ability	rooster	burst	machine	fro	pool
greedy	frown	cinnamon	wow	wrap	cock-a-doodle-doo	moo	loose	alarm	stool
tentacle	clown	oven	prisoner	wrinkle	evening	shoot	blood	rescue	moose
replace	town	hour	sentence	wrist	nevertheless	boot	should	verse	boo
tease	owl	sixty	sword	write	boo-hoo-hoo	root	would	rather	
dozen	often	minute	knight	necklace	goose	tooth	bleed	whip	
							attention	choose	
							ouch	hoot	
							jerk	notice	

Sight Words

ocean, minute, one, two, four, clothes, machine, blood, eight, people

Total New Words: 254

Suffixes

y → ie = /ay/ (flies), y → ie = /iy/ (pennies)

Cumulative Total: 2022

Comprehension Skills

understanding directions; interpretation of graphic material (floor plans); word meanings*; identifying antonyms; recalling details; labeling statements true or false

Book 17

Consonants

sc = /s/ as in scientist, gh = /f/ as in laugh

Vowels

ai = /ey/ as in maid, oi = /oy/ as in noise, ou = /ə/ as in enough, au = /æ/ as in laugh

Words

Marvel	course	daisy	raisin	pea	meekly	glow	kidnap	Halloween	glare
pout	afraid	buttonhole	jail	complain	sternly	plow	oink	jack-o-lantern	apologize
hound	squeak	completely	nail	plenty	squawk	breeze	sill	spray	sensible
doubt	slither	whirlwind	rail	wits	reply	baggage	bleat	raise	behave
droopy	flutter	drugstore	tail	glued	couch	harvest	fiddler	extraordinary	rotten
nightmare	rain	chair	sail	balance	discuss	crop	dainty	uncommon	rough
steal	worst	milkshake	snail	wail	stretch	starve	merrily	unusual	tough
seal	friend	waitress	raccoon	huddle	warmth	toil	harp	ablaze	achoo
heel	needless	realize	chain	heap	vegetable	spoil	fiddle	uniform	fairly
deer	mailman	scientific	link	twitter	noise	orchard	drum	Cub	
against	cheery	worth	plain	lickety-split	nosy	grape	choice	Scout	
swift	greeting	experiment	worthless	crouch	voice	frost	artist	join	
geese	aunt	monster	worthwhile	lazy	boil	pumpkin	succeed	enough	
laugh	deliver	explanation	oxygen	admire	steam	icicle	oil	explosion	
hardware	scientist	prove	gas	handsome	point	fleece	whiff	mildly	
hinge	science	downstairs	contain	delight	paint	future	supermarket	insist	
cost	explain	fairly	usually	paddle	blade	brim	common	cart	
milkmaid	germ	crackle	cheerful	paid	laid	soil	greasy	section	
maid	scissors	remain	grain	rainbow	case	admit	olive	cereal	
hair	pair	exclaim	slicker	twitch	pod	scatter	peanut	warning	
braid	air	dentist	mood	brain	potatoes	rust	poison	Dee	
reward	train	enemy	meow	poodle	tomatoes	stain	dairy	properly	
pail	movie	friendly	beeline	angel	bristle	remove	ivy	punish	
price	wait	unfriendly	improve	yowl	ordinary	painfully	ivy	officer	
hen	florist	friendship	bean	shoo	dazzle	fail	pane	Clancy	

Sight Words

course, friend, oxygen

Total New Words: 234

Suffixes

-sion = /zən/ as in explosion

Cumulative Total: 2256

Comprehension Skills

character analysis*; literal comprehension*; categorization*; generalization*; identifying synonyms and antonyms*; classifying words

*indicates skill has been introduced at an earlier level, but is developed further at this level

Book 18

Consonants

Vowels

Words

our = /ɔr/ as in pour, ou = /uw/ as in soup, ought = /ɔht/ as in brought, our = /ər/ as in courteous, ea = /e/ as in bread, ear = /ər/ as in learn, ou = /ow/ as in shoulder									
model	calico	sleek	instead	private	thread	declare	planet	delicious	courageous
block	thought	cough	meant	public	spool	conversation	universe	timid	
smooth	ought	fought	read	occupy	steep	courage	sleeve	object	
satin	bought	team	chapter	recover	offer	prickle	earn	confess	
young	office	badge	title	budge	mountain	Bugaboo	unicorn	creak	
country	business	organization	disagreement	breath	China	appearance	coin	terror	
uncle	successful	purpose	argument	sweater	Timbuktu	perform	click	ghost	
cousin	success	citizen	tone	weather	childish	weapon	owe	tackle	
son	household	God	head	heavy	squeal	riddle	idea	tangle	
related	problem	trustworthy	calmly	feather	moist	limit	charm	entangle	
double	puzzle	trust	vote	leather	wriggle	loop	mushroom	clumsy	
trouble	solve	loyal	spread	wealth	squirm	examine	poisonous	Bumble	
difficulty	Norse	courteous	enchanted	health	remind	discourage	early	gobble	
pour	stroke	obedient	pajamas	disappoint	splinter	learn	appetite	gremlin	
court	noose	thrifty	hedge	sheepish	moisten	heard	mention	goblin	
soup	confusion	reverent	fudge	boss	fountain	hooray	creature	dangerous	
group	mama	container	decision	judgment	curtain	admiration	crunch	nasty	
youth	sonny	mistreat	straight	suspect	captain	Gordian	scalp	dreadful	
wound	Ronny	Jake	aware	stubborn	meadow	famous	pell-mell	stumble	
Shoup	barrel	Oscar	curve	flight	buttercup	Alexander	ahead	terrified	
Dorothy	Liza	bread	crooked	mule	certainly	bore	desire	breakfast	
bride	Nan	dissatisfied	unaware	judge	Chinese	encourage	stitch	immediately	
groom	David	satisfied	accident	opinion	eagle	refuse	attempt	shoulder	
Fairville	claim	ready	pleasant	trudge	beak	amuse	aside	upward	
brought	unclaimed	youngster	ajar	clutch	quarter	earth	search	connect	
son, business, owe								Total New Words: 226	
-ain = /ən/ as in mountain, -ous = /əs/ as in courteous								Cumulative Total: 2482	
character analysis* (descriptive adjectives); recognizing organization (chapters); predicting outcome; distinguishing fact and opinion; word meanings*; making judgments									

Sight Words

Suffixes

Comprehension Skills

Book 19

Consonants

Vowels

Words

ei = /iy/ as in ceiling, y = /i/ as in mysterious, igh = /ey/ as in weight, au = /ɔh/ as in fault, ough = /ow/ as in although, oa = /ow/ as in moat, aught = /ɔht/ as in caught, sure = /ʒər/ as in measure									
continue	Spanish	inch	rare	crook	pride	loan	thimbleful	toad	
dead	curiosity	weight	beware	allow	loaf	surround	determined	fume	
ceiling	accordion	weigh	treasure	clearing	hesitate	goat	grateful	rejoice	
through	explode	freight	quake	gradually	ditch	coat	effort	destroy	
manage	instrument	neigh	pause	terrible	pleasure	precious	reign	farewell	
boost	astonishment	neighbor	fumble	furious	squirrel	handkerchief	comfort	roar	
heave	sneak	juggler	dunce	haste	croon	introduce	hobby	buzzard	
shove	gape	miserable	scamper	leak	toe	birthmark	dabble	twilight	
neither	motionless	avoid	valuable	naughty	demand	proper	crystal	depend	
sesame	statue	fault	tremble	remark	vanish	soap	dismay	shelter	
magician	deceive	because	earthquake	mirage	faint	velvet	aboard	oak	
Aladdin	shudder	wound	bashful	recite	modestly	soak	thimble	clump	
Ali Baba	mistrustful	midst	graceful	memorize	recognize	jewel	depth	marigold	
either	glance	caught	shepherdess	awkwardly	starvation	roast	taught	furthermore	
passageway	motion	dawn	cowboy	rapid	gaze	cranberry	tilt	steadily	
separate	receive	cause	action	shyly	boat	sauce	peak	throat	
password	boldly	scurry	waist	though	bridge	entrance	hike		
laboratory	seize	acorn	spite	memory	wistfully	Caspar	height		
equipment	mysterious	cackle	objection	moat	drawbridge	ruby	mist		
personally	waltz	saucy	haul	tower	forehead	emerald	label		
bomb	coward	beard	blame	road	carpet	pearl	deal		
scoff	Spain	threat	describe	constantly	abra-ca-dab-ra	bracelet	grind		
reluctantly	mystery	cape	description	doughnut	float	jewelry	fury		
although	measure	pluck	rib	faintly	load	prefer	pace		
curious	length	rob	hip	wilderness	whisk	toast	revenge		
through, toe, height								Total New Words: 216	
								Cumulative Total: 2698	
word meaning*; recognizing organization*; predicting outcome*; distinguishing fact and opinion*; character analysis*; identifying synonyms*									

Sight Words

Suffixes

Comprehension Skills

Book 20

Consonants

gu = /g/ as in guess, th = /t/ as in Thomas

Vowels

ie = /iy/ as in believe, ui = /i/ as in building, ear = /ar/ as in heart, ui = /uw/ as in suit, ea = /ey/ as in great, ear = /ehr/ as in bear

Words

special	fondly	gorilla	second-hand	iceberg	craft	graze	disease	release
Nicholas	consent	somersault	serpent	chunk	weave	sow	pit	groan
especially	permit	bear	carve	streetlight	loom	reap	envy	eternal
forethought	forbid	antler	cradle	bully	dove	wheat	hurl	rustle
serious	fortunately	donkey	flute	gleam	alight	chaff	oath	reins
pastry	spend	hippo	scale	searchlight	guest	value	vain	vanity
eager	ancient	peacock	damage	surrender	clay	aim	swear	advise
sketch	footstep	fascinate	mischievous	struggle	harness	grieve	contest	insult
customer	guess	annoy	cupboard	guilty	harnessmaking	sorrow	wear	dreary
beautiful	subtract	criticize	piece	speechless	lame	jealous	poet	fulfill
cash register	cable	quarrel	speech	innocent	fortune	descend	poem	
musician	conductor	quarrelsome	gloomy	stoop	fate	wilt	defeat	
San Francisco	cord	shriek	ingredient	crime	fortune-teller	suffer	poetry	
building	Paul	disturb	weary	broke	destruction	messenger	glory	
seacoast	defend	daydream	control	repair	consult	instructions	barber	
Pacific	prevent	Thursday	creation	boast	equal	blond	crafty	
built	crank	roam	theater	throne	juicy	Percy	sly	
inhabit	inspect	recipe	accept	gray	fruit	honorable	liar	
inhabitant	drawer	produce	mischievous	suit	excuse	Thomas	island	
California	quietly	glorious	thief	handbag	tear	Cyrus	giant	
gentleman	George	creator	theft	Suzanne	church	mortal	invent	
lad	believe	create	captivate	daughter	lullaby	immortal	potion	
marvelous	fare	wisdom	violence	beauty	hearth	worship	deafening	
thousand	resist	praise	heart	craftsman	advice	goddess	torment	
haughtily	fierce	grant	survive	swarm	faithful	athlete	fiery	
great	lion	request	shrink	challenge	field	sports	violent	

Sight Words

ancient, beautiful, island, quietly

Total New Words: 218

Comprehension Skills

word meaning* (contextual clues); character analysis*; anticipating outcome*

Cumulative Total: 2916

Book 21

Consonants

Vowels

Words

Mark	Mars	beam	driveway	enormous	indignantly	vendor
Martha	Venus	shower	pursuer	tempt	Marina	package
vacation	Jupiter	exchange	directly	desperately	microphone	wander
posed	Saturn	monstrous	actually	explore	generous	umbrella
squint	Uranus	sidewalk	relief	creator	several	impatient
cruel	Neptune	trousers	blast	Miller	snatch	tongue
scuff	Pluto	sweatshirt	require	plunge	ruin	sway
library	orbit	helmet	coil	target	lung	regret
brace	satellite	goggles	announce	review	heroine	muscle
shelf	trash	faceplate	depart	Chinatown	hero	ache
attract	plastic	suitable	journey	east	popular	performance
astronaut	foil	tramp	gain	west	bamboo	route
space	crate	sole	decrease	sightseeing	misfortune	patient
rockets	panel	shoe	report	Russia	material	amazement
startle	safety	glove	increase	Douglas	influence	magazine
spacecraft	strap	garbage	notebook	Susan	lai shee	grin
protest	degree	remarkable	soar	education	adult	permission
garage	slat	include	swamp	history	oyster	gunpowder
computer	compartment	disorder	pressure	stomach	sweetmeat	fuse
camera	lunar	power	popsicle	restaurant	firecracker	spirit
television	fuel	thermos	bubbly	souvenir	accompany	
screen	survey	gravity	contribution	almond	tremendous	
parade	temperature	nervous	Mediterranean	rice	persuade	
solar	homesick	squirt	hail	odor	switch	
system	defense	pudding	devour	ridiculous	merriment	
Mercury	displeasure	disbelief	slight	doorway	vase	

Sight Words

shoe, review

Total New Words: 176

Comprehension Skills

word meaning*; character analysis*

Cumulative Total: 3092

*indicates skill has been introduced at an earlier level but is developed further at this level

Book 22

Consonants

Vowels

Words

grief	Olympus	Argus	Styx	
Greece	slope	tale	Charon	
Atlantic	Prometheus	gadfly	bless	
south	Epimetheus	mercy	Diana	
Greek	Atlas	cave	Phaeton	
modern	foretell	lyre	proof	
automobile	thus	cattle	steed	
chariot	Vesta	Apollo	Midas	
sailor	Ceres	infant	Bacchus	
warship	Juno	rascal	reed	
warrior	trident	fleet	Atalanta	
spear	heaven	Vulcan	Hippomenes	
shield	Olympian	Cupid		
temple	nymph	Minerva		
myth	noble	limp		
swirl	mold	respect		
Titan	supply	Athens		
Cyclops	torch	Athena		
forge	Hercules	Arachne		
thunderbolt	exist	enrage		
imprison	existence	arachnid		
Tartarus	Pandora	Proserpine		
Cronus	horrible	adore		
victory	deceit	grim		
sickle	mythology	soul		
Rhea	lo	flesh		
				Total New Words: 90
refinement of previously learned skills; utilizing related outside sources; making judgments*				Cumulative Total: 3182

Sight Words

Comprehension Skills

Programmed Reading

Programmed Reading is a complete reading skills program that has helped students become proficient readers for over five decades. It was classroom tested and revised to guarantee that students will learn with a 95% success rate.

Programmed Reading is geared toward developing independent, motivated learners. This series has proven to be an effective teaching tool in both developmental and remedial situations.

Book 23

Consonants

Vowels

Words

heroic	Andromeda	Thebes	commit	stump	aid
Perseus	flee	nursery	entire	stag	Cerberus
Gorgon	unfortunate	prophet	justice	boar	Aegeus
Danae	approach	reproach	Eurystheus	tusk	neglect
adrift	jaw	harshly	labor	male	criminal
drown	grip	emotion	absent	female	outlaw
murder	lash	swat	absence	doe	Minotaur
behead	engage	advantage	accuse	sow	offspring
manly	deceitful	wrestle	laborer	pierce	Labyrinth
dutiful	disturbance	excellent	Mycenae	ox	Athenian
bait	splendor	excel	humble	Augeas	Aegean
Medusa	splendid	recitation	gloat	Crete	Baltic
riddance	discus	hire	Nemea	Minos	
flatter	Cassiopeia	despair	gleefully	Diomedes	
crossroad	Cepheus	inability	den	mare	
presence	obvious	savage	choke	Amazon	
whereabouts	oracle	remorse	snarl	Geryon	
patience	priest	bandage	bury	pillar	
possession	priestess	fatal	Hydra	mainland	
companion	Delphi	devote	Lerna	cheat	
await	relative	Theseus	trace	Hesperides	
glimpse	prediction	offend	lolaus	guard	
fang	approve	disaster	glee	bind	
guide	disapprove	insane	marsh	impress	
swoop	Electryon	encircle	thrash	broad	
hideous	Alcmena	trance	slash	burden	
					Total New Words: 142
refinement of previously learned skills*; utilizing related outside sources*; summarizing story					Cumulative Total: 3324

Sight Words

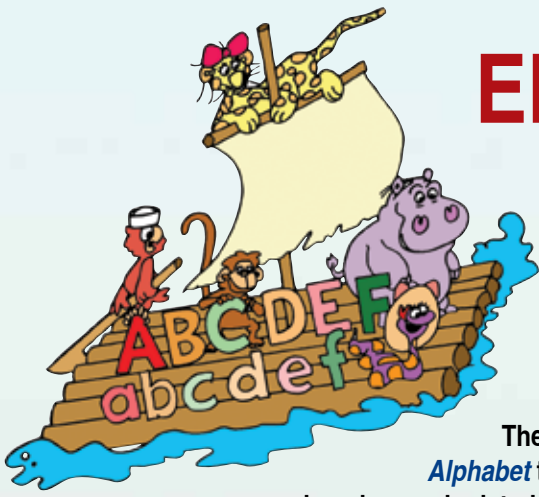
Comprehension Skills

Researched for Success

Programmed Reading has been more extensively researched than any other reading program.

The research has resulted in a program that is designed to build confidence by its structure of repetition and constant reinforcement. Instructors can be sure that their students will not be discouraged by failure because of the program's high success rate.

*indicates skill has been introduced at an earlier level, but is developed further at this level



EMERGENT READING KITS

The colorful, captivating and complete emergent reading program that teaches the skills on which every beginning reading program depends.

Fascinating Storyline Holds Students' Attention

The *Emergent Reading* program consists of two kits. *KIT 1 – The Letters of the Alphabet* teaches the names and shapes of letters, with secondary emphasis on colors, story comprehension, and related reading concepts. *KIT 2 – Sounds and Letters* teaches the sounds of the letters and basic decoding skills, enabling children to read a selected vocabulary of phonetically regular words. Fantasy and fun replace memorization and drill as children become involved in the antics of the Kits' characters.

Kit 1 – Letters of the Alphabet

Animal Island

Milton Monkey, Henry Hippo, Samantha Snake, and Salty Parrot play in the sand on Animal Island, while Lucy Leopard enjoys a nap. A mysterious red object floats in on a wave which Salty Parrot identifies as the letter **A**. he explains that there are 26 letters that make up what we call the alphabet. "A letter is used to write words," he explains.

The animals take the letter apart and put it back together again to explore its shape. Then a giant wave douses Lucy and she does not see that the small letter **a** has been carried in to shore. The animals are perplexed to learn that there is also an **a**. Once again Salty explains that we use small letters most of the time. Only when we write something special, like a person's name do we use a capital letter.

Letters come to wash in and the animals build a raft and set sail to find their source. After an adventurous journey the animals land on Letter Island – a hilly island completely covered by letters. Lucy accidentally pushes the raft out to sea and the animals are stuck on Letter Island!

They romp though **H**'s, **I**'s, **J**'s, **K**'s, and **L**'s until they come to a cave with the letter **M** over it. Henry wonders if "something" lives here. The group concludes that the "something" could be a monster. Lucy suggests they draw all the letters they have discovered and while they are occupied, two bright eyes appear in the mouth of the cave. We see the eyes, but the animals don't until the adventure continues in Book 2.

Letter Island

The animals draw all letters they have met thus far: all the capital and small letters through **M**. They form the word **glad** and at this point the letter monster emerges from his cave. Seeing the word **glad**, he begins to dance. He can read and words have a magical power over him. When the animals form the word **bad**, the monster throws sand and is as bad as he can be!

Milton tries to form the word **glad** again but spells out **mad** and the monster displays fierce anger. A chase begins. With the monster roaring at their heels, the animals dash through the rest of the alphabet, picking up letters as they go. Their one hope is to collect the right letters to spell the word **stop**. At last they succeed and the monster is frozen in mid-air. The animals continue their exploration of Letter Island in peace.

Samantha suggests they write the word **happy** and give it to the monster. The beaming monster now joins the animals for letter games. Soon the animals feel homesick for Animal Island and Milton suggests they build a ship of letters. But, before our friends leave Letter Island, Salty makes a sign to keep the monster happy forever. The animals set sail leaving the letter monster wearing his happy sign and beaming and waving on the beach. When they reach Animal Island, the animals sing an alphabet song in farewell leaving us with memories of their adventures.

Kit 2 – Sounds and Letters

The Talking Letters

Kit 2 introduces new characters, Sam, Ann, and Ted, and a magical playmate, the Know-It-All. This little fellow appears in a puff of smoke to answer Ann's question, "Is reading a word the same as spelling a word?" The Know-It-All answers "No!" and thus begins a magical adventure for our young friends as they follow their new companion down the path through the Forest of Letters, to the Land of Words, and finally, on to Storyland.

The story of "The Talking Letters" is the gradual revealing of the sounds of six letters and the words into which they may be combined. When the letters are touched by the Know-It-All's magic pencil, they tell the children their sounds which they must know before going on to Storyland. The children use their knowledge to read words they encounter along the way.

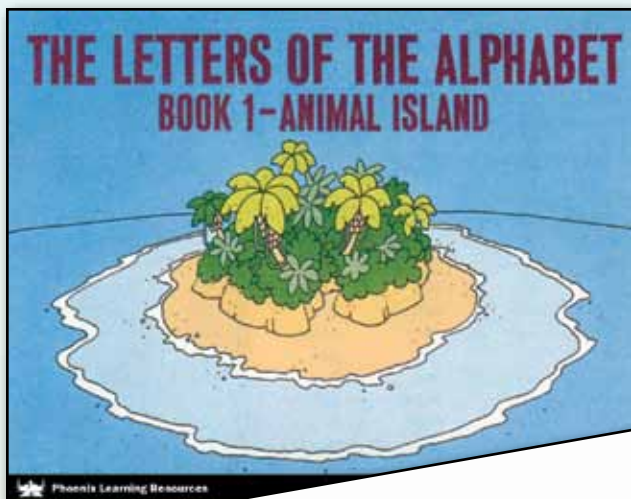
The children and the Know-It-All wander through the Forest of Letters and meet the letters **a**, **i**, **p**, and **n**, and learn their sounds. At the Rushalong River they encounter their first word, **pin**, which they must read before crossing the river. Once the word is read a giant pin magically appears serving as a bridge across the river. To get across Stickymud Swamp the children must read the password, **pan**. Sam reads the word and a giant pan appears which floats them all across the swamp. Many adventures ensue and the book concludes as the children help their new friend, the multi-colored man search for a dragon. As the man describes the dragon, a roar shatters the silence and the children rush for safety.

On to Storyland

As Sam, Ann, Ted, and the Know-It-All flee from the dragon, they see a message in smoke coming from a cave. They read the message, **I am a man**, and everyone is happy to discover a friendly little man instead of a ferocious dragon. Meanwhile, Ann is captured by the bad elves who are responsible for all the misdeeds which occur in the forest. Ann leaves a written clue, **I am in a pit**, which enables her friends to find her. To gain her freedom, Ann must perform three tasks: match word cards to picture cards; guess the identity of the Elf King; and write a sentence telling who she is. The Know-It-All arrives just in time to help Ann and thus she returns to her friends.

The discovery of a question mark and a discussion about questions produces the Yes-No, a two-headed bird who explains that he adores questions which can be answered with the words **yes** or **no**. A parade of yes and no questions begins and leads everyone through the gate to Storyland. Once inside Storyland, the children meet the letters **th**, **f**, **c**, **s**, and **b**. Each new letter is part of a new word, which in turn is part of a story. Thus begins a series of stories within a story in which the children meet Nip, the dog, and Tab, the cat, and learn to read fifteen sentences.

The Know-It-All introduces the children to a book, which the children eagerly read, page after page. Finally, with his mission accomplished, the Know-It-All bids the children farewell and the children wave good-bye.



A Sample Lesson from Kit 1

The Letters of the Alphabet

Easy to Use, Easy to Manage

Everyone, from paraprofessionals to trained teachers, find the **Emergent Reading Kits** easy to use and simple to manage.

The Teacher's Guides provide all the information you need to present the program – concise overviews, reduced pupil pages, audio scripts, discussion guides, and activity suggestions.

PAGE 29: SALTY EXPLAINS A GAME

New Concept: alphabetical order

AUDIO

HENRY HIPPO: Now Lucy and I have three capital letters – capital A, capital B, and capital C.

MILTON MONKEY: And Samantha and I have three small letters – small a, small b, and small c.

LUCY LEOPARD: A, B, C – those are the first three letters of the alphabet, right, Salty?

SALTY PARROT: Aye, Lucy, and when we put them in order, A, B, C, we call that “alphabetical order.”

HENRY HIPPO: What a big word, Salty! Would you say that again?

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AUDIO (Cont.)

SALTY PARROT: Al-pha-bet-i-cal order.

HENRY HIPPO: That's what I thought you said, huh, huh.

SALTY PARROT: Say, mates! Would you like to play a game with the letters?

ALL EXCEPT SALTY PARROT: Sure! Yes!

SALTY PARROT: Well, you already have the teams. Lucy and Henry against Milton and Samantha. Now, the game is this. Each team mixes up their letters and puts them in a pile. Then, when I give the signal, both teams try to put their letters back in alphabetical order – A, B, C. The team that does it first is the winner!

TONE

DISCUSSION

Teacher's Key	Student Responses
What's the name of Henry's letter?	capital A
What's the name of Lucy's orange letter?	capital B
What color is capital C?	green
What color is small b?	orange
Who can name all the letters that Lucy and Henry have?	capital A, B, and C
What letters do Milton and Samantha have?	small a, b, and c
Are the letters in alphabetical order, A, B, C?	yes
Are the animals going to play a game?	yes
Who can explain the game the animals are going to play? (Prompt if necessary.)	Student describes the game of "alphabetical order."

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ACTIVITIES

Say the name of each letter on the page and have a student come up and trace it with his finger. Then have the class trace each of the letters in the air.

Transition: Let's turn to the next page and watch the animals get ready to play their game!

Comprehensive and Cost-Effective

The **Emergent Reading Kits** are a total teaching program. Everything you need to prepare your students to read is provided in the kits. There are no consumables and no additional cost is required after the initial investment. And the kits are so durable, they should last ten years or more with ordinary care.



Kit 1- Letters of the Alphabet

Big Book 1, *Animal Island*
CD, Book 1
Teacher's Guide to Book 1
Big Book 2, *Letter Island*
CD, Book 2
Teacher's Guide to Book 2
Letters of the Alphabet Strips
Metal Easel
Available Separately:
Masters for Kit 1 (32 Masters)

Kit 2- Sounds and Letters

Big Book 3, *The Talking Letters*
CD, Book 3
Teacher's Guide to Book 3
Big Book 4, *On to Storyland*
CD, Book 4
Teacher's Guide to Book 4
Metal Easel
Available Separately:
Masters for Kit 2 (64 Masters)
Sound-Symbol Cards (set of 29)



Big Books – These four-color, 72 page books are more aptly called GIANT BOOKS, since their length and page size is bigger than the typical big books offered today. It's easy to keep the whole class involved and interacting as charming stories, bold colors, and engaging art work captivate children. Perched on metal easels, these books are especially easy to use.

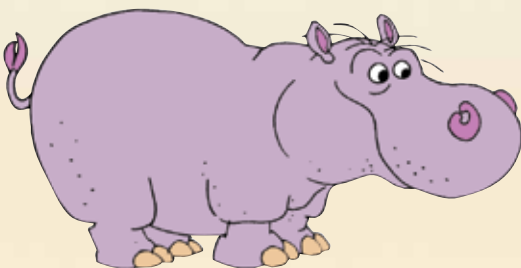
Alphabet Strips – One magenta strip for the capital letters, and one blue strip for the lower-case letters are included with Kit 1.

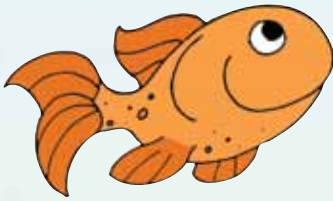
CD's - Each CD brings the Big Book characters to life. Lively dialogues and spirited music create a fun-filled storybook atmosphere that children never tire of.

Masters (optional) – Blackline masters provide a variety of activities to develop letter-formation skills. The instructive games and activities include coloring and completing pictures, crossword puzzles, rhyming exercises, and comprehension questions.

Teacher's Guides – The Teacher's Guides are extremely helpful and easy to use. Each Guide includes the course content, a reduced picture of each Big Book page, a complete script of the CD, and suggested discussion questions and supplementary activities.

Sound-Symbol Cards (optional) – Twenty-nine sound-symbol cards present the twenty-six letters of the alphabet, plus the digraphs **th**, **sh**, and **ch**. These cards are perfect for quick reviews of sound-symbol relationships.





Builds the Base for Reading Success

The latest research on beginning reading instruction concludes that there are several identifiable predictors of reading acquisition. These “success factors” are the basis of the **Emergent Reading Kits**.



“Letter recognition skills are strong predictors of reading success.”

In Kit 1, the charming animals of Animal Island teach children:



*Directionality and Position
Color Identification
Name and Character Recognition
Pattern and Shape
Upper and Lower Case Letters
Letter Discrimination
Alphabetical Order
Function of Letters
Left to Right Eye Movement*

Kit 1 teaches more than just the names of the letters – it gives children a complete understanding of letters and their function.

In Kit 2, children learn the major phonemic concepts:

*Letters Have Sounds
Written Words Are the Meaningful Arrangement of Letters
Words Are Read from Left to Right
Some Letters Have More than One Sound
Words Grouped to Mean Something Are Called Sentences*

Kit 2 ensures that children acquire a knowledge of sound-symbol relationships. And, through lots of repetition, these sound-symbol relationships become automatic for children.

“Awareness that spoken language is composed of phonemes is an extremely important predictor of success in learning to read. Activities designed to develop young children’s awareness of words, syllables, and phonemes significantly increases their later success in learning to read and write.”



Here’s what users say:

“...one of the few kits I have found that truly captures the children’s attention and keeps it!”

“...the day wouldn’t be complete without a visit to Letter Island. My kids love these kits!”

“...the lessons are simple, uncluttered, and straightforward. I want you to know how thoroughly delighted I am with the progress my children are showing and more importantly at this stage of their development, the enthusiasm they display for the Big Book.”

“...all of my teachers were very impressed with the program and asked that it be purchased for the Fall. When given a choice between this program and other material, they unanimously chose it.”

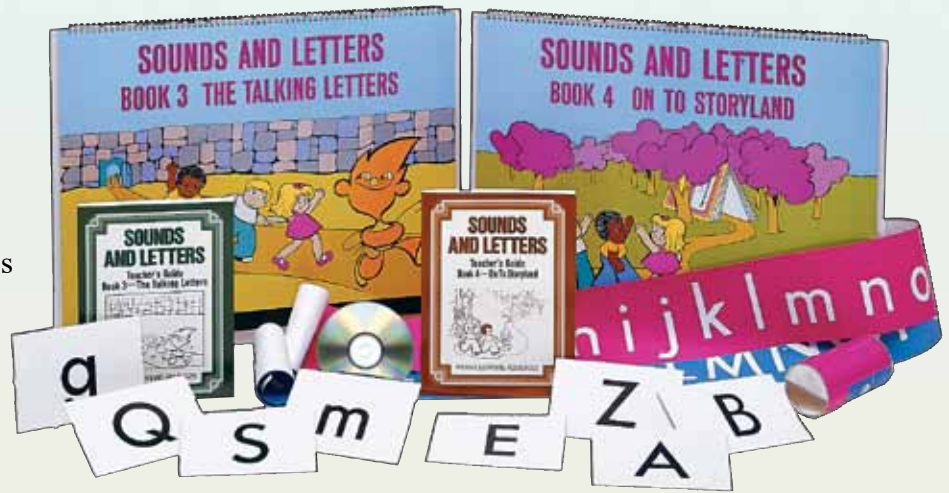


Emergent Reading

By Sullivan Associates and Buchanan

A Colorful, Captivating, Total Emergent Reading Program

- ◆ 4 full-color, 72-page Big Books (18" x 23") with continuous storylines and 4 story CD's
- ◆ Highly involves children with stories as they learn the alphabet and most common letter sounds
- ◆ Teaches all the concepts and skills children need to learn from beginning reading programs
- ◆ Integrates listening, speaking, reading, and writing



Kit 1 Letters of the Alphabet – Through a group of animal characters, children learn the necessary skills to become successful readers.

Major concepts include:

- Directionality and position
- Color identification
- Name and character recognition
- Pattern and shape
- Upper and lower-case letter recognition
- Letter discrimination
- Alphabetical order
- Function of letter
- Left-to-right eye movement

Kit 2 Sounds and Letters teach the sounds of 12 letters and letter combinations, and how to blend them together to make words.

Major concepts include:

- Letters have sounds
- Written words consist of meaningful arrangements of letters
- Words are read from left to right
- Spaces are left between words
- Some letters have more than one sound
- Names begin with capital letters
- Punctuation

Achievement Test, Sounds and Letters profiles students' skills in identifying letters, spoken context, beginning sounds, sound/letter recognition, word recognition, reading phrases, and rhyming.

Integrates
Listening, Speaking,
Reading, and
Writing

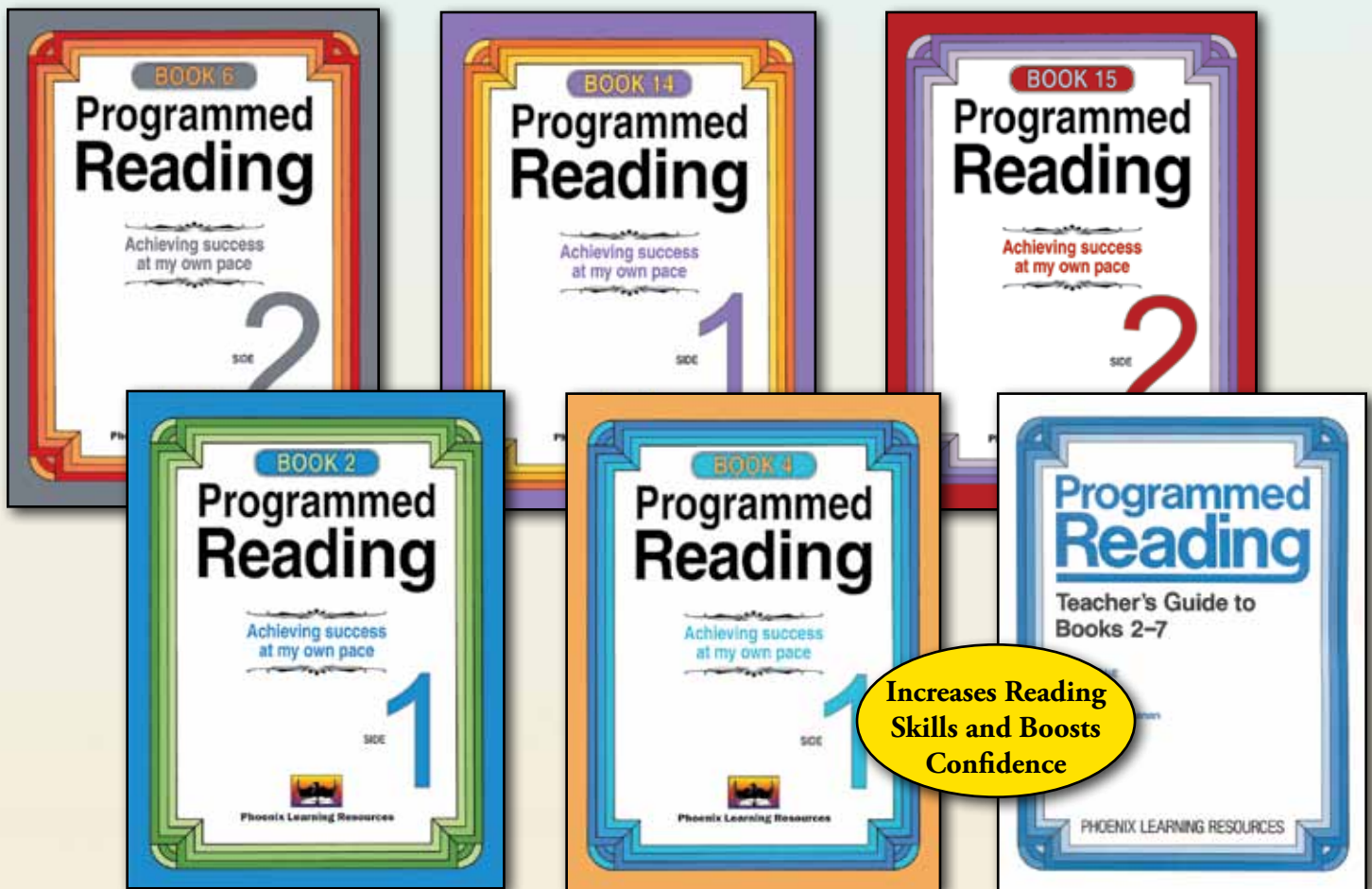
Description	Item #	Unit Price
Kit 1 - Letters of the Alphabet		
Complete Kit (includes the following)	9000	\$379.00
Big Book 1, Animal Island	9001	\$81.95
CD Book 1	1463	\$35.95
Teacher's Guide	1432	\$36.95
Big Book 2, Letter Island	9002	\$81.95
CD Book 2	1464	\$35.95
Teacher's Guide	1438	\$36.95
Letters of the Alphabet Strips	1027	\$22.95
*Masters (32 Masters)	1444	\$15.95
Kit 2 - Sounds and Letters		
Complete Kit (includes the following)	9003	\$379.00
Big Book 3, The Talking Letters	9004	\$81.95
CD Book 3	1465	\$35.95
Teacher's Guide	1450	\$36.95
Big Book 4, On to Storyland	9005	\$81.95
CD Book 4	1466	\$35.95
Teacher's Guide	1456	\$36.95
*Masters (64 Masters)	1459	\$19.95
*Sound-Symbol Cards (Set of 29)	1028	\$33.95
Easel (included in each Kit)	9029	\$52.95
*Achievement Test (set of 10, includes TG)	1460	\$10.95
Save 10%: Order Kits 1 and 2	9031	\$682.00

*Not included in the Kit

SULLIVAN'S PROGRAMMED READING

Reading Levels: K-6
Interest Levels: K-6/ESL

A Complete Diagnostic and Prescriptive Program to Optimize Individual Progress in Beginning and Remedial Reading



- ◆ It works! During the past 50 years, millions of students – from young children to adults, from gifted to normal, to special students – have learned to read, using Programmed Reading.
- ◆ Presents a logical, systematic, linguistic progression of decoding and word-attack skills.
- ◆ Programmed format requires numerous active responses from every student, many more than traditional learning-to-read programs.
- ◆ Provides immediate feedback so students only practice correct responses.

- ◆ Places early emphasis on comprehension.
- ◆ Frequent repetition insures that 95% of the students respond correctly 95% of the time.

Experience has shown that the majority of students do not learn to decode the written symbols of English automatically and fluently without some direct teaching. Sullivan's Programmed Reading is the ideal program for teaching the English sound-symbol system to both beginning readers and to remedial readers. Programmed Reading has assured success regardless of entry level and, in most cases, regardless of ability.




DECODING – THE LINGUISTIC WAY

Programmed Reading presents decoding skills in reading context within a linguistic progression of sound-symbol relationships. There are no isolated skills drills as in traditional phonics programs. Rather, each new skill is immediately put to use in reading real content.






Programmed Reading:

- ◆ Teaches the letters symbolizing each sound in a systematic progression from the most frequently used sounds of English to the least.
- ◆ Teaches the letters in a sequence leading to the maximum number of combinations to form words from the very beginning of instruction.
- ◆ Allows each student to practice until responses become quick and easy, that is until each student develops automaticity and fluency in decoding.

“Skillful reading depends uncompromisingly upon thorough familiarity with individual letters, words, and frequent spelling patterns. Only to the extent that we have developed such familiarity can the written word flow effortlessly from print to meaning.”
 – Beginning to Read: Thinking and Learning about Print, Marilyn Jager Adams

no fixed	This clock has to be fixed. It has a part missing. A clock with a missing part cannot run. This clock has stopped ticking. 
	Is the clock still ticking? <input type="checkbox"/> yes <input type="checkbox"/> no It has to be <u> </u> fixed.
	Nip is barking at the birds. When the birds fly away, Nip stops barking. 
	This man is telling the cars to stop. start. He is stopp_____ the cars. 
	Ann ran up the hill. Did she stop at the top? <input type="checkbox"/> yes <input type="checkbox"/> no 

Fill in the blanks.

sick	 This cat is _____ .	sink sick sing
well	 This is a _____ .	bell fell well
wig	 This is a _____ .	wig pig dig
black	 This pig is _____ .	black bank blank
crash	 The pan fell with a _____ .	crack catch crash

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The King's Clock

I have clocks for sale.


This is a sign. It says that
 1. all the clocks are sold.
 2. there are clocks for sale.

This sign hangs over the door of a clock-maker's shop in Never-Never Kingdom. The name of the clock-maker is Frank. He makes cl_____cks and sells them in his sh_____op.

Frank used to be a mop-maker. He made and sold _____ops. But Frank doesn't make mops any more. He makes _____locks.

This is why Frank became a clock-maker. Have you forgotten the story of Nancy and the mop? Nancy had a mop that danced away into the forest. Frank made that mop, and Nancy got it in his sho_____.

When Nancy told Frank what had happened to her mop, he had to give her a mop that didn't d_____nce.



After that, the kite-maker's wife came to Frank's shop to say that her mop had run away. The baker's wife came in angry. Her mop didn't want to mop. Frank had to give them all more m_____ps.

• • •

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READING SKILLS: EMERGENT READING TO FLUENCY

THE 4 R'S OF PROGRAMMED READING

Response – In this series, the material is divided into clearly defined and carefully organized segments called frames. Each presents the student with a problem to solve. Unlike ordinary texts, every student must actively respond by choosing between words, filling in missing letters, or checking correct statements. In this way, the student's attention is focused on the particular concept being taught. They learn to observe carefully, and through the use of functional pictures, to discriminate precisely.

Reward – Immediately after students make a response, they learn if their answer is correct. Since the program is designed to insure a 95% success rate, students are constantly being rewarded. Every teacher knows the value of a psychological pat on the back to give students both confidence and enthusiasm for reading.

Repetition – Students are given the opportunity to respond numerous times in each lesson. Each concept is repeated several times, in different contexts, to insure mastery and retention.

Rate – Students learn to read at their own pace without the frustration of either constantly waiting for, or holding up, other students in the class. Since a great deal of time is spent working independently, students develop self-reliance and confidence.

Strengths of the Programmed Format – The series is based on the learning principles of Stimulus, Response, Reward, and Repetition. Skills are introduced in small steps (frames). After students respond, they move the slider down the page and check their answers in the column on the left. The students complete all of Side 1 and then turn the book around and complete Side 2. In this way students are not exposed to the answers on the next page.

The advantages of the programmed format:

- ◆ Students are always involved in the learning process.
- ◆ Their decoding/comprehension skills are constantly checked.
- ◆ They can proceed at their own rate.
- ◆ They are assured of success.
- ◆ They only practice correct responses.

COMPONENTS

Programmed Reading, Books 1-23 provide a logical, linguistic progression, constant reinforcement, colorful art, stimulating story content, and individualized pacing.

In Series I, Books 1-7, students master 13 vowel and 38 consonant lessons and learn approximately 455 phonetically regular words, plus 10 sight words.

Series II, Books 8-15, covers 40 more vowel patterns and 12 more consonant patterns, as well as 1,768 regular words and 26 sight words.

In Series III, Books 16-23, students master an additional 38 vowel and 7 consonant lessons, 3,300 words, and 25 sight words.

Teacher's Guides are organized by book, skill, and unit for easy classroom use. They include an overview of decoding and comprehension skills, a listing of sound-symbol and vocabulary progression as well as content summary. Each guide also provides a Reading Aloud, Dictation, Creative Writing, and Test section for each book as well as specific item-by-item instruction for both corrective and remediative recycling options.

Response Booklets – One for each student book allows the programmed reader to be used as a nonconsumable.

Blackline Masters supplement each series, providing games and activities to reinforce and extend the concepts and skills taught in student texts.

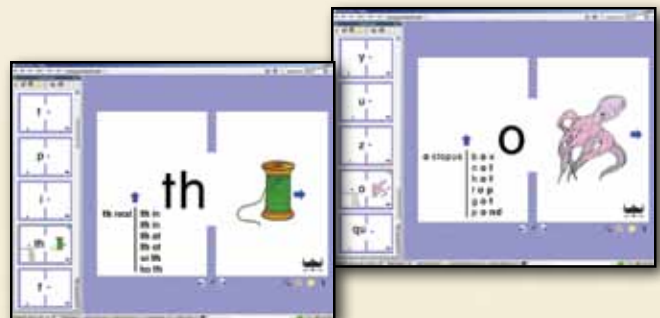
Achievement Tests – Criterion-reinforced tests are available for each series, supplementing the in-book achievement tests. They include an item-by-item analysis of the skills tested and specific remediation for each item missed, thus providing a complete and workable diagnostic-prescriptive reading program.

Placement Tests indicate exactly where in the series to start transfer or remedial students. The tests help place students at the ability level where they are most comfortable. Students enjoy working at their own pace, with no hands to raise or embarrassment in front of their peers. They progress quickly so have that next book ready for your students!

READING SKILLS: EMERGENT READING TO FLUENCY

Description	Item #	Unit Price
Prereading		
Buzzy Bee Coloring Fun Book	1000	\$8.95
Primer	1001	\$18.95
Teacher's Guide	1002	\$19.95
Series I - Reading Levels K - 2.0		
Book 1	1003	\$18.95
Student Response Booklet 1	1004	\$8.95
Book 1A	1005	\$18.95
Teacher's Guide, Books 1 & 1A	1006	\$20.95
Book 2	1007	\$18.95
Student Response Booklet 2	1008	\$8.95
Book 3	1009	\$18.95
Student Response Booklet 3	1010	\$8.95
Book 4	1011	\$18.95
Student Response Booklet 4	1012	\$8.95
Book 5	1013	\$18.95
Student Response Booklet 5	1014	\$8.95
Book 6	1015	\$18.95
Student Response Booklet 6	1016	\$8.95
Book 7	1017	\$18.95
Student Response Booklet 7	1018	\$8.95
Teacher's Guide, Books 2-7	1019	\$33.95
Achievement Tests, Series I	1020	\$9.95
Blackline Masters, Series I	1025	\$21.95
Alphabet Strips	1027	\$22.95
Sound-Symbol Cards (Set of 29)	1028	\$33.95
Sound-Symbol Cards for Interactive Whiteboard	8000	\$33.95
Series II - Reading Levels 2.0 - 4.0		
Book 8	1031	\$18.95
Student Response Booklet 8	1032	\$8.95
Book 9	1033	\$18.95
Student Response Booklet 9	1034	\$8.95
Book 10	1035	\$18.95
Student Response Booklet 10	1036	\$8.95
Book 11	1037	\$18.95
Student Response Booklet 11	1038	\$8.95
Book 12	1039	\$18.95
Student Response Booklet 12	1040	\$8.95
Book 13	1041	\$18.95
Student Response Booklet 13	1042	\$8.95
Book 14	1043	\$18.95
Student Response Booklet 14	1044	\$8.95
Book 15	1045	\$18.95
Student Response Booklet 15	1046	\$8.95
Teacher's Guide, Series II	1047	\$33.95
Achievement Tests, Series II	1048	\$9.95
Blackline Masters, Series II	1052	\$22.95

Description	Item #	Unit Price
Series III - Reading Levels 4.0 - 6.0		
Book 16	1054	\$18.95
Student Response Booklet 16	1055	\$8.95
Book 17	1056	\$18.95
Student Response Booklet 17	1057	\$8.95
Book 18	1058	\$18.95
Student Response Booklet 18	1059	\$8.95
Book 19	1060	\$18.95
Student Response Booklet 19	1061	\$8.95
Book 20	1062	\$18.95
Student Response Booklet 20	1063	\$8.95
Book 21	1064	\$18.95
Student Response Booklet 21	1065	\$8.95
Book 22	1066	\$18.95
Student Response Booklet 22	1067	\$8.95
Book 23	1068	\$18.95
Student Response Booklet 23	1069	\$8.95
Teacher's Guide, Series III	1070	\$33.95
Achievement Tests, Series III	1071	\$9.95
Student Response Book 16-23	1074	\$32.95
For Student Placement		
Placement Exams, Books 1-23 (set of 30) includes TG	1075	\$27.95
SPECIAL INTRODUCTORY OFFER SAVE 25% on Purchase of Entire Series		
Programmed Reading Series I, Student Books 1-7 (1 of each)	9709	\$124.00
Programmed Reading Series II, Student Books 8-15 (1 of each)	9710	\$124.00
Programmed Reading Series III, Student Books 16-23 (1 of each)	9711	\$124.00



Interactive Whiteboard Sound-Symbol Cards

READ AND THINK STORYBOOKS

Reading Levels: Emergent-2.5

Interest Levels: K-3

These Imaginative, Lively
Phonics-Readers Reinforce
Decoding Skills Learned in the
Programmed Reading Series



Description	Item #	Unit Price
Book 1 - Hip, Hap, and Fan Fan	4700	\$13.95
Book 1A - Yes, I Can!	4701	\$13.95
Book 2 - Ping and His Pins	4702	\$13.95
Book 2A - Tab and the Sandman	4703	\$13.95
Book 3 - Mat's Bell	4704	\$13.95
Book 3A - Fishing with Mints	4705	\$13.95
Book 4 - Sam's Ship	4706	\$13.95
Book 4A - Ann and the Bat	4707	\$13.95
Book 5 - The King's Red Slippers	4708	\$13.95
Book 5A - Catching a Witch	4709	\$13.95
Book 6 - I Think It Can	4710	\$13.95
Book 6A - A Present for Jim	4711	\$13.95
Book 7 - Pam Gets to Dig	4712	\$13.95
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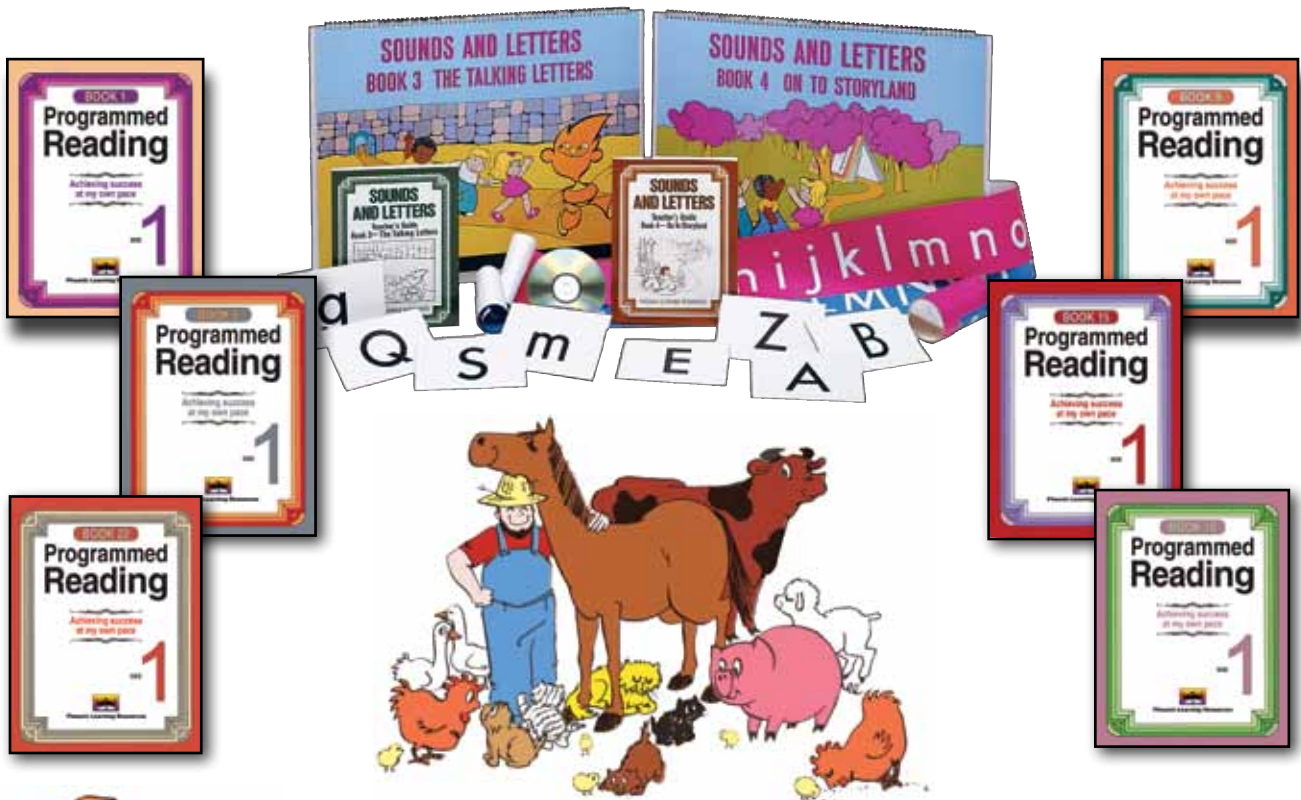
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